

Leichte Panzerkompanie

Confident Veteran

Light Armoured Company

German

Early-War

Platoon	Qty	Unit	Points
Headquarters			
Leichte Panzerkompanie HQ - p.61	1	Panzer III F (late) or G	155
Combat Platoons			
Panzer III Platoon - p.61	4	Panzer III F (late) or G	615
Panzer II Platoon - p.61	4	Panzer II C (late)	225
Weapons Platoon			
Panzer II Platoon - p.61	4	Panzer II C (late)	225
Leichte Pionier Platoon - p.77	1 1 3 9 3	Cmd Pioneer SMG team Motorcycle & Sidecar Kfz 15 field car Pioneer Rifle team Kfz 70 truck	225
Divisional Support			
Heavy Panzerspäh Platoon - p.73	2	Sd Kfz 231 (8-rad)	95
Motorised Light Artillery Battery - p.88	1 1 1 1 2	Cmd SMG team Staff team Observer Rifle team Sd Kfz 254 half-track 10.5cm leFH18 howitzer	200
Company Points:			1740

Source document: Hellfire and Back!

Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
Weapon	Range	ROF	Anti-tank	Firepower	

Tanks

Panzer II C (late)	Fully-tracked	2	1	1	Co-ax MG, Protected ammo.
2cm KwK38 gun	16"/40cm	3	5	5+	
Panzer III F (late) or G	Fully-tracked	3	3	1	Co-ax MG, Hull MG, Protected Ammo.
5cm KwK gun	24"/60cm	3	7	4+	

Armoured Cars

Sd Kfz 231 (8-rad, early)	Jeep	1	0	0	Co-ax MG.
2cm KwK38 gun	16"/40cm	3	5	5+	

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	9	2+	Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.
Staff team		-	cannot shoot	++	Moves as a Heavy Gun team.

Additional Training and Equipment

Pioneer teams are rated as Tank Assault 3.

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	-	-	-	

Armoured Personnel Carriers

Sd Kfz 253 (StuG) or Sd Kfz 254 half-track	Half-tracked	1	0	1	AA MG.
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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 Panzerspäh Platoon - p.73

Heavy Panzerspah Patrols operate as separate platoons, each with their own command team. Although its patrols operate as separate platoons for all other purposes, a Heavy Panzerspah Platoon deploys all at the same time as a single platoon. For example, this means that you treat the entire Heavy Panzerspah Platoon as a single platoon when calculating the number of platoons held in Ambush or Reserve.

Heavy Panzerspäh Platoon - p.73

Heavy Panzerspah Platoons are Reconnaissance Platoons.

Leichte Pionier Platoon - p.77

Replace up to one Pioneer Rifle team per Pionier Squad with a Flame-thrower team at the start of the game before deployment.

Motorised Light Artillery Battery - p.88

Motorised Light Artillery Batteries may not be deployed in Ambush.