

Schützenkompanie

Confident Veteran		Rifle Company		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		230	
	1	Kfz 15 field car			
	1	Light Mortar team			
	1	Anti-tank Rifle team			
	6	MG team			
	4	Kfz 70 truck			
Schützen Platoon - p.65	1	Cmd MG team		230	
	1	Kfz 15 field car			
	1	Light Mortar team			
	1	Anti-tank Rifle team			
	6	MG team			
	4	Kfz 70 truck			
Weapons Platoon					
Schützen Mortar Platoon - p.66	1	Cmd SMG team		125	
	1	Motorcycle & Sidecar			
	1	Observer Rifle team			
	4	8cm GW34 mortar			
Light Infantry Gun Platoon - p.67	1	Cmd SMG team		65	
	1	Observer Rifle team			
	1	Motorcycle & Sidecar			
	2	7.5cm leIG18 gun			
Divisional Support					
Panzer II Platoon - p.61	4	Panzer II C (late)		225	
Anti-tank Gun Platoon - p.87	1	Cmd SMG team		255	
	3	5cm PaK38 gun			
Heavy Anti-aircraft Gun Platoon - p.89	1	Cmd SMG team		460	
	1	Warrior Arnold Hübner w/ 8.8cm FlaK36 gun (8 crew)			
	1	8.8cm FlaK36 anti-tank gun (8 crew)			
Air Support - p.90	5	Limited Air Support Ju 87B Stuka		115	
				Company Points:	1750

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>	

Tanks

Panzer II C (late)	Fully-tracked	2	1	1	Co-ax MG, Protected ammo.
<i>2cm KwK38 gun</i>	<i>16"/40cm</i>	<i>3</i>	<i>5</i>	<i>5+</i>	

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.
7.5cm leIG18 gun	Light	16"/40cm	2	5	3+	Gun shield, Smoke.
Firing bombardments		48"/120cm	-	3	6+	
8cm GW34 mortar	Man-packed	40"/100cm	-	2	6+	Smoke bombardment.
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Anti-tank Rifle team	16"/40cm	1	4	6+	Tank Assault 3.
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	-	-	-	

Aircraft

Aircraft	Weapon	To-Hit	Anit-tank	Firepower	Notes
<i>Ju 87B Stuka</i>	<i>Bombs</i>	<i>4</i>	<i>5</i>	<i>2+</i>	<i>Optional Stuka Schwerpunkt (p. 102).</i>

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.