



### Panzer IVg Tank



Armor : Front 3 Flank 2

Fire Twice  
or  
Move 12" &  
Fire Once  
or  
Fire Once  
& Move 12"  
or  
Move 24"

Range **75 mm Gun**

16	to hit	3,4,5,6
32	to hit	4,5,6
48	to hit	5,6

Target short: +1 to kill roll  
Armor long: -1 to kill roll

1	to kill	2,3,4,5,6
2	to kill	3,4,5,6
3	to kill	4,5,6
4	to kill	6

a roll of "1" is always disabled

Bow MG  
(range 24)  
(2 dice)

Coax MG  
(range 24)  
(2 dice)

Red Arty Template - Max Range 72



### Panzer IVg Tank



Armor : Front 3 Flank 2

Fire Twice  
or  
Move 12" &  
Fire Once  
or  
Fire Once  
& Move 12"  
or  
Move 24"

Range **75 mm Gun**

16	to hit	3,4,5,6
32	to hit	4,5,6
48	to hit	5,6

Target short: +1 to kill roll  
Armor long: -1 to kill roll

1	to kill	2,3,4,5,6
2	to kill	3,4,5,6
3	to kill	4,5,6
4	to kill	6

a roll of "1" is always disabled

Bow MG  
(range 24)  
(2 dice)

Coax MG  
(range 24)  
(2 dice)

Red Arty Template - Max Range 72



### Panzer IVg Tank



Armor : Front 3 Flank 2

Fire Twice  
or  
Move 12" &  
Fire Once  
or  
Fire Once  
& Move 12"  
or  
Move 24"

Range **75 mm Gun**

16	to hit	3,4,5,6
32	to hit	4,5,6
48	to hit	5,6

Target short: +1 to kill roll  
Armor long: -1 to kill roll

1	to kill	2,3,4,5,6
2	to kill	3,4,5,6
3	to kill	4,5,6
4	to kill	6

a roll of "1" is always disabled

Bow MG  
(range 24)  
(2 dice)

Coax MG  
(range 24)  
(2 dice)

Red Arty Template - Max Range 72



### Pz VIa Tiger Tank



Armor : Front 4 Flank 3

Fire Twice  
or  
Move 12" &  
Fire Once  
or  
Fire Once  
& Move 12"  
or  
Move 24"

Range **88 mm Gun**

20	to hit	3,4,5,6
40	to hit	4,5,6
60	to hit	5,6

Target short: +1 to kill roll  
Armor long: -1 to kill roll

1, 2	to kill	2,3,4,5,6
3	to kill	3,4,5,6
4	to kill	4,5,6
5	to kill	6

a roll of "1" is always disabled

Bow MG  
(range 24)  
(2 dice)

Coax MG  
(range 24)  
(2 dice)

Red Arty Template - Max Range 96



### Panzer IIIm Tank



Armor : Front 3 Flank 2

Fire Twice  
or  
Move 12" &  
Fire Once  
or  
Fire Once  
& Move 12"  
or  
Move 24"

Range **50 mm Gun**

12	to hit	3,4,5,6
24	to hit	4,5,6
36	to hit	5,6

Target short: +1 to kill roll  
Armor long: -1 to kill roll

1	to kill	2,3,4,5,6
2	to kill	3,4,5,6
3	to kill	4,5,6
4	to kill	6

a roll of "1" is always disabled

Bow MG  
(range 24)  
(2 dice)

Coax MG  
(range 24)  
(2 dice)

Blue Arty Template - Max Range 36



### StuG IIIg Assault Gun



Armor : Front 3 Flank 2

Fire Twice  
or  
Pivot &  
Fire Once  
or  
Fire Once  
& Pivot  
or  
Move 24"

Range **75 mm Gun**

16	to hit	3,4,5,6
32	to hit	4,5,6
48	to hit	5,6

Target short: +1 to kill roll  
Armor long: -1 to kill roll

1	to kill	2,3,4,5,6
2	to kill	3,4,5,6
3	to kill	4,5,6
4	to kill	6

a roll of "1" is always disabled

Top MG  
(range 24)  
(2 dice)

