

ENTERPRISE 1940

Total Points	56	HANGER (26)
Forward 11-26	19	
VF Only 31-36	6	
VF, VB w/ 500lb 31-36	4	
VF, VB w/ 700lb 31-36	4	
VF, VB w/ 1000lb 41-46	12	
All Aircraft 51-66	11	

Elevators:

- Forward, locations 15-22, 3 factors/AOS
- Amidships, locations 42-45, 3 factors/AOS
- Aft, locations 56-62, 3 factors/AOS

Catapults: 2 on forward flight deck, fighters only, may launch up to 8 AF/turn

Launch 12 AF/turn, land 6 AF/turn

Space lost per 1/6 deck: 9 points

Landing Zone: location 51 aft (45 points forward)

Handling Points: 12 (2217)

Notes: Open hanger deck, 1/2 handling point to move one AF from hanger to flight deck. May conduct all refueling and rearming operations on both flight and hanger decks without penalty. Fair fuel fire suppression system.

	Deck Space	Arm Cost	Search Range
F2F, F3F, F4F, F2A	2	2	
BT	3	4	
SBC, SB2U	2	4	5
TBD	2	4	

Endurance and speed:

F2A-1	17 turns	Normal
F2F-1	14 turns	Normal
F3F-1	17 turns	Normal
F3F-2	16 turns	Normal
F3F-3	15 turns	Normal
F4F-3	13 turns	Normal
SBC-3, 500 lb bomb	16 turns	Normal
SBC-4, 500 lb bomb	15 turns	Normal
SBC-4, 1000 lb bomb	11 turns	Normal
SB2U-1, 500 lb bomb	14 turns	Normal
SB2U-1, 1000 lb bomb	11 turns	Normal
SB2U-2, 500 lb bomb	14 turns	Normal
SB2U-2, 1000 lb bomb	11 turns	Normal
BT-1, 500 lb bomb	14 turns	Normal
BT-1, 1000 lb bomb	11 turns	Normal
TBD, torpedo	14 turns	Normal
TBD, 12 100 lb bombs	17 turns	Normal
TBD, 2 500 lb bombs	20 turns	Normal

BT-1 and F2A-1 were prone to landing accidents. Roll for crashes for every 2 BT-1 or F2A-1 AFs landing rather than every 3 AFs.

ENTERPRISE

Total Points	56	HANGER (26)
Forward 11-26	19	
VF Only 31-36	6	
VF, VB w/ 500lb 31-36	4	
VF, VB w/ 700lb 31-36	4	
VF, VB w/ 1000lb 41-46	12	
All Aircraft 51-66	11	

Elevators:

- Forward, locations 15-22, 3 factors/AOS
- Amidships, locations 42-45, 3 factors/AOS
- Aft, locations 56-62, 3 factors/AOS

Catapults: 2 on forward flight deck, F4Fs only, launch 8 AF/turn

Launch 12 AF/turn without catapults, land 6 AF/turn

Space lost per 1/6 deck: 9 points

Landing Zone: location 51 aft (45 points forward)

Handling Points: 12 (2217)

Notes: Open hanger deck, 1/2 handling point to move one AF from the hanger to the flight deck. May conduct all refueling and rearming operations on both flight and hanger decks without penalty. Fair fuel fire protection.

	Deck Space	Arm Cost	Search Range
F4F-3	2	2	
F4F-3A	2	2	
F4F-4	1	2	
SBD-2	3	4	5
SBD-3	3	4	6
TBD	2	4	
TBF	2	4	6

Endurance and speed:

F4F-3	13 turns	Normal
F4F-3A	14 turns	Normal
F4F-4	11 turns	Normal
F4F-4, 42 gal drop tank	16 turns	Normal
F4F-4, 58 gal drop tank	17 turns	Normal
F4F-4, 2 58 gal dt	19 turns	Normal
SBD-2, 500 lb bomb	16 turns	Normal
SBD-2, 500, 2 100 lb	15 turns	Normal
SBD-2, 1000 lb bomb	13 turns	Normal
SBD-3, 500 lb bomb	20 turns	Normal
SBD-3, 500, 2 100 lb	18 turns	Normal
SBD-3, 1000 lb bomb	16 turns	Normal
TBD, torpedo	14 turns	Normal
TBD, 2 500 lb bombs	20 turns	Normal
TBF, torpedo	17 turns	Normal
TBF, 4 500 lb bombs	17 turns	Normal
TBF, torpedo, 2 58g dt	22 turns	Normal
TBF, 4 500lb b, 2 58g	22 turns	Normal

