Task Force 16					
Normal Strike		Ships		High CAP	
Maximum Strike (-1 to Movement)				Low CAP	
CV Enterprise	Capacity 8 Launch 4/2	CV Hornet	Capacity 8 Launch 4/2	CV Yorktown	Capacity 8 Launch 4/2
Ready	Arming	Ready	Arming	Ready	Arming
		Task Force 17			
		I ask F	orce 17		
Normal Strike		Ships		High CAP	
Maximum Strike (-1 to Movement)				Low CAP	
		Midway Base	Midway Base Capacity 12 Launch 6/3		
Normal Strike		Ready	Arming	High CAP	
Maximum Strike				Low CAP	
Task Force 1					
Ships				High CAP	
				Low CAP	