

# BASIC GAME RULES FOR PLAYING MIDWAY



## A World War II Battle Game

**MIDWAY** is a game recreating the historic turning point of World War II. Two players, commanding the American and Japanese forces, compete for victory or defeat by causing maximum damage to opposing units.

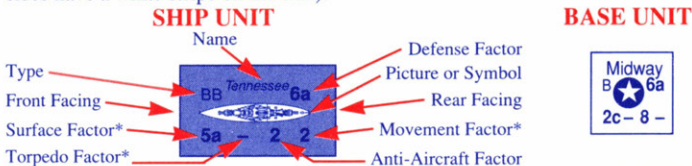
### [ 1 ] GAME EQUIPMENT

Please examine the game's components while reading this section of the rules.

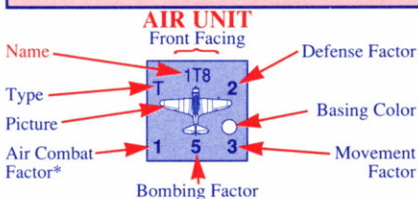
**1a) GAMEBOARDS:** There are three gameboards. Two are "Searchboards" showing the area in which the Battle of Midway was fought. Searchboard edge colors and titles indicate which side uses each. Islands are indicated in green, and various setup areas are outlined and identified by Roman numerals. There is also a "Battleboard", which shows blank ocean and is used to resolve battles. On all gameboards, individual hexagons, each identified by a letter-number code, are called "hexes", and this grid regulates movement and positioning.

**1b) PLAYING PIECES:** The die-cut playing counters must be carefully punched out to provide the playing pieces. The numbers, symbols and colors (American dark blue and Japanese red print) on the counters provide game information, as shown below:

**1b1) UNITS:** The "units" represent the ships and aircraft present at the actual battle, plus the American base on Midway Island. Important game information is printed on the units. Most are printed on both sides (back or "reduced strength" sides have a white stripe on the unit).



The letter part of Ship/Base defense factors are not used in the Basic Game.



See the back page of the Battle Manual for additional explanations.

(\*) This information is not used in the Basic Game.

**1b2) MARKERS:** "Markers" are used to record game information.

MARKER NAME	FRONT SIDE	BACK SIDE	MARKER NAME	FRONT SIDE	BACK SIDE
Enemy Task Force	3?	3 Exact	Task Force	Task Force 16	
Free Roll (*)	FREE ROLL	FREE ROLL	Torpedo (*)	U.S. 2	JN 5
Hit	1 Hit	2 Hits	Turn	Side A TURN	Side B TURN
Surface Turn (*)	Side A Surface TURN	Side B Surface TURN			

**1c) SEARCHBOARD SCREEN:** This is placed between the two Searchboards so that each side can move in secret.

**1d) OPERATIONS CARDS:** These cards, one for each side, are used to organize units off the gameboards.

**1e) RULES:** This sheet contains the Basic Game rules of play.

**1f) DICE:** There are two "decimal" dice, numbered from "1" to "0". Always read the "0" as "10", the highest possible roll.

**1g) BATTLE MANUAL:** The booklet contains examples of play for rules clarification, scenarios, optional rules, and other material of interest.

### [ 2 ] GENERAL GAME RULES

**2a) SETTING UP THE GAME:** Decide, in any mutually agreeable manner, the sides to command and scenario to play. Then, follow the directions in the General Scenario Setup Information section (7a in the Battle Manual), and the individual scenario setup information (7b, 7c, 7d, or 7e).

**2b) TURNS:** A game starts when all setup is complete, and is played in "Turns". A game ends when a scenario's required number of Turns has been played. Every Basic Game Turn is played in the following order:

**2b1) THE ACTION PHASE:** Use competitive die rolls to determine Sides A and B. For the Turn, Side B performs each step or phase first, then Side A does so. Perform the Action Phase in this order:

**2b1.1) The Assembly Step:** Assemble air units to "take off" and "fly".

**2b1.2) The Ready Step:** Shift air units from "Arming" to "Ready" boxes or vice-versa on the Operations Cards.

**2b1.3) The Sea Movement Step:** Secretly move task force markers.

**2b1.4) The Air Movement and Search Step:** All "flying" air units are moved on the Searchboards, and all searches conducted.

**2b2) THE COMBAT PHASE:** Individual battles are conducted in any order desired and determined by the Side A player. Individual battle combats are resolved on the Battleboard, in the following order:

- Setup the defending base and/or ship units, then, the opposing combat air units.

- Resolve all anti-aircraft combats, then all bombing combats.

**2b3) THE AIR RETURN PHASE:** Air units are returned to task force markers and/or (for the American side) the Midway base unit for "landing".

**2b4) THE TURN RECORD PHASE:** Advance the Turn markers.

**2c) USING THE OPERATIONS CARDS:** Ship and air units are placed in the various "areas" and "boxes" of the sides' Operations Cards to record their locations

and situations. Players are permitted to watch everything done on the opposing Operations Card. NOTE: In the Basic Game, the "Max. Strike", "High CAP" and "Low CAP" boxes are not used.

**2c1) TASK FORCE AREAS:** "Task force areas" are identified by names corresponding to those on a side's task force markers. Any units placed in a task force's boxes are considered to be located in the Searchboard hex occupied by the task force's marker. Ship units are kept in an area's "Ships" box, and "flying" air units are kept in the other boxes.

**2c2) THE MIDWAY BASE AREA:** The Midway "base area" corresponds to the Midway base unit (in Searchboard hex "M5"). Air units placed in its boxes are considered to be located in that hex. The Midway base area combines features of both the task force and named ship areas.

**2c3) NAMED SHIP AREAS:** Ship units that carry aircraft have "ship areas" with their names. Air units placed in a ship area's "Arming" and "Ready" boxes are considered to be located "On Board" the corresponding ship unit. Their ship unit is located in a "Ships" box in a task force area, so that its air units are also located in the Searchboard hex containing that task force marker.

**2c4) CAPACITY AND LAUNCH FACTORS:** Base and ship areas also contain printed game data. The "capacity" is the maximum number of air units that can be placed in the "On Board" or "On Ground" boxes at any one time. For example, the "Enterprise", with a capacity of "8" may never have more than eight air units located in its "Ready" and/or "Arming" boxes. The "launch factor" is the maximum number (front/back) of air units that can "take off" from a ship or base during a single Turn. For example, the "Enterprise" launch factor is "4/2"—this means a "4" launch factor when the ship unit's front side is up, and a "2" launch factor when its back side is up.

**2d) MULTIPLE UNITS TOGETHER—STACKING:** Except where otherwise noted (ie., see 2c4, 4a2), there are no limits on the number of units and/or markers that can be placed in the same hex or Operations Card box. Simply stack the counters in or (if very crowded) near their locations.

**2e) GENERAL MOVEMENT RULES:** Dice do not determine movement—they resolve combats. Players may move any or all of their units as desired, in any order, subject to any limitations found elsewhere in the rules (ie., see 3c, 3d1, 3d2). A counter may be moved from hex-to-hex in any direction or combinations permitted by the grid and the counter's movement capabilities. Hexes may not be skipped or jumped. Movement may not be transferred from unit to unit or accumulated from Turn to Turn. Units that exit the Searchboards in the Basic Game are considered to be eliminated.

### [ 3 ] THE ACTION PHASE

Competitively roll one die each and compare the results. Roll again to break ties. The high roll side is Side A for the Turn, and the low roll side is Side B for the Turn. During the Turn, Side B performs a step or phase, then Side A. Both sides should adjust their Turn marker to show their appropriate side (A or B). Then, perform the phase in this order:

**3a) THE ASSEMBLY STEP:** Any desired and available air units may "take off" now in order to "fly" during the Turn.

**3a1)** No air units may "fly" during night Turns (the dark-shaded Turns on the TIME RECORD TRACKS).

**3a2)** Only air units located in "Ready" boxes may "take off".

**3a3)** To show a "flying" air unit, move it from a "Ready" box to the appropriate "Normal Strike" box. At Midway base, shift an air unit from the Midway area's "Ready" to its "Normal Strike" box. For a ship, shift an air unit from the ship area's "Ready" box to the "Normal Strike" box of the task force area in which the ship unit is located.

**3a4)** The number of air units that may be shifted from a "Ready" box may not exceed its launch number (see 2c4).

**3b) THE READY STEP:** Any desired air units in an area's "Arming" box may now be shifted to that same area's "Ready" box, or vice-versa.

**3c) THE SEA MOVEMENT STEP:** The opposing player is not informed of this movement, which is secret on a side's own Searchboard. All desired task force markers are moved no more than one Searchboard hex per Turn. A counter that "enters" on a particular Turn is placed in a designated hex (see the scenarios) on that Turn, and that counts as its movement for the entry Turn.

**3d) THE AIR MOVEMENT AND SEARCH STEP:** All "flying" air units are now moved on the Searchboard. Although air units may be moved in any desired order, a player will normally wish to first move the scout air units, which are useful for searching, but not for combat. To move, an air unit(s) is placed on the Searchboard and moved from the location of its task force marker or base unit.

**3d1) AIR MOVEMENT FACTORS:** "Flying" units may be moved any number of Searchboard hexes equal to or less than their "movement factor".

**3d2) AIR MOVEMENT RESTRICTIONS:** "Flying" scout air units may be moved individually, as desired. All "flying" combat air units originating from the same hex must be moved and kept together as far as their movement factors allow (drop off units with fewer movement factors as their last hex is entered—if empty, they cannot participate in a battle).

**3d3) AIR SEARCH:** Air movement is made on a side's own Searchboard, and some or all of it may be kept secret, if desired.

**3d3.1) Air Search Procedure:** To "search", the controlling player announces the hex identification as an air unit(s) enters it. A unit(s) may be used to search all, some, or none of the hexes it enters, as the player desires.

**3d3.2) Search Information:** If there is nothing in an announced hex, the opposing player says so. If a task force marker(s) is in an announced hex, it is "spotted", and the opposing player must reveal that there is a task force marker(s) located in that hex, and the exact ship units present.

**3d3.3) Spotting Reference:** The searching player should place an enemy task force marker(s) in that hex on his own Searchboard, with its "Exact" side(s) up, and, as a memory aid, the exact information may be written down. No information regarding air units in the hex is revealed.

**3d4) AIR STRIKES:** "Air strikes" are represented by all air combat units that end their movement in a hex containing an opposing task force marker(s) or base unit, and these air combat units must be used for combat in that hex.

**3d5) SEA SEARCH:** After moving all "flying" air units, "sea searches" are conducted by calling out any desired hexes that contain one or more of the side's task force markers and/or base unit. Search information for these hexes from the opponent is handled the same as in rules 3d3.2 and 3d3.3.



## [ 4 ] THE COMBAT PHASE

Each hex containing a task force marker(s) and/or the base unit where *opposing* combat air units ended movement is a “battle hex”, and is resolved as a separate “battle” on the Battleboard. During a Turn with more than one battle to resolve, the Side A player determines the order of their resolution. Then each battle is handled, individually, in turn, as covered below:

**4a) BATTLE SETUP:** In the Basic Game, *only* combats involving bomber types of aircraft (“D”, “H”, “M” or “T”) are considered; opposing ship units in the same Searchboard hex or opposing combat air units in the same Searchboard hex do *not* have combats with each other. The counters used for a battle *must* be placed on the Battleboard. NOTE: Scout air units in the hex are not used for combat and are left in the Searchboard battle hex.

**4a1) BASE SETUP:** If only the Midway base unit is in the hex, the American player removes the unit from his Searchboard (the base unit on the Japanese Searchboard remains there, although any damage should be recorded on *both* identical base units), and places it in a hex near the center of the Battleboard. If there are also American ship units in the hex, the Midway base unit is setup exactly the same as a ship unit (see below).

**4a2) SHIP SETUP:** Note the task force markers in the battle hex. Ship units are removed from these task force’s “Ships” boxes on the Operations Card. These ship units may be setup as desired anywhere on the Battleboard, even if they were in separate task forces, as long as all units fit on the Battleboard, there is only one unit per hex, all face in the same direction (the front facing to a hexside) and there is at *least* one empty hex around all units.

**4a3) AIR ATTACK SETUP:** Now, all the opposing combat air units are removed from their Searchboard battle hex and setup. The air units are placed to show the enemy ship or base unit to be attacked:

**4a3.1) Dive bomber (“D” type), Heavy bomber (“H” type) and Medium bomber (“M” type)** air units are stacked directly on top of their target unit.

**4a3.2) Torpedo bomber (“T” type)** air units are placed adjacent to and with their front facings pointing at their target ship unit. If stacked, they must face the same direction. However, if attempting to attack the base unit, torpedo bombers are considered to be dropping bombs instead of torpedoes, and are placed directly on top of the base unit.

**4b) GENERAL RULES FOR ALL COMBATS:** All combats in *MIDWAY* are resolved similarly, as explained below:

**4b1) ATTACK ANNOUNCEMENT:** The attacker announces, in any desired order, that a unit(s) is attacking a specific *single* enemy “target” unit for an “individual combat”. Even when a hex contains a stack of units, only one unit in the stack is selected as the target unit.

**4b2) COMBAT MODIFIERS:** “Combat modifiers” are added and/or subtracted to the numbers rolled on a die to resolve a combat. These modifiers come from involved units’ factors (always positive) and/or their situations (see 4c2, 4d3, and 4d4). *For example, an air combat unit with a bombing factor of “4” has a “+4” combat modifier for bombing combat.* A “0” factor indicates that a unit can be used, but there is no modifier. A “—” factor indicates that there is no factor and the unit cannot participate in combats requiring the use of that factor. All of a side’s combat modifiers in an individual combat are *cumulative*, and combined into a “total modifier”.

**4b3) COMBAT NUMBERS:** After the total modifiers for each side are determined and announced, both players roll a die and add their side’s total modifier to their die roll. The die roll plus or minus the side’s total modifier equals the side’s “combat number”. SPECIAL NOTE: If the combat number is modified to less than “1”, consider it to be a “1” for resolution purposes.

**4b4) COMBAT RESOLUTION:** Compare the combat numbers to resolve the combat and find the results, as follows:

**Defender Is Equal or More:** If the defender’s combat number equals or exceeds the attacker’s combat number, there is no damage. A “miss”!

**Attacker Is More:** If the attacker’s combat number exceeds the defender’s combat number, but is not two times as much, one hit is scored.

**Attacker Is Two Times As Much:** If the attacker’s combat number exceeds the defender’s combat number by two times, but not by three times, the defending unit is flipped over.

**Attacker Is Three Times As Much:** If the attacker’s combat number exceeds the defender’s combat number by three times or more, the defending unit is eliminated.

**4b5) RECORDING AND EFFECTS OF DAMAGE:** Any damage to a unit is recorded and applied *immediately*. Record damage to units as follows:

- **1 Hit:** If one hit is scored on a unit, stack a 1 hit marker on the unit. If there is already a 1 hit marker with the unit, flip the marker over so that the 2 hits marker side shows. If there is already a 2 hits marker, the unit is flipped over, with the effects covered under “Flipped” and “Eliminated”, below. Any unit stacked with a hit marker (either side up) has *all* of its face up factors except for its movement factor reduced by “–1”.

- **Flipped:** When a unit with its front side showing is flipped over, adjust it so that its back, or reduced strength, side is up and remove any hit marker. The factors on the unit’s back side are now the ones that apply. If the back side of the unit says “ELIM” the unit is eliminated. When a unit with its back side already showing must be flipped over, it is eliminated instead.

- **Eliminated:** An eliminated unit is considered as destroyed and removed from play. If a base or ship unit is eliminated, all air units in that unit’s “Ready” and/or “Arming” boxes on the Operations Card are *also* eliminated.

**4c) ANTI-AIRCRAFT COMBAT:** “Anti-aircraft combat” represents firing anti-aircraft guns at enemy aircraft. During anti-aircraft combat, the side with the base and/or ship unit(s) is the “attacker”, and makes the decisions (subject to limitations found below) as to which friendly unit(s) to use against which enemy unit(s).

**4c1) RANGE:** Anti-aircraft combat can be directed at an enemy air unit up to three Battleboard hexes from the ship or base unit. This three hex “range” can be counted through hexes containing ship, air or base units.

**4c2) ATTACKER’S MODIFIERS:** Anti-aircraft factors are a combat modifier for the attacking side, and each unit may have its anti-aircraft factor used only *once* per Combat Phase. If two or more units are used against the same enemy air unit, their anti-aircraft factors *must* be added together as a combat modifier. Other *possible* attacker combat modifiers are as follows:

**4c2.1)** A “–2” combat modifier applies if the target air unit is using high level bombing (see 4d1.2).

**4c2.2)** A “–1” combat modifier applies if the target air unit is using medium level bombing (see 4d1.3 and 4d1.4).

**4c3) DEFENDER’S MODIFIER:** The defending side’s only combat modifier is the target air unit’s defense factor.

**4d) BOMBING COMBAT:** Bombing combat represents aircraft dropping bombs or torpedoes on an enemy base or ship. It always takes place *after* anti-aircraft combat. During bombing combat, the side with the air units is the “attacker”. The decision as to which friendly unit(s) to use against which target unit(s) was already made during air attack battle setup (see 4a3).

**4d1) BOMBING COMBAT CATEGORIES:** There are a number of “categories” of bombing combat, as follows:

**4d1.1)** “Dive bombing” *must* be the category used by dive (“D” type) bomber units (also see 4a3.1).

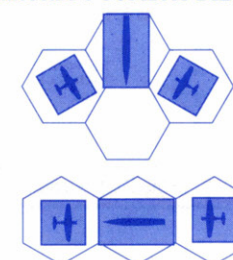
**4d1.2)** “High level bombing” *must* be the category used by heavy (“H” type) bomber units (also see 4a3.1).

**4d1.3)** “Medium level bombing” *must* be the category used by medium (“M” type) bomber units (also see 4a3.1).

**4d1.4)** “Medium level bombing” *must* be the category used by torpedo (“T” type) bomber units when attacking the base unit. When attacking a ship unit, “torpedo bombing” *must* be the category used (also see 4a3.2).

**4d2) COMBAT BY CATEGORY:** Each category of bombing is handled as a separate combat, in any order desired by the attacker. *For example, a torpedo bomber unit and a dive bomber unit are both attacking the same enemy ship unit. The torpedo bombing combat is resolved, first then the dive bombing combat is resolved (or the order of resolution could be reversed, if desired).*

**4d3) ATTACKER’S MODIFIERS:** Bombing factors are a combat modifier for the attacking side, and each unit may have its bombing factor used only once per Combat Phase. If two or more units are making the same bombing category combat against the same enemy unit, their bombing factors *must* be added together as a combat modifier. Other *possible* attacker combat modifiers (also see the Battleboard’s COMBAT DIE MODIFIERS CHART) are as follows:



**4d3.1)** A “+3” combat modifier applies for a torpedo bombing combat if any or all of the torpedo bomber units front facings are coming in on *both* sides of a target ship’s front facing (an “anvil” attack).

**4d3.2)** A “–2” combat modifier applies for a torpedo bombing combat if any or all of the torpedo bomber units face a target ship unit’s front and/or rear facing (the ship is “threading” the torpedoes).

**4d3.3)** A “+4” combat modifier applies for a *dive* bombing combat if the target unit is a ship unit that has a combat air unit(s) in its Operations Card “Ready” box. The defending player *must* reveal this when the total modifiers are calculated, but not before.

**4d3.4)** A “–5” combat modifier applies for a *high* level bombing combat if the target unit is a ship unit, and a “–1” combat modifier applies for a *high* level bombing combat if the target unit is a base unit (which cannot happen in this game, but the modifier is included for completeness).

**4d3.5)** A “–5” combat modifier applies for a *medium* level bombing combat if the target unit is a ship unit, and a “–4” combat modifier applies for a *medium* level bombing combat if the target unit is a base unit.

**4d4) DEFENDER’S MODIFIERS:** The defending side’s only combat modifier is its target ship or base unit’s defense factor.

