

## Tiger I



**Type:** Heavy AFV  
**Move:** Average  
**Reaction:** 7D  
**Weapon:** 88L56 Gun  
**Range:** 10/20/40  
**AT:** 10D  
**Notes:** Poor Reliability.



Armour Battles



## Panther Ausf G



**Type:** Medium AFV  
**Move:** Average  
**Reaction:** 7D/6D  
**Weapon:** 75L70 Gun  
**Range:** 9/18/36  
**AT:** 9D  
**Notes:** Sloped armour.



Armour Battles



## Panzer IV H



**Type:** Medium AFV  
**Move:** Average  
**Reaction:** 5D  
**Weapon:** 75L48 Gun  
**Range:** 8/16/32  
**AT:** 8D



Armour Battles



## Sturmgeschütz III



**Type:** Medium AFV  
**Move:** Average  
**Reaction:** 6D (5D)  
**Weapon:** 75L48 Gun  
**Range:** 8/16/32  
**AT:** 8D  
**Notes:** 180° fire arc. Low profile.



Armour Battles



## SdFfz 234/2 Puma



**Type:** Light AFV  
**Move:** Fast  
**Reaction:** 4D  
**Weapon:** 50L60 Gun  
**Range:** 7/14/28  
**AT:** 6D  
**Notes:** Recon. Break-off.



Armour Battles



## 105L28 Howitzer



**Type:** Off-table Artillery  
**Move:** —  
**Reaction:** —  
**Weapon:** 105L28 howitzer  
**Range:** Off-Table  
**AT:** 4D  
**Notes:** Artillery Suppression.



Armour Battles



## German Battle Group



**Units:**  
**Command Dice:**  
**Staff Orders:**  
**Rally Dice:**  
**Artillery Reponse Dice:**  
**Army Morale:**



Armour Battles



## Armour Battles Unit Cards

### Card Inserts

Printout the sheets on either normal paper or cardstock. Cut the cards apart and place them into collectible card game card protectors. Place an old playing card behind the unit card to stiffen it.

### Reference Sheet

Or just print out the sheet and use it as a handy unit reference during play.