Maximum | Normal | Minimum

1 hex | Half | Full

Base CAP

Ready to Launch

MC = Infinite
PH = LP, SP
AAF = 9
SF = 0

<= May '42

Launch Factors: 12 11 10 9 8 7 6 5 4 3 2 1 8 7 6 5 4 3 2 1 4 3 2 1 0

Rabaul

Rearming & Refueling

Dispersed

Just Landed

Base Hits

Ready Factor: 7 6 5 4 3 2 1 0

Ground Hits

Maximum | Normal | Minimum

1 hex | Half | Full

Base CAP

Ready to Launch

MC = Infinite
PH = LP, SP
AAF = 15
SF = 8

>= June '42

Launch Factors: 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 11 10 9 8 7 6 5 4 3 2 1 9 8 7 6 5 4 3 2 1 0

Rabaul

Rearming & Refueling

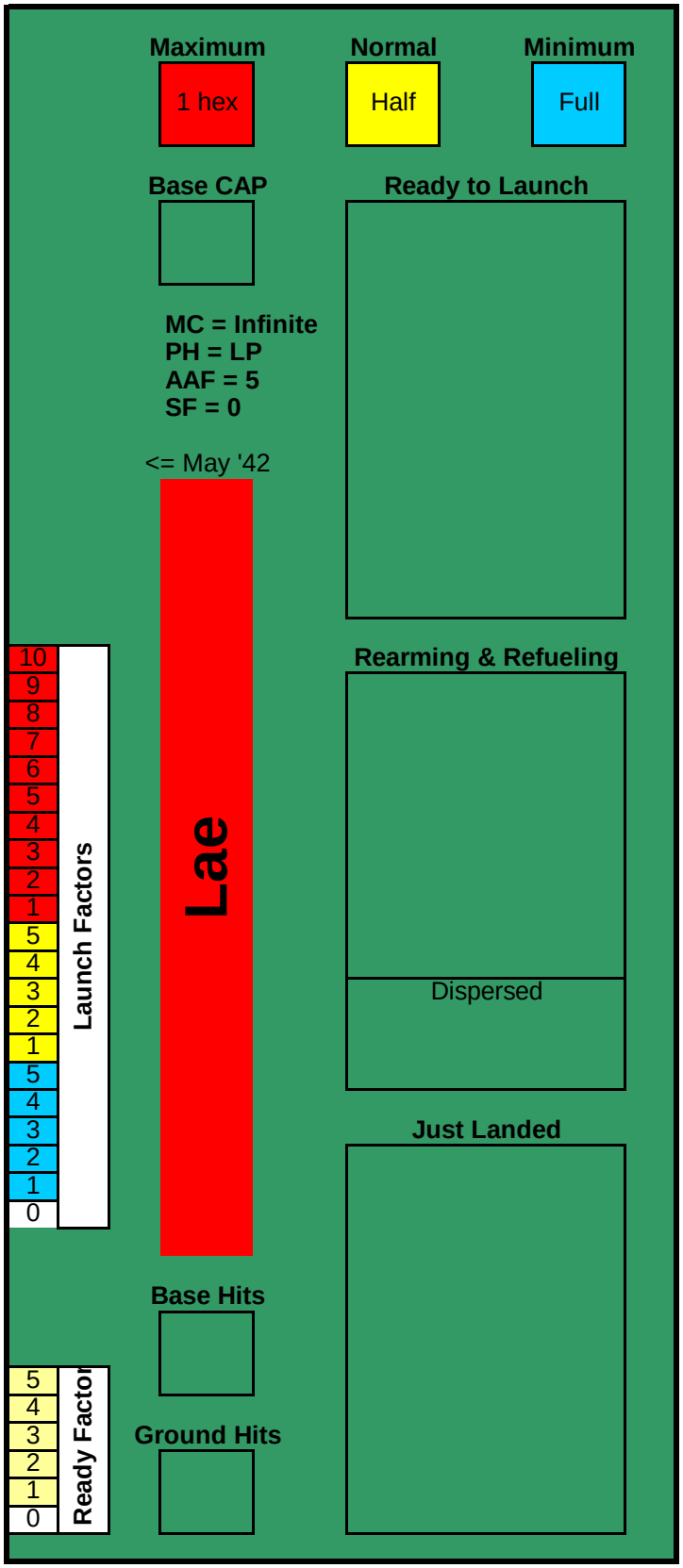
Dispersed

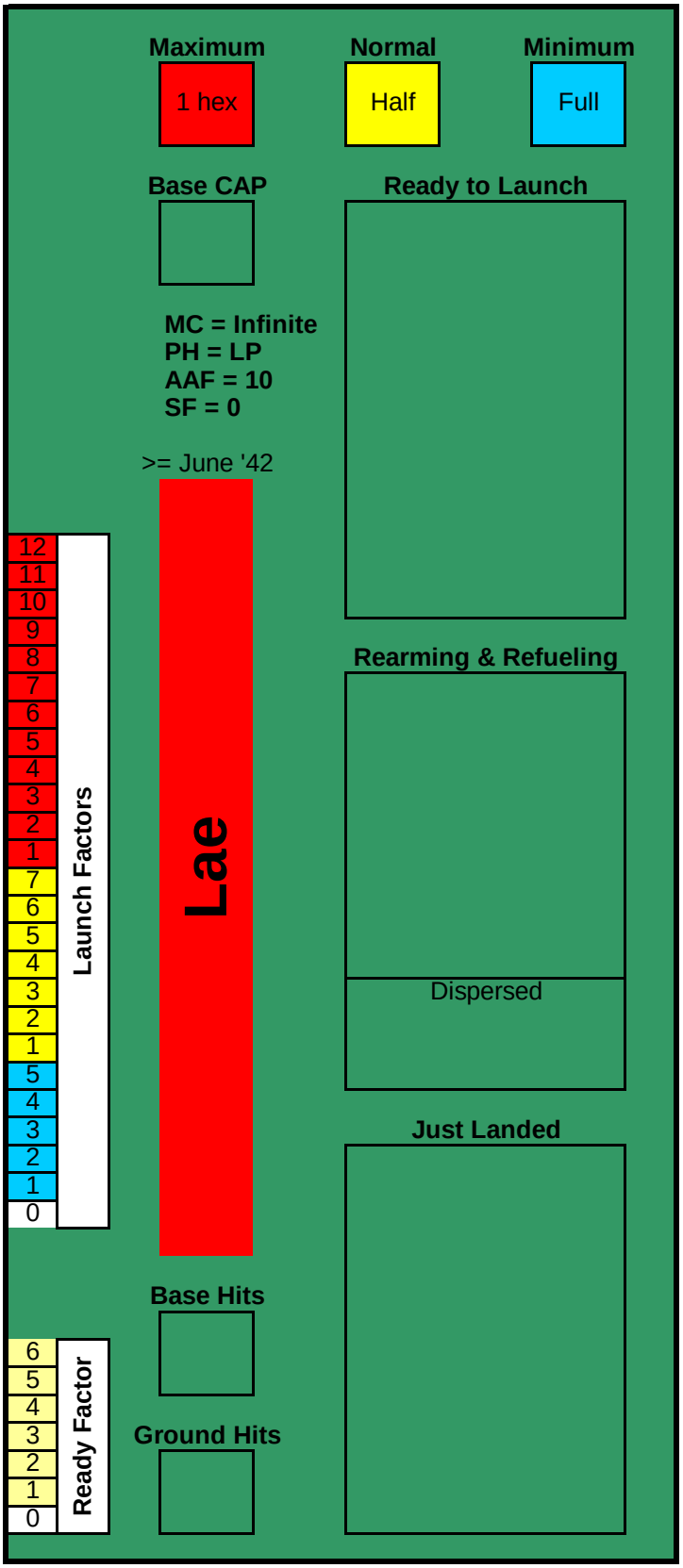
Just Landed

Base Hits

Ready Factor: 12 11 10 9 8 7 6 5 4 3 2 1 0

Ground Hits


Maximum
1 hex
Normal
Half
Minimum
Full
Base CAP
Ready to Launch
MC = Infinite
PH = LP
AAF = 5
SF = 0
<= May '42
Lae
Rearming & Refueling
Dispersed
Just Landed
Launch Factors
10
9
8
7
6
5
4
3
2
1
5
4
3
2
1
5
4
3
2
1
0
Base Hits
Ready Factor
5
4
3
2
1
0
Ground Hits