**4e) BATTLE’S END:** At the end of each battle, all units are returned to their Searchboards and/or Operations Cards.

**4e1) SHIP UNITS AND TASK FORCE REORGANIZATION:** At the end of a battle, after all combats are completed, all surviving ship units (with all damage recorded) are shifted to the “Ships” boxes of their task force markers in the battle hex, not necessarily the same ones they were in earlier if more than one task force marker is in the same hex. This “reorganization” may be performed both on units just in battle and, also, in other hexes that were uninvolved, and may not be performed at any other time during a Turn. If all ship units are eliminated or removed from a task force’s “Ships” box, its task force marker *must* be removed from the Searchboard. Any extra task force marker (currently off the Searchboard, even if just removed) may be newly placed in a Searchboard hex containing a ship unit(s) if one or more of those ship units is placed in its “Ships” box on the Operations Card.

**4e2) BASE UNIT:** If in a battle, the Midway base unit is returned to Searchboard hex “M5” with any damage recorded identically on *both* units on both Searchboards. If eliminated, both identical units are removed from play.

**4e3) AIR UNITS:** Air units (with all damage recorded) are returned to the Searchboard’s battle hex.

## [ 5 ] THE AIR RETURN PHASE

After all battles have been completed, all air units must return and “land” in available Searchboard hexes, if possible.

**5a) WHERE TO LAND:** An air unit may “land” anywhere possible, given these restrictions:

**5a1) BASING:** Air units with green basing dots must “land” in a hex containing a friendly base unit. Air units with yellow basing dots must “land” in a hex containing a friendly seaplane tender (“AV”) ship unit. Air units with white basing dots must “land” in a hex containing a friendly aircraft carrier or light aircraft carrier unit, or a friendly base unit.

**5a2) MOVEMENT:** An air unit must be able to reach a “landing” hex using its movement factor. No searching is done during this return movement.

**5a3) CAPACITY:** The maximum “capacities” of ships and the base (see 2c4) must not be exceeded.

**5b) LANDING PROCEDURE:** To “land” an air unit, simply place it in an appropriate Operations Card “Arming” box for the hex where it “lands”. *For example, an American air unit moved to hex “M5” could be placed in the Midway base “Arming” box.*

**5c) NO LANDING:** Any air unit unable to “land” for any reason is eliminated. If there is a choice of air units to eliminate, that side’s player makes the choice.

## [ 6 ] THE TURN RECORD PHASE

Advance the Turn Markers to point to the next box on *both* sides’ Searchboard TIME RECORD TRACKS. If the final Turn has been completed, count victory points (see 7a3 in the Battle Manual) to determine the game’s winner.

See rule 10 in the Battle Manual for detailed examples of play.



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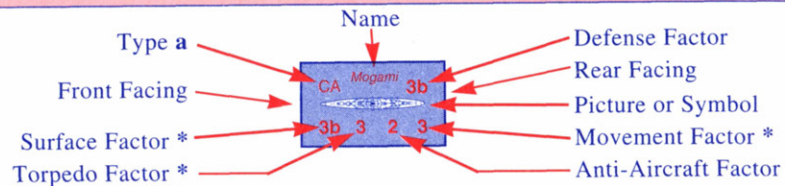
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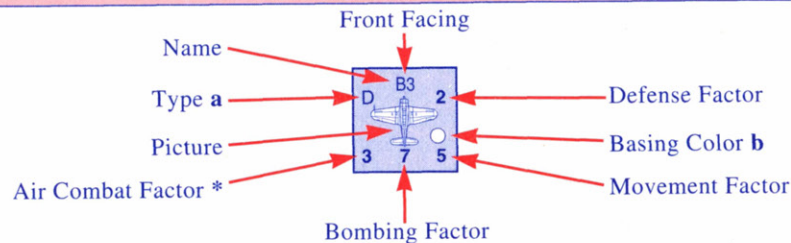


## UNIT INFORMATION REFERENCE

### SHIP AND BASE UNIT INFORMATION



### AIR UNIT INFORMATION



**a. Ship and Base Types:** AP = Transport; AV = Seaplane Tender; B = Base; BB = Battleship; CA = Heavy Cruiser; CL = Light Cruiser; CV = Aircraft Carrier; CVL = Light Aircraft Carrier; DD = Destroyer. Destroyer and transport type ship units represent three to six ships each; all other ship units represent one (named) ship.

**Aircraft Types and Bombing Categories (4d1):** D = Dive Bomber (dive bombing); F = Fighter; H = Heavy Bomber (high level bombing); M = Medium Bomber (medium level bombing); S = Scout; T = Torpedo Bomber (medium level bombing vs. the base and torpedo bombing vs. ship units). All large size air units are called "air combat units", and all small size air units are called "scout air units".

#### b. Basing Colors:

**Yellow:** May land only on an AV

**Green:** May land only on a base

**White:** May land only on a base, CV, or CVL.

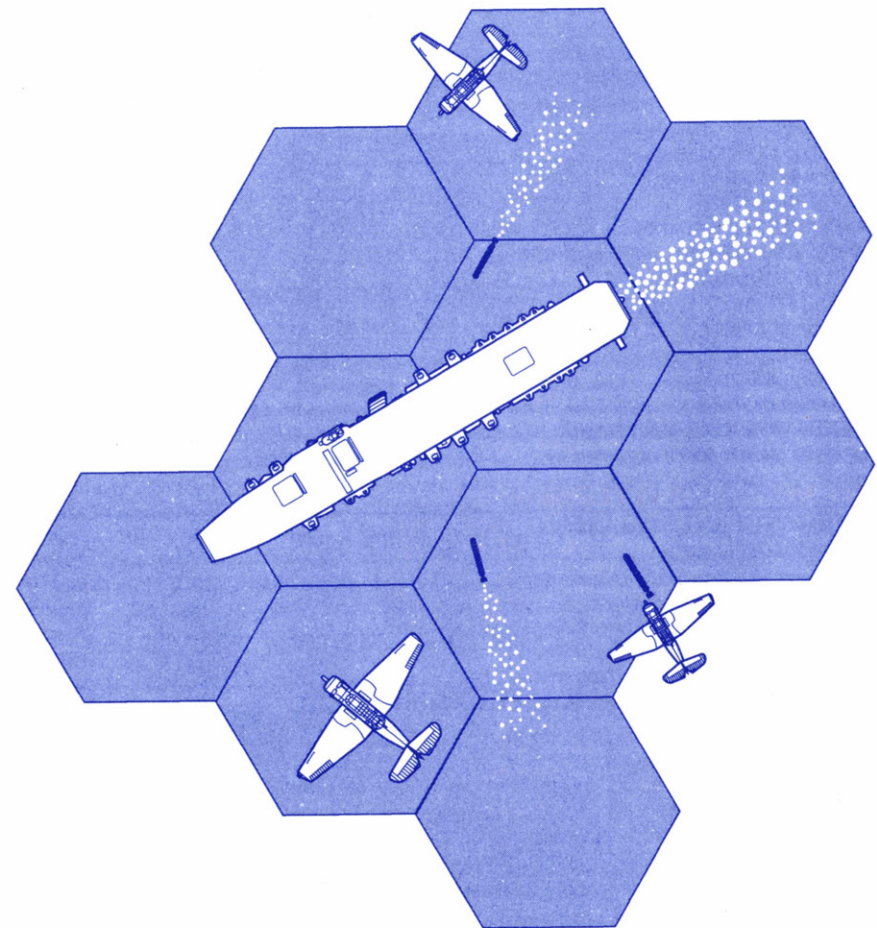
\* : This information is not used in the Basic Game.

#### Creating New Scout Air Units (option 15c):

**American:** "H" Class = Scouts I - K; "M" Class = Scout L; "D" Class = Scouts M - Q.

**Japanese:** "D" Class = Scouts A - G; "T" Class = Scouts H - L.

# MIDWAY BATTLE MANUAL



**STOP!!** This manual contains information that supplements the rules.  
Please read the rules before examining this manual.



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# MIDWAY

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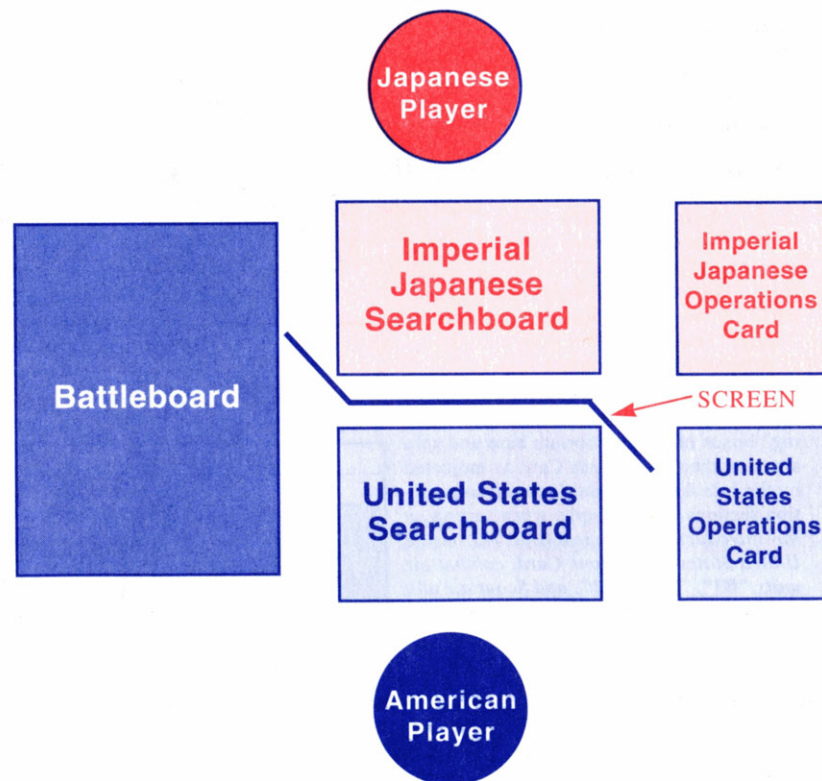
### REFERENCE INFORMATION

#### [ 7 ] THE SCENARIOS

Each "scenario" is a separate game with its own unique rules and victory conditions. To start a game, select one of the scenarios (see 7b, 7c, 7d and 7e) as the one to be played, and use any mutually agreeable method to determine which player will play which side. Scenario 7b is recommended for beginning players. Scenarios Two (7c) and Three (7d) can be played using only the Basic Game rules if the "F" type air units given are not used. Scenario Four (7e) requires the use of optional rule 16.

**7a) GENERAL SCENARIO SETUP INFORMATION:** The information found here, plus the specific information found in the individual scenarios, is needed to setup a game.



**7a1) PLAYING SURFACES:** Lay out the Searchboards on a table between the players, so that one is directly in front of each player. Place the Searchboard Screen between the two Searchboards so that each player can see only his own Searchboard. The players should place their side's Operations Card conveniently beside the Searchboard. Then, lay out the Battleboard on the other side of the Searchboards.





## 7a2) COUNTER PLACEMENT:

**7a2.1) Time:** Check the "Time" information in the individual scenario. Both sides should place a Turn marker on their TIME RECORD TRACK on the Searchboards to show the starting Turn. *For example, when setting up the Introductory Scenario (see 7b), which starts on Turn 7, the players' TIME RECORD TRACKS should look as follows:*

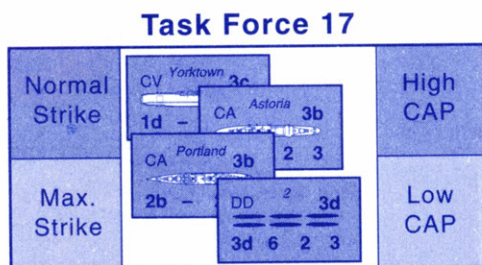
June 3, 1942					June 4, 1942							
	● 1	2	● 3 ▲	4 a	5 b	 Side A TURN	● 7	8	● 9 ▲	● 10 c	● 11	12

**7a2.2) Searchboard Setups:** The task forces and the base unit needed for a scenario are listed in the individual scenario's "Setup Information" sections. Place a side's needed task force markers and one of the Midway base units on their Searchboards as indicated by the individual scenario. *For example, when setting up the Introductory Scenario (see 7b), the United States player would place the Task Force 16 and Task Force 17 markers in any hex or hexes (as desired by the American player) on the United States Searchboard east of the International Dateline, and a Midway base unit in hex "M5". The Japanese player would place the Mobile Force task force marker in any "II" area (hexes "H1", "H2", "H1", "H2", "H3", "H1", and "H2") hex (any one of these hexes, as desired by the Japanese player), and the duplicate Midway base unit in hex "M5".*

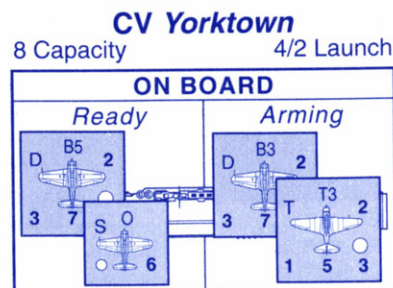
**NOTE:** Any unit listed in the setup information with "(back)" next to the unit is setup with the unit already flipped over so that its back side is showing. Any unit listed in the setup information with "(1 hit)" next to the unit is setup with the unit already marked with a "1 hit" marker.

**7a2.3) Operations Card Setups:** All of the game's ship and air units are located on the Operations Cards in boxes that display their organization and status. Their locations are represented on the Searchboards by the base and task force markers.

**Setting Up Ship Units:** Place a side's needed ship units in the "Ships" areas of the appropriate task force boxes on their Operations Cards as indicated by the individual scenario's Setup Information sections. *For example, when setting up the Introductory Scenario (see 7b) on the United States Operations Card, ship units "Yorktown", "Astoria", "Portland", and destroyer unit "2" should be placed in the "Ships" box of the Task Force 17 area, as shown at right:*



**Setting Up Air Units:** Place a side's needed air units in the "Ready" or "Arming" boxes of the appropriate base and ship areas on their Operations Card as indicated by the individual scenario's Setup Information sections. *For example, when setting up the Introductory Scenario (see 7b) on the United States Operations Card, combat air units "B3", "B5", "T3", and Scout air unit "O" should be placed in the "Ready" and/or "Arming" boxes (as desired) of the Yorktown area, as shown at right:*



**7a3) SPECIAL RULES/DETERMINING VICTORY:** Read the "Special Rules" section of a scenario's instructions carefully, as it contains rules that apply only to that individual scenario. This section will also state what is required to win the scenario, which always depends on "victory points". A scenario's special rules may include special methods to obtain victory

points. Victory points are counted after the last Turn of a scenario is completed, and victory points are always awarded for eliminating or seriously damaging enemy units. The VICTORY POINTS CHART on the Searchboard Screen lists the victory points awarded for each enemy unit that is eliminated/flipped to its back side at the end of the game. *For example, a line on the chart reads, "+25/+10: Per CV (Aircraft Carrier) Eliminated/Flipped." At the end of a scenario, if an aircraft carrier unit is eliminated and another is flipped to its back side, the other side would be awarded "25" victory points for the eliminated ship unit and "10" victory points for the flipped ship unit.*

**7a3.1)** Air combat units are worth "2" victory points each, regardless of type, only if eliminated. Scout air units have no value.

**7a3.2)** An eliminated air combat, destroyer or transport unit that started a scenario already flipped to its back side or which has the word "ELIM" on its back side is worth only one-half the normal victory points. *For example, the Japanese #10 DD unit has "ELIM" on its back side. If eliminated, it is worth only "7" victory points (half the normal "14" victory points awarded for the elimination of a destroyer ship unit. This does not apply to other types of units.*

**7a3.3)** 1 hit or 2 hits markers on units are worth no victory points.

**7b) SCENARIO ONE – INTRODUCTORY:** This scenario has a reduced number of units and Turns. It covers only the most important day of the fighting (June 4), is intended as an introduction to the game, and should be played using only the Basic Game Rules.

**7b1) TIME:** Starts with Turn 7, and ends after Turn 11 (5 Turns).

## 7b2) UNITED STATES SETUP INFORMATION:

**Task Force 16:** Place in any hex east of the International Dateline (hex rows "L" through "T") at the game's start.

- 1 CV - Enterprise: B6, S6, T6, Scout M.
- 1 CV - Hornet: B8, S8, T8, Scout N.
- 5 CA - Minneapolis, New Orleans, Northampton, Pensacola, Vincennes.
- 1 CL - Atlanta.
- 2 DD - #1, #3.

**Task Force 17:** Place in any hex east of the International dateline (hex rows "L" through "T") at the game's start.

- 1 CV - Yorktown: B3, B5, T3, Scout O.
- 2 CA - Astoria, Portland.
- 1 DD - #2.

**Midway Base:** Place a Midway base unit in hex "M5" at the game's start.

- 2T8, 1SB241, 2SB241, 5AF, 1BG11 (back), Scouts A, B, C.

## 7b3) JAPANESE SETUP INFORMATION:

**Mobile Force:** Place in any "II" area hex at the game's start.

- 1 CV - Akagi: AD, 1AT, 2AT, Scout A.
- 1 CV - Hiryu: HYD, HYT, Scout B.
- 1 CV - Kaga: KD, 1KT, 2KT, Scout C.
- 1 CV - Soryu: SYD, SYT, Scout D.
- 1 AV - Chikuma: Scout M.
- 1 AV - Tone: Scout N.
- 2 BB - Haruna, Kirishima.
- 1 CL - Nagara.
- 2 DD - #1, #2.

**Enemy Base:** Place a Midway base unit in hex "M5" at the game's start.

## 7b4) SPECIAL RULES:

**7b4.1)** The Japanese side wins with more victory points than the American side has. The American side wins with 10 or more victory points more than the Japanese side has. Any other result is a "tie" game.

**7b4.2)** To play this scenario using the optional rules, especially option 14, setup fighter aircraft units as follows: 1F6, 2F6 on "Enterprise", 1F8, 2F8 on "Hornet", 1F3, 2F3 on "Yorktown", 1F221, 2F221 on Midway base, 1AF, 2AF on "Akagi", 1HYF, 2HYF on "Hiryu", 1KF, 2KF on "Kaga" and 1SYF, 2SYF on "Soryu".

**7b4.3)** The American side holds the free roll marker (option 11a) at the game's start.



**This commentary briefly covers the events leading to the Battle of Midway, and gives an account of the historical battle.**

## WHY WAS THERE A BATTLE OF MIDWAY?

"Victory fever" the Japanese would call it later, referring to the overconfidence that seized them in the spring of 1942. There seemed to be no end to the series of one-sided victories. This overconfidence, combined with a mistaken underestimation of United States' intentions and capabilities, led the Japanese to undertake the Midway campaign with only a portion of their available carrier forces. After all, more had been won with less in the recent past.

The daring Doolittle raid on Tokyo in April, 1942 was a severe blow to Japanese pride, and demonstrated a gap in their defensive barriers. Midway, in Japanese hands, would close this gap, provide an invaluable outpost to watch Hawaii and as a base for ships, submarines and aircraft to search the intervening waters. Midway Island's location was important enough to draw out the weakened United States Navy for a decisive battle with the far stronger Japanese fleet. What the Japanese high command never realized was that American cryptologists had deciphered JN-25, the Japanese Navy's operational code, and knew exactly when and where the Japanese offensive was due. Because the American commander, Admiral Chester Nimitz, knew the Japanese plans in some detail, the Japanese were operating under some serious misconceptions.

Unaware that his arrangements were monitored by the Americans, the Imperial Japanese Navy commander, Admiral Yamamoto, devised a detailed and intricate plan intended to surprise and confuse the Americans. Such was the virulence of the "victory fever", that the plan depended for success as much on American adherence as on Japanese. A feint at the Aleutian Islands to the far north would strike first, drawing American attention and forces out of the way. Then, the main blow would fall on what was assumed to be a lightly-defended Midway, to which the main Japanese fleet could give its undivided attention, so that it could be swiftly overrun. The American fleet would then react, racing back from the Aleutians, and, after sailing through and being attacked by a screen of Japanese submarines (which would also report the American movements), be destroyed by the superior Japanese fleet, in Yamamoto's long-desired "decisive" battle.

