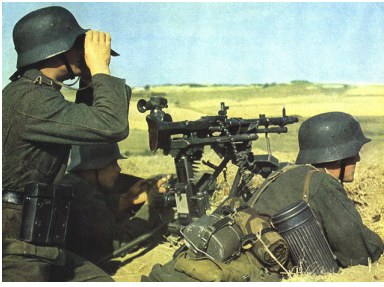


2011 Convention Player Aids

The player aids should be assembled in six booklets and tabbed as follows:



Axis Records

1. European Axis YSS
2. European Axis BRPs
3. European Axis research, European Axis forces
4. European Axis diplomacy
5. Opponent's research tracking sheet



Japanese Records

1. Japanese YSS
2. Japanese BRPs
3. Japanese research, Japanese forces
4. Japanese attack planning sheet



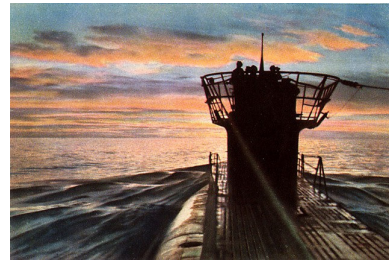
Western Allied Records

1. Western Allied YSS
2. Western Allied BRPs
3. Western Allied research, Western Allied forces
4. Western Allied/Russian diplomacy
5. French YSS and BRPs
6. Opponent's research tracking sheet



Russian and Chinese Records

1. Russian YSS
2. Russian BRPs
3. Russian research, Russian forces
4. Chinese YSS and BRPs



Tension, submarine warfare and shipbuilding records

1. Russo-German Tension Record
2. U.S.-Axis Tension Record
3. U.S.-Japanese Tension Record
4. Atlantic submarine warfare modifiers
5. Atlantic submarine warfare results
6. Pacific submarine warfare modifiers and results
7. Shipbuilding

Tables (10 single-sided pages). These should be assembled in a booklet, and several copies made.

The scenario cards are used by each alliance faction to track their force pools and shipbuilding.

One shipbuilding record sheet should be printed for each game year.

The template for larger, more user-friendly ULTRA and MAGIC codebreaking cards has also been included.