HORNET

Total Points	56	HANGER (26)
Forward 11-26	19	
VF Only 31-36	6	
VF, VB w/ 500lb 31-36	4	
VF, VB w/ 700lb 31-36	4	
VF, VB w/ 1000lb 41-46	12	
All Aircraft 51-66	11	

Elevators:

- Forward, locations 15-22, 3 factors/AOS
- Amidships, locations 42-45, 3 factors/AOS
- Aft, locations 56-62, 3 factors/AOS

Catapults: 2 on forward flight deck, F4Fs only, launch 8 AF/turn

Launch 12 AF/turn without catapults, land 6 AF/turn

Space lost per 1/6 deck: 9 points

Landing Zone: location 51 aft (45 points forward)

Handling Points: 12 (2217)

Notes: Open hanger deck, 1/2 handling point to move one AF from the hanger to the flight deck. May conduct all refueling and rearming operations on both flight and hanger decks without penalty. Fair fuel fire protection.

	Deck Space	Arm Cost	Search Range
F4F-3	2	2	
F4F-3A	2	2	
F4F-4	1	2	
SBD-2	3	4	5
SBD-3	3	4	6
TBD	2	4	
TBF	2	4	6

Endurance and speed:

F4F-3	13 turns	Normal
F4F-3A	14 turns	Normal
F4F-4	11 turns	Normal
F4F-4, 42 gal drop tank	16 turns	Normal
F4F-4, 58 gal drop tank	17 turns	Normal
F4F-4, 2 58 gal dt	19 turns	Normal
SBD-2, 500 lb bomb	16 turns	Normal
SBD-2, 500, 2 100 lb	15 turns	Normal
SBD-2, 1000 lb bomb	13 turns	Normal
SBD-3, 500 lb bomb	20 turns	Normal
SBD-3, 500, 2 100 lb	18 turns	Normal
SBD-3, 1000 lb bomb	16 turns	Normal
TBD, torpedo	14 turns	Normal
TBD, 2 500 lb bombs	20 turns	Normal
TBF, torpedo	17 turns	Normal
TBF, 4 500 lb bombs	17 turns	Normal
TBF, torpedo, 2 58g dt	22 turns	Normal
TBF, 4 500lb b, 2 58g	22 turns	Normal

Total Points	60	
Forward 11-26	17	
VF Only 31-36	5	HANGER (20)
VF, VB w/ 500lb 31-36	3	
VF, VB w/ 700lb 31-36	4	
VF, VB w/ 1000lb 41-46	12	
All Aircraft 51-66	19	

LEXINGTON

Elevators:

- Forward, locations 31-32, 2 factors/AOS
- Aft, locations 43-44, not operating

Catapults: None

Space lost per 1/6 deck: 10 points

Landing Zone: location 51 aft (41 points forward)

Handling Points: 12 (2791)

Notes: Closed hanger deck. May conduct refueling and rearming operations on both flight and hanger decks without penalty. Closed hanger deck, 1 handling point to move AF from hanger to flight deck. Poor fire suppression systems.

	Deck Space	Arm Cost	Search Range
F4F-3	2	2	
F4F-4	1	2	
SBD-2	3	4	5
SBD-3	3	4	6
TBD	2	4	
TBF	2	4	6

Endurance and speed:

F4F-3	13 turns	Normal
F4F-3A	14 turns	Normal
F4F-4	11 turns	Normal
F4F-4, 42 gal drop tank	16 turns	Normal
F4F-4, 58 gal drop tank	17 turns	Normal
F4F-4, 2 58 gal dt	19 turns	Normal
SBD-2, 500 lb bomb	16 turns	Normal
SBD-2, 500, 2 100 lb	15 turns	Normal
SBD-2, 1000 lb bomb	13 turns	Normal
SBD-3, 500 lb bomb	20 turns	Normal
SBD-3, 500, 2 100 lb	18 turns	Normal
SBD-3, 1000 lb bomb	16 turns	Normal
TBD, torpedo	14 turns	Normal
TBD, 2 500 lb bombs	20 turns	Normal
TBF, torpedo	17 turns	Normal
TBF, 4 500 lb bombs	17 turns	Normal
TBF, torpedo, 2 58g dt	22 turns	Normal
TBF, 4 500lb b, 2 58g	22 turns	Normal

