

WWII MicroArmour: The Game

Markers

Designed by Leif Edmondson

Page 2: German Mine markers

Page 3 US mine markers

Page 4 Soviet mine markers

Page 5: German and Soviet Wreck markers

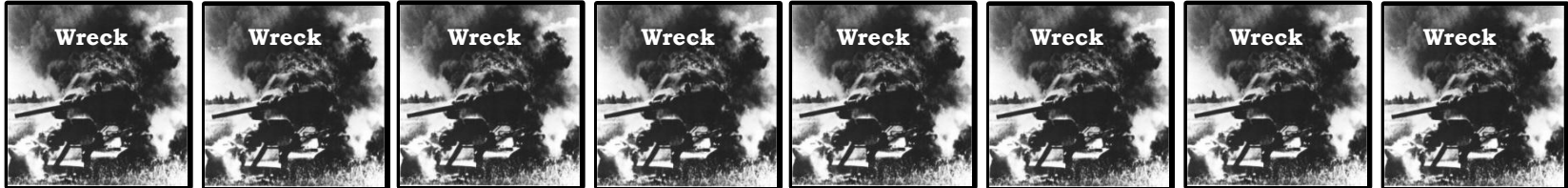
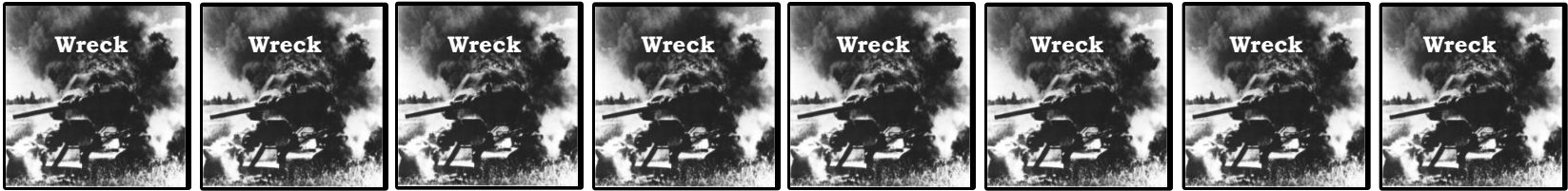
Page 6: Artillery Impact markers

Page 7: Smoke Impact markers

Page 8: Light Improved Positions

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These are too big change them back to 1"