Maximum
1 hex
Normal
Half
Minimum
Full
Base CAP
Ready to Launch
MC = Infinite
PH = LP
AAF = 10
SF = 0
>= June '42
Lae
Rearming & Refueling
Dispersed
Just Landed
Launch Factors
12
11
10
9
8
7
6
5
4
3
2
1
7
6
5
4
3
2
1
5
4
3
2
1
0
Base Hits
Ready Factor
6
5
4
3
2
1
0
Ground Hits

Launch Factors: 10 9 8 7 6 5 4 3 2 1 5 4 3 2 1 5 4 3 2 1 0

Ready Factor: 5 4 3 2 1 0

Maximum: 1 hex

Normal: Half

Minimum: Full

Base CAP

Ready to Launch

MC = Infinite
PH = LP
AAF = 3
SF = 0

Rearming & Refueling

Buin

Just Landed

Launch Factors: 10 9 8 7 6 5 4 3 2 1 5 4 3 2 1 5 4 3 2 1 0

Ready Factor: 5 4 3 2 1 0

Maximum: 1 hex

Normal: Half

Minimum: Full

Base CAP

Ready to Launch

MC = Infinite
PH = LP
AAF = 0
SF = 0

Rearming & Refueling

Kavieng

Just Landed

Launch Factors: 8 7 6 5 4 3 2 1 4 3 2 1 4 3 2 1 0

Ready: 4 3 2 1 0

Maximum: 1 hex

Normal: Half

Minimum: Full

Base CAP

Ready to Launch

MC = Infinite
PH = LP
AAF = 5
SF = 0

Rearming & Refueling

Gasmata

Just Landed

Launch Factors: 8 7 6 5 4 3 2 1 4 3 2 1 4 3 2 1 0

Ready: 4 3 2 1 0

Maximum: 1 hex

Normal: Half

Minimum: Full

Base CAP

Ready to Launch

MC = Infinite
PH = SP
AAF = 5
SF = 0

Rearming & Refueling

Shortland

Just Landed

Maximum | Normal | Minimum

1 hex | Half | Full

Base CAP

Ready to Launch

Launch Factors: 6 5 4 3 2 1 3 2 1 3 2 1 0

MC = 6
PH = SP
AAF = 1
SF = 0

Rearming & Refueling

Tulagi

Just Landed

Ready: 2 1 0

Maximum | Normal | Minimum

1 hex | Half | Full

Base CAP

Ready to Launch

Launch Factors: 6 5 4 3 2 1 2 1 4 3 2 1 0

MC = 8
PH = LP
AAF = 3
SF = 0

Rearming & Refueling

Buka

Just Landed

Ready: 2 1 0

Truk has unlimited lanch factors

Minimum

Full

Base CAP

Ready to Launch

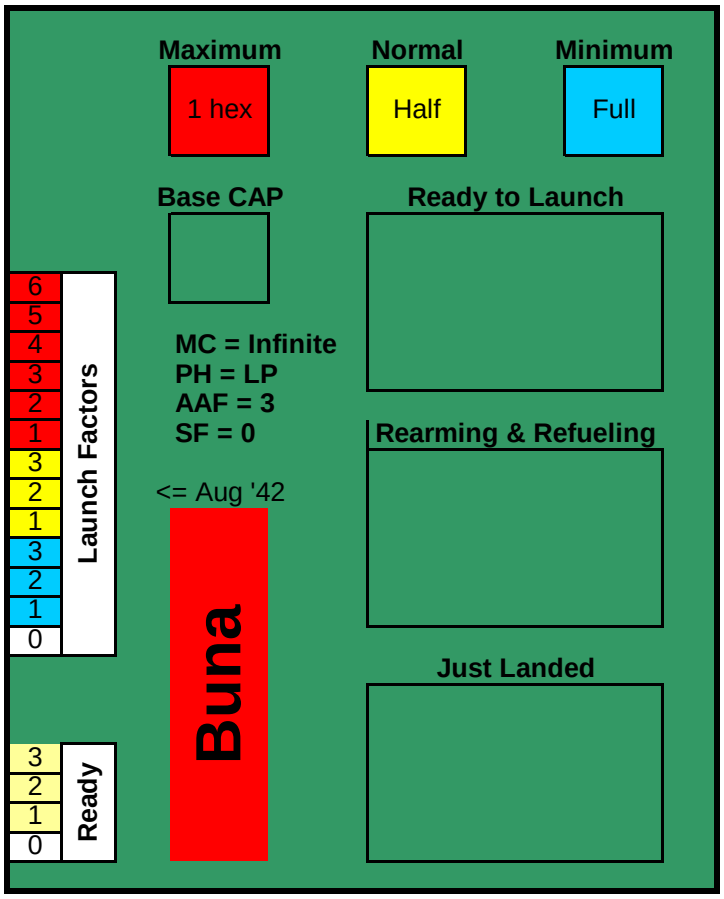
Ready Factor: 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

