



Port Size	Largest Ship Docked	Total Ships Docked	Troops*	Cargo*	Resources~	Fuel~	Oil~	Cargo	Fuel/Oil	Rearm*	Repair Assist	Assist Ops	Weapon Repair
			RATE: per 12-hr Game Phase							LIMIT: Tons/Day¹	Points	Repair Points	
	TONS												
0	0	0	0	0	0	0	0	100	100 [#]	0	0	0	0
1	6,000	6,000	325	100	200	500	500	2,500	2,500 [#]	15	8	8	25
2	9,000	12,000	400	200	400	1,000	1,000	6,250	6,250 [#]	25	27	34	50
3	12,000	24,000	475	300	600	1,500	1,500	11,250	11,250 [#]	40	27	81	75
4	24,000	48,000	550	400	800	2,000	2,000	18,750	18,750 [#]	110	38	152	100
5	36,000	60,000	625	500	1,000	2,500	2,500	33,000	25,000	300	50	250	125
6	48,000	84,000	700	600	1,200	3,000	3,000	54,500	27,500	700	63	378	150
7	60,000	104,000	775	700	1,400	3,500	3,500	72,800	34,375	5,500	77	539	175
8	72,000	128,000	850	800	1,600	4,000	4,000	108,800	62,500	6,000	92	736	200
9	78,000	172,000	925	900	1,800	4,500	4,500	150,500	93,750	6,500	108	972	225
10	84,000	196,000	1,000	1,000	2,000	5,000	5,000	176,000	125,000	9,999	125	1,250	250
Fast Transport			100	100	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Submarine Transport			Port Rate	100	n/a	n/a	n/a	Port Rate	n/a	n/a	n/a	n/a	n/a

Damage: Reduces Port Size by 1% for each damage point (rounds down)

Fast Transport TF: Rates of 100 only apply when TF is at location w/o port.

Naval Support (Stevedore) rate modifiers: (SPS bug fixed in 1.01.27 patch)

* +10 to Troop & Cargo/ +5 Rearming for each naval support squad present

Notes: Fuel (un)loaded as barrels (cross-loaded) in cargo space counts against cargo limits (rate 5x slower)

~ Oil, Refinery and Resource facilities at ports increase load rate (half production) & limit (full production)

! Ton Limit per Day = (loaded + unloaded)

Fuel/Oil: Applies to fuel/oil transfer btw ships & port *and* refueling of ships at the base

Ships anchored at port size 0-4 cannot refuel from base; but may refuel from ships at base

Ship Repair: Undamaged Naval Support Devices (approximate equivalency) -

100 = Naval Repair Ship (AR); 50 = Naval Tender

