M0 = No movement between TURFs each year.
M1 = Fish move in equally large amounts between TURFs
M2 = TURF 1 is a source location, TURF 2 is a sink location
M3 = TURF 1 is a sink location, TURF 2 is a source location
Identical TURFs = Same skill level
Different TURFs = TURF 1 is more efficient than TURF 2