Japanese intelligence services reported that aircraft carrier "Saratoga" was being repaired (this was correct), and was not available for operations. It was believed that both carriers "Lexington" (which was gone) and "Yorktown" (only damaged) had been sunk in the Battle of the Coral Sea in May. The loss of light carrier "Shoho", the damage to carrier "Shokaku", and the severe losses to the air complement of carrier "Zuikaku" in that same battle were not regarded as serious, as the Americans were expected to have only the carriers "Enterprise" and "Hornet", and possibly a few battleships that had survived the attack on Pearl Harbor the previous December available for a battle. The Japanese fleet, backed by the planes on their newly-captured Midway base, would win easily.



FLETCHER

Admiral Nimitz, armed with what appeared to be precise information on the Japanese plans, directed his tactical commanders, Admiral Raymond Spruance with Task Force 16 ("Enterprise", "Hornet", and escorts), and Admiral Frank Jack Fletcher with Task Force 17 ("Yorktown" and escorts) and overall tactical command, to sail immediately to a position covering Midway. Midway itself, already considerably strengthened since the start of the war, was rapidly built-up with all available land and air forces. The Americans planned nothing less than a massive "ambush" on the careless and unsuspecting Japanese aircraft carriers. The American warships passed through the Japanese submarine patrol area before the submarines were in position, and joined 350 miles northeast of Midway at "Point Luck" without being detected. All was ready, and the Japanese were right on time.

**7c) SCENARIO TWO – THE MIDWAY CAMPAIGN:** This scenario covers the entire period of serious activities near Midway. It is the longest and most complete scenario included in the game. It is recommended for experienced players of the game using most of the optional rules.

**7c1) TIME:** Starts with Turn 1, and ends after Turn 23 (23 Turns).

## 7c2) UNITED STATES SETUP INFORMATION:

**Task Force 1:** Use is optional. May enter at any "T" row hex on Turn 5, but see 7c4.2, below.  
5 BB - Colorado, Maryland, Idaho, Mississippi, Tennessee.  
2 CL - Detroit, Raleigh.  
2 DD - #4, #5.

**Task Force 16:** Place in any hex east of the International dateline (hex rows "L" through "T") at the game's start.

1 CV - Enterprise: 1F6, 2F6, B6, S6, T6, Scout M.  
1 CV - Hornet: 1F8, 2F8, B8, S8, T8, Scout N.  
5 CA - Minneapolis, New Orleans, Northampton, Pensacola, Vincennes.  
1 CL - Atlanta.  
2 DD - #1, #3.

**Task Force 17:** Place in any hex east of the International dateline (hex rows "L" through "T") at the game's start.

1 CV - Yorktown: 1F3, 2F3, B3, B5, T3, Scout O.  
2 CA - Astoria, Portland.  
1 DD - #2.

**Midway Base:** Place in hex "M5" at the game's start.

2T8, 1F221, 2F221, 1SB241, 2SB241, 5AF, 1BG11 (back), Scouts A, B, C, D, E, F, G, H.

## 7c3) JAPANESE SETUP INFORMATION:

**Escort Force:** Enters at any "VI" area hex on Turn 1.

1 CL - Jintsu.  
3 AP - I, II, III.  
2 DD - #4, #5.

**First Fleet:** Enters at any "I" area hex on Turn 8.

1 CVL - Hoshio: HG, Scout H.  
3 BB - Mutsu, Nagato, Yamato.  
1 CL - Sendai.  
2 DD - #3, #7.

**Mobile Force:** Enters at any "I" area hex on Turn 2.

1 CV - Akagi: 1AF, 2AF, AD, 1AT, 2AT, Scout A.  
1 CV - Hiryu: 1HYF, 2HYF, HYD, HYT, Scout B.  
1 CV - Kaga: 1KF, 2KF, KD, 1KT, 2KT, Scout C.  
1 CV - Soryu: 1SYF, 2SYF, SYD, SYT, Scout D.  
1 AV - Chikuma: Scout M.  
1 AV - Tone: Scout N.  
2 BB - Haruna, Kirishima.  
1 CL - Nagara.  
2 DD - #1, #2.

**Second Fleet:** Enters at any "VI" area hex on Turn 2.

1 CVL - Zuiho: ZHF, ZHT, Scout I.  
2 BB - Hiei, Kongo.  
4 CA - Atago, Chokai, Haguro, Myoko.  
1 CL - Yura.  
2 DD - #8, #9.

**Screen Force:** Use is optional. May enter at any "I" area hex on Turn 8, but see 7c4.2, below.

4 BB - Fusu, Hyuga, Ise, Yamashiro.  
1 DD - #6.

**Support Force:** Enters at any "VI" area hex on Turn 4.

4 CA - Kumano, Mikuma, Mogami, Suzuya.  
1 DD - #10.

**Enemy Base:** Place a Midway base unit in hex "M5" at the game's start.

## 7c4) SPECIAL RULES:

**7c4.1)** The side with the most victory points wins. If victory points are equal, the game is a "tie".

**7c4.2)** The American Task Force 1 and the Japanese Screen Force were both available for the Battle of Midway, but historically took no part, so their use is optional and left to the players. Before play starts, both sides should *secretly* note if their optional task force will enter the Searchboard or not be used—reveal these notes at game's end for verification. If the American player *does* enter Task Force 1, the Japanese side is awarded 15 bonus victory points at the



end of the game. If the Japanese player *does* enter Screen Force, the American side is awarded 10 bonus victory points at the end of the game.

**7c4.3)** The side controlling Midway at the end of the game is awarded 35 bonus victory points. The Japanese side is considered to control Midway if the Midway base unit is eliminated, and, after this elimination, at least one Japanese transport (AP) ship unit can remain in hex "M5" for at least three consecutive Turns without being eliminated. If the Japanese side is unable to do this, the American side is considered to control Midway.

**7c4.4)** Japanese Scout O may enter the Searchboard at either "M" area hex ("F11" or "H11" on Turns 9 and 15 only. It returns to a "M" hex to simulate landing off-board.

**7c4.5)** The Japanese side holds the free roll marker (option 11a) at the game's start.

*The Battle of Midway was one of the truly decisive battles of World War II. In this one battle, the Japanese Navy lost over half of its total carrier strength, along with many of their finest aircrews. The shooting started on the day before the decisive blows were exchanged.*

**JUNE 3, 1942:** As a curtain-riser, a "Catalina" flying boat based on Midway spotted the Japanese troop transports (Escort Force, in the game) early in the day. That afternoon, nine B-17 "Flying Fortress" bombers from Midway bombed and missed the ships from high altitude (although they claimed to have hit two battleships or heavy cruisers and two transports!). The major fleet units for both sides were still invisible to each other.

**7d) SCENARIO THREE – THE BATTLE OF MIDWAY:** This scenario covers only the most important two days of the Battle of Midway, giving a reduced number of Turns to provide for a faster-playing game for experienced players using most of the optional rules.

**7d1) TIME:** Starts with Turn 7, and ends after Turn 17 (11 Turns).

#### **7d2) UNITED STATES SETUP INFORMATION:**

**Task Force 16:** Place in any hex east of the International dateline (hex rows "L" through "T") at the game's start.

- 1 CV - Enterprise: 1F6, 2F6, B6, S6, T6, Scout M.
- 1 CV - Hornet: 1F8, 2F8, B8, S8, 1T8, Scout N.
- 5 CA - Minneapolis, New Orleans, Northampton, Pensacola, Vincennes.
- 1 CL - Atlanta.
- 2 DD - #1, #3.

**Task Force 17:** Place in any hex east of the International dateline (hex rows "L" through "T") at the game's start.

- 1 CV - Yorktown: 1F3, 2F3, B3, B5, T3, Scout O.
- 2 CA - Astoria, Portland.
- 1 DD - #2.

**Midway Base:** Place in hex "M5" at the game's start.

- 2T8, 1F221, 2F221, 1SB241, 2SB241, 5AF, 1BG11 (back), Scouts A, B, C, D, E, F, G.

#### **7d3) JAPANESE SETUP INFORMATION:**

**Escort Force:** Place in any "IV" area hex at the game's start.

- 1 CL - Jintsu.
- 3 AP - I, II, III (back).
- 2 DD - #4, #5.

**First Fleet:** Enters at any "I" area hex on Turn 8.

- 1 CVL - Hosho: HG, Scout H.
- 3 BB - Mutsu, Nagato, Yamato.
- 1 CL - Sendai.
- 2 DD - #3, #7.

**Mobile Force:** Place in any area "II" hex at the game's start.

- 1 CV - Akagi: 1AF, 2AF, AD, 1AT, 2AT, Scout A.
- 1 CV - Hiryu: 1HYF, 2HYF, HYD, HYT, Scout B.
- 1 CV - Kaga: 1KF, 2KF, KD, 1KT, 2KT, Scout C.
- 1 CV - Soryu: 1SYF, 2SYF, SYD, SYT, Scout D.
- 1 AV - Chikuma: Scout M.
- 1 AV - Tone: Scout N.
- 2 BB - Haruna, Kirishima.
- 1 CL - Nagara.
- 2 DD - #1, #2.

**Second Fleet:** Place in any area "III" hex at the game's start.

- 1 CVL - Zuiho: ZHF, ZHT, Scout I.
- 2 BB - Hiei, Kongo.
- 4 CA - Atago, Chokai, Haguro, Myoko.
- 1 CL - Yura.
- 2 DD - #8, #9.

**Support Force:** Place in any area "V" hex at the game's start.

- 4 CA - Kumano, Mikuma, Mogami, Suzuya.
- 1 DD - #10.

**Enemy Base:** Place a Midway base unit in hex "M5" at the game's start.

#### **7d4) SPECIAL RULES:**

**7d4.1)** The Japanese side wins with more victory points than the American side has. The American side wins with 10 or more victory points more than the Japanese side has. Any other result is a "tie" game.

**7d4.2)** Japanese Scout O may enter the Searchboard at either "M" area hex ("F11" or "H11" on Turns 9 and 15 only.

**7d4.3)** The side controlling Midway at the end of the game is awarded 35 bonus victory points. The Japanese side is considered to control Midway if the Midway base unit is eliminated, and, after this elimination, at least one Japanese transport (AP) ship unit can remain in hex "M5" for at least three consecutive Turns without being eliminated. If the Japanese side is unable to do this, the American side is considered to control Midway.

**7d4.4)** The American side holds the free roll marker (option 11a) at the game's start.

**JUNE 4:** June 4, 1942 proved to be the decisive day of the battle.

**0430:** Both sides launched search planes. One "Jake" floatplane from "Tone" did not get away until 0500 due to catapult problems. By 0445, the Japanese tactical carrier commander, Admiral Nagumo, had also launched 108 planes to attack Midway Island.

**0520-0530:** A "Catalina" spotted the Japanese carrier force. All details were known to Admiral Fletcher by 0700. The American and Japanese carrier forces were then about 200 miles apart. The Japanese had not yet spotted the American fleet, and, in fact, had no idea that they were nearby.

**0553:** Midway Island radar picked up the incoming Japanese attack. All aircraft on Midway took off as rapidly as possible, the fighters to defend the base and the bombers to attack the Japanese ships.

**0616:** United States Marine Corps "Wildcat" and "Buffalo" fighters launched from the island base intercepted the Japanese air strike heading for Midway. Numerous escorting Japanese "Zero" fighters brushed them aside. Outnumbered and outclassed, of the 26 American fighters, 17 were lost and 7 others severely damaged. The Japanese bombers attacked the Midway airfield and base facilities and caused serious damage, but encountered what they considered to be an unexpectedly heavy and effective barrage of anti-aircraft fire. Interestingly enough, the Japanese put few bombs on the runway, reasoning that the base would soon be theirs and they didn't want to repair their own damage, so the attack had few effects on the operations of the surviving American planes. By 0700, the Japanese air commander radioed carrier commander Admiral Nagumo to report that another attack would be required to destroy Midway's defenses.



**NAGUMO**

**0702:** The American aircraft carriers started launching their planes to attack the Japanese ships. Due to time and range, they were sent off in separate groups. "Yorktown" launched her aircraft last, after recovering search planes, about 0820.

**0705:** The six "Avengers" and four "Marauders" based on Midway attacked the Japanese carrier task force with torpedoes. The defending "Zero" fighters and heavy antiaircraft fire left only one surviving "Avenger" and two "Marauders" after the attack. No hits were scored on the Japanese ships. The Japanese bombers on the carrier decks were ordered below to replace their torpedoes with bombs for another attack on Midway.

**0728:** The delayed "Jake" floatplane from the "Tone" spotted part of the American



fleet and radioed back. No American aircraft carriers were reported. Should the American ships, apparently too far away to pose a threat, or the Midway base, which had provided the aircraft which had just attacked, be the Japanese target? After a brief order to again arm the planes with torpedoes and armor piercing bombs (suitable for attacking ships), Nagumo changed his mind and ordered the planes rearmed to attack Midway.

**0800:** In rapid succession, "Dauntless" and "Vindicator" dive bombers and "Flying Fortress" heavy bombers from Midway attacked the Japanese carriers. None of the formidable and high-flying heavy bombers were lost, but seven of the dive bombers were lost to the efficient Japanese "Zero" fighters and anti-aircraft fire. Again, no Japanese ship was seriously hit.

**0820:** The United States submarine "Nautilus" had located the Japanese carriers and attacked, but scored no hits. About this same time, Admiral Nagumo finally heard from the "Tone" that her "Jake" reported that there was an American aircraft carrier present. This information changed everything—an aircraft carrier could be more of a threat to the Japanese forces than the now-battered Midway base!

**0830:** The Japanese Midway air strike returned, and those planes, plus some of the "Zero" combat air patrol, were low on fuel and had to land. Still not rearmed for attacks on ship, the planes still aboard had to be moved below to clear the decks for the landings. Aircraft recovery lasted until 0918. Admiral Nagumo then decided to get all of his planes ready to launch a massive strike on the American carrier.

**0930-1010:** The aircraft from the American carriers had scattered while seeking the Japanese forces. By a fluke, the three "Devastator" torpedo bomber squadrons from all three American carriers found and attacked the Japanese carrier force in rapid succession. Forced to fly low and slow to launch their torpedoes, the Americans pressed their attack through the swarm of "Zero" fighter planes and dark clouds of anti-aircraft fire. All 15 "Devastators" of Hornet's Torpedo Eight Squadron were wiped out. Only one pilot, Ensign George Gay survived, watching the rest of the battle while clinging to a rubber seat cushion. Of the 26 "Devastators" from Enterprise and Yorktown, only six survived. The carriers had lost 35 of 41 torpedo bombers, and still no hits!

**1024:** At this point in the battle, the Japanese seemed well on their way to a major victory. The American advantages apparently had been thrown away in near suicidal piecemeal attacks. However, massacring the carrier's torpedo bombers had brought all of the defending "Zero" fighters down to low altitude. Thus, when the U. S. carrier's "Dauntless" dive bombers finally appeared at 19,000 feet, there was no opposition, and their attacks could be pressed home without serious interference. In only five minutes, the Japanese aircraft carriers "Akagi", "Kaga", and "Soryu", their decks packed with aircraft being rearmed and refueled, were in flames, doomed by the explosions of their own bombs and fuel.

**1040:** The "Hiryu", the only Japanese aircraft carrier untouched by the American dive bombers, launched an attack force of 18 "Val" dive bombers and 6 "Zero" fighters, followed at 1245 by a wave of 10 "Kate" torpedo bombers and 6 "Zero" fighters.

**1159-1500:** The "Yorktown's" "Wildcat" fighter combat air patrol and heavy anti-aircraft fire destroyed most of the first strike force, but the skilled and determined Japanese dive bomber crews still managed to bore in and get hits, and severely damaged the big flattop. Admiral Fletcher, his burning flagship now useless, turned over the tactical command of the battle to Task Force 16's commander, Admiral Raymond S. Spruance. "Yorktown", left dead in the water by the bomb hits, managed to resume 20 knots by 1340, thanks to heroic repair efforts of her crew. Then, "Hiryu's" second strike force arrived, hitting the "Yorktown" again, this time with torpedoes. By 1500 hours, "abandon ship" was ordered, and the smoldering hulk of "Yorktown" was out of the battle for good.



SPRUANCE

**1530:** Separated from Fletcher's task force, Spruance's ships never came under attack. Rapidly rearming the returning "Dauntless" dive bombers (including many from the "Yorktown" that were unable to land there) that had already sunk three Japanese carriers, Admiral Spruance ordered "Hornet" and "Enterprise" to launch a second strike.

**1700:** "Hiryu" was fatally struck by the attacking "Dauntless" dive bombers. After recovering planes, Spruance ordered a retirement to the east to avoid a possible night engagement

with the superior Japanese surface fleet. Some of the big Japanese flattops burned for hours, but by 0900, June 5 all four of the Japanese carriers had sunk. The last of their homeless aircraft had crashed into the sea long before, although many of the fliers were rescued.

**JUNE 5:** June 5, 1942 saw the defeated Japanese fleet in full retreat.

**0255:** Now without aircover, the ever realistic Admiral Yamamoto ordered the Midway operation cancelled. The Japanese fleet was ordered to retire.

**0342:** Sighting the United States submarine "Tambor" caused the Japanese heavy cruisers "Mogami" and "Mikuma" to collide while turning away. The damaged "Mogami" and "Mikuma" were attacked all day with little success by American carrier planes and Midway dive bombers.

## 7e) SCENARIO FOUR – NIGHT SURFACE ACTION:

This scenario explores what could have happened on the night of June 5/6, 1942, had an American surface force been detached to run down the fleeing Japanese cruiser force that had been damaged by air attacks during the previous day. This is not an overall scenario as are the others in this section. This scenario is designed to demonstrate how a surface combat is conducted, and covers *only* one hypothetical surface combat as a complete scenario. It is recommended for players who have just read through option 16, which *must* be used, and wish to see how surface combat works. The Searchboards are not needed to setup this scenario, only the Battleboard, the two Surface Turn markers, and the ship units given below:

**7e1) TIME:** Starts with Surface Turn 1, and ends when the combat ends. This combat takes place during a night Turn.

**7e2) UNITED STATES SETUP INFORMATION:** Assume the Americans are side B this Turn (and therefore setup first), and the opponents entered the hex from adjacent hex sides.

5 CA - Minneapolis, New Orleans, Northampton, Pensacola, Vincennes.  
1 DD - #3.

**7e3) JAPANESE SETUP INFORMATION:** Assume the Japanese are side A this Turn (and therefore setup second), and the opponents entered the hex from adjacent hex sides.

4 CA - Kmano, Mikuma (back), Mogami (1 hit), Suzuya.  
1 DD - #10.

## 7e4) SPECIAL RULES:

**7e4.1)** The Japanese side wins with more victory points. The American side wins with five or more victory points more than the Japanese have (the damage on the Japanese ships at game's start does count, and Mikuma counts full normal victory points). The Japanese side wins with two or more victory points more than the Americans have. Any other result is a tie.

**7e4.2)** Assume that the opposing task force units entered the battle hex through adjacent hex-sides, so the ship units setup facing in the same direction (see option 16b2.1). For variety, assume that the opposing task force units entered the battle hex through opposite hexsides, so the ship units setup facing in opposite directions (see option 16b2.2).

**7e4.3)** Attempts to break contact may not begin before the end of Surface Turn 4.

**7e4.4)** The American side holds the free roll marker (option 11a) at the game's start.

**JUNE 6:** June 6, 1942 saw the last fighting of the Battle of Midway.

**0800, 1045, 1330:** Successive strikes were launched at the two damaged Japanese cruisers. Heavy cruiser "Mikuma" was finally sunk, but her sistership "Mogami" was able to limp to safety.

**1330:** The abandoned "Yorktown", still afloat, was torpedoed by the Japanese submarine I-168. Destroyer "Hammann", standing by the big flattop, was also hit, and sank quickly. "Yorktown" finally sank 0600, June 7.