Red Arty Template - Max Range 72



### StuH 42 Assault Gun



Armor : Front 3 Flank 2

Fire Twice  
or  
Pivot &  
Fire Once  
or  
Fire Once  
& Pivot  
or  
Move 24"

Range 105 mm Gun		
12	to hit	3,4,5,6
24	to hit	4,5,6
36	to hit	5,6

Target short: +1 to kill roll  
Armor long: -1 to kill roll

1	to kill	2,3,4,5,6
2	to kill	3,4,5,6
3	to kill	4,5,6
4	to kill	6

a roll of "1" is always disabled

Top MG  
(range 24)  
(2 dice)

Green Arty Template - Max Range 60



### StuG IIIg Assault Gun



Armor : Front 3 Flank 2

Fire Twice  
or  
Pivot &  
Fire Once  
or  
Fire Once  
& Pivot  
or  
Move 24"

Range 75 mm Gun		
16	to hit	3,4,5,6
32	to hit	4,5,6
48	to hit	5,6

Target short: +1 to kill roll  
Armor long: -1 to kill roll

1	to kill	2,3,4,5,6
2	to kill	3,4,5,6
3	to kill	4,5,6
4	to kill	6

a roll of "1" is always disabled

Top MG  
(range 24)  
(2 dice)

Red Arty Template - Max Range 72



### SdKfz 251/9 Halftrack



Armor : 1

Fire Twice  
or  
Move 16" &  
Fire Once  
or  
Fire Once  
& Move 16"  
or  
Move 32"

Range 75 mm Gun		
10	to hit	3,4,5,6
20	to hit	4,5,6
30	to hit	5,6

Target short: +1 to kill roll  
Armor long: -1 to kill roll

1	to kill	3,4,5,6
2	to kill	4,5,6
3	to kill	6

a roll of "1" is always disabled

Red Arty Template - Max Range 60



### SdKfz 251/10 Halftrack



Armor : 1

Fire Twice  
or  
Move 16" &  
Fire Once  
or  
Fire Once  
& Move 16"  
or  
Move 32"

Range 37 mm Gun		
8	to hit	3,4,5,6
16	to hit	4,5,6
24	to hit	5,6

Target short: +1 to kill roll  
Armor long: -1 to kill roll

1	to kill	3,4,5,6
2	to kill	4,5,6
3	to kill	6

a roll of "1" is always disabled

Blue Arty Template - Max Range 30



### Pak 40 Anti-Tank Gun



Armor : Front 1 (-1 to hit)

Fire Twice  
or  
Pivot & Fire  
Once  
or  
Hitch/  
Unhitch

Range 75 mm Gun		
16	to hit	3,4,5,6
32	to hit	4,5,6
48	to hit	5,6

Target short: +1 to die roll to kill  
Armor long: -1 to die roll to kill

1	to kill	2,3,4,5,6
2	to kill	3,4,5,6
3	to kill	4,5,6
4	to kill	6

a roll of "1" is always disabled

Red Arty Template - Max Range 72



### Pak 38 Anti-Tank Gun



Armor : Front 1 (-1 to hit)

Fire Twice  
or  
Pivot & Fire  
Once  
or  
Hitch/  
Unhitch

Range 50 mm Gun		
12	to hit	3,4,5,6
24	to hit	4,5,6
36	to hit	5,6

Target short: +1 to die roll to kill  
Armor long: -1 to die roll to kill

1	to kill	2,3,4,5,6
2	to kill	3,4,5,6
3	to kill	4,5,6
4	to kill	6

a roll of "1" is always disabled

Red Arty Template - Max Range 36



### SdKfz 251/1 Halftrack



Armor : 1

Move 16" &  
Load/Unload  
*or*  
Load/Unload  
& Move 16"  
*or*  
Move 32"

MG  
(range 24)  
(2 dice)  
may carry 2 stands  
and tow 1 gun



### SdKfz 251/1 Halftrack



Armor : 1

Move 16" &  
Load/Unload  
*or*  
Load/Unload  
& Move 16"  
*or*  
Move 32"

MG  
(range 24)  
(2 dice)  
may carry 2 stands  
and tow 1 gun



### Truck



Move 10" &  
Load/Unload  
*or*  
Load/Unload  
& Move 10"  
*or*  
Move 20"

may carry 2 stands  
and tow 1 gun

### Infantry Company

Move 6"  
& Fire  
*or*  
Fire &  
Move 6"  
*or*  
Move 12"

	Dice	Range
Rifle	1	24
LMG	2	24
HMG	4	36
Mortar	Blue	36

HMG and Mortar may not move and fire in same turn

### Infantry Company

Move 6"  
& Fire  
*or*  
Fire &  
Move 6"  
*or*  
Move 12"

	Dice	Range
Rifle	1	24
LMG	2	24
HMG	4	36
Mortar	Blue	36

HMG and Mortar may not move and fire in same turn

### Infantry Company

Move 6"  
& Fire  
*or*  
Fire &  
Move 6"  
*or*  
Move 12"

	Dice	Range
Rifle	1	24
LMG	2	24
HMG	4	36
Mortar	Blue	36

HMG and Mortar may not move and fire in same turn



### Truck



Move 10" &  
Load/Unload  
*or*  
Load/Unload  
& Move 10"  
*or*  
Move 20"

may carry 2 stands  
and tow 1 gun



### Truck



Move 10" &  
Load/Unload  
*or*  
Load/Unload  
& Move 10"  
*or*  
Move 20"

may carry 2 stands  
and tow 1 gun



### Truck



Move 10" &  
Load/Unload  
*or*  
Load/Unload  
& Move 10"  
*or*  
Move 20"

may carry 2 stands  
and tow 1 gun

### Infantry Company

Move 6"  
& Fire  
*or*  
Fire &  
Move 6"  
*or*  
Move 12"

	Dice	Range
Rifle	1	24
LMG	2	24
HMG	4	36
Mortar	Blue	36

HMG and Mortar may not move and fire in same turn

### Infantry Company

Move 6"  
& Fire  
*or*  
Fire &  
Move 6"  
*or*  
Move 12"

	Dice	Range
Rifle	1	24
LMG	2	24
HMG	4	36
Mortar	Blue	36

HMG and Mortar may not move and fire in same turn

### Infantry Company

Move 6"  
& Fire  
*or*  
Fire &  
Move 6"  
*or*  
Move 12"

	Dice	Range
Rifle	1	24
LMG	2	24
HMG	4	36
Mortar	Blue	36

HMG and Mortar may not move and fire in same turn



### Truck



Move 10" & Load/Unload  
or  
Load/Unload & Move 10"  
or  
Move 20"

may carry 2 stands  
and tow 1 gun



### Truck



Move 10" & Load/Unload  
or  
Load/Unload & Move 10"  
or  
Move 20"

may carry 2 stands  
and tow 1 gun



### Truck



Move 10" & Load/Unload  
or  
Load/Unload & Move 10"  
or  
Move 20"

may carry 2 stands  
and tow 1 gun

### Infantry Company

Move 6" & Fire  
or  
Fire & Move 6"  
or  
Move 12"

	Dice	Range
Rifle	1	24
LMG	2	24
HMG	4	36
Mortar	Blue	36

Move 6" & Fire  
or  
Fire & Move 6"  
or  
Move 12"

	Dice	Range
Rifle	1	24
LMG	2	24
HMG	4	36
Mortar	Blue	36

Move 6" & Fire  
or  
Fire & Move 6"  
or  
Move 12"

	Dice	Range
Rifle	1	24
LMG	2	24
HMG	4	36
Mortar	Blue	36

HMG and Mortar may not move and fire in same turn

HMG and Mortar may not move and fire in same turn

HMG and Mortar may not move and fire in same turn



### Truck



Move 10" & Load/Unload  
or  
Load/Unload & Move 10"  
or  
Move 20"

may carry 2 stands



### Truck



Move 10" & Load/Unload  
or  
Load/Unload & Move 10"  
or  
Move 20"

may carry 2 stands



### Truck



Move 10" & Load/Unload  
or  
Load/Unload & Move 10"  
or  
Move 20"

may carry 2 stands

### Pioneer Company

Move 6" & Fire  
or  
Fire & Move 6"  
or  
Move 12"

