

A&A Spring 1942 Game Log

IPC		Round <u>1</u>	Round <u>2</u>	Round <u>3</u>	Round <u>4</u>	Round <u>5</u>	Round <u>6</u>	Round <u>7</u>	Round <u>8</u>	Round <u>9</u>	Round <u>0</u>
Player	24	Saved									
	RUSSIA	IPC Income									
Player	40	Saved									
	GERMANY	IPC Income									
Player	30	Saved									
	BRITAIN	IPC Income									
Player	30	Saved									
	JAPAN	IPC Income									
Player	42	Saved									
	USA	IPC Income									

Game MVC = Most Valuable Country regardless of Victory outcome. •Log Saved IPC's not spent in Saved Boxes. ••Add saved IPC's to the total IPC's collected at end of your turn and log in IPC income Boxes.

Game MVC	Game Notes									
VICTORY!										

(if game lasts longer than 10 rounds... use another page write a 1 in front of round #'s----->)

Log whatever you want in game notes...
 Weapon Development info (if in Use), Strategy Info you may want to remember,
 Arguments, Jokes, Amazing Di Rolls, Amazing Battle outcomes... Like when i destroyed 3 Brand new Japanese bombers with AA fire in Caucasus...
 I still have the sheet that i drew the shape of the bombers in the game notes section... Japan did not like when we kept asking "Where are the Japanese bombers"