## [ 8 ] BACKGROUND ON THE BATTLE OF MIDWAY

### 8a) TRAINING AND LEADERSHIP:

Even as early in the war as June, 1942, the different American and Japanese policies for crewing their aircraft were apparent, reflecting national differences in philosophy and capabilities. Japanese airmen, mostly from a rigorously-trained pre-war elite that was heavily seasoned by repeated combat missions, were the finest group of carrier aircrews of the war. They were also irreplaceable, and, when they were lost, their experience and skill was lost with them.

The American pre-war pilots, on the other hand, held key posts and provided leadership for their carrier air groups, but, by June of 1942, many of them were already at home training a new generation of naval aviators and passing on their hard-earned experience. The bulk of the American carrier aircrews at Midway were young naval reservists, not nearly as experienced as their Japanese counterparts. The Marine Corps pilots on Midway, lacking fuel for training, were generally inexperienced and using obsolescent equipment. The Air Force crews, further hampered by a doctrine that called for bombing moving ships from high altitude, failed to score a single hit during the battle, although, for the duration of the war, this was not realized.

The Japanese commanders, from Admiral Yamamoto on down, were well-trained professionals. On the whole, they were also a rather conservative group, and fond of devising intricate plans featuring precise timetables and numerous converging forces to confuse their enemies. Although pioneers in the use of aircraft carriers, they still relied on their battleships to provide the decisive firepower for their anticipated "showdown" with the American fleet off Midway. Nagumo, the most experienced carrier Admiral in the Japanese navy, proved to be very indecisive in deciding the targets for his planes, showing the effects of unexpected developments on a too-rigid plan of operations.

The American commanders were equally professional, and, left after the Pearl Harbor disaster with no other alternative, swiftly adopted a more radical doctrine of aircraft carrier supremacy in sea warfare. Admiral Nimitz gave carrier tactics his full backing, and his subordinates followed suit. Admiral Fletcher had already commanded in an all-carrier action at the Battle of the Coral Sea a month before Midway, and, although not a driving commander, made the right decisions for the initial attack. Admiral Spruance was commanding aircraft carriers for the first time, and his prudent tactics completed and preserved the victory. In contrast to the Japanese commanders, it is important to realize that all of the United States commanders were in agreement *not* to use their available slow battleships in the battle, but to use only their fast aircraft carriers and their escorts against the whole Japanese fleet.

### 8b) TASK FORCES:

Warships in a combat zone were invariably organized into "task forces" consisting of various numbers and classes of ships grouped to render mutual support and calculated to be strong enough to accomplish their mission. As can be seen from the game, the American command assigned numbers to their task forces while the Japanese command designated their task forces with an often bewildering array of names that defined their missions and detailed their roles in a plan (many of these names have been shortened or somewhat modified to fit on the game's task force markers). A fleet might be divided by circumstances or by design into various task forces reflecting the ship's different ports of origin, different sailing speeds or different missions.

The various ships in a task force were intended to use their varying capabilities to provide mutual support. If under air attack, the smaller ships would be assembled around the largest, most important ships (an aircraft carrier or carriers in a carrier task force, battleships or cruisers in a surface task force, troop transports in an escorted convoy, etc.) to provide the maximum anti-aircraft protection to the most *valuable* ship or ships. If threatened by an enemy surface force or to bombard enemy land positions, the powerful guns of the battleships and cruisers would come into their own, while more vulnerable ships retired out of gun range or would be detached into a separate task force kept at a safe distance. Destroyers could add to an anti-aircraft barrage, support gunnery ships and provide anti-submarine protection to an entire task force. In the Japanese Navy, it was not unusual to provide a light carrier or seaplane tender to an important task force to provide scouts.

### 8c) MIDWAY ISLAND:

Midway Island was a much tougher proposition than the Japanese seemed to realize. The Japanese transports carried about 5,000 of their tough landing troops, but the Japanese really had little experience in opposed assault landings on heavily fortified beaches. They lacked the

specialized landing craft and techniques used by the Allies later in the war. In December, 1941, a ragtag handful of United States Marines, service troops and armed civilians had actually repulsed the first Japanese landing attempt on Wake Island, although they were finally overwhelmed by a second invasion. Midway was much more formidable than Wake had been.

Allied doctrine later in the war called for a minimum 3-1 numerical advantage and much specialized equipment. To face the 5,000 Japanese, there were roughly 3,000 Americans on Midway. Although not all the Americans on the islands were combat troops, there were numbers of U.S. Marines, including a defence battalion and a company of the elite Marine Raiders. Material had been poured onto the base in anticipation of the attack, and Midway had a formidable number of anti-aircraft and shore battery guns, a network of trenches, pillboxes, and bunkers, and beaches covered with barbed wire and mines. Any ground combat on Midway would certainly have been long and costly, and would have required all the air and naval support the Japanese could have mustered.

### 8d) THE WARSHIPS:

Both Pacific Ocean naval powers built somewhat similar warships that were designed to operate over the vast distances of the world's largest ocean, but their doctrines were very different. The Japanese and United States fleets followed very different training programs with their ships. The Japanese practiced torpedo attacks and night actions. The Americans emphasized gunnery and daylight actions.

**8d1) GENERAL WARSHIP DISCUSSION:** Both sides used similar ship classifications.

**Aircraft Carriers (AV, CV and CVL):** The Japanese and American fleet carriers (CV) and (for the Japanese) light carriers (CVL) were all large floating airfields, loaded with flammables and explosives, and vulnerable to any hit. The American ship-board plane handling and damage control techniques were somewhat superior to those on the Japanese ships. The Japanese use of floatplanes for long-range search patrol purposes to save the carrier planes for strikes was sound in theory, but broke down due to the lack of sufficient numbers of modern ("Jake") floatplanes. The older biplane floatplanes lacked the range to be very useful. For the game, most Japanese floatplanes (ie., those carried on battleships and heavy cruisers, etc.) are ignored, as only the "Jake" floatplanes carried by the *Chikuma* and *Tone* hybrid heavy cruiser/seaplane tenders (AV) were likely to do any long-range scouting. American floatplanes (also carried by battleships and cruisers) were not used for long-range scouting, but were generally used only for gunnery spotting and close-in anti-submarine patrols, so they are also ignored in the game.

**Battleships (BB):** The Japanese and American battleships were basically similar, although the Japanese had more and generally faster types available in June, 1942, and the Americans already had radar mounted on theirs. The Japanese *Kongo* class ships were extensively modernized World War I battlecruisers of British design that could use their speed to accompany the fast carriers. Admiral Yamamoto's flagship, the *Yamato*, was the newest battleship in the Japanese fleet, and the largest and most powerful battleship in the world. Both sides had older battleships of World War I vintage available. None of the powerful new classes of fast battleships (the *North Carolina*, *South Dakota*, and *Iowa* classes) were yet available to the United States Pacific Fleet in June, 1942.

**Heavy and Light Cruisers (CA and CL):** American cruisers were intended as pure gunnery ships, designed (and their crews trained) for daylight surface actions. An exception was the *Atlanta* class, armed with twelve to sixteen dual-purpose five inch guns and intended to provide powerful anti-aircraft protection. Although some American light cruiser (CL) classes (this included all those present in the game) carried torpedoes, their unreliability made the risk of moving close enough to use them unprofitable. Japanese light and heavy cruisers carried their excellent "long lance" torpedoes, in addition to their main guns. The Japanese heavy cruisers (CA) were larger and more powerfully-armed than the same American classes, which had been built to conform to the 10,000 ton limits of pre-war naval treaties (the Japanese had cheated and exceeded the limitations), although in both navies they carried eight-inch guns. Newer American light cruisers (CL), excepting the *Atlanta* class, were armed with awesome batteries of twelve to fifteen six-inch guns, and were equal or superior in tonnage to their heavy cruisers. The older *Raleigh* and *Detroit* were smaller and less heavily armed than newer American light cruisers, and more like their Japanese counterparts. The Japanese light cruisers were generally smaller, much inferior in armament (only six or seven five-and-one-half inch guns), and intended for use as flagships for destroyer squadrons.



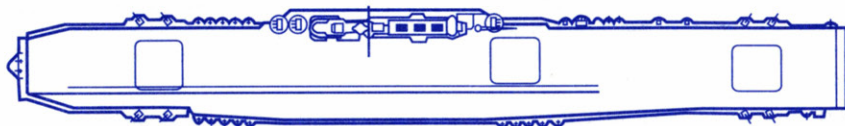
**Destroyers (DD):** American destroyers were essentially their only torpedo-carrying surface ships, and were roughly equal to their Japanese counterparts, although the Japanese destroyers carried the much superior "long lance" torpedo, and the American destroyers carried better anti-submarine equipment. Destroyers generally operated in "squadrons", and each destroyer unit in the game represents three to six individual destroyers.

**8d2) SPECIFIC SHIP DATA:** This section provides some brief data and histories of the ships found in the *MIDWAY* game.

### UNITED STATES NAVY

**Note:** United States Navy vessels are assigned hull numbers based on their type and their chronology within that type. For example, the *Enterprise* is "CV.6". "CV" is the code that indicates that the ship was an aircraft carrier, and "6" indicates that she was the sixth aircraft carrier, the *Atlanta*, CL.51, was the fifty-first light cruiser built for the Navy, etc.

**AIRCRAFT CARRIERS (CV):** United States aircraft carriers were named after famous and historic earlier ships (*Enterprise* and *Hornet*) or battles (*Yorktown*).



#### U. S. S. ENTERPRISE: CV.6

*Yorktown* class. 19,900 tons, 100 aircraft capacity, launched 10/3/36. "The Big E"

**Service Highlights:** Tokyo raid, 4/42 (escorted the *Hornet*); Battle of Midway, 6/42; Guadalcanal landings and Battle of the Eastern Solomons, 8/42 (damaged); Battle of Santa Cruz, 10/42 (damaged); Battle of Guadalcanal, 11/42; Battle of the Philippine Sea, 6/44; Battle of Leyte Gulf, 10/44; and Battle of Okinawa (severe kamikaze damage, 4/11/45 and 4/13/45). Scrapped in 1958.

#### U. S. S. HORNET: CV.8

*Yorktown* class. 20,000 tons, 100 aircraft capacity, launched 12/14/40. "The Lucky Hornet".

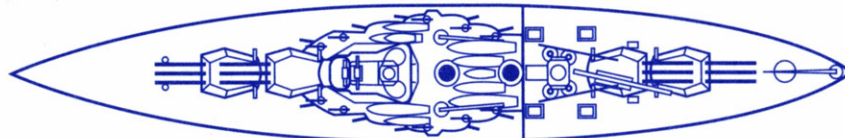
**Service Highlights:** Tokyo raid, 4/42 (carried Doolittle and his B-25s); Battle of Midway, 6/42; and Battle of Santa Cruz (sunk by attacks from Japanese carrier aircraft, 10/27/42). The name was transferred to *Essex* class CV.12.

#### U. S. S. YORKTOWN: CV.5

*Yorktown* class. 19,900 tons, 100 aircraft capacity, launched 4/4/36. "The Fighting Lady". A much-improved damage control system introduced from experience at the Battle of the Coral Sea made her harder to sink at Midway.

**Service Highlights:** Admiral Fletcher's flagship at both the Coral Sea and Midway. Battle of the Coral Sea, 5/42 (damaged); Battle of Midway (sunk by attacks from Japanese carrier aircraft and a submarine on 6/7/42). The name was transferred to *Essex* class CV.10.

**BATTLESHIPS (BB):** United States battleships were named after states.



#### U.S.S. COLORADO: BB.45.

*Maryland* class. 32,500 tons, 8x16" and 16x5" guns, launched 3/22/21.

**Service Highlights:** Numerous Pacific invasions, 1943-1945. Scrapped in 1959.

#### U.S.S. IDAHO: BB.42.

*New Mexico* class. 33,400 tons, 12x14" and 12x5" guns, launched 6/30/17.

**Service Highlights:** Numerous Pacific invasions, 1943-1945. Scrapped in 1947.

#### U.S.S. MARYLAND: BB.46.

*Maryland* class. 31,500 tons, 8x16" and 16x5" guns, launched 3/20/20.

**Service Highlights:** Battle of Pearl Harbor, 12/41; numerous Pacific invasions, 1943-1945 (torpedoed 6/44, extensively damaged by a kamikaze 11/44); Battle of Surigao Strait, 10/44. Scrapped in 1959.

#### U.S.S. MISSISSIPPI: BB.41.

*New Mexico* class. 33,000 tons, 12x14" and 12x5" guns, launched 1/25/17.

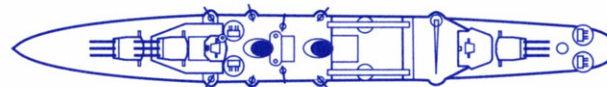
**Service Highlights:** Numerous Pacific invasions, 1943-1945; Battle of Surigao Strait, 10/44. Scrapped in 1956.

#### U.S.S. TENNESSEE: BB.43.

*California* class. 32,600 tons, 12x14" and 24x5" guns, launched 4/30/19.

**Service Highlights:** Battle of Pearl Harbor, 12/41; numerous Pacific invasions, 1943-1945; Battle of Surigao Strait, 10/44. Scrapped in 1959.

**HEAVY CRUISERS (CA):** United States cruisers were named after cities.



#### U. S. S. ASTORIA: CA.34

*Astoria* class. 9,950 tons, 9x8" and 8x5" guns, launched 12/16/33.

**Service Highlights:** Battle of the Coral Sea, 5/42; Battle of Midway, 6/42; and Guadalcanal landings and Battle of Savo Island (sunk 8/9/42). The name was transferred to *Cleveland-Fargo* class CL.90.

#### U. S. S. MINNEAPOLIS: CA.36

*Astoria* class. 9,950 tons, 9x8" and 8x5" guns, launched 9/6/33. Abbreviated as "Minn'polis" on its ship unit.

**Service Highlights:** Raid on Rabaul, 2/42; Battle of the Coral Sea, 5/42; Battle of Midway, 6/42; Guadalcanal landings and Battle of the Eastern Solomons, 8/42; Battle of Tassafaronga, 11/42 (damaged); Battle of the Philippine Sea, 6/44; and Battle of Leyte Gulf, 10/44. Scrapped in 1960.

#### U. S. S. NEW ORLEANS: CA.32

*Astoria* class. 9,950 tons, 9x8" and 8x5" guns, launched 4/12/33. Abbreviated as "N. Orleans" on its ship unit.

**Service Highlights:** Pearl Harbor, 12/41; Battle of the Coral Sea, 5/42; Battle of Midway, 6/42; Guadalcanal landings and Battle of the Eastern Solomons, 8/42; Battle of Tassafaronga, 11/42 (damaged); Battle of the Philippine Sea, 6/44; and Battle of Leyte Gulf, 10/44. Scrapped in 1959.

#### U. S. S. NORTHAMPTON: CA.26

*Northampton* class. 9,050 tons, 9x8" and 8x5" guns, launched 9/5/29. Abbreviated as "N'hampton" on its ship unit.

**Service Highlights:** Battle of Midway, 6/42; Battle of Santa Cruz, 10/42; Battle of Guadalcanal, 11/42; and Battle of Tassafaronga (sunk 12/1/42). The name was transferred to *Baltimore* class CA.125.

#### U. S. S. PENSACOLA: CA.24

*Pensacola* class. 9,100 tons, 10x8" and 8x5" guns, launched 4/25/29.

**Service Highlights:** Raid on Rabaul, 2/42; Battle of Midway, 6/42; Battle of Santa Cruz, 10/42; Battle of Guadalcanal, 11/42; Battle of Tassafaronga, 11/42 (damaged); and Battle of Leyte Gulf, 10/44. Target in Bikini atom bomb tests in 1946; sunk in 1948.

#### U. S. S. PORTLAND: CA.33

*Indianapolis* class. 9,800 tons, 9x8" and 8x5" guns, launched 5/21/32.

**Service Highlights:** Battle of the Coral Sea, 5/42; Battle of Midway, 6/42; Guadalcanal landings and Battle of the Eastern Solomons, 8/42; Battle of Santa Cruz, 10/42; Battle of Guadalcanal, 11/42 (damaged); and Battle of Leyte Gulf, 10/44. Scrapped in 1959.

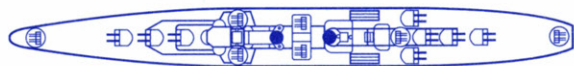


#### U. S. S. VINCENNES: CA.44

*Astoria* class. 9,400 tons, 9x8" and 8x5" guns, launched 5/21/36.

**Service Highlights:** Tokyo raid, 4/42; Battle of Midway, 5/42; and Guadalcanal landings and Battle of Savo Island (sunk 8/9/42). The name was transferred to *Cleveland-Fargo* class CL.64.

**LIGHT CRUISERS (CL):** United States cruisers were named after cities.



#### U. S. S. ATLANTA: CL.51

*Atlanta* class. 6,000 tons, 16x5" guns, launched 9/6/41. An anti-aircraft cruiser.

**Service Highlights:** Battle of Midway, 5/42; Guadalcanal landings and Battle of the Eastern Solomons, 8/42; and Battle of Guadalcanal (sunk 11/13/42—this was the flagship of Admiral Scott, who was killed in the action and awarded a posthumous Medal of Honor). The name was transferred to *Cleveland-Fargo* class CL.104.

#### U. S. S. DETROIT: CL.8

*Omaha* class. 7,050 tons, 10x6" guns, launched 6/29/22.

**Service Highlights:** Battle of Pearl Harbor, 12/41; numerous Pacific invasions, 1943-1945. Scrapped in 1946.

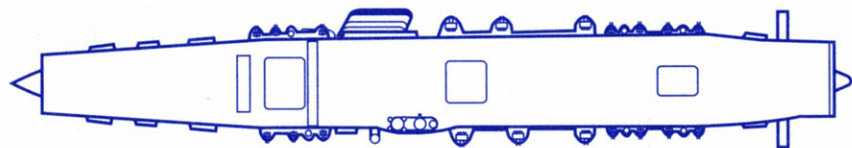
#### U. S. S. RALEIGH: CL.7

*Omaha* class. 7,050 tons, 10x6" guns, launched 10/25/22.

**Service Highlights:** Battle of Pearl Harbor, 12/41; Pacific invasions, 1942-1944. Scrapped in 1946.

### IMPERIAL JAPANESE NAVY

#### AIRCRAFT CARRIERS (CV):



#### I. J. N. AKAGI: CV

*Akagi* class. 36,500 tons, 91 aircraft capacity, launched 4/22/25. Name translates as "Red Castle". Originally laid down as a battlecruiser.

**Service Highlights:** Admiral Nagumo's flagship through the Battle of Midway. Pearl Harbor attack, 12/41; Indian Ocean raid, 4/42; and Battle of Midway (sunk by attacks from American carrier aircraft, 6/5/42).

#### I. J. N. HIRYU: CV

*Soryu* class. 17,300 tons, 73 aircraft capacity, launched 11/16/37. Name translates as "Flying Dragon".

**Service Highlights:** Pearl Harbor attack, 12/41; Indian Ocean raid, 4/42; and Battle of Midway (sunk by attacks from American carrier aircraft, 6/5/42).

#### I. J. N. KAGA: CV

*Kaga* class. 38,200 tons, 90 aircraft capacity, launched 11/17/21. Name translates as "Increased Joy". Originally laid down as a battleship.

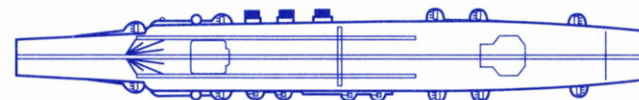
**Service Highlights:** Pearl Harbor attack, 12/41; and Battle of Midway (sunk by attacks from American carrier aircraft, 6/4/42).

#### I. J. N. SORYU: CV

*Soryu* class. 15,900 tons, 73 aircraft capacity, launched 12/13/35. Name translates as "Green or Gray-Blue Dragon".

**Service Highlights:** Pearl Harbor attack, 12/41; Indian Ocean raid, 4/42; and Battle of Midway (sunk by attacks from American carrier aircraft, 6/4/42).