	Dice	Range
Rifle	1	24
LMG	2	24
Flame	3	6

Move 6" & Fire  
or  
Fire & Move 6"  
or  
Move 12"

	Dice	Range
Rifle	1	24
LMG	2	24
Flame	3	6

Move 6" & Fire  
or  
Fire & Move 6"  
or  
Move 12"

	Dice	Range
Rifle	1	24
LMG	2	24
Flame	3	6



### T-34 Tank



Armor : Front 3 Flank 2

Fire Twice  
or  
Move 18" &  
Fire Once  
or  
Fire Once  
& Move 18"  
or  
Move 36"

Range **76 mm Gun**

10	to hit	3,4,5,6
20	to hit	4,5,6
30	to hit	5,6

Target short: +1 to kill roll  
Armor long: -1 to kill roll

1	to kill	2,3,4,5,6
2	to kill	3,4,5,6
3	to kill	4,5,6
4	to kill	6

a roll of "1" is always disabled

Bow MG  
(range 24)  
(2 dice)

Coax MG  
(range 24)  
(2 dice)

Red Arty Template - Max Range 48



### T-34 Tank



Armor : Front 3 Flank 2

Fire Twice  
or  
Move 18" &  
Fire Once  
or  
Fire Once  
& Move 18"  
or  
Move 36"

Range **76 mm Gun**

10	to hit	3,4,5,6
20	to hit	4,5,6
30	to hit	5,6

Target short: +1 to kill roll  
Armor long: -1 to kill roll

1	to kill	2,3,4,5,6
2	to kill	3,4,5,6
3	to kill	4,5,6
4	to kill	6

a roll of "1" is always disabled

Bow MG  
(range 24)  
(2 dice)

Coax MG  
(range 24)  
(2 dice)

Red Arty Template - Max Range 48



### T-34 Tank



Armor : Front 3 Flank 2

Fire Twice  
or  
Move 18" &  
Fire Once  
or  
Fire Once  
& Move 18"  
or  
Move 36"

Range **76 mm Gun**

10	to hit	3,4,5,6
20	to hit	4,5,6
30	to hit	5,6

Target short: +1 to kill roll  
Armor long: -1 to kill roll

1	to kill	2,3,4,5,6
2	to kill	3,4,5,6
3	to kill	4,5,6
4	to kill	6

a roll of "1" is always disabled

Bow MG  
(range 24)  
(2 dice)

Coax MG  
(range 24)  
(2 dice)

Red Arty Template - Max Range 48



### T-34 Tank



Armor : Front 3 Flank 2

Fire Twice  
or  
Move 18" &  
Fire Once  
or  
Fire Once  
& Move 18"  
or  
Move 36"

Range **76 mm Gun**

10	to hit	3,4,5,6
20	to hit	4,5,6
30	to hit	5,6

Target short: +1 to kill roll  
Armor long: -1 to kill roll

1	to kill	2,3,4,5,6
2	to kill	3,4,5,6
3	to kill	4,5,6
4	to kill	6

a roll of "1" is always disabled

Bow MG  
(range 24)  
(2 dice)

Coax MG  
(range 24)  
(2 dice)

Red Arty Template - Max Range 60



### SU-122 Assault Gun



Armor : Front 3 Flank 2

Fire Twice  
or  
Pivot &  
Fire Once  
or  
Fire Once  
& Pivot  
or  
Move 36"

Range **122 mm Gun**

10	to hit	3,4,5,6
20	to hit	4,5,6
30	to hit	5,6

Target no modifier to kill roll  
Armor

1, 2	to kill	2,3,4,5,6
3	to kill	3,4,5,6
4	to kill	4,5,6
5	to kill	6

a roll of "1" is always disabled

Bow MG  
(range 24)  
(2 dice)

Coax MG  
(range 24)  
(2 dice)

Green Arty Template - Max Range 60



### SU-152 Assault Gun



Armor : Front 4 Flank 3

Fire Twice  
or  
Pivot &  
Fire Once  
or  
Fire Once  
& Pivot  
or  
Move 20"

