

Schützenkompanie

Confident

Veteran

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German

Early-War

Platoon	Qty	Unit	Points
Headquarters			
Schützenkompanie HQ - p.65	2	Cmd SMG team	45
	2	Motorcycle & Sidecar	
Combat Platoons			
Schützen Platoon - p.65	1	Cmd MG team	210
	1	Kfz 15 field car	
	1	Light Mortar team	
	6	MG team	
	4	Kfz 70 truck	
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Weapons Platoon			
Schützen Mortar Platoon - p.66	1	Cmd SMG team	125
	1	Motorcycle & Sidecar	
	1	Observer Rifle team	
	4	8cm GW34 mortar	
Schützen Anti-tank Gun Platoon - p.67	1	Cmd SMG team	75
	2	3.7cm PaK36 gun	
Divisional Support			
Mittlere Panzer Platoon - p.63	3	Panzer IV D	450
Heavy Anti-aircraft Gun Platoon - p.89	1	Cmd SMG team	410
	Allied Platoon	2	
			Company Points:
			1735

Source document: Hellfire and Back!

Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
Panzer IV C or D	Fully-tracked	3	2	1	Co-ax MG, Hull MG, Protected ammo.
7.5cm KwK37 gun	24"/60cm	2	7	3+	Smoke.
Firing bombardments	48"/120cm	-	2	6+	

Tanks

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
8.8cm FlaK36 anti-tank gun (8 crew)	Immobile	40"/100cm	3	13	3+	Gun shield, Turntable.
3.7cm PaK36 gun	Light	24"/60cm	3	6	4+	Gun shield.
8cm GW34 mortar	Man-packed	40"/100cm	-	2	6+	Smoke bombardment.

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.
MG team	16"/40cm	3	2	6+	
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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Trucks

Kfz 15 field car	Jeep	-	-	-	
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

Special Rules

Heavy Anti-aircraft Gun Platoon - p.89

Hübner's 8.8cm FlaK36 gun has a ROF of 3. Hübner's Gun team always has ROF 3 even if his platoon is Pinned Down. Hübner re-rolls failed To-Hit rolls with his 8.8cm FlaK36 gun.

If the enemy Destroys Hübner, they roll a die: On a roll of 4+ Hübner is killed or seriously wounded and the team is Destroyed, otherwise the German player may nominate any other 8.8cm FlaK36 gun team within 6"/15cm of Hübner as his new gun team. His original 8.8cm FlaK36 gun team is Destroyed.

Schützenkompanie HQ - p.65

One German platoon within 8"/20cm of Rommel may make a normal move within its deployment area after both sides have deployed but before any Reconnaissance Deployment moves.

Any German platoon that Rommel joins passes all Motivation Tests on a roll of 3+ and may re-roll all failed Skill Tests to make Stormtroopers moves.