#### LIGHT AIRCRAFT CARRIERS (CVL):



#### I. J. N. HOSHO: CVL

*Hosho* class. 7,470 tons, 21 aircraft capacity, launched 11/13/21. Name translates as "Auspicious Bird". The first Japanese aircraft carrier.

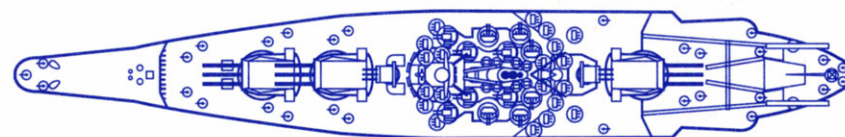
**Service Highlights:** Battle of Midway, 6/42; and used as a training carrier for the rest of the war. Scrapped in 1947.

#### I. J. N. ZUIHO: CVL

*Shoho* class. 11,262 tons, 30 aircraft capacity, launched 6/19/36, but not completed as a carrier until 1940. Name translates as "Happy or Lucky Bird of Paradise".

**Service Highlights:** Battle of Midway, 6/42; Battle of Santa Cruz, 10/42 (damaged); Battle of the Philippine Sea, 6/44; and Battle of Leyte Gulf (sunk by American carrier aircraft, 10/25/44).

#### BATTLESHIPS (BB):



#### I. J. N. FUSO: BB

*Fuso* class. 34,700 tons, 12x14", 14x6" and 8x5" guns, launched 3/28/14. Named after an ancient Chinese name for Japan.

**Service Highlights:** Spent most of the war in home waters; Battle of Surigao Strait (sunk by American battleships 10/25/44).

#### I. J. N. HARUNA: BB

*Kongo* class. 31,720 tons, 8x14", 14x6" and 8x5" guns, launched 12/14/13. Built as a battlecruiser, converted to a fast battleship in the 1930s. Named after a Japanese mountain.

**Service Highlights:** Pearl Harbor attack, 12/41; Indian Ocean raid, 4/42; Battle of Midway, 6/42; Battle of Santa Cruz, 10/42; Battle of Guadalcanal, 11/42; Battle of the Philippine Sea, 6/44 (damaged); Battle of Leyte Gulf, 10/44; and sunk by air attacks, 7/28/45.

#### I. J. N. HIEI: BB

*Kongo* class. 31,720 tons, 8x14", 14x6" and 8x5" guns, launched 11/21/12. Built as a battlecruiser, converted to a fast battleship in the 1930s. Named after a Japanese mountain.

**Service Highlights:** Pearl Harbor attack, 12/41; Indian Ocean raid, 4/42; Battle of Midway, 6/42; Battle of the Eastern Solomons, 8/42; Battle of Santa Cruz, 10/42; and Battle of Guadalcanal (disabled in surface action and sunk by aircraft, 11/13/42).

#### I. J. N. HYUGA: BB

*Ise* class. 36,000 tons, 12x14", 16x5.5" and 8x5" guns, launched 1/21/17. Named after an area in Japan. Two rear turrets (and 4x14" guns) were removed and a flight deck installed aft as a conversion to a hybrid battleship/aircraft carrier during 1943, but no aircraft were ever carried into combat.

**Service Highlights:** Spent most of the war in home waters; Battle of Leyte Gulf, 10/44; sunk in port by aircraft attacks, 7/24/45.

#### I. J. N. ISE: BB

*Ise* class. 35,800 tons, 12x14", 16x5.5" and 8x5" guns, launched 1/21/17. Named after the location of a shrine to an ancestor of the emperor. Two rear turrets (and 4x14" guns) were



removed and a flight deck installed aft as a conversion to a hybrid battleship/aircraft carrier during 1943, but no aircraft were ever carried into combat.

**Service Highlights:** Spent most of the war in home waters; Battle of Leyte Gulf, 10/44; sunk in port by aircraft attacks, 7/24/45.

#### **I. J. N. KIRISHIMA: BB**

*Kongo* class. 31,980 tons, 8x14", 14x6" and 8x5" guns, launched 12/1/13. Built as a battlecruiser, converted to a fast battleship in the 1930s. Named after a Japanese mountain.

**Service Highlights:** Pearl Harbor attack, 12/41; Indian Ocean raid, 4/42; Battle of Midway, 6/42; Battle of the Eastern Solomons, 8/42; Battle of Santa Cruz, 10/42; and Battle of Guadalcanal (sunk 11/15/42).

#### **I. J. N. KONGO: BB**

*Kongo* class. 31,720 tons, 8x14", 14x6" and 8x5" guns, launched 5/18/12. Built in Great Britain as a battlecruiser and as a model for the class, converted to a fast battleship in the 1930s. Named after a Japanese mountain.

**Service Highlights:** Pearl Harbor attack, 12/41; Indian Ocean raid, 4/42; Battle of Midway, 6/42; Battle of Santa Cruz, 10/42; Battle of Guadalcanal, 11/42; Battle of the Philippine Sea, 6/44; Battle of Leyte Gulf, 10/44; and sunk by a submarine, 11/21/44.

#### **I. J. N. MUTSU: BB**

*Nagato* class. 39,130 tons, 8x16", 18x5.5" and 8x5" guns, launched 5/31/20. Named after an area in Japan.

**Service Highlights:** Battle of Midway, 6/42; Battle of the Eastern Solomons, 10/42; and sunk by an accidental explosion, 6/8/43.

#### **I. J. N. NAGATO: BB**

*Nagato* class. 39,130 tons, 8x16", 18x5.5" and 8x5" guns, launched 11/9/19. Named after an area in Japan.

**Service Highlights:** Battle of Midway, 6/42; Battle of the Philippine Sea, 6/44; and Battle of Leyte Gulf, 10/44. Sunk at Bikini atom bomb tests in 1946.

#### **I. J. N. YAMATO: BB**

*Yamato* class. 64,170 tons, 9x18.1", 12x6.1" and 12x5" guns, launched 7/8/40. "Yamato" is the ancient name for "Japan".

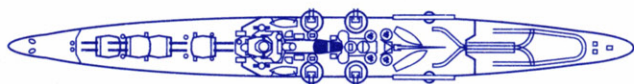
**Service Highlights:** Admiral Yamamoto's fleet flagship during the early part of the war. Battle of Midway, 6/42; Battle of the Philippine Sea, 6/44; Battle of Leyte Gulf, 10/44; and Okinawa (sunk by American carrier aircraft, 4/7/45).

#### **I. J. N. YAMISHIRO: BB**

*Fuso* class. 34,700 tons, 12x14", 14x6" and 8x5" guns, launched 11/3/15. Named after an area in Japan.

**Service Highlights:** Spent most of the war in home waters; Battle of Surigao Strait (sunk by American battleships 10/25/44).

**SEAPLANE TENDERS (AV):** Both of these particular seaplane tenders combined the attributes of heavy cruisers and seaplane tenders, and are sometimes denoted as "CAV" type ships. Other seaplane tenders were involved, but, as they carried only older, biplane, floatplanes or midget submarines, they were deleted from the game as unimportant.



#### **I. J. N. CHIKUMA: AV**

*Tone* class. 11,215 tons, 8x8" and 8x5" guns and 5 aircraft capacity, launched 3/19/38. Named after a Japanese river. Designed to combine the power of a heavy cruiser with the ability to operate floatplanes in support of aircraft carriers.

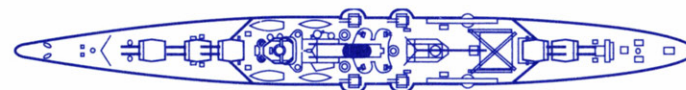
**Service Highlights:** Indian Ocean raid, 4/42; Battle of Midway, 6/42; Battle of the Eastern Solomons, 8/42; Battle of Santa Cruz, 10/42 (damaged); Battle of the Philippine Sea, 6/44; and Battle of Leyte Gulf (sunk 10/25/44).

#### **I. J. N. TONE: AV**

*Tone* class. 11,215 tons, 8x8" and 8x5" guns and 5 aircraft capacity, launched 11/21/37. Named after a Japanese river. Designed to combine the power of a heavy cruiser with the ability to operate floatplanes in support of aircraft carriers.

**Service Highlights:** Indian Ocean raid, 4/42; Battle of Midway, 6/42; Battle of the Eastern Solomons, 8/42; Battle of Santa Cruz, 10/42; Battle of Guadalcanal, 11/42; Battle of the Philippine Sea, 6/44; and Battle of Leyte Gulf, 10/44 (damaged); and sunk by American carrier aircraft at Kure dockyard, 7/24/45).

#### **HEAVY CRUISERS (CA):**



#### **I. J. N. ATAGO: CA**

*Takao* class. 13,400 tons, 10x8" and 8x5" guns, launched 6/16/30. Named after a Japanese hill.

**Service Highlights:** Indian Ocean raid, 4/42; Battle of Midway, 6/42; Battle of the Eastern Solomons, 8/42; Battle of Santa Cruz, 10/42; Battle of Guadalcanal, 11/42; carrier raid on Rabaul, 11/43 (damaged); Battle of the Philippine Sea, 6/44; and Battle of Leyte Gulf (sunk by a submarine, 10/23/44).

#### **I. J. N. CHOKAI: CA**

*Takao* class. 9,850 tons, 10x8" and 4x4.7" guns, launched 4/5/31. Named after a Japanese mountain. In constant service as a flagship, Chokai was never refitted and differs considerably from her updated sister ships.

**Service Highlights:** Indian Ocean raid, 4/42; Battle of Midway, 6/42; Battle of Savo Island, 8/42 (damaged); Battle of Santa Cruz, 10/42; Battle of Guadalcanal, 11/42 (damaged by air attacks); Battle of the Philippine Sea, 6/44; and Battle of Leyte Gulf (sunk 10/25/44).

#### **I. J. N. HAGURO: CA**

*Myoko* class. 13,380 tons, 10x8" and 8x5" guns, launched 3/24/28. Named after a Japanese mountain.

**Service Highlights:** Battle of the Java Sea, 2/42 (damaged); Indian Ocean raid, 4/42; Battle of the Coral Sea, 5/42; Battle of Midway, 6/42; Battle of the Eastern Solomons, 8/42; Battle of Empress Augusta Bay, 11/43 (damaged); Battle of the Philippine Sea, 6/44; Battle of Leyte Gulf, 10/44 (damaged); and sunk by British destroyers in the Malacca Straits, 5/16/45.

#### **I. J. N. KUMANO: CA**

*Mogami* class. 12,400 tons, 10x8" (originally 15x6.1", but modified from 1939-1940) and 8x5" guns, launched 10/15/36. Named after a Japanese river.

**Service Highlights:** Battle of Midway, 6/42; Battle of the Eastern Solomons, 8/42; Battle of Santa Cruz, 10/42; Battle of the Philippine Sea, 6/44; Battle of Leyte Gulf, 10/44 (damaged); and sunk by air attacks, 11/25/44.

#### **I. J. N. MIKUMA: CA**

*Mogami* class. 12,400 tons, 10x8" (originally 15x6.1", but modified from 1939-1940) and 8x5" guns, launched 5/31/34. Named after an area in Japan.

**Service Highlights:** Battle of Midway (sunk 6/6/42).

#### **I. J. N. MOGAMI: CA**

*Mogami* class. 12,400 tons, 10x8" (originally 15x6.1", but modified from 1939-1940) and 8x5" guns, modified to a seaplane tender similar to the Tone class in 1943, launched 3/14/34. Named after a Japanese river.

**Service Highlights:** Battle of Midway, 6/42 (damaged); carrier raid on Rabaul, 11/43 (damaged); Battle of the Philippine Sea, 6/44; Battle of Leyte Gulf (sunk 10/25/44).



### I. J. N. MYOKO: CA

*Myoko* class. 13,380 tons, 10x8" and 8x5" guns, launched 4/16/27. Named after a Japanese mountain.

**Service Highlights:** Indian Ocean, 4/42; Battle of the Coral Sea, 5/42; Battle of Midway, 6/42; Battle of the Eastern Solomons, 8/42; Battle of Santa Cruz, 10/42; Battle of the Philippine Sea, 6/44; Battle of Leyte Gulf, 10/44 (damaged); torpedoed by a submarine, 12/13/44; and irreparably damaged by a British midget submarine, 7/20/45.

### I. J. N. SUZUYA: CA

*Mogami* class. 12,400 tons, 10x8" (originally 15x6.1", but modified from 1939-1940) and 8x5" guns, launched 11/20/34. Name means "Bell Valley".

**Service Highlights:** Battle of Midway, 6/42; Battle of the Eastern Solomons, 8/42; Battle of Santa Cruz, 10/42; Battle of Guadalcanal, 11/42; Battle of the Philippine Sea, 6/44; Battle of Leyte Gulf (sunk 10/25/44).

## LIGHT CRUISERS (CL):



### I. J. N. JINTSU: CL

*Sendai* class. 5,195 tons, 7x5.5" and 2x3" guns, launched 12/8/23.

**Service Highlights:** Midway Campaign, 6/42; Battle of the Eastern Solomons, 8/42; and Battle of Kolombangara (sunk 7/13/43).

### I. J. N. NAGARA: CL

*Nagara* class. 5,170 tons, 7x5.5" and 2x3" guns, launched 4/25/21.

**Service Highlights:** Battle of Midway, 6/42; Battle of the Eastern Solomons, 8/42; Battle of Santa Cruz, 10/42; and sunk by a submarine, 8/7/44.

### I. J. N. SENDAI: CL

*Sendai* class. 5,195 tons, 7x5.5" and 2x3" guns, launched 10/30/23. Named after a Japanese city.

**Service Highlights:** Battle of Midway, 6/42; and Battle of Empress Augusta Bay (sunk, 11/2/43).

### I. J. N. YURA: CL

*Nagara* class. 5,170 tons, 7x5.5" and 2x3" guns, launched 2/15/22.

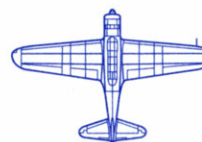
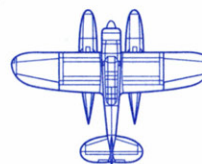
**Service Highlights:** Battle of Midway, 6/42; Battle of the Eastern Solomons, 8/42; and Battle of Santa Cruz (sunk by air attacks from Henderson Field, 10/25/42).

## 8e) THE AIRCRAFT:

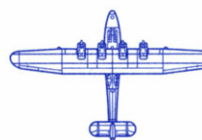
### 8e1) JAPANESE AIRCRAFT:

The game's Japanese air units reflect their wartime designations. Japanese carrier aircraft in 1942 were referred to by the name of their ship. *For example, the aircraft assigned to the "Akagi" were usually referred to as the "Akagi Fighter Squadron", the "Akagi Dive Bomber Squadron", and the "Akagi Torpedo Bomber Squadron", or in the game, the "AF", "AD", and "AT" air units, respectively.* The numbers before these letter designations simply show that the squadron was too large to be represented in the game by just one air unit. *For example, the "1AF" and "2AF" air units are the two units that together represent the "Akagi Fighter Squadron".* For a very small carrier (ie., "Hosho"), all aircraft would be in a mixed unit—the "HG" combat air unit is the "Hosho Air Group".

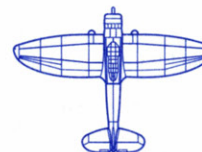
Japanese planes were generally lighter, smaller and more lightly armored than American planes of the same types, the Japanese versions being designed for long range and/or high maneuverability. Japanese aircraft had a confusing number of different designations, but are best-known in the West by the code names assigned to them by the Allies during the war, such as "Kate", etc.



higher altitude and at a faster speed than any Allied torpedoes. These were the deadliest weapons aboard Japanese carriers, and they carried larger percentages of torpedo bombers than American carriers.



"Mavis" search flights actually originated from the Marshall Islands far to the south. Many, even recently published books, repeat the error that Japanese flying boats were based at Wake. The "Mavis" could carry a heavy bomb load, or two torpedoes.

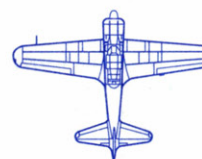


**"JAKE" (E13A):** This was the latest and best Japanese ship-carried floatplane and featured a useful range. Japanese doctrine was to use these types of floatplanes to scout around a carrier task force, reserving the carrier planes for the attack, rather than using large numbers of carrier aircraft for scouting, as was the practice in American carrier task forces (remember, half the "Dauntless" dive bombers on an American aircraft carrier were organized into a "scouting" squadron). Few were available during 1942.

**"KATE" (B5N):** This was the standard Japanese carrier torpedo bomber. An excellent aircraft for its day, the "Kate" featured much superior speed and range characteristics compared to its American counterpart, the obsolescent "Devastator", although it was generally inferior to the newer "Avenger". It could carry bombs and serve as a level bomber from medium altitudes against land targets. Best of all, the "Kate" carried a reliable torpedo that could be released from a

**"MAVIS" (H6K):** This was a very long range Japanese flying boat. Heavily armed and armored for a Japanese plane, the "Mavis" was poorly evaluated by the American intelligence service at the time. It was believed that the "Mavis" had a much shorter range, and, operating from Wake Island, could not search north of Midway, which is where the American fleet concentrated. The American fleet was beyond the range of the "Mavis", but for the wrong reasons, as the

**"VAL" (D3A):** This was the standard Japanese carrier dive bomber. Still an excellent airplane in 1942, its fixed landing gear showed that it was already approaching obsolescence. Able to carry a smaller bomb load than its counterpart, the "Dauntless", its highly skilled aircrews are what made the "Val" a deadly weapon in the vicious carrier battles of 1942.



**"ZERO" (A6M):** This was the standard Japanese carrier fighter, and the best fighter in the Pacific in 1942. The carrier-borne "Zero" (also codenamed "Zeke") featured a long range which was superior to the range of any American fighter. Fast and maneuverable, the "Zero", in the skilled hands of the Japanese Navy pilots, was the terror of the Pacific skies for the first six months of the Pacific war.

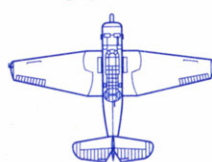
### 8e2) UNITED STATES AIRCRAFT:

The game's American air units reflect their wartime designations, which were more complicated than the Japanese units, which in this game, after all, were all navy carrier aircraft. The aircraft aboard an American carrier in 1942 were normally organized into four squadrons: one fighter (F), one (dive) bomber (B), one scout (S - these also contain dive bomber aircraft), and one torpedo bomber (T). For obscure reasons, "VB-5" was temporarily redesignated "VS-5" during the battle, but the "bombing" designation was kept for the game. These squadrons often all had the same number, which matched their ship's hull number (this was the pre-war practice, but broke down under wartime emergency conditions). *For example, the squadrons assigned to the "Enterprise" (CV.6) were "Fighter or Fighting 6" (or "VF-6"—the Navy always included the letter "V" in their heavier than air unit designations, but it is dropped in the game to save space on the unit counters), "Bomber or Bombing 6" ("VB-6"), "Scouting 6" ("VS-6") and "Torpedo 6" ("VT-6"), or in the game, the "F6", "B6", "S6" and "T6" air units, respectively.* The numbers before these designations simply show that the squadron was too large to be represented in the game by just one air unit. *For example, the "1F6" and "2F6" air units are the two units that together represent the "Fighter 6" Squadron".*

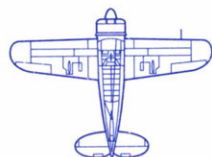


USMC squadrons in 1942 were all land based and designated similarly to naval squadrons, but also always included the letter "M" for "Marine". The two Marine squadrons at Midway were "VMF-221" and "VMSB-241" (the "SB" means "Scout-Bomber", thus combining the functions of both dive bomber squadrons aboard an aircraft carrier), and their game designations are similar to those of the carrier units. Army Air Force.

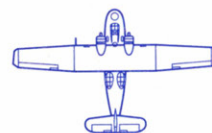
American aircraft types generally sacrificed range qualities for superior armor protection, survivability and firepower. Most American aircraft had a letter or letter-number designation and a "popular name".