Range **152 mm Gun**

12	to hit	3,4,5,6
24	to hit	4,5,6
36	to hit	5,6

Target no modifier to kill roll  
Armor

1, 2	to kill	2,3,4,5,6
3	to kill	3,4,5,6
4	to kill	4,5,6
5	to kill	6

a roll of "1" is always disabled

Bow MG  
(range 24)  
(2 dice)

Coax MG  
(range 24)  
(2 dice)

Green Arty Template - Max Range 72



### T-70 Light Tank



Armor : Front 2 Flank 1

Fire Twice  
or  
Move 16" &  
Fire Once  
or  
Fire Once  
& Move 16"  
or  
Move 32"

Range 45 mm Gun		
8	to hit	3,4,5,6
16	to hit	4,5,6
24	to hit	5,6
Target short: +1 to kill roll Armor long: -1 to kill roll		
1	to kill	3,4,5,6
2	to kill	4,5,6
3	to kill	6

a roll of "1" is always disabled

Coax MG  
(range 24)  
(2 dice)

Blue Arty Template - Max Range 30



### T-70 Light Tank



Armor : Front 2 Flank 1

Fire Twice  
or  
Move 16" &  
Fire Once  
or  
Fire Once  
& Move 16"  
or  
Move 32"

Range 45 mm Gun		
8	to hit	3,4,5,6
16	to hit	4,5,6
24	to hit	5,6
Target short: +1 to kill roll Armor long: -1 to kill roll		
1	to kill	3,4,5,6
2	to kill	4,5,6
3	to kill	6

a roll of "1" is always disabled

Coax MG  
(range 24)  
(2 dice)

Blue Arty Template - Max Range 30



### BT-7 Light Tank



Armor : Front 1 Flank 1

Fire Twice  
or  
Move 20" &  
Fire Once  
or  
Fire Once  
& Move 20"  
or  
Move 40"

Range 45 mm Gun		
8	to hit	3,4,5,6
16	to hit	4,5,6
24	to hit	5,6
Target short: +1 to kill roll Armor long: -1 to kill roll		
1	to kill	3,4,5,6
2	to kill	4,5,6
3	to kill	6

a roll of "1" is always disabled

Bow MG  
(range 24)  
(2 dice)

Coax MG  
(range 24)  
(2 dice)

Blue Arty Template - Max Range 30



### 76 mm Anti-Tank Gun



Armor : Front 1

Fire Twice  
or  
Pivot & Fire  
Once  
or  
Hitch/  
Unhitch

Range 76 mm Gun		
10	to hit	3,4,5,6
20	to hit	4,5,6
30	to hit	5,6
Target short: +1 to kill roll Armor long: -1 to kill roll		
1	to kill	2,3,4,5,6
2	to kill	3,4,5,6
3	to kill	4,5,6
4	to kill	6

a roll of "1" is always disabled

Red Arty Template - Max Range 48



### 76 mm Anti-Tank Gun



Armor : Front 1

Fire Twice  
or  
Pivot & Fire  
Once  
or  
Hitch/  
Unhitch

Range 76 mm Gun		
10	to hit	3,4,5,6
20	to hit	4,5,6
30	to hit	5,6
Target short: +1 to kill roll Armor long: -1 to kill roll		
1	to kill	2,3,4,5,6
2	to kill	3,4,5,6
3	to kill	4,5,6
4	to kill	6

a roll of "1" is always disabled

Red Arty Template - Max Range 48



### 45 mm Anti-Tank Gun



Armor : Front 1 (-1 to hit)

Fire Twice  
or  
Pivot & Fire  
Once  
or  
Move 6"  
or  
Hitch/  
Unhitch

Range 45 mm Gun		
10	to hit	3,4,5,6
20	to hit	4,5,6
30	to hit	5,6
Target short: +1 to kill roll Armor long: -1 to kill roll		
1	to kill	3,4,5,6
2	to kill	4,5,6
3	to kill	6

a roll of "1" is always disabled

Blue Arty Template - Max Range 36



### 45 mm Anti-Tank Gun



Armor : Front 1 (-1 to hit)