SARATOGA 1940

Total Points	57	
Forward 11-26	14	
VF Only 31-36	5	HANGER (20)
VF, VB w/ 500lb 31-36	3	
VF, VB w/ 700lb 31-36	4	
VF, VB w/ 1000lb 41-46	12	
All Aircraft 51-66	19	

Elevators:

- Forward, locations 31-32, 2 factors/AOS
- Aft, locations 43-44, 2 factors/AOS

Catapults: None

Launch 12 AF/turn, land 6 AF/turn

Space lost per 1/6 deck: 10 points

Landing Zone: location 51 aft (38 points forward)

Handling Points: 12 (2791)

Notes: Closed hanger deck, 1 handling point to move one AF from hanger to flight deck. May conduct refueling and rearming operations on both flight and hanger decks without penalty. Poor fuel fire suppression systems.

	Deck Space	Arm Cost	Search Range
F2F, F3F, F4F, F2A	2	2	
BT	3	4	
SBC, SB2U	2	4	5
TBD	2	4	

Endurance and speed:

F2A-1	17 turns	Normal
F2F-1	14 turns	Normal
F3F-1	17 turns	Normal
F3F-2	16 turns	Normal
F3F-3	15 turns	Normal
F4F-3	13 turns	Normal
SBC-3, 500 lb bomb	16 turns	Normal
SBC-4, 500 lb bomb	15 turns	Normal
SBC-4, 1000 lb bomb	11 turns	Normal
SB2U-1, 500 lb bomb	14 turns	Normal
SB2U-1, 1000 lb bomb	11 turns	Normal
SB2U-2, 500 lb bomb	14 turns	Normal
SB2U-2, 1000 lb bomb	11 turns	Normal
BT-1, 500 lb bomb	14 turns	Normal
BT-1, 1000 lb bomb	11 turns	Normal
TBD, torpedo	14 turns	Normal
TBD, 12 100 lb bombs	17 turns	Normal
TBD, 2 500 lb bombs	20 turns	Normal

BT-1 and F2A-1 were prone to landing accidents. Roll for crashes for every 2 BT-1 or F2A-1 AFs landing rather than every 3 AFs.

SARATOGA 1941

Total Points	57	
Forward 11-26	14	
VF Only 31-36	5	HANGER (20)
VF, VB w/ 500lb 31-36	3	
VF, VB w/ 700lb 31-36	4	
VF, VB w/ 1000lb 41-46	12	
All Aircraft 51-66	19	

Elevators:

- Forward, locations 31-32, 2 factors/AOS
- Aft, locations 43-44, not operating

Catapults: None

Launche 12 AF/turn, land 6 AF/turn

Space lost per 1/6 deck: 10 points

Landing Zone: location 51 aft (38 points forward)

Handling Points: 12 (2791)

Notes: Closed hanger deck, 1 handling point to move one AF from the hanger to the flight deck. May conduct refueling and rearming operations on both flight and hanger decks without penalty. Poor fire supression systems.

	Deck Space	Arm Cost	Search Range
F2A-3	2	2	
F4F-3	2	2	
F4F-4	1	2	
SBD-2	3	4	5
SBD-3	3	4	6
TBD	2	4	

Endurance and speed:

F2A-3	14 turns	Normal
F4F-3	13 turns	Normal
F4F-3A	14 turns	Normal
F4F-4	11 turns	Normal
F4F-4, 42 gal drop tank	16 turns	Normal
F4F-4, 58 gal drop tank	17 turns	Normal
F4F-4, 2 58 gal dt	19 turns	Normal
SBD-2, 500 lb bomb	16 turns	Normal
SBD-2, 500, 2 100 lb	15 turns	Normal
SBD-2, 1000 lb bomb	13 turns	Normal
SBD-3, 500 lb bomb	20 turns	Normal
SBD-3, 500, 2 100 lb	18 turns	Normal
SBD-3, 1000 lb bomb	16 turns	Normal
TBD, torpedo	14 turns	Normal
TBD, 2 500 lb bombs	20 turns	Normal

Total Points	60	
Forward 11-26	17	
VF Only 31-36	5	HANGER (20)
VF, VB w/ 500lb 31-36	3	
VF, VB w/ 700lb 31-36	4	
VF, VB w/ 1000lb 41-46	12	
All Aircraft 51-66	19	

SARATOGA

Elevators:

- Forward, locations 31-32, 2 factors/AOS
- Aft, locations 43-44, not operating

Catapults: None

Space lost per 1/6 deck: 10 points

Landing Zone: location 51 aft (41 points forward)

Handling Points: 12 (2791)

Notes: Closed hanger deck. May conduct refueling and rearming operations on both flight and hanger decks without penalty. Closed hanger deck, 1 handling point to move AF from hanger to flight deck. Poor fire suppression systems.

	Deck Space	Arm Cost	Search Range
F4F-3	2	2	
F4F-4	1	2	
SBD-2	3	4	5
SBD-3	3	4	6
TBD	2	4	
TBF	2	4	6

Endurance and speed:

F4F-3	13 turns	Normal
F4F-3A	14 turns	Normal
F4F-4	11 turns	Normal
F4F-4, 42 gal drop tank	16 turns	Normal
F4F-4, 58 gal drop tank	17 turns	Normal
F4F-4, 2 58 gal dt	19 turns	Normal
SBD-2, 500 lb bomb	16 turns	Normal
SBD-2, 500, 2 100 lb	15 turns	Normal
SBD-2, 1000 lb bomb	13 turns	Normal
SBD-3, 500 lb bomb	20 turns	Normal
SBD-3, 500, 2 100 lb	18 turns	Normal
SBD-3, 1000 lb bomb	16 turns	Normal
TBD, torpedo	14 turns	Normal
TBD, 2 500 lb bombs	20 turns	Normal
TBF, torpedo	17 turns	Normal
TBF, 4 500 lb bombs	17 turns	Normal
TBF, torpedo, 2 58g dt	22 turns	Normal
TBF, 4 500lb b, 2 58g	22 turns	Normal

YORKTOWN

Total Points	56	HANGER (26)
Forward 11-26	19	
VF Only 31-36	6	
VF, VB w/ 500lb 31-36	4	
VF, VB w/ 700lb 31-36	4	
VF, VB w/ 1000lb 41-46	12	
All Aircraft 51-66	11	

Elevators:

- Forward, locations 15-22, 3 factors/AOS
- Amidships, locations 42-45, 3 factors/AOS
- Aft, locations 56-62, 3 factors/AOS

Catapults: 2 on forward flight deck, F4Fs only, launch 8 AF/turn

Launch 12 AF/turn without catapults, land 6 AF/turn

Space lost per 1/6 deck: 9 points

Landing Zone: location 51 aft (45 points forward)

Handling Points: 12 (2217)

Notes: Open hanger deck, 1/2 handling point to move one AF from the hanger to the flight deck. May conduct all refueling and rearming operations on both flight and hanger decks without penalty. Fair fuel fire protection.

	Deck Space	Arm Cost	Search Range
F4F-3	2	2	
F4F-3A	2	2	
F4F-4	1	2	
SBD-2	3	4	5
SBD-3	3	4	6
TBD	2	4	
TBF	2	4	6

Endurance:

F4F-3	13 turns	Normal
F4F-3A	14 turns	Normal
F4F-4	11 turns	Normal
F4F-4, 42 gal drop tank	16 turns	Normal
F4F-4, 58 gal drop tank	17 turns	Normal
F4F-4, 2 58 gal dt	19 turns	Normal
SBD-2, 500 lb bomb	16 turns	Normal
SBD-2, 500, 2 100 lb	15 turns	Normal
SBD-2, 1000 lb bomb	13 turns	Normal
SBD-3, 500 lb bomb	20 turns	Normal
SBD-3, 500, 2 100 lb	18 turns	Normal
SBD-3, 1000 lb bomb	16 turns	Normal
TBD, torpedo	14 turns	Normal
TBD, 2 500 lb bombs	20 turns	Normal
TBF, torpedo	17 turns	Normal
TBF, 4 500 lb bombs	17 turns	Normal
TBF, torpedo, 2 58g dt	22 turns	Normal
TBF, 4 500lb b, 2 58g	22 turns	Normal