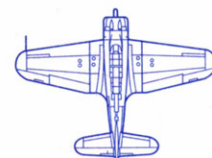
**"AVENGER" (TBF):** Midway was the "Avenger" carrier torpedo bomber's combat debut, but the only "Avengers" at there were in one flight detached from the aircraft carrier *Hornet's* Torpedo Eight squadron (the game's "2T8" unit). Developed to replace the older "Devastator", the "Avenger" was superior to the Japanese "Kate", and proved to be one of the most versatile carrier aircraft of the war.



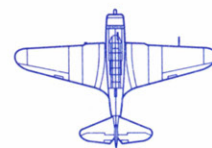
**"BUFFALO" (F2A):** This was an obsolescent carrier fighter used by the Marines to defend Midway. The "Buffalo" had been the U. S. Navy's first monoplane carrier fighter, and, when replaced by the newer "Wildcat", they had been handed down to the Marines. Although "Buffalo" fighters flown earlier by Finnish pilots had had great success against the Soviet Air Force, they were all but annihilated by the "Zero" escort when they intercepted the Japanese Midway strike.



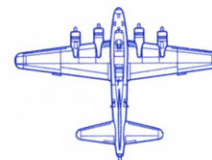
**"CATALINA" (PBY):** Inferior in range to the Japanese "Mavis", the "Catalina" was still an excellent and dependable long range search plane. Much cheaper to build and maintain than its Japanese counterparts, these workhorse aircraft also performed air-sea rescue work, and were operated by some of the best and most dedicated aircrews in the United States Navy.



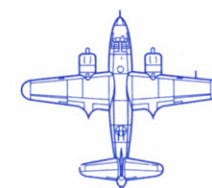
**"DAUNTLESS" (SBD):** This was the standard American carrier dive bomber. It was tough and maneuverable, sturdy and reliable, and destined to serve through the entire war, although replaced on carriers by newer types in 1944. The "Dauntless" was superior to the Japanese "Val". The aircraft was affectionately endowed with a host of nicknames, including the "Daunt Lass" and "Slow But Deadly". The champion destroyer of aircraft carriers of *all* time



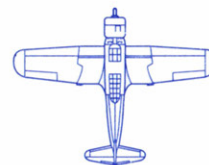
**"DEVASTATOR" (TBD):** This was the standard American carrier torpedo bomber for the first six months of World War II. Slow, short ranged, and tragically vulnerable, the "Devastator" was clearly obsolescent. Almost half the "Devastators" ever built were lost in the relentless massacre of the American torpedo planes at Midway.



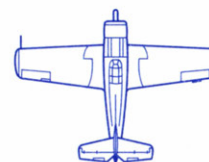
**"FLYING FORTRESS" (B-17):** This was *the* Allied long-range four-engine heavy bomber in the Pacific in 1942. The original design of the "Flying Fortress" called for it to fly far out to sea to destroy enemy fleets with high altitude precision bombing. This is exactly how they were used in the Pacific during 1941 and 1942, but few hits were scored, although many were claimed. So much for pre-war theories! A "Flying Fortress" could prove to be almost too much for the lightly armored "Zeros" to handle.



**"MARAUDER" (B-26):** This was a fast, "hot", two-engined medium bomber. Normally capable of carrying a variety of bombs, the "Marauders" on Midway were specifically modified to carry torpedoes to attack the Japanese fleet. The "Marauder" air unit in the game is identified as "SAF" because its four aircraft came from two different bomber groups of the Fifth Air Force.



**"VINDICATOR" (SB2U):** Like the "Buffalo", this was another obsolescent Navy carrier type passed down to the hapless USMC pilots on Midway. The "Vindicator" was far less efficient than the newer "Dauntless" in most respects. Nicknamed the "Vibrator", among a host of less than complimentary (or printable) nicknames. The SB241 crews at Midway were not well trained at dive bombing, leading to both the Dauntless and Vindicator portions of this squadron to be classed as "Medium" bombers for game purposes



**"WILDCAT" (F4F):** This was the standard American carrier fighter in 1942. Better protected than its more nimble "Zero" adversary, the "Wildcat" Navy pilots in mid 1942 were just starting to develop effective tactics to deal with the "Zero". The "Thach Weave", named after fighter pilot James Thach, was a maneuver where "Wildcats" continuously turned toward each other to mutually shoot "Zeros" off their tails. Thach himself used it for the first time at the Battle of Midway.

## [ 9 ] HINTS ON PLAY

**MIDWAY** duplicates the most important aspects of air and sea warfare at the Battle of Midway. As such, historically successful tactics are also those which prove successful in the game. There are numerous possibilities regarding plans and tactics that may be tried, and this section provides only a few general hints and observations.

First, pay close attention to observation, as this is the key to the game. Avoid wasting scout air units searching areas where the enemy cannot be, or areas too distant to matter. Make thorough searches of the important areas so that all necessary hexes are observed. It is almost impossible for the Japanese Mobile Force to avoid a well-conducted American search, so the Japanese players must make every effort to find the American carriers as soon as possible.

Second, keep a "combat air patrol" ("CAP") of fighters over all important and threatened task forces and over the Midway base during all "day" Turns. The Japanese player should not neglect to keep fighters over their transports, as these are especially vulnerable to American air strikes, and their loss ensures that the American side retains control of Midway.

Third, organize your task forces very carefully. A large air strike can break through almost any defenses, and score damaging hits. If enough escorts are available, each aircraft carrier should be placed in its own circle of escorts to force attackers to split their numbers and face more total anti-aircraft combats in order to attack more than one carrier. If escorts are few, it is probably best to keep multiple carriers together for mutual anti-aircraft protection. Keep carriers and transports out of surface combats. Form special task forces for surface missions, and keep the vulnerable, high victory point value ships to the rear.

The American side definitely has the initiative in the game. There are any number of viable plans and their variants that can be tried. The American fleet can be placed north of Midway for an early strike on the Japanese carriers, as was done historically. The fleet can be placed to the south to attack the Japanese transports, but this plan risks early sighting by the Japanese, and courts disaster if planes cannot be readied for a second strike before they are found and the Japanese carriers can react with an air strike on the American carriers. The American side could also choose to remain in the eastern end of the mapboard, and allow the Japanese side to get heavily involved against the Midway base before striking. The Japanese player must react to any American plan, preferably by finding the American carriers early.

Last, remember that these hints are only suggestions, not rules. The game is very much a "player's game" and allows for experimentation and unorthodox plans. A plan that works perfectly in one game can fail miserably in the next. Surprise can be decisive! It was at the actual battle.

## [ 10 ] EXAMPLES OF PLAY

These examples are intended to clarify the game's rules by showing them in use. Only the Basic Game Rules apply to these examples. This example follows the same forces through the steps and phases of a typical Turn. It may be helpful to take the components needed and "play along" while reading through this example. It is Turn 8 (a day Turn, so "flying" is possible—see 3a1) and the Task Force 17 marker is located in hex "M4" on the American Searchboard. Task Force 17 has not yet been spotted by the Japanese side. The "Yorktown" ship unit is located (with the "Portland", "Astoria" and DD #2 ship units) in the "Ships" box of the Task



Force 17 area on the United States Operations Card. The “B5”, “T3”, and “O” air units are in the “Ready” box, and the “B3” air unit is in the “Arming” box of the “Yorktown” area.

**10a) ACTION PHASE (3):** This phase consists of four distinct steps, *after* the “sides” for the Turn are determined. Comparative dice rolls of “4” for the Americans and “6” for the Japanese at the start of the Action Phase establish that the Japanese are Side “A”, so the American side must go first during each of the following steps and phases.

**Assembly Step (3a):** Since “Yorktown” has a launch number of “4” (see its area on the United States Operations Card), any or all of the three units in the “Ready” box may “take off” to “fly” by being shifted to the Task Force 17 “Normal Strike” box. If a fourth air unit was also located in the “Ready” box, it could “take off”, too, but the “B3” air unit, being in the “Arming” box, may not “take off”. The American player shifts the three air units to the Task Force 17 “Normal Launch” box. When the American side is finished, the Assembly Step is then performed on the Japanese Operations Card by the Japanese side.

**Ready Step (3b):** During the Ready Step, still on the United States Operations Card, the “B3” air unit is shifted to the “Ready” box in the “Yorktown” area, for possible “take off” on the next Turn. When the American side is finished, the Ready Step is then performed on the Japanese Operations Card by the Japanese side.

**Sea Movement Step (3c):** The Task Force 17 marker is moved to hex “L3” on the American Searchboard. When the American side is finished, the Sea Movement Step is then performed on the Japanese Searchboard by the Japanese side.

**Air Movement and Search Step (3d):** Scout “O” is moved individually and first, successively into hexes “K3”, “J2”, “I3”, “H3”, “H4”, and “H5” on the American Searchboard.

**GAME HINT:** If originating from a task force marker that has not yet been spotted, it is a good idea not to call out and search the first few hexes entered by an air unit to keep the opponent guessing as to where it came from.

Only the *last four* hexes entered are announced, and the Japanese player informed the American player that the Mobile Force Task Force marker is in hex “H4”, containing the undamaged ship units for battleship “Haruna” and light cruiser “Nagara”. An enemy task force marker is placed in hex “H4” on the American Searchboard. Note that the American player did not stop searching in hex “H4”, but kept moving after “spotting” into hex “H5”. The “B3” and “T3” air units are removed from Task Force 17’s “Normal Strike” box, placed on the American Searchboard, and moved *together* (3d2) as an air strike successively into hexes “K4”, “J4”, “I5”, and “H4”. The “T3” air unit has a movement factor of only “3”, so it must be left in the third hex entered (hex “I5”), and will be unable to attack. Only the “B5” air unit makes it to the “H4” battle hex from the Task Force 17 air strike, but the “B6” and “S6” air units (from Task Force 16, which, as it turns out, is in hex “K6” and unspotted by the Japanese side.

**GAME HINT:** Normally, a player will not wish to call out the locations of unspotted task force markers, as this reveals their locations. However, it is a good idea to conduct sea search with all *spotted* task force markers, and, for the American side, on *every* Turn with the Midway base unit.

Unspotted, the American player does *not* announce a sea search with the Task Force 17 marker. However, this is one of the disadvantages of going first, and, when the Japanese player performs the same step, Task Force 17 is “spotted” by a Japanese scout air unit, and a powerful air strike is moved to hex “L3” from an unknown (to the American player) location.

**10b) COMBAT PHASE (4):** Side A (the Japanese this Turn) decides the order in which combats are fought, and the Japanese player decides that the battle in hex “H4” will be resolved first, followed by the one in hex “L3”.

**10b1) Battle Hex “H4”:** The Japanese player empties the “Ships” box of the Mobile Force area and sets up the “Haruna” ship unit in Battleboard hex “K9” and the “Nagara” ship unit in hex “K11” (4a2). The American player then takes all three dive bomber units out of American Searchboard hex “H4” and places them in Battleboard hex “K9” to attack the “Haruna” ship unit (4a3.1).

**Anti-Aircraft Combats:** The attacking Japanese player, faced with three identical air units all in range (4c1) of both ship units, has only two choices—combine and use both

ship units against one air unit, or each ship unit against one air unit. The latter choice is made, and resolved in this order as follows:

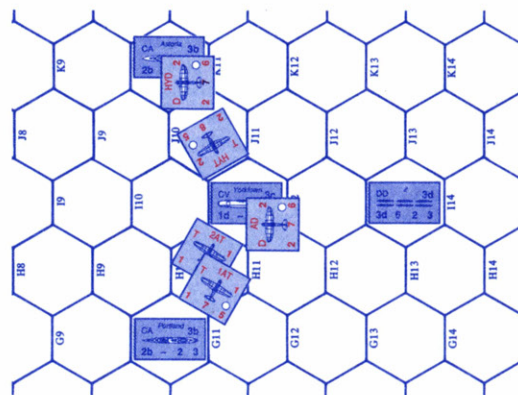
- “Haruna” ship unit (“2” anti-aircraft factor) versus “B5” air unit (“2” defense factors). No other combat modifiers apply. The Japanese attacker rolls a “6” (“+2” total modifier) = “8” combat number versus the American defender’s roll of “5” (“+2” total modifier) = “7” combat number. The attacker is more (4b4), but not two times as much, so one hit is scored. Mark the “B5” air unit with a 1 hit marker.
- “Nagara” ship unit (“1” anti-aircraft factor) versus “B6” air unit (“2” defense factors). No other combat modifiers apply. The Japanese attacker rolls a “2” (“+1” total modifier) = “3” combat number versus the American defender’s roll of “7” (“+2” total modifier) = “9” combat number. The attacker is less (4b4), so there is no damage.

**Dive Bombing Category Combat:** The attacking American player combines the bombing factors of all three dive bomber units as all are placed to attack the same target unit and all use the same bombing category (dive bombing).

- Air units “B6” and “S6” (“7” bombing factors each) plus Air unit “B5” (the 1 hit marker placed due to the anti-aircraft combat reduces its “7” bombing factor to “6”—see 4b5) have a total modifier (4b2) of “+20” versus the “Haruna” ship unit (“5a” defense factors—the letter has no meaning unless option 16 is used, so only the “5” is considered). No other combat modifiers apply. The American attacker rolls a “4” (“+20” total modifier) = “24” combat number versus the Japanese defender’s roll of “6” (“+5” total modifier) = “11” combat number. The attacker is two times as much (4b4), but not three times as much, so the defending unit is flipped over. Turn over the “Haruna” ship unit so that its back side is face up.

**Battle’s End:** The “Haruna” (now with its back side facing up) and “Nagara” ship units are returned to the “Ships” box of the Mobile Force area on the Japanese Operation Card. The three American dive bomber air units (with “B5” now stacked with a 1 hit marker) are returned to American Searchboard hex “H4”.

**10b2) Battle Hex “L3”:** The American player empties the “Ships” box of Task Force 17 on the United States Operations Card and sets up the ship units on the Battleboard as shown in the diagram. The Japanese player then takes all combat air units out of Japanese Searchboard hex “L3” and places them on the Battleboard as shown (4a3).



**Anti-Aircraft Combats:** Within the limitations of the particular type of combat’s rules, the attacker always determines how the individual combats are resolved.

**GAME HINT:** The American player divides the combats as shown in hopes of eliminating the “HYT” air unit to avoid the “anvil” combat modifier (4d3.1) and also eliminating or at least reducing the “AD” air unit to avoid the dive bomber combat modifier (4d3.3) during the later bombing combat.

The attacking American player chooses to resolve the following anti-aircraft combats in the following order:



- The “Astoria”, “Portland”, and “DD #2” ship units (“2” anti-aircraft factors each) have a total modifier of “+6” versus the “HYT” air unit (“2” defense factors). No other combat modifiers apply. The American attacker rolls a “7” (“+6” total modifier) = “13” combat number versus the Japanese defender’s roll of “3” (“+2” total modifier) = “5” combat number. The attacker is two times (4b4), but not three times as much, so the defending unit is flipped over. Turn over the “HYT” air unit so that its back side is face up.

- The “Yorktown” ship unit (“3” anti-aircraft factor) versus the “AD” air unit (“2” defense factors). No other combat modifiers apply. The American attacker rolls a “6” (“+3” total modifier) = “9” combat number versus the Japanese defender’s roll of “6” (“+2” total modifier) = “8” combat number. The attacker is more (4b4), but not two times as much, so one hit is scored. Mark the “AD” air unit with a 1 hit marker.

**Bombing Combat:** The attacking Japanese player chooses to resolve the following bombing combats in the following order:

- **Bombing Attacks On the “Yorktown”:**

**Torpedo Bombing Category Attack:** Air units “1AT” and “2AT” (“7” bombing factors each) plus Air unit “HYT” (being flipped due to the anti-aircraft combat gives its only “5” bombing factors—see 4b5) are making an “anvil” attack (“+3” combat modifiers—see 4d3.1) and have a total modifier (4b2) of “+22” versus the “Yorktown” ship unit (“3c” defense factors). No other combat modifiers apply. The Japanese attacker rolls a “3” (“+22” total modifier) = “25” combat number versus the American defender’s roll of “6” (“+3” total modifier) = “9” combat number. The attacker is two times as much (4b4), but not three times as much, so the defending unit is flipped over. Turn over the “Yorktown” ship unit so that its back side is face up.

**Dive Bombing Category Attack:** Air unit “AD” (the 1 hit marker placed due to the anti-aircraft combat reduces its “7” bombing factors to “6”—see 4b5) is making a dive bombing attack on a ship unit that has a combat air unit in its Operations Card “Ready” box (remember that the “B3” air unit was shifted to the “Ready” box during the Ready Step—this adds a “+4” combat modifier—see 4d3.3) and has a total modifier (4b2) of “+10” versus the “Yorktown” ship unit (now “2c” defense factors because that is the number on its back side). No other combat modifiers apply. The Japanese attacker rolls a “3” (“+10” total modifier) = “13” combat number versus the American defender’s roll of “7” (“+2” total modifier) = “9” combat number. The attacker is more (4b4), but not two times as much, so one hit is scored. Mark the “Yorktown” ship unit with a 1 hit marker.

- **Dive Bombing Category Attack On the “Astoria”:** Air unit “HYD” (“7” bombing factors) versus the “Astoria” ship unit (“3b” defense factors). No other combat modifiers apply. The Japanese attacker rolls a “3” (“+7” total modifier) = “10” combat number versus the American defender’s roll of “7” (“+3” total modifier) = “10” combat number. The combat numbers are equal (4b4), so there is no damage.

**Battle’s End:** The American ship units (with “Yorktown” now flipped and with 1 hit marked) are returned to the “Ships” box of the Task Force 17 area on the United States Operations Card. The Japanese air units (with “HYT” flipped over and “HYD” marked with 1 hit) are returned to Japanese Searchboard hex “L3”.

**10c) AIR RETURN PHASE:** This considers only the air units that “took off” from the Yorktown. Scout air unit “O” (from Searchboard hex “H5”), the “B5” air unit (from Searchboard hex “H4”), and the “T3” air unit (from Searchboard hex “I5”) are all moved to Searchboard hex “L3” (location of the Task Force 17 marker and the “Yorktown” ship unit) and placed in the Yorktown area’s “Arming” box on the United States Operations Card.

**10d) TURN RECORD PHASE:** Both players advance their turn markers on their own TIME RECORD TRACK. It is a good idea to check and make sure there is agreement as to the current Turn. If nothing else happens the rest of the game (highly unlikely!), victory points, based only on what was covered here, total as follows (see 7a3):

- The Japanese side gets 10 victory points since “Yorktown” (a CV) was flipped.
- The United States side gets 5 victory points since “Haruna” (a BB) was flipped.

## OPTIONAL RULES

The Basic Game rules and the various scenarios provide for a great variety of games, although more experienced players may wish to go for even more variety and more realism by using some or all of these additional optional game rules. These options are just that—optional—they may be added to the game singly or in just about any combinations to suit player’s tastes. Each optional rule adds some additional scope and detail to the game, as well as some additional complexity and playing time. It is suggested that players master the Basic Game rules before trying any of the rules in this section. These options, in most cases, simply add to the Basic Game rules, all of which still apply. There are changes to the Basic Game Turn Sequence if some of these options are used (simply ignore the parts that apply only to options that are not used), and a COMPLETE SEQUENCE OF PLAY is found on the Searchboard Screen.

### [ 11 ] COMBAT OPTIONS

**11a) THE FREE ROLL MARKER:** If this option is used, every scenario starts with one given side holding the free roll marker, that side being given in the scenario’s Special Rules section. The free roll marker can be used whenever the holding player desires to re-roll the dice *once* for any one combat (rolls for purposes other than combat are not allowed). Obviously, this should be used only in a case where the holding player is very unhappy with the original rolls! After the dice are rolled for a combat, the player holding the free roll marker announces that it is to be used. The original rolls are then ignored, and both dice are rolled again to resolve the combat. The new rolls resolve the combat. After use of the free roll marker, it is then passed to the other player, who can then hold it until he desires a re-roll on any later combat, after which it is passed to the other player, etc.

