"Rommel in the Desert" Game Record Sheet

3 BPs per CV: All armor, all anti-tank, all artillery
2 BPs per CV: Mechanized and motorized infantry
1 BP per CV: Foot infantry and paratroops

Redeployments: 1 BP per unit per move
Sea Movement: 1 BP (4 BPs if one port beseiged)
Minefields: 15 BPs per minefield
Extra Supply: 10 BPs per supply card

97/05/21

Turn	BPs saved	New BPs	Total BPs	Redeployments	Sea Movement	Replacements	Minefields	Extra Supply	BPs Remaining

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