Rommel

A tabletop game of great battles in the Second World War

by Sam A. Mustafa

Optional Unit Roster

If you don't like unit cards or labels, you can play the game using a roster instead. Each unit needs only an identifying number (ID#), and then you can keep track of that unit's values and traits, as well as its step losses, on this roster. Simply print out as many copies as you need.

After the ID# write the unit's type (Infantry, Armor, Artillery). Then fill in the numbers for its combat track. These boxes have been made wide enough to accomodate units with split tracks. An armor unit will have an armor value. An artillery unit will have a range and barrage value. Write in the words or symbols (as you prefer) for the unit's traits, if any.

I hope you enjoy playing *Rommel*.

Sam Mustafa.

Unit ID#	Type	Combat Track			Armor	Artillery	Traits