**11b) AIRCRAFT DAMAGE ON DAMAGED BASE AND SHIP UNITS:** When the Midway base or a ship unit is damaged, this may mean that the air units “On Ground” or “On Board” these units are also damaged. When a base or ship unit takes a hit or hits and/or is flipped over (ie., this is handled the same, regardless of the severity of the damage) during a Combat Phase, any air units in its “Arming” and/or “Ready” boxes must, in any order, be checked for damage at the end of the Combat Phase. This is done by both sides rolling a die once per air unit involved, and marking damage the same as in a combat. For each roll, the player controlling the air unit is the defender, and the opponent is the attacker.

**11b1)** If the air unit is “On Board” a ship, there is a “+2” modifier to the defending die roll, and no modifier to the attacking die roll.

**11b2)** If the air unit is “On Ground” at the Midway base, there is a “+3” modifier to the defending die roll, and no modifier to the attacking die roll.

**11b3)** A “1 hit” result is not marked and has no effects on a scout air unit. However, if the attacker’s combat number is two times or more the defender’s combat number, a scout air unit is eliminated.

**11b4)** If a base or ship unit is eliminated, all air units “On Ground” or “On Board” are still also eliminated, as in Basic Game rule 4b5.

**11c) DEAD IN THE WATER:** Any ship unit that represents an *individual* ship (ie., this does not apply to “AP” or “DD” units) is considered to be “dead in the water” and incapable of movement if it is flipped to its back side *and* also has a 2 hits marker on it. The following special rules apply to a ship unit that is “dead in the water”:

**11c1)** In a Surface Combat (see option 16), a “dead in the water” ship unit may not be moved or used in a breakoff attempt. If *all* the ship units on one side are “dead in the water”, and an enemy ship(s) that is not “dead in the water” also remains on the Battleboard after a Surface Combat is ended, the “dead in the water” ship units are automatically eliminated.

**11c2)** A “dead in the water” ship unit may be “towed” on the Searchboard (see option 12a4). Air units may not “take off” or “land” on a “CV”, “CVL” or “AV” class ship unit that is “dead in the water”, even if it is “towed”.

**11c3)** If there is no wish or ability to “tow” a “dead in the water” ship unit, it may be voluntarily “scuttled”, that is, eliminated by the controlling player at the start of a side’s Ship Movement Step.



**11d) REPAIRS:** A limited amount of “repair” is possible for damaged air units that remain “On Board” or “On Ground” (which they will) for two consecutive night Turns, and a limited amount of repair is also possible for damaged base or ship units that remain in the same Searchboard hex for two consecutive night Turns. During these two Turns, the base or ship units (or the air units “On Ground” or “On Board” these units) also may not be engaged in any form of combat. If these conditions are met, during the Turn Record Phase of the second night Turn, a player may do the following to repaired units:

**11d1)** Flip a 2 hits marker over to become a 1 hit marker. This can not be done to an air unit that was used to generate a scout air unit or units (see option 15d).

**11d2)** Remove a 1 hit marker. This can not be done to an air unit that was used to generate a scout air unit or units (see option 15d).

**11d3)** Combat air and ship units flipped to their back side may *not* be flipped to their front side. The base unit with its back side up and no hit marker may be flipped back to its front side and a 2 hit marker added.

**11e) SUBMARINE ATTACKS:** There were numerous submarines for both sides operating in the waters covered by the game’s Searchboards. These are not represented in the game, but their effects are abstracted here. At the conclusion of an Air Return Phase (including during night Turns), after all air units have been landed and/or marked to patrol (see option 12d) there may be a submarine attack:

**11e1) WHO ATTACKS:** Both sides roll one die and compare the numbers. There are no modifiers for this roll. If one side’s number exceeds the other side’s number by three times or more, the side with the larger number may make a “submarine attack”. Otherwise, neither side gets a submarine attack.

**11e2) WHAT CAN BE ATTACKED:** A side getting a submarine attack may only use it against *any* opposing task force marker on which there is “exact” information (this is the Basic Game information or as covered in 15a1.2). If there is no such task force marker, there is no submarine attack. After choosing a task force, the attacking side selects a specific ship unit in the task force as the target unit.

**11e3) SUBMARINE ATTACK PROCEDURE:** Both sides roll a die and combat is resolved and marked normally, using the following combat modifiers (for easy reference, these are also printed on the Searchboard Screen):

**11e3.1) ATTACKER MODIFIERS:**

- +3: The attack comes during a night Turn.
- 1: Attacking a destroyer (“DD”) ship unit.
- +4: Attacking a “dead in the water” ship unit.

**11e3.2) DEFENDER MODIFIER:**

- +1: Per destroyer (this is for *individual* destroyers, of which there may be three to six per destroyer ship unit) in the task force marker (this is just in the individual task force marker, not those in other task force markers in the same hex).

**11f) DIFFERENT SHIP INTERVALS:** Under air attack, the Japanese deployed their ship at wider intervals (usually around 3,000 yards apart) to allow each ship to make violent, independent maneuvers. American doctrine was to keep their ships closer together (often about 2,000 yards apart) and have the escorting ships match the maneuvers of the ships that they were escorting. Using this option, which amends Basic Game rule 4a2, American base and ship units are setup exactly as in the Basic Game, with at least one empty hex between and around all units. Japanese ship units are setup as in the Basic Game, but there must be at least two empty hexes between and around all units.

## [ 12 ] MOVEMENT OPTIONS

These rules expand on the players abilities to realistically use and maneuver their units.

**12a) VARIABLE SEA MOVEMENT:** Instead of all desired task force markers being moved one Searchboard hex per Turn, as in Basic Game rule 3c, this movement rate varies, depending on the movement factor of the slowest ship unit in a task force.

**12a1) ONE MOVEMENT FACTOR:** A task force marker whose slowest ship unit has a movement factor of “1” is moved one hex every Sea Movement Step (same as in the Basic Game).

**12a2) TWO MOVEMENT FACTORS (▲):** A task force marker whose slowest ship unit has

a movement factor of “2” is moved one hex during most Sea Movement Steps, but can be moved one *or* two hexes during the Sea Movement Steps of Turns “3”, “9”, “15” and “21”. These Turns are marked with a solid triangle (▲) on the TIME RECORD TRACKS on the Searchboards.

**12a3) THREE MOVEMENT FACTORS (●):** A task force marker whose slowest ship unit has a movement factor of “3” is moved one hex during the Sea Movement Steps of even numbered Turns, but can be moved one *or* two hexes during the Sea Movement Steps of odd numbered Turns. These Turns are marked with a solid circle (●) on the TIME RECORD TRACKS on the Searchboards.

**12a4) TOWING:** A ship unit that is “dead in the water” (see option 11c) can be considered to be “towed” if there is another ship unit in the task force that is not dead in the water and available to do the “towing”.

**12a4.1)** Each “dead in the water” ship unit requires one and only one ship unit that is not “dead in the water” to “tow” it. No ship unit may be used to “tow” more than one other ship unit. BB, CV, and CVL class ship units may *not* be used to “tow” other ship units.

**12a4.2)** A “towed” ship unit is considered to have a movement factor of “1” for use only during Sea Movement Steps only (ie., move as in rule 12a1). A task force marker containing a “dead in the water” ship unit(s) that is not “towed”, may not be moved during a Sea Movement Step.

**12a4.3)** Only a “towed” ship unit and the ship unit that “tows” it may exit the Searchboards without being considered eliminated. To exit, move to a hex on the edge of the Searchboard, then, during the next Sea Movement Step, the ship units are considered to exit the Searchboard. Their task force marker is not considered to exit with them, but is removed if all ships in it do exit. American ship units can only exit off the east edge of their Searchboard, and Japanese ship units can only exit off the west edge of their Searchboard. Ship units that exit may never re-enter the Searchboard, but engage in no further combats. Any damage to exited ship units that is worth victory points is still counted at game’s end.

**12b) MODIFIED CAPACITY AND LAUNCH:** This expands on Basic Game rule 2c4.

**12b1) SMALL AIR UNITS:** A scout air unit, a combat air unit with an “ELIM” on its back side, or a combat air unit that has been flipped so its back side is up all count as just one-half of an air unit when determining ship or base capacities and for use with launch factors. *For example, the Japanese “Chikuma” (AV) has a capacity of “1”, but using this option could be used to hold two scout air units.*

**12b2) EXPANDED LAUNCHES:** This option expands on Basic Game rule 3a. A launch factor may be exceeded to a maximum of *twice* the normal launch factor for that side of the unit with these modifications and restrictions:

**12b2.1)** Air units using the normal launch factor to “fly” may be shifted to the appropriate “Normal Strike” (the only box used in the Basic Game) and/or “High CAP” (only fighter units) boxes, as desired.

**12b2.2)** Once the normal launch factor has been used, additional air units not to exceed *twice* the launch factor can also be shifted into appropriate “flying” boxes to show that they too are “flying”—these are “maximum launch” units.

**12b2.3)** Maximum launch units may be shifted only into the appropriate “Max. Strike” and/or “Low CAP” boxes.

**12b3) EFFECTS OF PLACEMENT IN THE VARIOUS “FLYING” BOXES:** Air units shifted to the four “flying” boxes have restrictions on what can be done with them during the Air Movement and Search Step.

**12b3.1) Normal Strike:** Air units in this box have the same capabilities as those from this same box in the Basic Game. Fighter (see option 14) units placed in this box form part of an air strike as “escorts” fighter units for the bomber units in their air strike and will (if possible) accompany them to the target—they may *not* be used for “CAP”.

**12b3.2) Max. Strike:** Combat air units in this box simulate the take offs of additional aircraft and the extra time required to spot them on deck and get them into the air. Units in the “Max. Strike” box are treated as if their movement factors are one less than the normal printed number. As with the “Normal Strike”



box, fighter (see option 14) units placed in this box are “escorts” for the bomber units and will (if possible) accompany them to the target—they may *not* be used for “CAP”. Note that if used with option 12c, the movement factor reduction has the effect of reducing the unit’s range by two hexes (one each way). If moved with the units in the “Normal Strike” box as a single air strike, they may be dropped off in their last hex if unable to reach a battle hex, the same as covered in Basic Game rule 3d2.

#### High CAP

**12b3.3) High CAP:** “CAP” = “Combat Air Patrol”. Only fighter (“F” class) air units may be placed in these boxes. They are meant to defend the hex from enemy air strikes. They may be used to combat enemy bomber air units using any category of bombing (see 4d1) and/or enemy escort fighter units, and some or all may be moved to a “High CAP” box (only) located in *another* hex(es) containing a friendly base unit or task force marker(s) within their movement factor during their side’s Air Movement and Search Step.

#### Low CAP

**12b3.4) Low CAP:** Only fighter (“F” class) air units may be placed in these boxes. They represent fighter aircraft that have not had enough time to gain altitude in order to intercept higher-flying enemy aircraft. They may be used to combat enemy bomber air units that are using the bombing categories of medium level bombing and/or torpedo bombing and/or enemy escort and strafing fighter units, and may *not* be moved from their box or to another hex during their side’s Air Movement and Search Step.

**12c) AIR UNIT RANGES:** There are two ways to augment the “reach” of the game’s air units.

**12c1) UNEQUAL MOVEMENT LEGS:** Considering both the movement during an Air Movement and Search Step and an Air Return Phase, an air unit actually has a “range” that is *twice* its movement factor number. With this option, this “range” does not have to be split evenly. This rule applies only to *combat* air units, and does not allow for more movement during an Air Return Phase than during an Air Movement and Search Step. A unit using this type of movement may not also be “staging” (see 12c2). During an Air Movement and Search Step, a combat air unit(s) may be moved a number of Searchboard hexes that exceeds its movement factors, if there is a ship or base where “landing” is possible (meeting all “landing” conditions in rule 5a) located close enough that the total number of hexes moved during the Air Movement and Search Step plus the Air Return Phase does not exceed twice the movement factor. *For example, the “B6” Allied dive bomber unit has “5” movement factors and is moved seven hexes during its Air Movement and Search Step, then three hexes during the Air Return Phase, for a total of ten hexes, twice its movement factors.* After moving during an Air Movement and Search Step, make a note of the movement still remaining for a unit used in this way.

**12c2) STAGING:** “Staging” involves servicing, fueling and arming at a base or ship that is distant from a target, flying to another closer base or ship, quickly refueling (only) and then performing a mission. The procedure can be reversed to return to the original base, etc. Air units “take off” normally, but, when “staged”, are moved from their “Normal Strike” and/or “Max. Strike” box(es) during the *Ready Step*. An air unit(s) may not be used for searching during this movement, and all the usual restrictions on “landing” apply (see 5). Movement factors (including reductions, as in 12b3.2) *must* allow an air unit(s) to reach a hex where “landing” is possible, and the “staging” air unit(s) are “landed” there. Unlike most “landings”, a “staging” air unit(s) must be placed in the area’s “Ready” box; “take off” as early as the next Turn is possible.

**12d) PATROLLING AIR UNITS:** Some scout air units have the word “PATROL” on their back sides (an asterisk on the unit’s front side reveals that “PATROL” is on the back). These are air units that can “fly” for exceptionally long periods of time.

**12d1) REMAINS “FLYING”:** During an Air Return Phase, if desired, *after* “landing” all other air units, these scout air units are not moved, but may be flipped over to its back side so that the word “PATROL” shows, and left “flying”. Although the back “PATROL” side remains showing, these “patrolling” scout air units may be moved normally during the next Turn’s Air Movement and Search Step and Air Return Phase. Be careful that they end movement close enough to return!

**12d2) SHADOWING:** A scout air unit that is flipped over to its “PATROL” side while located in the same Searchboard hex as an opposing task force(s) may be used to “shadow” a task force marker in that hex. To do so, the controlling player announces that the air unit will be used to “shadow” a specific task force marker (inform the opponent which one) at the start

of the opposing Sea Movement Step, before any task force markers are moved.

**12d2.1)** When the task force marker is moved, the “shadowing” scout air unit is moved with it, and the air unit’s side *must* be informed of the movement.

**12d2.2)** If there are multiple “patrolling” units in the hex, any or all may be assigned to shadow the same task force marker, or they may be announced to “shadow” different task force markers, etc.

**12d2.3)** The movement (if any) involved in “shadowing” is considered to expend all of the air unit’s movement factors, so it is not moved during the Air Movement and Search Step, although its remaining movement factors may be converted to search modifiers (see option 15a1.1) if better information is still sought.

## [ 13 ] WAVE ATTACKS

Historically, it was difficult to coordinate large air strikes against a common target area, especially if the range was long. Usually, air strikes from different locations would arrive over the same target area at different times.

**13a) COMBINING AND SEPARATING AIR STRIKES:** This option modifies Basic Game rule 3d.

**13a1) SEPARATIONS:** “Flying” scout air units may still be moved individually, but “flying” combat air units *must* be moved and kept together only if they originate from the same task force marker or base unit and start from the same strike box. *For example, under this modification, air units originating from different task force markers in the same hex can, if desired, be moved to different destinations. Also, air units from a “Normal Strike” box may, if desired, be moved to a different destination than those from a “Max. Strike” box in the same Operations Card area.* Under this option, a separate “air strike” (unlike Basic Game rule 3d4, where an “air strike” is always all of the combat air units in a hex) is any stack of combat air units (an “air strike”) that had to be or was combined to be moved together.

**13a2) COMBINATIONS:** To put together powerful forces, separate “air strikes” can be combined into larger “air strikes”. Separate “air strikes” *may*, if desired, be combined if they originate in the same hex. Separate “air strikes” may also be combined by moving an “air strike(s)” through a hex where one or more other “air strikes” originate, and combining all into one “air strike” before moving out of that Searchboard hex.

**13b) “WAVE” ATTACK RESOLUTION:** Separate “air strikes” that have not combined and end movement in the same hex with an opposing task force marker(s) or base unit should be kept distinct (one way to do this is to face the air units of each “wave” in different directions while they are stacked together in the Searchboard battle hex), as each separate “air strike” constitutes a different “wave” of attacking air units.

**13b1) ORDER OF WAVE USE:** When the time comes to resolve the battle, place each “wave” in a *separate* stack near the Battleboard. Then, the controlling player rolls a die once for each “wave”. The “wave” for which the highest number was rolled must resolve combats first (the first “wave”), then the next highest, etc. If die rolls were tied, those “air strikes”, by sheer luck, arrived at the same time, and are combined to form one “wave”.

**13b2) “WAVE” COMBAT RESTRICTIONS:** Each “wave” is fought as a separate battle in the same battle hex against the same defending units (reduced by their losses against earlier “waves”).

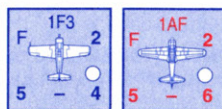
**13b2.1)** The base and/or ship units are setup (see 4a1 and 4a2) only once, for the first “wave”. They are *not* rearranged between “waves”, but they are used for separate anti-aircraft combats after each “wave” of air units is setup.

**13b2.2)** As the each “wave” completes its battle, its air units (including its escorting fighter units) are returned to their Searchboard’s battle hex.

**13b2.3)** The CAP fighter units may be used for separate air combats (see option 13) against each “wave”, but what they can engage in air combat may change with each “wave”. Only fighter units used to combat high level or dive bomber units in the previous “wave” are considered to be from a “High CAP” box for air combats against the next “wave—all others are considered to be from a “Low CAP” box against the next “wave”.



## [ 14 ] FIGHTERS AND AIR COMBATS



Fighter air units are not used in the Basic Game, so to use this option the Fighter units must be setup at the start of a game. Fighters are used as “escorts” for bombers and as “combat air patrols” (“CAP”) to defend friendly targets. They are used to engage in “air combats” with other air units. Air combats are resolved *before* resolving anti-aircraft combats.

**14a) AIR COMBAT SETUP:** This section can be skipped if no CAP fighter units are present in the hex. If there are no CAP fighter units, any escort fighter units in the hex may be kept out of combat, or some or all may be setup to strafe (see option 14f). Battle setup is handled normally (see 4a), except that, *after* setting up the other units normally, the fighter units are setup for air combats, as follows:

**14a1) ESCORT SETUP:** Pick a corner or edge of the Battleboard with some empty hexes to setup an air combat between fighter units. Place the escorting fighter units in a line, one per hex.

**14a2) CAP SETUP:** All fighter units in *both* the “High CAP” and “Low CAP” boxes in the battle hex *must* be used in the air combat. Keep fighter units shifted from the two boxes separated, or, if necessary make notes as to which is which.

**14a2.1)** To mark individual combats, place the CAP fighter units with their front facings each pointing at one desired opposing escorting fighter unit.

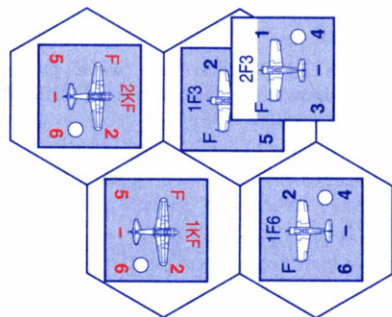
**14a2.2)** Excess CAP fighter units must be stacked with other units, as desired, so that two or more CAP fighter units are in combat with one escort fighter unit, but, if possible, at least one CAP fighter unit must be matched up with each escort fighter unit.

**14a3) ESCORT SETUP ADJUSTMENT:** If there are more escort fighter units involved, the excess units may be stacked with other units for air combat, as desired, so that two or more escort fighter units are in combat with one CAP fighter unit, or some or all of the excess escort fighter units may be setup to strafe (see option 14f).

**14b) AIR COMBAT MODIFIERS:** The attacking side’s only combat modifier is the attacking air unit’s air combat factor. If two or more units attack the same target unit, their air combat factors *must* be added together. The defending side’s only combat modifier is the target air unit’s defense factor.

**14c) AIR COMBAT SEQUENCE:** The escort side is the attacker first. Each individual combat is resolved using the escort side’s air combat factors as modifiers against the CAP side’s defense factors. If the only CAP unit in an individual air combat is eliminated, any escort fighter units in that individual combat may be *immediately* placed for use as strafing fighter units, or just end their participation against the current “wave”, as desired. Then, where the CAP unit was not eliminated, the individual combat still exists, but now the roles change, and the CAP units attack. Now, use the CAP side’s air combat factors as modifiers against the escort side’s defense factors. The attacking player always decides the order in which the individual combats are resolved.

