MS, APB, SF shipping

MS, APB, and SF each represent multiple ships. DF minimum 4, Max D1 damage per hit.

Each full MS, APB, SF counts as 2 ships in strike fleet layout and surface combat.

Each Strategic MS transfers 100 SP up to 16 hexes in Cargo phase.

MS thruput is 200 SP for 5-8 hex link, 400 SP for 1-4 hex link.

Cargo can move across up to 8 links in one cargo phase.

US west coast links are offboard box number links long (1 Alaska, 2 Hawaii e.g.)

CW African coast links are 1 link long; 6 US links to add 1 African coast MS.

Ports/BF needed to unload at destination, 25 SP per Port rating point.

Tactical MS carry 7 load points, 28 SP each, in a normal Speed 1 TF.

Tactical MS and APB need 30 mp 1st or 3rd naval phase to load or unload (each).

Tactical MS and APB may load/unload in Landing segment without mp cost.

Landing SP is limited by ground force mp expenditure or port/BF capacity.

All port capacity used in weekly turns counts against next strategic phase capacity.

MS and SF do not require fueling; APB fuels for 8 SP Allied, 5 SP Japanese.

APB carry 11 load points / 44 SP Allied or 7 load points / 28 SP Japanese.

SF carry up to 200 SP for naval refueling use only. May refuel at sea for 30 mp.

SF in a Port/BF instead add +2 to port rating of the base.

SF may load SP at friendly port for 30 mp, or no mp cost in Strategic cargo phase.

Strategic MS subject to Air Search must place D2 MS at random positions along route.

Any escorts for that link may be placed with any D2 MS at owning player's option.

If any MS are spotted they remain in Tactical MS mode for the rest of the cycle.

DD may carry 1 load point ground units or 2 SP each.

Transport AP may carry 1 load point ground units or 2 SP each to normal range.

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

Column	MS Link Hexes	Row	2D6
Over 8 Hex	Add Columns	Roll For	Each D2 MS
Result 0	Link Start	Result N	N Hexes Along