

Rommel

A tabletop game of great battles in the Second World War

by Sam A. Mustafa

Collection of Markers for the Basic and Advanced Rules



















This file is provided free for players who wish to create paper game markers. Print out to colored paper or thick cardstock and cut them out yourself.

The basic game requires only the *Prepared Position*, *Low Supply* and *Isolated* markers. The others are for the advanced rules.

I hope you enjoy playing *Rommel*.

Sam Mustafa.

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ISOLATED	ISOLATED	ISOLATED	ISOLATED	ISOLATED	ISOLATED	ISOLATED	ISOLATED	ISOLATED
LOW SUPPLY	LOW SUPPLY	LOW SUPPLY	LOW SUPPLY	LOW SUPPLY	LOW SUPPLY	LOW SUPPLY	LOW SUPPLY	LOW SUPPLY
PREPARED POSITION 	PREPARED POSITION 	PREPARED POSITION 	PREPARED POSITION 	PREPARED POSITION 	PREPARED POSITION 	PREPARED POSITION 	PREPARED POSITION 	PREPARED POSITION 
PREPARED POSITION 	PREPARED POSITION 	PREPARED POSITION 	PREPARED POSITION 	PREPARED POSITION 	PREPARED POSITION 	PREPARED POSITION 	PREPARED POSITION 	PREPARED POSITION 

Boat 	Boat 	Boat 	Boat 	Boat 	Boat 	Boat 	Boat 
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Blitzkrieg
The enemy may not invoke more than one tactical phase in his next turn.

Lingering Event
Place on enemy CP.

Maskirovka
In his coming turn, the enemy discards new Ops dice on rolls of 1s, 2s, or 3s.

Lingering Event
Place on enemy CP.