Maximum | Normal | Minimum

1 hex | Half | Full

Capacity = 30

Ready to Launch

Rearming & Refueling

Just Landed

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

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

CV Akagi

Maximum | Normal | Minimum

1 hex | Half | Full

Capacity = 30

Ready to Launch

Rearming & Refueling

Just Landed

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

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

CV Kaga

Maximum | Normal | Minimum

1 hex | Half | Full

Capacity = 24

Ready to Launch

Rearming & Refueling

Just Landed

Lanch Factors: 7 6 5 4 3 2 1 5 4 3 2 1 3 2 1 0

Ready Factor: 7 6 5 4 3 2 1 0

CV Hiryu

Maximum | Normal | Minimum

1 hex | Half | Full

Capacity = 24

Ready to Launch

Rearming & Refueling

Just Landed

Lanch Factors: 7 6 5 4 3 2 1 5 4 3 2 1 3 2 1 0

Ready Factor: 7 6 5 4 3 2 1 0

CV Soryu

Maximum | Normal | Minimum

1 hex | Half | Full

Capacity = 28

Ready to Launch

Rearming & Refueling

Just Landed

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

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

CV Zuikaku

Maximum | Normal | Minimum

1 hex | Half | Full

Capacity = 28

Ready to Launch

Rearming & Refueling

Just Landed

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

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

CV Shokaku

Maximum | Normal | Minimum

1 hex | Half | Full

Capacity = 18

Ready to Launch

Rearming & Refueling

Just Landed

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

Ready Factor: 6 5 4 3 2 1 0

CV Hiyo

Maximum | Normal | Minimum

1 hex | Half | Full

Capacity = 18

Ready to Launch

Rearming & Refueling

Just Landed

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

Ready Factor: 6 5 4 3 2 1 0

CV Junyo

Maximum | Normal | Minimum

1 hex | Half | Full

Capacity = 7

Ready to Launch

CVL Hosho

Rearming & Refueling

Launch: 2, 1, 2, 1, 1, 0

Just Landed

Ready: 3, 2, 1, 0

Maximum | Normal | Minimum

1 hex | Half | Full

Capacity = 16

Ready to Launch

CVL Ryujo

Rearming & Refueling

Launch Factors: 4, 3, 2, 1, 3, 2, 1, 2, 1, 0

Just Landed

Ready: 4, 3, 2, 1, 0

Maximum | Normal | Minimum

1 hex | Half | Full

Capacity = 10

Ready to Launch

CVL Zuiho

Rearming & Refueling

Lanch Factors: 4, 3, 2, 1, 2, 1, 2, 1, 0

Just Landed

Ready: 4, 3, 2, 1, 0

Maximum | Normal | Minimum

1 hex | Half | Full

Capacity = 18

Ready to Launch

CVL Shoho

Rearming & Refueling

Lanch Factors: 4, 3, 2, 1, 2, 1, 2, 1, 0

Just Landed

Ready: 4, 3, 2, 1, 0

Maximum | Normal | Minimum

1 hex | Half | Full

Capacity = 8

AV Chitose

Ready to Launch

Rearming & Refueling

Just Landed

Launch: 2, 1, 1, 1, 0

Ready: 2, 1, 0

Maximum | Minimum

1 hex | Full

Capacity = 7

AV Kamikawa

Ready to Launch

Rearming & Refueling

Just Landed

Launch: 1, 1, 0

Ready: 1, 0

Maximum | Minimum

1 hex | Full

Capacity = 7

AV Kimikawa

Ready to Launch

Rearming & Refueling

Just Landed

Launch: 1, 1, 0

Ready: 1, 0

Maximum

1 hex

Minimum

Full

Capacity = 2

Ready to Launch

Rearming & Refueling

Just Landed

CAV Chikuma

Launch

2
1
1
0

Ready

1
0

Maximum

1 hex

Minimum

Full

Capacity = 2

Ready to Launch

Rearming & Refueling

Just Landed

CAV Tone

Launch

2
1
1
0

Ready

1
0

Maximum

1 hex

Minimum

Full

Capacity = 1

Ready to Launch

Rearming & Refueling

Just Landed

BB Haruna

Launch

2
1
1
0

Ready

1
0

Maximum

1 hex

Minimum

Full

Capacity = 1

Ready to Launch

Rearming & Refueling

Just Landed

BB Krishima

Launch

2
1
1
0

Ready

1
0