

War in the Pacific Admirals Edition Hotkeys

[F2]	Toggles display between not showing all computer-controlled TFs (auto-convoy and others), not showing human TFs, and showing all TFs.
[F3]	Toggle Plane Range Radius on/off
[F4]	Toggle Task Force Move Radius on/off
[F5]	Toggle combat animations on/off
[F6]	Toggle hexside terrain detail on/off
[F7]	Toggle Bad Weather (Clouds) Indicator on/off
[F8]	Toggles combat summaries on/off, but will retain combat reports
[F9]	Allow human players to enter the Orders Phase at next opportunity
[Q]	Quit game
[W]	Display Hex/Hexside Ownership
[E]	End the Orders Phase
[R]	Toggles Road networks on/off
[T]	Bring up the List All Task Forces screen
[Y]	Toggle Rail Network on/off
[U]	
[I]	Bring up the Intelligence Reports screen
[O]	Bring up the Operational Report screen
[P]	Bring up the Preference and Options screen
[A]	Bring up the List All Land Based Air Units screen
[S]	Bring up the List All Ships screen
[D]	View aircraft, troop and vehicle Database
[F]	Save the game
[G]	Bring up the List All Ground/Land Based Units screen
[H]	Show the Auto Convoy System
[J]	
[K]	Bring up the Weather Report Screen
[L]	Bring up the Signal Intelligence reports
[Z]	Displays Search Arcs (patch 2)
[X]	
[C]	Bring up the Combat Report screen
[V]	View Ship Database
[B]	Bring up the List All Bases screen
[N]	Bring up the List All Naval Air Units screen
[M]	View Game Credits
[<]	Previous Task Force with Task Force Display
[.]	Previous Task Force without Task Force Display (unshifted "<")
[>]	Next Task Force with Task Force Display
[.]	Next Task Force without Task Force Display (unshifted ">")
[?]	Center map on Home Bases
[1]	Toggles text for terrain in each hex on the Tactical Map
[2]	Toggles text for Zone Location in each hex on the Tactical Map
[3]	Toggles hex weather forecast
[4]	Displays Country Code in Hex
[5]	
[6]	Displays Sub Patrol

[Ctrl] [A] Show the Large Strategic Map

[Ctrl] [J] Toggles the Jump Map on or off in the full screen map mode

[Ctrl] [f] Reduce main message delay one increment

[Ctrl] [s] Increase main message delay one increment

[Ctrl] [p] Pause turn resolution

[Esc] Speeds up (in PBEM) or skips (vs. AI) the current animation

[+] Next Base

[-] Previous Base

Terrain Type	Terrain Description	Defense Value	Supply Cost	LCU Movement in Miles per 12 Hour Period			
				Art/AA/Eng	Inf/Para	Armor	Other
Clear	Open terrain, with excellent visibility and few places to hide	x1	10	10	10	25	3
Developed	Farms and other rural-type terrain in more modernized areas and are assumed to have Main roads going out in all directions.	x1	10	10	10	30	3
Cultivated	Farms and other rural-type terrain in less modernized areas. These areas are assumed to have Secondary roads going out in all directions.	x1	10	10	10	30	3
Desert	Arid, hot, and inhospitable, in game terms these hexes are relatively easy to traverse.	x1	10	10	10	25	3
Rough	Areas of hilly and/or broken terrain that are difficult for mechanized units to operate in.	x2	15	5	5	15	3
Desert+Rough	A combination of Desert and Rough terrain. Functionally the same as Rough.	x2	15	5	5	15	3
Forest	Areas of heavy foliage and nearly impassible terrain.	x2	15	4	5	3	3
Jungle	Areas of heavy foliage and nearly impassible terrain.	x2	20	4	5	3	3
Forest+Rough	A combination of rough and forest terrain. Almost as difficult to move through as mountain terrain, and provides the same defensive bonus.	x3	20	2	4	2	2
Jungle+Rough	A combination of rough and jungle terrain. Almost as difficult to move through as mountain terrain, and provides the same defensive bonus.	x3	25	2	4	2	2
Mountain	Steep, high terrain that is nearly impassible to foot and mechanized units.	x3	25	2	3	2	2
Swamp	Areas of thick marshland and wetlands, hindering movement greatly.	x3	30	2	3	2	1
Sand Desert	Desert areas filled with sand dunes. Very difficult for mechanized units to move through.	x3	30	2	3	2	1
Urban - Light	Small cities and large towns that provide an increased defensive bonus, but are treated like Clear terrain for movement with Main roads going out in all directions.	x2	10	10	10	30	3
Urban - Heavy	Large, heavily populated cities that provide a huge defensive bonus and are treated like Clear terrain for movement with Main roads going out in all directions.	x4	10	10	10	30	3
Railway - Minor	Slower, narrow gauge railway lines.	-	2	60	60	60	60
Railway - Major	Higher speed railways usually of standard or broad gauge.	-	1	120	120	120	120
Railway - Transcontinental	ONLY used in the North American "off map" areas (Eastern Canada and USA). These railways provide free supply movement, but are slower to move along All weather - usually sealed - main roads.	-	0	60	60	60	60
Road - Main		-	3	30	30	60	15
Road - Secondary	Smaller or less well-built roads. Still a faster way to move than cross country.	-	5	15	15	30	10
Trail		-	10	5	10	5	3

Hex Side	Terrain Description	Terrain Impact
Coral Reef	Represents areas of built up coral that hinder naval movement.	These hexsides are impassable to all land and naval units with a tonnage of 100 tons or more.
Impassable Mountain	Represents the highest, most rugged, mountain chains.	No ground or naval unit may cross them.
Major/Minor River	Winding bodies of water that are difficult to pass over in the face of the enemy. There is no difference between major and minor rivers in the game.	These hexsides will add disruption to troops crossing them into enemy occupied hexes.
Navigable River	A major river large enough to be navigable to small and medium-sized vessels. Otherwise acts as a normal river.	Ships must have a tonnage of 15,000 or less and are subject to the same affects as being in a narrow strait.
Wide Strait	A narrow channel, through which ships must pass when moving from one hex to an adjacent hex.	Task Forces are more vulnerable to mines and CD guns when moving through a strait hexside. They will not react through a strait with CD defenses.
Narrow Strait	A narrow channel, through which ships must pass when moving from one hex to an adjacent hex.	Affects on Task Forces are more pronounced in a narrow strait.



Task Force Data

TF Type	Description	TF Size
Air Combat.	The vanguard of all naval offense had at least one Aircraft Carrier with it, projecting strength through their air components. These Missions seek to destroy the enemy in any form wherever he may be found – but especially sought out enemy flattops.	25
Surface Combat.	When air power fails, or a more 'personal' touch is required, these TF's serve to allow Battleships, Cruisers, and Destroyers, as well as other specialist vessels to seek out and destroy enemy ships.	25
Bombardment.	These TFs differ from Surface Combat TFs in that the assigned ships' big guns are destined to shell enemy-held bases, facilities, and troop concentrations.	25
Fast Transport.	These TFs revolve around the transport of supplies and troops, but in faster, more agile vessels (such as converted Destroyers). However, these ships cannot carry payloads anywhere near the size of regular Transports.	25
Transport.	These TFs are tasked with moving vital supplies and ground troops to the front lines. Troops and supplies are loaded for maximum efficiency and do not arrive battle ready.	100
Replenishment.	Vital Missions unto themselves, without which attack TFs would become little more than floating airstrips and pillboxes for want of the precious fuel, oil, ammunition, and supplies. These specialty vessels carry these exclusively for the fleets they operate with.	25
Mine Laying.	These task group Missions seek to lay the silent killers of the seas – anti-ship mines. A well-placed minefield can cripple a mighty task group, but minefields degrade over time, so these specialist ships can also maintain already laid minefields.	25
Sub Patrol.	These (preferably) unseen and unheard task forces, usually comprised of a single submarine each, gather vital intelligence and take out enemy targets of opportunity.	25
Sub Minelaying.	Stealthier than their surface-bound cousins, a submarine mine laying task force can lay mines quietly, but in numbers more limited than Mine Warfare surface groups.	25
Sub Transport.	Like Minelayers, these task force Missions are harder to detect than that of Transports or Fast Transports, but their capacity is limited when even when compared to Fast Transports.	25
Cargo.	These TFs are meant to carry supplies and resources.	100
Barge.	These TFs are tasked with moving supplies and ground troops in the front line areas over limited distances. They are slow and plodding, and carry a minimal quantity of war materiel, but they can be useful in restricted areas.	25
Air Transport.	A variation of the Cargo TF, in which CVEs are used for carrying aircraft cargo instead of operational air groups. The AI will only form this type of TF when it has CVEs without airgroups.	25
CV Escort.	A covering force of smaller/slower carriers for transport TFs that sweep the seas of those pesky surface raiders and submarines.	25
Amphibious	These TFs are used for invasions of enemy held locations. They carry troops and supplies in "Combat Load", which is less efficient than commercial loading. Maximum TF size is 100 ships.	100
Anti Submarine Warfare (ASW)	These TFs are used for hunting enemy submarines exclusively and will only allow AM, DMS, SC, PG, PC, APD, DE, DD type ships. The chance of this TF contacting enemy subs in coastal hexes is higher when compared to open water hexes. ASW TFs will get a better chance of shooting first if a contact is made. ASW TFs are limited to 4 ships.	4
PT Boat.	These TFs serve to protect the ports they are assigned to by patrolling for, and reacting to, enemy surface forces or bombardment TFs.	16
Tanker.	A TF meant to carry fuel or oil.	25
Mine Sweeping.	These task group Missions seek to find and remove the silent killers of the seas – anti-ship mines.	25
Landing Craft.	A merger of Barge and Amphibious; a beaching-craft invasion TF primarily used for shorter range beach-to-beach invasions.	100
Support.	These TFs contain Repair ships, Tenders, Fuel and Ammunition ships and their escort. These TF can move to forward locations and create a temporary Naval base. Also useful for moving support ships between rear area bases.	36
Local Mine Sweeping.	These task group Missions seek to find and remove anti-ship mines in a localized area. The ships that make up these TFs are generally not deep sea capable.	4
Escort.	These are general purpose "ship movement" TFs. They are used to evacuate damaged ships from the battle area, and to move ships between bases. They cannot load or unload, or perform any other function, and will flee all enemy forces. They may include any type of surface ship, including those too badly damaged to fight.	100
Midget Submarine.	A subset of Sub Patrol TFs, that are available only to the Japanese. These small subs have very limited range, but can be used to protect bases. They can also be used in conjunction with a Midget Sub carrier to attack enemy bases.	4
Midget Sub Carrier.	Certain Japanese (only) submarines were configured to carry midget subs into combat. These TFs require both a suitable carrier sub and an available Midget Sub to combine into the TF.	2

Ship Types

	Type	Description	Special Notes
Fleet Units			
AMC	Armed Merchant Cruiser	An Auxiliary Escort Cruiser converted from a faster merchant ship (usually an ocean liner).	Capable of performing escort roles and of carrying troops and supplies.
BB	Battleship	Large surface capital warships, including older, slower ships and fast modern ships.	
BC	Battle Cruiser	A variation of Battleships that traded protection for speed. Originally included ships now classed as CB.	
CA	Heavy Cruiser	Larger cruisers. "Heavy" designation indicates guns larger than 6.1", not size of ship.	
CB	Large Cruiser	Large, fast cruisers not of capital rank. Primarily for the US Alaska Class	
CL	Light Cruiser	Cruisers equipped with smaller guns. Some of the modern "Light" cruisers were nearly as large as "Heavy" cruisers.	The AI will use size and speed of cruisers when auto-assigning ships to Task Forces. Smaller, slower cruisers will be assigned to subsidiary roles if possible (convoy escort, etc).
CLAA	Anti-Aircraft Cruiser	Cruisers especially adapted for anti-aircraft roles, with AA guns as primary armament.	
CS	Aircraft Cruiser	A large, faster ship specially adapted to carry and operate float-type aircraft. These ships were generally capable of underway operation of their airgroups.	
CV	Aircraft Carrier	Originally the designation for all aircraft carriers, by World War II this had evolved to indicate large, fast, fleet carriers.	
CVB	Aircraft Carrier, Battle	Variation of CV for historical accuracy. Primarily for US Midway Class and other very large carriers. Used identically to CV by the AI.	
CVE	Escort Carrier	A small, slow carrier for support use, including ASW Escort, Aircraft Ferry and Replenishment Carrier, and invasion support.	Air Groups loaded onto a CVE are not disabled on load, and will arrive at their destination in the same condition as when loaded.
CVL	Aircraft Carrier, Light	Smaller carriers capable of operating with the larger fleet carriers (CV).	
DD	Destroyer	General purpose fleet escort, varying in size and speed with age.	
DE	Escort Destroyer	A variation of destroyer with reduced speed. Used to escort slower combat Task Forces and transports	
E	Escort	A Japanese navy designation used for several classes of warships that fell somewhere between Patrol Craft and Destroyer Escort.	
HDML	Harbor Defense Motor Launch	A variation of YP included specifically for the larger numbers of Fairmile Harbour Defense Motor Launches used world wide.	
KV	Corvette	Slower ocean-going ASW escorts. Primarily for Flower and Castle class.	
SS	Submarine	Submersible warships generally armed with torpedoes and a few deck guns.	
SSX	Midget Submarine	Primarily the Japanese Koryu series, does not include Kaiten. These are the units used at Pearl Harbor, Sydney, and Diego Suarez and that could be carried by a few larger I-Boats.	

Ship Types

	Type	Description	Special Notes
Aircraft Tenders and Transports			
AKV	Aircraft Transport	A ship specifically designed to transport aircraft as cargo. Aircraft carried on AKV are not disassembled and crated and therefore are not disabled when loaded.	Air Groups loaded onto an AKV are not disabled on load, and will arrive at their destination in the same condition as when loaded.
AV	Aircraft Tender	An auxiliary used to tend float planes and flying boats.	AV type ships do not operate aircraft while underway and generally do not carry aircraft themselves.
AVD	Aircraft Tender, Destroyer	A destroyer modified to tend aircraft. Retains destroyer ASW capability.	
AVP	Aircraft Tender, Patrol	Smaller converted and purpose-built aircraft tenders. Designation included for historical accuracy.	
Ship Tenders			
AD	Destroyer Tender	An auxiliary used to tend destroyer type ships, including repair and rearming.	Assists repair of DDs or Small Escort types only. Can repair Major damage only for small craft.
AE	Ammunition Ship	A ship specially equipped to carry ammunition and to rearm other ships while underway.	Underway rearming is only available late in the war, until then AEs function as AKE.
AG	Miscellaneous Auxiliary	A general purpose auxiliary with several uses. As a base ship, can tend small craft – performing repair and rearming (not including torpedoes). Can also carry cargo if used in cargo Task Forces.	Assists repair of Small Escort and Small Craft only. Can repair Major damage only for small craft. Note: previous AG is now LB.
AGP	Torpedo Boat Tender	A tender for PT type craft, capable of repairs and full rearming (including torpedoes).	Assists repair of PT and other Small Craft only. Can repair Major damage for small craft
AKE	Ammunition transport	A ship specifically adapted to carry ammunition but not to perform underway rearming.	Can rearm other ships when both ships are anchored at the same location. Can also transfer cargo to Ammunition Ships (AE).
AO	Oiler	A ship specially equipped to carry fuel and to refuel other ships while underway.	Note that many ships with the historical designation of Oiler were not capable of underway replenishment and should be classified as Tanker (TK) in WITP.
AR	Auxiliary Repair Ship	An auxiliary used to repair damage to other ships.	Assists repair of any ship type. Can repair low levels of major damage on all ships and all major damage for small craft.
ARD	Auxiliary Repair Dock	A floating drydock used to repair damage below the waterline. ARDs can only repair hull damage but do it much better than any other type of tender or repair ship.	Assists repair of any ship type, but only floatation damage; may repair major floatation damage.
AS	Submarine Tender	An auxiliary used to tend submarines, including repair and rearming.	Assists repair of submarines only, cannot repair major damage
LSD	Landing Ship, Dock	A special purpose landing ship with a floodable dock. Capable of direct load of troop into landing craft in the well deck prior to flooding.	Carries large number of landing craft and can unload at an accelerated rate during amphibious operations.
YO	District Oiler	Although carrying the prefix “Y” for Yard, this is a district craft capable of operating along the coast or between nearby islands.	Effectively a light tanker, with all TK abilities except will not be selected for tanker TFs by the AI.

Ship Types

	Type	Description	Special Notes
Cargo, Fuel & Oil Transports			
AK	Cargo Ship	A ship specifically designed to carry cargo, including military equipment, supplies, and resources.	Designation meant for commissioned naval "AK" types.
AKL	Cargo Ship, Light	A small cargo ship.	The AI will not select AKL for major convoys, otherwise identical to AK.
AP	Transport	A ship specifically designed to transport troops. May also carry equipment and cargo.	Designation meant for commissioned naval "AP" types.
APc	Coastal Transport	A small, local service transport for coastal and inter-island usage.	AI will not select APc for Amphibious Operations but will add them to barge TFs.
SST	Transport Submarine	A submarine primarily used for transport of supplies instead of offensive/defensive operations.	
TK	Tanker	A ship specifically adapted to carry fuel or oil as cargo.	No underway replenishment, can refuel other ships when both ships are anchored in the same port.
xAK	Cargo Ship	Civilian cargo ships, used to move goods, including military equipment, supplies, and resources from port-to-port.	No amphibious bonus.
XAKL	Cargo Ship, Light	A smaller civilian cargo ship, generally similar to xAK except for size	
xAP	Transport	Civilian passenger ships useful for carrying troops (and supplies) from port-to-port.	No amphibious bonus.
xAPc	Coastal Transport	Civilian Coastal Transport. Smaller inter-island ships.	
Amphibious Vessels			
AGC	Command Ship	An auxiliary modified to carry Amphibious Headquarters units and to provide command and control functions during amphibious landings.	
AKA	Attack Cargo Ship	A cargo ship modified to land equipment and supplies during amphibious landings.	Carries large number of landing craft and can unload at an accelerated rate during amphibious operations.
APA	Attack Transport	A transport ship modified to land troops and equipment during amphibious landings.	
APD	Destroyer Transport	A destroyer modified for transport of troops and light equipment.	
LB	Landing Barge	General purpose landing barges of various types – primarily the Japanese Daihatsu and similar vessels.	Formerly AG
LCI	Landing Craft, Infantry	A beaching craft specifically designed to land troops directly onto shore.	
LCI(G)	Landing Craft, Infantry (Gun)	Modified LCI provides gunfire support during landings.	
LCI(M)	Landing Craft, Infantry (Mortar)	Modified LCI provides mortar support during landings.	
LCI(R)	Landing Craft, Infantry, (Rocket)	Modified LCI provides rocket support during landings.	
LCS(L)	Landing Craft, Support (Large)	A small craft modified for close inshore support of amphibious landings.	
LCT	Landing Craft, Tank	Capable of landing one or more tanks directly onto shore.	
LCVP	Landing Craft, Vehicle and Personnel	Capable of landing a single vehicle or small group directly onto shore.	
LSIL	Landing Ship, Infantry, Large	British designation, included for historical accuracy.	Used identically to APA.
LSIM	Landing Ship, Infantry, Medium	British designation, included for historical accuracy.	Used identically to APA.
LSIS	Landing Ship, Infantry, Small	British designation, included for historical accuracy.	Used identically to APA.
LSM	Landing Ship, Medium	A general purpose beaching craft for landing of troops and equipment.	
LST	Landing Ship, Tank	A large, slow ship designed to beach and land tanks and other equipment directly onto shore.	

Ship Types

	Type	Description	Special Notes
LSV	Landing Ship, Vehicle	A cargo ship specially adapted to unload larger vehicles during an amphibious landing.	Carries large number of landing craft and unloads at an accelerated rate during amphibious operations.
Minecraft			
ACM	Minefield Tender	A small mine serving craft to repair and update large defensive minefields.	Presence of an ACM at a port will prevent decay of portions of the defensive minefields at that port.
AM	Minesweeper	A small, usually purpose build minesweeper. Previously MSW.	
AMc	Coastal Minesweeper	A smaller, local service minesweeper.	The AI will only select these ships for local minesweeping duties.
CM	Minelaying Cruiser	Larger and faster ships primarily used for offensive minelaying or operations in dangerous waters.	
CMc	Coastal Minelayer	Smaller and slower ships primarily used for defensive minelaying.	
DM	Destroyer Minelayer	A destroyer specifically modified to lay mines.	
DMS	Destroyer Minesweeper	A destroyer specifically modified to sweep mines	
YMS	District Minesweeper	A smaller, general service minesweeper.	Official designation is "Yard Minesweeper" but capable of world wide deployment.
Small Patrol Craft			
MGB	Motor Gun Boat	Small craft, in the same general size range as PTs, but armed only with guns.	
ML	Motor Launch	British designation, primarily used for Fairmile B Motor Launches. Used similarly to SC.	Previous ML designation of "Mine Layer" is now CM/CMc.
MTB	Motor Torpedo Boat	Identical in usage to PT, included for historical accuracy.	
PB	Patrol Boat	Japanese designation historically covering a wide range of ships, from converted destroyers to modified fishing trawlers.	Effectively the same as Patrol Craft to the AI.
PC	Patrol Craft	General purpose patrol ship of varying types, mostly for ASW.	
PF	Patrol Frigate	Fast escort and patrol vessel.	Primarily included for the British River Class and variations.
PG	Patrol Gunboat	Smaller warships of several types, varying from small coastal vessels to large ocean going warships.	
PT	Patrol, Torpedo	Small fast craft armed with torpedoes and a few small guns.	
SC	Sub Chaser	Smaller, short ranged ASW vessels.	
TB	Torpedo Boat	Smaller versions of Destroyers that resulted from a clause in the Naval limitation treaties.	Not as capable as Destroyers but sometimes assigned the same roles.
YP	District Patrol Craft	A small patrol craft for local duties.	Consists of the larger "Yard Patrol" craft of sufficient size to operate away from bases.
	Small Escort:	DE, APD, DMS, DM, AVD, E, TB, KV, PF	
	Small Escort/Craft	PB, PC, SC, AM, ML	
	Small Craft:	HDML, MGB, YP, YMS, AMc	

Mission: Bombing

A/C type: DB

- (1) Group altitude: **10 - 15K**
A/C are performing a diving attack
Exit altitude is **1 - 4K**
- (2) Group altitude: **16 - 19K**
A/C are performing a glide attack
Exit altitude is **2 - 5K**
- (3) Group altitude: **<1K**
A/C are performing a low level attack
- (4) Group altitude: **20+ or 1 - 9K**
A/C are performing a normal horizontal attack

The attacks are based on altitude flown.

Diving attacks have a better chance than gliding attacks which have a better chance than level attacks to make a hit; pilots with good NAVAL_BOMB skills have a better chance.

SPOILAGE

Airfield Size												
Port Size		0	1	2	3	4	5	6	7	8	9	10
0	Fuel	1,000	3,000	9,000	19,000	33,000	51,000	73,000	99,000	129,000	163,000	Unlimited
	Supply	5,000	8,000	17,000	32,000	53,000	80,000	113,000	152,000	197,000	248,000	
1	Fuel	3,000	9,000	19,000	33,000	51,000	73,000	99,000	129,000	163,000	Unlimited	
	Supply	8,000	17,000	32,000	53,000	80,000	113,000	152,000	197,000	248,000		
2	Fuel	9,000	19,000	33,000	51,000	73,000	99,000	129,000	163,000	Unlimited		
	Supply	17,000	32,000	53,000	80,000	113,000	152,000	197,000	248,000			
3	Fuel	19,000	33,000	51,000	73,000	99,000	129,000	163,000	Unlimited			
	Supply	32,000	53,000	80,000	113,000	152,000	197,000	248,000				
4	Fuel	33,000	51,000	73,000	99,000	129,000	163,000	Unlimited				
	Supply	53,000	80,000	113,000	152,000	197,000	248,000					
5	Fuel	51,000	73,000	99,000	129,000	163,000	Unlimited					
	Supply	80,000	113,000	152,000	197,000	248,000						
6	Fuel	73,000	99,000	129,000	163,000	Unlimited						
	Supply	113,000	152,000	197,000	248,000							
7	Fuel	99,000	129,000	163,000	Unlimited							
	Supply	152,000	197,000	248,000								
8	Fuel	129,000	163,000	Unlimited								
	Supply	197,000	248,000									
9	Fuel	163,000	Unlimited									
	Supply	248,000										
10	Fuel	Unlimited										
	Supply											

PORT DATA

Port Size	Largest Ship Docked (Tons)	Ships Docked (Tons)	Troop	Cargo	Resources	Fuel	Oil	Max Cargo (Tons)	Fueling	Rearm	Repair Assist Points	Assist Ops Points	Wpns Repair Points
0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	6000	6000	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	1250	250

OFF MAP MOVEMENT

	Main map	Aden	Abadan	Soviet Union	UK	Eastern Canada	Eastern USA	Panama (Balboa)	Panama (Cristobal)	Port Stanley	Cape Town	Mombasa
Main map		S	S	L	-	L	L	S	S	S	S	S
Aden	S		47	-	115 (2)	149 (2)	162 (2)	207 (2)	192 (2)	232 (2)	210 (2)	-
Abadan	S	47		-	-	-	-	-	-	-	-	-
Soviet Union	L	-	-		-	-	-	-	-	-	-	-
UK	-	115 (2)	-	-		63	82	129	114	173	152	-
Eastern Canada	L	149 (2)	-	-	63		L, 20	72	57	160	162	-
Eastern USA	L	162 (2)	-	-	82	L, 20		60	45	162	170	-
Panama (Balboa)	S	207 (2)	-	-	129	72	60		1*	166	176	-
Panama (Cristobal)	S	192 (2)	-	-	114	57	45	1*		151	161	-
Port Stanley	S	232 (2)	-	-	173	160	162	166	151		95	-
Cape Town	S	210 (2)	-	-	152	162	170	176	161	95		63
Mombasa	S	-	-	-	-	-	-	-	-	-	63	

S - Sea movement is possible. Distance is calculated depending on the on-map location or destination of the Task Force.

L - Strategic Land movement is possible.

- Sea movement is possible. Distance is equal to the number displayed.

* - Normal on-map movement

(1) The Soviet Union off-map area is located at the top of the map, connecting to the main map by land routes only

(2) These sea connections only become available after May 14th 1943.