Maximum

1 hex

Minimum

Full

Base CAP

Ready to Launch

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

<= May '42

New Caledonia

Rearming & Refueling

Dispersed

Just Landed

Launch Factors

8 7 6 5 4 3 2 1 4 3 2 1 0

Base Hits

Ready

2 1 0

Ground Hits

Maximum

1 hex

Minimum

Full

Base CAP

Ready to Launch

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

>= June '42

New Caledonia

Rearming & Refueling

Dispersed

Just Landed

Launch Factors

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

Ready Factor

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

Base Hits

Ground Hits

Maximum | Normal | Minimum

1 hex | Half | Full

Base CAP

Ready to Launch

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

<= Aug '42

Rearming & Refueling

Henderson

Just Landed

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

Ready: 5 4 3 2 1 0

Maximum | Normal | Minimum

1 hex | Half | Full

Base CAP

Ready to Launch

MC = Infinite
PH = LP
AAF = 10
SF = 1

>= Sep '42

Rearming & Refueling

Henderson

Just Landed

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

Ready Factor: 8 7 6 5 4 3 2 1 0

Maximum | Normal | Minimum

1 hex | Half | Full

Base CAP

Ready to Launch

MC = 10
PH = LP
AAF = 2
SF = 0

<= Aug '42

Rearming & Refueling

Gili-Gili

Just Landed

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

Ready: 2 1 0

Maximum | Normal | Minimum

1 hex | Half | Full

Base CAP

Ready to Launch

MC = Infinite
PH = LP
AAF = 7
SF = 0

>= Sep '42

Rearming & Refueling

Gili-Gili

Just Landed

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

Ready: 5 4 3 2 1 0

Australia has unlimited launch factors

Minimum: Full

Ready Factor: 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

Base CAP

Ready to Launch

MC = Infinite
PH = LP, SP

Rearming & Refueling

Australia

Just Landed

Maximum: 1 hex | Normal: Half | Minimum: Full

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

Ready: 2 1 0

Base CAP

Ready to Launch

MC = 6
PH = SP
AAF = 2
SF = 0

Rearming & Refueling

Ndeni

Just Landed

Maximum: 1 hex | Normal: Half | Minimum: Full

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

Ready: 2 1 0

Base CAP

Ready to Launch

MC = Infinite
PH = LP, SP
AAF = 4
SF = 0

<= Aug '42

Rearming & Refueling

Espiritu Santo

Just Landed

Maximum: 1 hex | Normal: Half | Minimum: Full

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

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

Base CAP

Ready to Launch

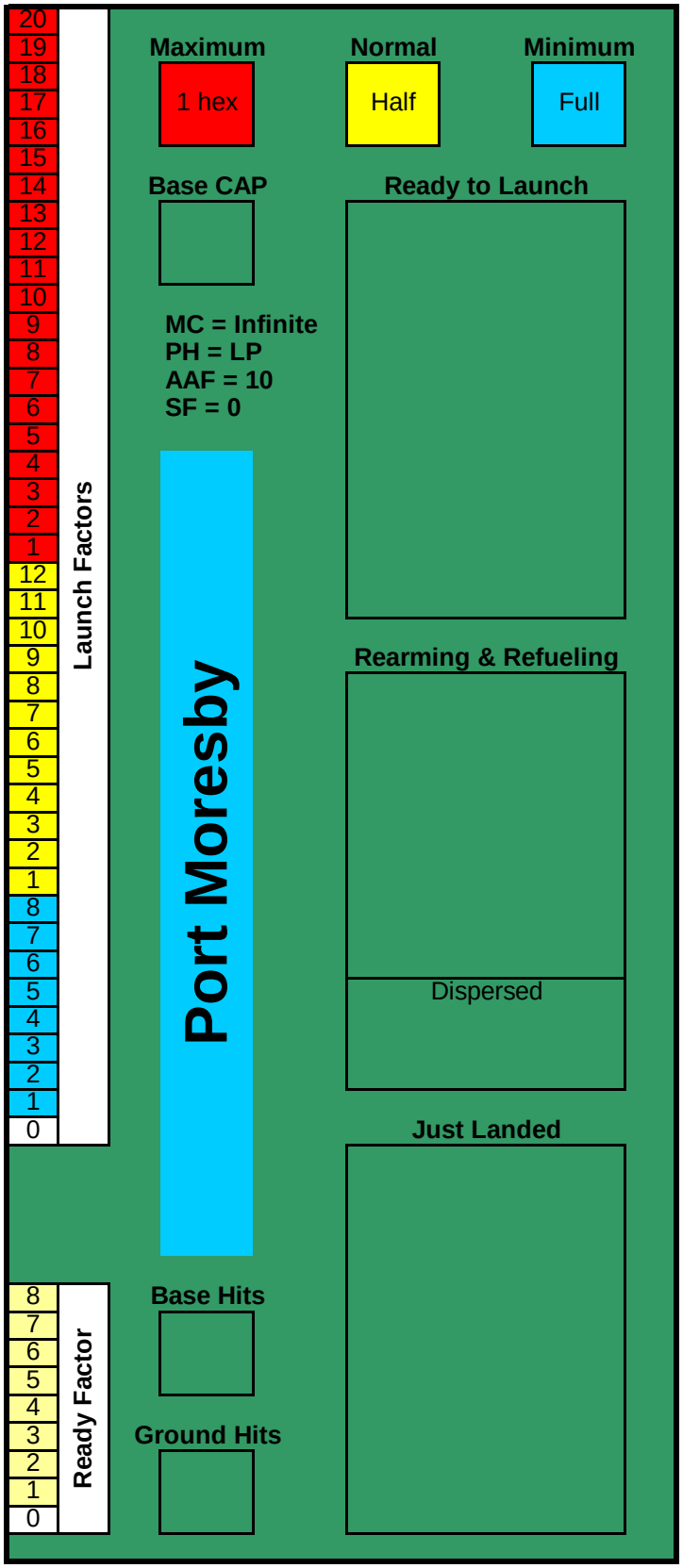
MC = Infinite
PH = LP, SP
AAF = 12
SF = 3

>= Sep '42

Rearming & Refueling

Espiritu Santo

Just Landed


Launch Factors
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
12
11
10
9
8
7
6
5
4
3
2
1
8
7
6
5
4
3
2
1
0
Maximum
1 hex
Normal
Half
Minimum
Full
Base CAP
Ready to Launch
MC = Infinite
PH = LP
AAF = 10
SF = 0
Port Moresby
Rearming & Refueling
Dispersed
Just Landed
Ready Factor
8
7
6
5
4
3
2
1
0
Base Hits
Ground Hits