

Mobile Force

Normal Strike	Ships	High CAP
Maximum Strike (-1 to Movement)		Low CAP

CV Akagi Capacity 8 Launch 4/2	
Ready	Arming

CV Hiryu Capacity 6 Launch 3/2	
Ready	Arming

AV Chikuma Capacity 1 Launch 1/1	
Ready	Arming

CV Kaga Capacity 8 Launch 4/2	
Ready	Arming

CV Soryu Capacity 6 Launch 3/2	
Ready	Arming

AV Tone Capacity 1 Launch 1/1	
Ready	Arming

First Fleet

Normal Strike	Ships	High CAP
Maximum Strike (-1 to Movement)		Low CAP

CVL Hoshu Capacity 2 Launch 1/1	
Ready	Arming

CVL Zuiho Capacity 3 Launch 2/1	
Ready	Arming

Second Fleet

Normal Strike	Ships	High CAP
Maximum Strike (-1 to Movement)		Low CAP

Escort Force

Screen Force

Support Force

Ships	High CAP
	Low CAP

Ships	High CAP
	Low CAP

Ships	High CAP
	Low CAP