HIRYU 1940

Total Points	42	HANGER (42)
Forward 12-26	13	
VFonly 31-36	6	
VF, VT w/551 lb 41-56	12	
All Aircraft 61-66	11	

Elevators:

- Forward, locations 31-32, 2 factors/AOS
- Amidships, locations 43-44, 2 factors/AOS
- Aft, locations 43-44, 2 factors/AOS

Catapults: None

Launch 12 AF/turn, land 6 AF/turn

Space lost per 1/6 deck: 7 points

Landing Zone: location 41 aft (21 points forward)

Handling Points: 8 (1100)

Notes: May not arm torpedo bombers on flight deck.
Double handling point cost to arm aircraft on the flight deck. Closed hanger deck, 1handling point to move one AF from the hanger to the flight deck. Poor fuel fire supression systems.

	Deck Space	Arm Cost	Search Range
A5M	2	2	
D1A	3	4	
B4Y	2	4	5
B5N	2	4	5

Endurance and speed:

A5M4, 35ig drop tank	12 turns	Normal
D1A2, 551 lb bomb	12 turns	Normal
B4Y1, unarmed	24 turns	Normal
B4Y1, 2 551 lb bombs	22 turns	Normal
B4Y1, torpedo	19 turns	Normal
B5N1, unarmed	31 turns	Normal
B5N1, 1760 lb bomb	27 turns	Normal
B5N1, torpedo	24 turns	Normal
B5N2, unarmed	27 turns	Normal
B5N2, 1760 lb bomb	24 turns	Normal
B5N2, torpedo	21 turns	Normal

B5N1 had unreliable engines. Roll D10 for any B5N1 AF returning to from a search or strike mission of more than 6 turns duration. On a 1, the AF is lost.

HIRYU

Total Points	42	HANGER (42)
Forward 12-26	13	
VFonly 31-36	6	
VF, VB, unarmed VT 41-56	12	
All Aircraft 61-66	11	

Elevators:

- Forward, locations 31-32, 2 factors/AOS
- Amidships, locations 43-44, 2 factors/AOS
- Aft, locations 43-44, 2 factors/AOS

Catapults: None

Launch 12 AF/turn, land 6 AF/turn

Space lost per 1/6 deck: 7 points

Landing Zone: location 41 aft (21 points forward)

Handling Points: 8 (1100)

Notes: May not arm torpedo bombers on flight deck. Double handling point costs for all other aircraft armed or fueled on flight deck. Closed hanger deck, 1 handling point to move one AF from the hanger to the flight deck. Poor fuel fire suppression systems.

	Deck Space	Arm Cost	Search Range
A6M	2	2	
D3A	3	4	
B5N	2	4	7

Endurance and speed:

A6M, clean	20 turns	Fast
A6M, 77 gal drop tank	34 turns	Fast
D3A1, 551 lb bomb	21 turns	Normal
D3A2, 551 lb bomb	17 turns	Normal
B5N2, unarmed	27 turns	Normal
B5N2, torpedo	21 turns	Normal
B5N2, 1762 lb bomb	23 turns	Normal
B5N2, 6 112 lb bombs	25 turns	Normal

KAGA 1940

Total Points	62	HANGER (82)
Forward 12-26	18	
VFonly 31-36	7	
VF, VB, unarmed VT 41-46	15	
All Aircraft 51-66	22	

Elevators:

- Forward, locations 21-23, 2 factors/AOS
- Amidships, locations 31-33, 2 factors/AOS
- Aft, locations 54-56, 2 factors/AOS

Catapults: None

Launch 12 AF/turn, land 6 AF/turn

Space lost per 1/6 deck: 10 points

Landing Zone: location 41 aft (23 points forward)

Handling Points: 12 (2016)

Notes: May not arm torpedo bombers on flight deck. Double handling point cost to arm aircraft on the flight deck. Closed hanger deck, 1 handling point to move one AF from the hanger to the flight deck. Poor fuel fire suppression systems.

