A&A SPRING 1942 GAME SAVE LOG

Its easier to Log the allies first then the axis. in the case of Multinational units in same territt, use 1 line per country (see below)

TERRITORIES With Units

	FLAG	COUNTRY	LAND: I. Complex (Damage chips)	LAND: AA Gun	LAND: Infantry	LAND: Artillery	LAND: Tank	AIR: Fighter	AIR: Bomber
Example: Egypt (controlled by G)	G	G	1	2	1	2		2	
Example: Egypt (controlled by G w/ J units)	G	J				2	1	1	2

SEA ZONE	COUNTRY	Transport	Infantry	Artillery	Tank	AA Gun	Submarine	Destroyer	Cruiser	Carrier/++ (X)	Battleship (+ = Plane, x = Dmg) (X)	TURN
60	J	6	8	2	1	1	1	2	2	1 ++ 1 +	x	1 1 x

Example:

Sea Zone 60 - Japan has 6 Transports (12 units loaded), 1 Sub, 2 Destoyers, 2 Cruisers, 2 A.C. w/ 3 Ftr. (1 Dmg), 2 B.ships (1 Dmg)

Log the current country turn with country initial

TERRITORIES (No-Units) Flags:

Example: China - J
(China Controlled by Japan but no units in Territory)

Player:
IPC:
W. Dev #:
Advatages:

Player:
IPC:
W. Dev #:
Advatages:

Player:
IPC:
W. Dev #:
Advatages:

Player:
IPC:
W. Dev #:
Advatages:

Player:
IPC:
W. Dev #:
Advatages: