

Port Size	Largest Ship Docked In Port (tons)	Total Ships Docked In Port (tons)	Max Cargo In Tons	Fueling	Rearm	Pt Repair Assist	Pt Assist Ops	Pt Wpns Repair
0	0	0	0	0	0	0	0	0
1	6,000	6,000	2,500	2,500	15	8	8	25
2	9,000	12,000	6,250	6,250	25	27	34	50
3	12,000	24,000	11,250	11,250	40	27	81	75
4	24,000	48,000	18,750	18,750	110	38	152	100
5	36,000	60,000	33,000	25,000	300	50	250	125
6	48,000	84,000	54,500	27,500	700	63	378	150
7	60,000	104,000	72,800	34,375	5500	77	539	175
8	72,000	128,000	108,800	62,500	6000	92	736	200
9	78,000	172,000	150,500	93,750	6500	108	972	225
10	84,000	196,000	176,000	125,000	9999	125	1250	250

All ports can repair minor damage.

Major damage

Barges (LB, LCVP, LCM, LCT) can be repaired by a size 4 port (or larger) or by an AR, AG, or AGP.

Small craft (<500 tons) excluding merchant ships etc, can be repaired by a level 4 port (or larger) or by an AR, AD, AG or AGP.

Ships with a tonnage >=500 tons or merchant ships (xAP, xAPc, xAK, xAKL, TK), small cargo ships, yard oilers and transports (AKL, YO, APc) require a **port size = ship tonnage/100 (port ability)** with the following amendments:-

- *Major flooding* >5 can only be repaired in a shipyard or ARD.
- For ships >=500 tons, ARs can only repair *major engine* and *floatation* damage that is <= 5 points.
- Level 7 Ports or greater can repair *major engine* and *floatation* damage <= 5 points provided the ship is assigned to pierside repair.
- Midget submarines *major engine* damage can be repaired by a level 6 port or greater, or by an AR or AS.

AR	May assist repair of any ship type. Can repair low levels of Major damage on all ships. Also all Major Damage for small craft.
ARD	May assist repair of any ship type, but only floatation damage; may repair Major floatation damage.
AS	May assist repair of submarines only. Cannot repair Major damage
AD	May assist repair of DDs or any Small Escort types only. Can repair Major damage only for small craft.
AGP	May assist repair of PT and other Small Craft only. Can repair Major damage for small craft
AG	May assist repair of Small Escort and Small Craft only. Can repair Major damage only for small craft.
Small Escort:	DE, APD, DMS, DM, AVD, E, TB, KV, PF, PB, PC, SC, AM, ML
Small Craft:	PB, PC, SC, AM, ML, HDML, MGB, YP, YMS, AMc

Rearm costs	*Typical values
Rockets (all types)	50
Radars and ASW detectors	90
Mines and Torpedoes	120
+14"/36cm Guns	3000+*
12"/30cm Guns	2280-2970*
8"/20cm Guns	512-670*
6"/15cm Guns	200-250*
5"/12cm Guns	100-110 *
4"/10cm Guns	60*
3"/8cm Guns	26*

CAG Rearm	
Sorties	500
Torp Sorties	1500

Some Ship Conversions

xAK C2 Cargo Class - AE
 xAK Dominion M Cargo Class - xAP
 xAK Harriman Cargo Class - AKE
 xAK Hog Island Cargo Class - AKE
 xAK Isthmian Carg Class - AG
 xAK Pacific L Cargo Class - xAP
 xAK Transmarine Cargo Class - AG
 AS Platypus Class - Upgrades to AR in 4/44

Rearm Level		5500	700	300	110	40	25	15	
Guns	Rearm Cost	Port-7 + Nav Sup	Port-6 + Nav Sup	Port-5 + Nav Sup	Port-4 + Nav Sup	Port-3 + Nav Sup	Port-2 + Nav Sup	Port-1 + Nav Sup	Tenders
46cm/45 T94*	6440	188	1148	1228	1266	1280	1283	1285	
16in/50 Mk 7	5400	y	940	1020	1058	1072	1075	1077	AE, AKE
40cm/45 3YT	4500	y	760	840	878	892	895	897	AE, AKE
16/45 Mk 5	4480	y	756	836	874	888	891	893	AE, AKE
15in/42 Mk I	3876	y	636	716	754	768	771	773	AE, AKE
14in/45 Mk VII	3180	y	496	576	614	628	631	633	AE, AKE
14in/45 Mk 8	3000	y	460	540	578	592	595	597	AE, AKE
36cm/45 41YT	2970	y	454	534	572	586	589	591	AE, AKE
12in/50 Mk 7	2280	y	316	396	434	448	451	453	AE, AKE
8in/55 Mk 12	670	y	y	74	112	126	129	131	AE, AKE
20cm/50 3YT	550	y	y	50	88	102	105	107	AE, AKE
8in/55 Mk 9	540	y	y	48	86	100	103	105	AE, AKE
8in/50 Mk VIII	512	y	y	38	81	95	98	100	AE, AKE
6in/50 Mk XXIII	224	y	y	y	23	37	40	42	AE, AKE
6in/53 Mk 12	210	y	y	y	20	34	37	39	AE, AKE
15cm/50 41YT	200	y	y	y	18	32	35	37	AE, AKE
5in/38	110	y	y	y	y	14	17	19	AE, AKE, AG*
12.7cm/50 3YT	102	y	y	y	y	13	16	18	AE, AKE, AG*
4.7in/45	100	y	y	y	y	12	15	17	AE, AKE, AG*
4in and 10cm	60	y	y	y	y	4	7	9	AE, AKE, AG*
3in and 8cm	26	y	y	y	y	y	1	3	AE, AKE, AG*
Mines and DCs	Rearm Cost	Port-7 + Nav Sup	Port-6 + Nav Sup	Port-5 + Nav Sup	Port-4 + Nav Sup	Port-3 + Nav Sup	Port-2 + Nav Sup	Port-1 + Nav Sup	Tenders
Mk 12 Mine	2200	y	300	380	418	432	435	437	*
Mk 16 Mine	1200	y	100	180	218	232	235	237	*
Mk II Mine	840	y	28	108	146	160	163	165	*
T-88 Mine	795	y	19	99	137	151	154	156	*
T-93 Mine	660	y	y	72	110	124	127	129	*
Mk XVII and VH	640	y	y	68	106	120	123	125	*
T-4 Mine	265	y	y	y	31	45	48	50	*
Mk-7 DC	770	y	14	94	132	146	149	151	AE, AKE, AG*
T-2 DC	500	y	y	40	78	92	95	97	AE, AKE, AG*
Mk-6 DC	420	y	y	24	62	76	79	81	AE, AKE, AG*
T-95 DC	300	y	y	y	38	52	55	57	AE, AKE, AG*
Torpedoes	Rearm Cost	Port-7 + Nav Sup	Port-6 + Nav Sup	Port-5 + Nav Sup	Port-4 + Nav Sup	Port-3 + Nav Sup	Port-2 + Nav Sup	Port-1 + Nav Sup	Tenders
61cm T-93	2160	y	292	372	410	424	427	429	AE, AKE, AD, AS
53cm T-95	1790	y	218	298	336	350	353	355	AE, AKE, AD, AS
53cm T-92	1330	y	126	206	244	258	261	263	AE, AKE, AD, AS
45cm T-91	1060	y	72	152	190	204	207	209	AE, AKE, AD, AS
21in	1620	y	184	264	302	316	319	321	AE, AKE, AD, AS
21in Mk 14	1290	y	118	198	236	250	253	255	AE, AKE, AD, AS
18in	1090	y	78	158	196	210	213	215	AE, AKE, AD, AS
CAG Rearm	Rearm Cost	Port-7 + Nav Sup	Port-6 + Nav Sup	Port-5 + Nav Sup	Port-4 + Nav Sup	Port-3 + Nav Sup	Port-2 + Nav Sup	Port-1 + Nav Sup	Tenders
Sorties	500	y	y	40	78	94	97	99	AE, AKE
Torp Sorties	1500	y	160	240	278	292	295	297	AE, AKE

Pilot Training levels

IJ Army	55	IJ Navy	50
US Navy	50	US Army	60
US Marines	65	Australian	65
New Zealand	55	British	55
French	55	Dutch	50
Chinese	45	Soviet	60
Indian	55	Commonwealth	55
Philippines	45	Canada	50