

Tiger I



Type: Heavy AFV
Move: Average
Reaction: 7D
Weapon: 88L56 Gun
Range: 10/20/40
AT: 9D
Notes: Mechanically Unreliable.



Armour Battles



Panther G



Type: Medium AFV
Move: Average
Reaction: 9D/7D
Weapon: 75L70 Gun
Range: 9/18/36
AT: 10D
Notes: Sloped Armour.



Armour Battles



Panzer IV H



Type: Medium AFV
Move: Average
Reaction: 6D
Weapon: 75L48 Gun
Range: 8/16/32
AT: 8D



Armour Battles



Sturgeschütz III G



Type: Medium AFV
Move: Average
Reaction: 7D (6D)
Weapon: 75L48 Gun
Range: 8/16/32
AT: 8D
Notes: 180° Fire. Low Profile.



Armour Battles



SdFz 234/2 Puma



Type: Light AFV
Move: Fast
Reaction: 5D
Weapon: 50L60 Gun
Range: 7/14/28
AT: 6D
Notes: Recon. Break-off.



Armour Battles



105L28 Howitzer



Type: Off-table Artillery
Weapon: 105L28 howitzer
Range: Off-Table
AT: 5D
Notes: High Suppression.



Armour Battles



German Battle Group



Units:
Command Dice:
Staff Orders:
Rally Dice:
Comms Dice:
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.