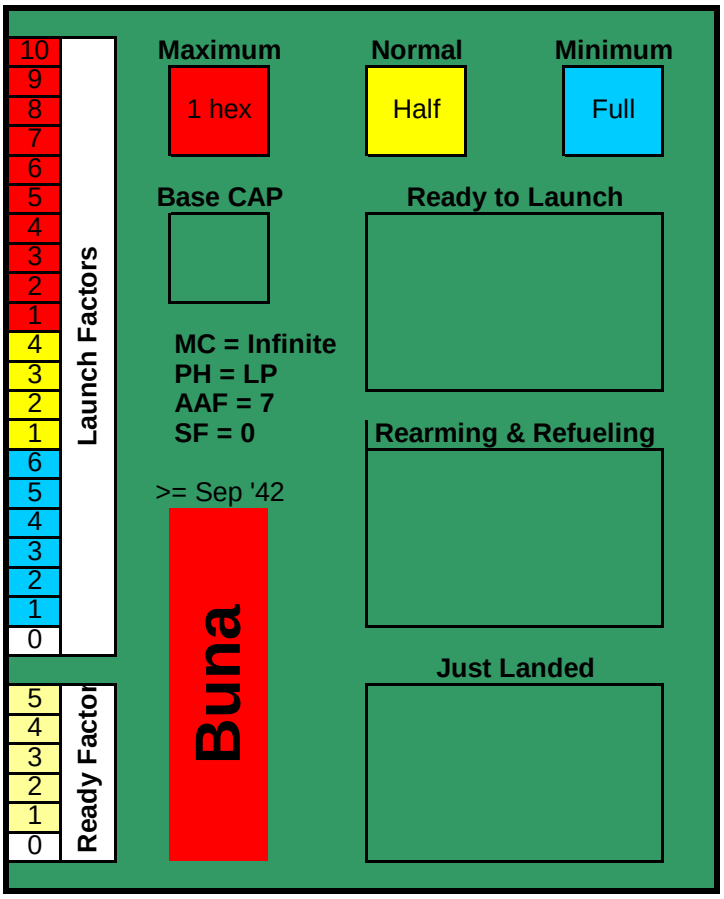
MC = Infinite
PH = LP, SP
AAF = 0
SF = 0

Rearming & Refueling

Truk

Just Landed


Maximum
1 hex
Normal
Half
Minimum
Full
Base CAP
Ready to Launch
6
5
4
3
2
1
3
2
1
3
2
1
0
Launch Factors
MC = Infinite
PH = LP
AAF = 3
SF = 0
Rearming & Refueling
<= Aug '42
Buna
Just Landed
3
2
1
0
Ready


10
9
8
7
6
5
4
3
2
1
4
3
2
1
6
5
4
3
2
1
0
Launch Factors
Maximum
1 hex
Normal
Half
Minimum
Full
Base CAP
Ready to Launch
MC = Infinite
PH = LP
AAF = 7
SF = 0
Rearming & Refueling
>= Sep '42
Buna
Just Landed
5
4
3
2
1
0
Ready Factor