	Deck Space	Arm Cost	Search Range
A5M	2	2	
D1A	3	4	
B4Y	2	4	5
B5N	2	4	5

Endurance and speed:

A5M4, 35ig drop tank	12 turns	Normal
D1A2, 551 lb bomb	12 turns	Normal
B4Y1, unarmed	24 turns	Normal
B4Y1, 2 551 lb bombs	22 turns	Normal
B4Y1, torpedo	19 turns	Normal
B5N1, unarmed	31 turns	Normal
B5N1, 1760 lb bomb	27 turns	Normal
B5N1, torpedo	24 turns	Normal
B5N2, unarmed	27 turns	Normal
B5N2, 1760 lb bomb	24 turns	Normal
B5N2, torpedo	21 turns	Normal

B5N1 had unreliable engines. Roll D10 for any B5N1 AF returning to from a search or strike mission of more than 6 turns duration. On a 1, the AF is lost.

KAGA

Total Points	62	HANGER (82)
Forward 12-26	18	
VF only 31-36	7	
VF, VB, unarmed VT 41-46	15	
All Aircraft 51-66	22	

Elevators:

- Forward, locations 21-23, 2 factors/AOS
- Amidships, locations 31-33, 2 factors/AOS
- Aft, locations 54-56, 2 factors/AOS, cannot take D3As

Catapults: None

Launch 12 AF/turn, land 6 AF/turn

Space lost per 1/6 deck: 10 points

Landing Zone: location 41 aft (23 points forward)

Handling Points: 12 (2016)

Notes: May not arm torpedo bombers on flight deck.
Double handling point cost to arm aircraft on the flight deck. Closed hanger deck, 1 handling point to move one AF from the hanger to the flight deck. Poor fuel fire suppression systems.

	Deck Space	Arm Cost	Search Range
A6M	2	2	
D3A	3	4	
B5N	2	4	7

Endurance and speed:

A6M, clean	20 turns	Fast
A6M, 77 gal drop tank	34 turns	Fast
D3A1, 551 lb bomb	21 turns	Normal
D3A2, 551 lb bomb	17 turns	Normal
B5N2, unarmed	27 turns	Normal
B5N2, torpedo	21 turns	Normal
B5N2, 1762 lb bomb	23 turns	Normal
B5N2, 6 112 lb bombs	25 turns	Normal

SHOHO

Total Points	34
Forward 13-26	13
VFonly 31-36	6
VF, VB, unarmed VT 41-56	12
All Aircraft 61-66	3

HANGER
(16)

Elevators:

- Forward, locations 31-33, 2 factors/AOS
- Aft, locations 52-54, 2 factors/AOS

Catapults: None

Launch 12 AF/turn, land 6 AF/turn

Space lost per 1/6 deck: 6 points

Landing Zone: location 31 aft (9 points forward)

Handling Points: 6 (785)

Notes: May not arm torpedo bombers on flight deck.
Double handling point costs for all other aircraft armed or fueled on flight deck. Closed hanger deck, 1 handling point to move AF from hanger to flight deck. Poor fuel fire suppression systems.

	Deck Space	Arm Cost	Search Range
A5M	1	2	
A6M	2	2	
B5N	2	4	7

Endurance and speed:

A5M, clean	12 turns	Normal
A6M, clean	20 turns	Fast
A6M, 77 gal drop tank	34 turns	Fast
B5N2, unarmed	27 turns	Normal
B5N2, torpedo	21 turns	Normal
B5N2, 1762 lb bomb	23 turns	Normal
B5N2, 6 112 lb bombs	25 turns	Normal

SHOKAKU

Total Points	62	HANGER (58)
Forward 12-26	17	
VFonly 31-36	7	
VF, VB, unarmed VT 41-46	15	
All Aircraft 51-66	23	

Elevators:

- Forward, locations 24-26, 3 factors/AOS
- Amidships, locations 42-44, 3 factors/AOS
- Aft, locations 56-62, 3 factors/AOS

Catapults: None

Launch 12 AF/turn, land 6 AF/turn

Space lost per 1/6 deck: 10 points

Landing Zone: location 31 aft (23 points forward)

Handling Points: 10 (1660)

Notes: May not arm torpedo bombers on flight deck.
Double handling point cost to arm aircraft on the flight deck. Closed hanger deck, 1 handling point to move one AF from the hanger to the flight deck. Fair fuel fire suppression systems.