Fire Twice  
or  
Pivot & Fire  
Once  
or  
Move 6"  
or  
Hitch/  
Unhitch

Range			45 mm Gun
10	to hit	3,4,5,6	
20	to hit	4,5,6	
30	to hit	5,6	
Target Armor		short: +1 to kill roll long: -1 to kill roll	
1	to kill	3,4,5,6	
2	to kill	4,5,6	
3	to kill	6	

a roll of "1" is always disabled

Blue Arty Template - Max Range 36

### PTRD

### Anti-Tank Rifle Team



Move 6"  
& Fire  
or  
Fire &  
Move 6"  
or  
Move 12"

Range			ATR
4	to hit	3,4,5,6	
8	to hit	4,5,6	
12	to hit	5,6	
Target Armor		short: +1 to kill roll long: -1 to kill roll	
1	to kill	4,5,6	
2	to kill	6	

a roll of "1" is always disabled

### PTRD

### Anti-Tank Rifle Team



Move 6"  
& Fire  
or  
Fire &  
Move 6"  
or  
Move 12"

Range			ATR
4	to hit	3,4,5,6	
8	to hit	4,5,6	
12	to hit	5,6	
Target Armor		short: +1 to kill roll long: -1 to kill roll	
1	to kill	4,5,6	
2	to kill	6	

a roll of "1" is always disabled



### Submachine Gun Company



Move 12"  
& Fire  
or  
Fire &  
Move 12"

	Dice	Range
SMG	2	6

#### Elite Company

All pinned stands rally automatically during rally phase.

Company adds one to any morale table roll.



### Infantry Company



Move 6"  
& Fire  
or  
Fire &  
Move 6"  
or  
Move 12"

	Dice	Range
Rifle	1	24
HMG	3	36
Mortar	Blue	36

HMG/Mortar may not move and fire in same turn

Mortar Fire : Place blue template over target that mortar stand can see. Roll scatter die plus 1 regular die to see where shot falls. Roll 2 die for each stand touched by or under the template. Determine casualties the same as for small arms fire.



### Infantry Company



Move 6"  
& Fire  
or  
Fire &  
Move 6"  
or  
Move 12"

	Dice	Range
Rifle	1	24
HMG	3	36
Mortar	Blue	36

HMG/Mortar may not move and fire in same turn

Mortar Fire : Place blue template over target that mortar stand can see. Roll scatter die plus 1 regular die to see where shot falls. Roll 2 die for each stand touched by or under the template. Determine casualties the same as for small arms fire.



### Infantry Company



Move 6"  
& Fire  
*or*  
Fire &  
Move 6"  
*or*  
Move 12"

	Dice	Range
Rifle	1	24
HMG	3	36
Mortar	Blue	36

HMG/Mortar may not move and fire in same turn

Mortar Fire : Place blue template over target that mortar stand can see. Roll scatter die plus 1 regular die to see where shot falls. Roll 2 die for each stand touched by or under the template. Determine casualties the same as for small arms fire.



### Infantry Company



Move 6"  
& Fire  
*or*  
Fire &  
Move 6"  
*or*  
Move 12"

	Dice	Range
Rifle	1	24
HMG	3	36
Mortar	Blue	36

HMG/Mortar may not move and fire in same turn

Mortar Fire : Place blue template over target that mortar stand can see. Roll scatter die plus 1 regular die to see where shot falls. Roll 2 die for each stand touched by or under the template. Determine casualties the same as for small arms fire.



### Infantry Company



Move 6"  
& Fire  
*or*  
Fire &  
Move 6"  
*or*  
Move 12"

	Dice	Range
Rifle	1	24
HMG	3	36
Mortar	Blue	36

HMG/Mortar may not move and fire in same turn

Mortar Fire : Place blue template over target that mortar stand can see. Roll scatter die plus 1 regular die to see where shot falls. Roll 2 die for each stand touched by or under the template. Determine casualties the same as for small arms fire.



### Infantry Company



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& Fire  
*or*  
Fire &  
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