	Deck Space	Arm Cost	Search Range
A6M	2	2	
D3A	3	4	
B5N	2	4	7

Endurance and speed:

A6M, clean:	20 turns	Fast
A6M, 77 gal drop tank	34 turns	Fast
D3A1, 551 lb bomb	21 turns	Normal
D3A2, 551 lb bomb	17 turns	Normal
B5N2, unarmed	27 turns	Normal
B5N2, torpedo	21 turns	Normal
B5N2, 1762 lb bomb	23 turns	Normal
B5N2, 6 112 lb bombs	25 turns	Normal

SORYU 1940

Total Points	40	HANGER (42)
Forward 12-26	13	
VFonly 31-36	6	
VF, VT w/551 lb 41-56	11	
All Aircraft 61-66	10	

Elevators:

- Forward, locations 26-31, 2 factors/AOS
- Amidships, locations 43-44, 2 factors/AOS
- Aft, locations 56-61, 2 factors/AOS

Catapults: None

Launch 12 AF/turn, land 6 AF/turn

Space lost per 1/6 deck: 7 points

Landing Zone: location 41 aft (20 points forward)

Handling Points: 8 (1100)

Notes: May not arm torpedo bombers on flight deck.
Double handling point cost to arm aircraft on the flight deck. Closed hanger deck, 1handling point to move one AF from the hanger to the flight deck. Poor fuel fire supression systems.

	Deck Space	Arm Cost	Search Range
A5M	2	2	
D1A	3	4	
B4Y	2	4	5
B5N	2	4	5

Endurance and speed:

A5M4, 35ig drop tank	12 turns	Normal
D1A2, 551 lb bomb	12 turns	Normal
B4Y1, unarmed	24 turns	Normal
B4Y1, 2 551 lb bombs	22 turns	Normal
B4Y1, torpedo	19 turns	Normal
B5N1, unarmed	31 turns	Normal
B5N1, 1760 lb bomb	27 turns	Normal
B5N1, torpedo	24 turns	Normal
B5N2, unarmed	27 turns	Normal
B5N2, 1760 lb bomb	24 turns	Normal
B5N2, torpedo	21 turns	Normal

B5N1 had unreliable engines. Roll D10 for any B5N1 AF returning to from a search or strike mission of more than 6 turns duration. On a 1, the AF is lost.

SORYU

Total Points	40	HANGER (42)
Forward 12-26	13	
VFonly 31-36	6	
VF, VB, unarmed VT 41-56	11	
All Aircraft 61-66	10	

Elevators:

- Forward, locations 26-31, 2 factors/AOS
- Amidships, locations 43-44, 2 factors/AOS
- Aft, locations 56-61, 2 factors/AOS, cannot fit D3As

Launch 12 AF/turn, land 6 AF/turn

Catapults: None

Space lost per 1/6 deck: 7 points

Landing Zone: location 41 aft (20 points forward)

Handling Points: 8 (1100)

Notes: May not arm torpedo bombers on flight deck. Double handling point costs for all other aircraft armed or fueled on flight deck. Closed hanger deck, 1 handling point to move one AF to from the hanger deck to the flight deck. Poor fuel fire suppression systems.

	Deck Space	Arm Cost	Search Range
A6M	2	2	
D3A	3	4	
B5N	2	4	7

Endurance and speed:

A6M, clean	20 turns	Fast
A6M, 77 gal drop tank	34 turns	Fast
D3A1, 551 lb bomb	21 turns	Normal
D3A2, 551 lb bomb	17 turns	Normal
B5N2, unarmed	27 turns	Normal
B5N2, torpedo	21 turns	Normal
B5N2, 1762 lb bomb	23 turns	Normal
B5N2, 6 112 lb bombs	25 turns	Normal

ZUIKAKU

Total Points	62	HANGER (58)
Forward 12-26	17	
VFonly 31-36	7	
VF, VB, unarmed VT 41-46	15	
All Aircraft 51-66	23	

Elevators:

- Forward, locations 24-26, 3 factors/AOS
- Amidships, locations 42-44, 3 factors/AOS
- Aft, locations 56-62, 3 factors/AOS

Catapults: None

Launch 12 AF/turn, land 6 AF/turn

Space lost per 1/6 deck: 10 points

Landing Zone: location 31 aft (23 points forward)

Handling Points: 10 (1660)

Notes: May not arm torpedo bombers on flight deck.
Double handling point cost to arm aircraft on the flight deck. Closed hanger deck, 1 handling point to move one AF from the hanger to the flight deck. Fair fuel fire suppression systems.

	Deck Space	Arm Cost	Search Range
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