**14d) AIR COMBAT EXAMPLE:** Two Japanese CAP fighter units are in two individual air combats with three American escort fighter units, as shown:



**14d1) ESCORT ATTACKS:** The American “1F3” and “2F3” (back) escort fighter units have a total of “8” air combat factors (a “+8” combat modifier) versus “2” defense factors (a “+2” combat modifier) for the Japanese “1KF” CAP fighter unit. No other modifiers apply in air combats. The American player rolls a “2” (“+8” total modifier) = “10” combat num-

ber, and the Japanese player rolls a “3” (“+2” total modifier) = “5” combat number. The attacker’s combat number is two times the defender’s combat number, so the Japanese “1KF” unit is flipped to show its back side. The American “1F6” escort fighter unit has a total of “5” air combat factors (a “+5” combat modifier) versus “2” defense factors (a “+2” combat modifier) for the Japanese “2KF” CAP fighter unit. The American player rolls a “9” (“+5” total modifier) = “14” combat number, and the Japanese player rolls a “2” (“+2” total modifier) = “4” combat number. The attacker’s combat number is three times (actually more) than the defender’s combat number, so the Japanese “2KF” unit is eliminated. The elimination of the Japanese CAP fighter unit frees the “1F6” fighter unit to be immediately placed as a strafing fighter unit, if desired (see option 14f).

**14d2) CAP ATTACKS:** Now the CAP side attacks, but only the “1KF” unit remains to do so, and with its back side air combat factor at that, so the “1F6” unit is no longer involved in an individual combat, and is not attacked. “1F3” and “2F3” are still in an individual combat, and the Japanese player decides to attack the “2F3” unit, as its back side is up. The Japanese “1KF” CAP fighter unit has a total of “3” air combat factors (a “+3” combat modifier) versus “1” defense factors (a “+1” combat modifier) for the American “2F3” escort fighter unit. The Japanese player rolls a “7” (“+3” total modifier) = “10” combat number, and the American player rolls a “4” (“+1” total modifier) = “5” combat number. The attacker’s combat number is two times the defender’s combat number, so the American “2F3” unit is flipped. As its back side is already up, the unit is eliminated.

**14e) AIR COMBAT BREAKTHROUGHS:** Any individual air combat that ends with the elimination of the only escort fighter unit in the individual combat, releases the CAP fighter unit(s) engaged in that same individual combat to “breakthrough” and have an *additional* air combat with an enemy bomber or strafing fighter (see 14f, below) unit. If there are no escort fighter units, treat all CAP fighter units as breakthrough fighter units.

**14e1)** The CAP player places, as desired, the breakthrough fighter units facing enemy air units (which are already setup to attack a base and/or ships) they will combat, thus establishing the individual air combat participants. **EXCEPTION:** A breakthrough fighter unit that came from a “Low CAP” box may *only* engage in air combat with a strafing fighter unit or a bomber unit using torpedo or medium level category bombing, while one that came from a “High CAP” box may engage any desired enemy strafing fighter or bomber unit on the Battleboard.

**14e2)** If breakthrough CAP fighter units are stacked and facing a stack of enemy air units, they may combine air combat factors to attack one enemy unit, or be used for separate air combat attacks, as the attacking player wishes. It is not necessary to attack all units in an opposing stack in these combats, but, if possible, all strafing escort fighter units in a stack that is involved must be attacked. *All* opposing bomber and/or strafing fighter units in a stack may be used to attack in their turn, even if all were not actually attacked by the CAP fighter units.

**14e3)** In these breakthrough air combats, the breakthrough CAP fighter units always attack first, then the surviving enemy unit(s) that they face may attack for air combat. The CAP player is allowed to decline to commit any or all of the breakthrough CAP fighter units to do this.

**14f) STRAFING BY ESCORT FIGHTER UNITS:** Excess escort fighter units that are setup to strafe (see 14a and 14c, above) are placed on the Battleboard facing and adjacent to enemy ship units, the same as if they were torpedo bomber units. They may be stacked with (and, if so, must be faced in the same direction as) a torpedo bomber unit(s). The effect of strafing is that, during anti-aircraft combat, a “-1” combat modifier applies to attacks by a ship unit that is faced by one or more strafing fighter units.

**14g) AIR COMBAT BATTLE’S END:** When all air combat has been resolved, return the escort units to the battle hex on their Searchboard. CAP fighter units are shifted to their appropriate Operations Card CAP box, as follows:

**14g1)** All air units that were in a “Low CAP” box before the battle are returned to the “Low CAP” box.

**14g2)** All other air units that engaged in a breakthrough air combat with an enemy air unit using the categories of torpedo or medium level bombing, or a strafing fighter unit, are returned to the “Low CAP” box.

**14g3)** All air units that were in a “High CAP” box before the battle are returned to the “High CAP” box, unless 14f2 applies.



## [ 15 ] EXPANDED SEARCH RULES

**15a) VARIABLE SPOTTING INFORMATION:** Air search information is changed, with this option replacing Basic Game rule 3d3.2. For easy reference, much of this information is repeated in the SEARCH CHART on the Searchboard Screen.

**15a1) AIR SEARCH PROCEDURE:** If there is nothing in an announced hex, the opposing player says so. If a task force marker(s) is in a hex called out to be searched, it is spotted, but the opposing player merely states that “*something* is there”. To try for more exact information, competitive die rolls are used, with both players rolling a die and comparing the results, as follows:

**15a1.1) Search Modifiers:** All of the following “search modifiers” apply to the searching side’s die roll:

+0: This modifier applies during a night Turn (applies only to sea searches).

+3: This modifier applies during a day Turn.

+2: If the air unit has not used all of its movement factors, the searching player may announce that additional movement factors will be expended in the hex (as the search aircraft circles the area trying for a better look). Each additional movement factor expended adds a “+2” die roll modifier. *For example, a scout air unit with “6” movement factors enters a hex containing an opposing task force marker after moving only three hexes. The remaining three movement factor could be converted into a “+6” modifier, or, if the player still wished to move the scout unit another hex, two of movement factors could be converted into a “+4” modifier, and the air unit moved into another hex when the search in the current hex is over, etc.* (This modifier applies only to air searches.)

+3: This modifier applies if the hex contains any land or reef.

+6: This modifier applies if the hex contains the Midway base unit.

**15a1.2 Search Results:** Compare the modified numbers rolled to find the result, as follows:

**Tie or Less:** If the searching side’s modified roll is equal to or lower than the opposing roll, there is (still just “*something* is there”).

**Exceeded:** If the searching side’s modified roll exceeds the opposing roll, but is not at least two times the opposing roll, the opposing player must provide a number of ship in the hex. However, the ship unit’s player may *lie* about the real numbers of ships present—the player may say *any* number from half (round up) to double the actual number of ships.

**2X:** If the searching side’s modified roll is at least two times the opposing roll, but is not at least three times the opposing roll, the opposing player must tell the “actual number” of ships and task force markers in the hex.

**3X:** If the searching side’s modified roll is at least three times the opposing roll, the opposing player must announce exactly which ship units are present—i.e., the “exact” information, as in the Basic Game.

**SPECIAL NOTE:** When determining the number of ships in a hex, remember that transport (“AP”) and destroyer (“DD”) ship units represent more than one actual ship—they represent a number of ships equal to the number of ship symbols on their counters. For example, the Japanese destroyer ship unit number one represents six actual ships when its front side is up, and three actual ships when its back side is up. This number of “ships”—not necessarily the number of “ship units”—provides the numbers for the “Exceeded” and “2X” results.

**15a2) AIR STRIKE SPOTTING:** An air strike(s) may be moved to end movement and attack in a hex where exact information is not available. In this case, exact information on the ship units is given, but only when they are setup for the battle. In other hexes that an air strike enters, handle as in 15a1, above.

**15a3) OPTIONAL SEA SEARCH:** This is performed as in Basic Game rule 3d5, except that the procedures in option 15a1 for determining what information is available are used. See also option 16a for surface contacts with opposing ship units.

**15a4) MARKING AND RECORDING SPOTTINGS:** The enemy task force markers are, as in the Basic Game (see 3d3.3), used to mark enemy positions. For use with this option, it is

suggested that the “Exact” side of an enemy task force marker be displayed only when the information is reliable (“2X” and “3X”), and that the “?” side be displayed otherwise. Of course, written notes are still useful for recording what is known about each enemy task force marker.

**15b) LOSS OF SCOUT AIR UNITS:** This option is only used if option 14 is also used. Anytime a scout air unit enters a hex containing an enemy fighter CAP (“High CAP” and/or “Low CAP”), there is a chance that the scout unit will be eliminated by the opposing fighters.

**15b1)** When a scout air unit(s) enters a hex containing an opposing fighter unit(s) in a CAP box(es) or was used to “shadow” (see option 12d2) a task force marker where this applies, both sides *immediately* make an unmodified die roll and compare the results. If the fighter CAP side’s roll exceeds the scout side’s roll by three times or more, the scout air unit(s) is eliminated. Otherwise, there is no result.

**15b2)** If eliminated, a scout air unit is still considered to search a hex before elimination, and the search is conducted as in option 15a1, but no search modifier for expending additional movement factors in the hex is applied to the searching.

**15c) CREATING NEW SCOUT AIR UNITS:** Scout air units represent small detachments of two to four aircraft that are actually detached from larger combat air units. Use of this rule is the only way some scout air units can be used in game.

**15c1)** Scout air units may be created at the start of an Assembly Step by marking a “parent unit”, that is, an undamaged combat air unit that shows its front side, with a 1 hit or a 2 hits marker to show the reduction of its strength. This creates, respectively, one or two new scout air units which are placed in the same Operations Card box as the “parent unit”. Be careful that creating these scout air units does not exceed capacity. Only available (i.e., those included in the game and not currently in use—whether never used or eliminated earlier) scout air units may be created. If option 11d is also used, make a written record of these parent units”, as they can not be “repaired”.

**15c2)** The scout air units must be of the same type as their “parent unit”. This means that only the following types of combat air units may be used to create the following specific scout air units:

**AMERICAN SCOUT UNITS:** The pictures match those on their “parent units”.

“H”: “H” class units may be used to create scouts “I”, “J” and “K”.

“M”: “M” class units may be used to create scout “L”.

“D”: “D” class units may be used to create scouts “M”, “N”, “O”, “P” and “Q”.

**JAPANESE SCOUT UNITS:** The pictures match those on their “parent units”.

“D”: “D” class units may be used to create scouts “A”, “B”, “C”, “D”, “E”, “F” and “G”.

“T”: “T” class units may be used to create scouts “H”, “I”, “J”, “K”, and “L”.

## [ 16 ] SURFACE COMBATS

Surface combats are almost a separate game, and, in fact there is a scenario (7d) that is exclusively a surface combat. There is a great deal of abstraction in these surface rules to make these actions fit on the Battleboard, and they admittedly use a “split scale” where ships are deployed as if the hexes were under one thousand yards across, and their weapon ranges work as if each hex were 5,000 to 7,000 yards across, but the rules still provide a decent “feel” for 1942 surface actions. These rules are used to resolve surface combats between opposing ship units and between Japanese ship units and the Midway base unit. Surface combats are resolved after all bombing combats are completed.

**16a) SURFACE CONTACT:** The Searchboard hexes are large enough (over 70 miles across) that it is possible for ships from both sides to be located in the same hex and still not “spot” each other or get close enough to fire their guns. “Surface contact” is required to fight a surface combat. Surface contact occurs and a surface combat *must* be resolved if *both* sides have a task force marker(s) in the same hex and one or both sides had search results in that hex of “2X” (“actual number”) and/or “3X” (“exact”—see option 15a1.2), or, if option 15a is not used, the normal Basic Game “exact” information (see 3d3.2). If only *one* side has this information, that side’s player decides if there is to be a surface contact or not, and a surface combat is resolved *only* if that player wishes to do so—otherwise, there is no surface contact and there will be no surface combat. If there is a surface contact, exact information on the ship units present is given to both sides when they are setup for battle.

**16b) TASK FORCE FACING:** If this option is used, it is necessary to know exactly what direction a task force marker was moving when it entered a battle hex.



**16b1) MOVEMENT DIRECTION:** The direction is easily shown by designating the top of task force markers as their “front” facings (see picture). Then, when a task force marker is moved during a Sea Movement Step, always orient its front facing to show the direction it moved when it entered the hex.

TASK FORCE MARKER'S FRONT FACING



TASK FORCE MARKER ENTERED INTO HEX

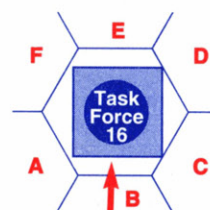


**16b2) DIRECTION COMPARISONS:** The directions the opposing task forces moved are used to determine the directions the ship units face when setup on the Battleboard.

**16b2.1)** If opposing task force markers entered a battle hex and crossed the same or adjacent hexsides to enter the hex, the ship units are setup facing in the same direction.

**16b2.2)** If opposing task force markers entered a battle hex and crossed opposite or non-adjacent hexsides to enter the hex, the ship units are setup facing in opposite directions. If

**16b2.3)** If there are multiple task force markers on one or both sides, and, because of this, both 16b2.1 and 16b2.2 apply to some task force markers, the ship units are setup facing in the same direction.



**16b2.4)** In the example at left, the Task Force 16 marker entered the battle hex as shown by the arrow. If all enemy task force markers entered the hex from directions A, B, and/or C, the ship units are setup facing in the same direction (16b2.1 applies). If all enemy task force markers entered the hex from directions D, E, and/or F, the ship units are setup facing in opposite directions (16b2.2 applies). If one enemy task force unit entered from direction A and another from direction F, then 16b2.3 applies, and the ship units are setup facing in the same direction.

**16c) SURFACE COMBAT SETUP:** Ship units are removed from their task force’s “Ships” boxes on the Operations Card. If ship units were earlier setup for anti-aircraft and bombing combats, they must be removed from the Battleboard and placed in new locations. Side B sets up all Side B ship units, then Side A sets up all Side A ship units. These ship units may be setup as desired on the Battleboard, even if they were in separate task forces, as long as all units fit on the Battleboard, there is only one unit per hex, and their setup conforms to all the following rules:

**16c1) SETUP LINES:** If the combat occurs during a night Turn, the opposing ship units in their first battlelines are setup behind and right on the opposing “Night Setup Lines”, separated by the two open hexes between. If the combat occurs during a day Turn, the opposing ship units in their first battlelines are setup behind and right on the opposing “Day Setup Lines”, separated by the four open hexes between. The lead ship unit for each side’s first battleline is placed in an “X” hex (“I11” or “L11” for night Turns and “H11” or “M11” for day Turns). Since Side B sets up first, that player selects the setup line for his side, and Side A uses the other setup line.

**16c2) BATTLELINES:** Ship units must be setup in “battlelines” where one ship unit is placed directly behind (in an adjacent hex) the ship to its front and facing in the same direction as the lead ship unit (the one placed in the “X” hex in a first battleline.).

**16c2.1)** The opposing ships are all placed facing in the same or opposite directions, as determined by rule 16b. All ship units on a side must be setup facing in the same direction, even if in different battlelines.

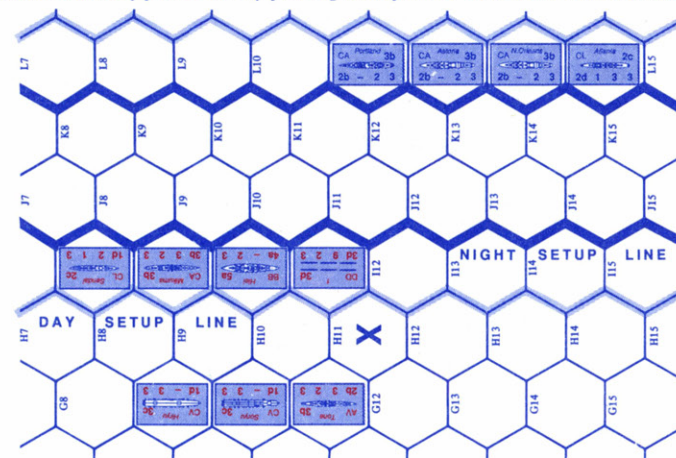
**16c2.2)** The maximum length of an individual battleline is limited by the number of hexes to the edge of the Battleboard.

**16c2.3)** If there are five or less ship units on a side, all *must* be placed in the first battleline, the one placed right on the appropriate setup line with its lead ship in the “X” hex. As many as three *additional* battlelines may be placed, each two hexes *back* (ie., there is an empty hex row between the battlelines, and succeeding ones must be further from the enemy ships) from the previous one, as long as each battleline has at least three ship units, and the total number of battlelines on a side does not exceed four. The lead ship unit in

each battleline must be placed even with the lead ship (the one in the “X” hex) in the first battleline. *For example, if the lead ship in the first battleline is in “X” hex “M11”, the lead ship in a second battleline must be in hex “O11”, the lead ship in a third battleline must be in “Q11”, etc.*

**16c2.4)** Ship units that are “dead in the water” (see option 11c) must be placed at the back(s) of a battleline(s), behind any ship unit(s) that are able to move.

**16c3) SAMPLE SURFACE COMBAT SETUP:** This is during a night Turn where the opposing ships must be setup facing in opposite directions. The American side has only four ship units, so all must be in a first battleline. The Japanese side has seven ship units, which could all be placed in a first battleline, but the Japanese player decided to give the aircraft carriers a measure of protection by placing them further back in a second battleline.



**16d) SEQUENCE OF SURFACE TURNS:** Once setup is complete, a surface combat is ready to begin. Place the Surface Turn markers to point to Surface Turn “1” on the SURFACE TURN RECORD TRACKS on the Battleboard. Surface combats consist of up to ten “Surface Turns”, and the sequence of play for each Surface Turn is as follows:

**16d1) SURFACE COMBAT SIDES:** Roll one die each and compare the results. Roll again to break ties. The high roll side is Surface Side A for this Surface Turn and the low roll side is Surface Side B. Both sides should adjust their Surface Turn marker to show its appropriate side.

**16d2) SURFACE MOVEMENT:** The Surface Side B ship units are moved, then the Surface Side A ship units.

**16d3) INDICATE TORPEDO FIRE:** Any Surface Side B torpedo markers are placed, then any Surface Side A torpedo markers.

**16d4) GUNNERY COMBATS:** Resolve all Surface Side B gunnery attack combats, then all Surface Side A gunnery attack combats.

**16d5) TORPEDO COMBATS:** Resolve all Surface Side B torpedo attack combats, then all Surface Side A torpedo attack combats.

**16d6) BREAKOFFS:** Surface Side B designates any breakoff ship units, then Surface Side A does so. Then Surface Side B resolves his attempts, followed by the resolution of the Surface Side A attempts.

**16d7) END TURN:** Advance the Surface Turn markers to point to the next Surface Turn. If there are no ship units left on the Battleboard from one side (see option 11c1 for the automatic elimination of “dead in the water” ship units), or if Surface Turn “10” is completed, the battle’s end procedure (see Basic Game rule 4e) is followed to return all units to the Searchboards, including those that made successful breakoffs.

**NOTE:** 16d1 and 16d7 are self-explanatory, so only the other portions of a Surface Turn are explained in detail below.



**16e) SURFACE MOVEMENT:** A player may move a ship unit to expend all of its movement factors or less (even not moving, if desired) for movement on the Battleboard.

**16e1)** It costs one movement factor to enter a new hex, and a ship unit may only be moved forward—i.e., into the hex to which its front facing points.

**16e2)** It also costs one movement factor to “turn” (change its front facing) a ship unit one hex-side. A ship unit may be turned within a hex up to as many hexsides as it has movement factors.

**16e3)** A ship unit may move through a friendly or opposing ship unit while being moved, but may *never* end movement in the same hex as any other ship unit.

**16e4)** No units may exit the Battleboard during a surface combat, except through breakoffs or after the end of the tenth Surface Turn. If necessary, shift all units the same number of hexes in the same direction to maintain their relative positions and avoid the edges of the Battleboard. If this proves impossible, then players are forbidden to move their ship units in a way that would cause them to exit the Battleboard.

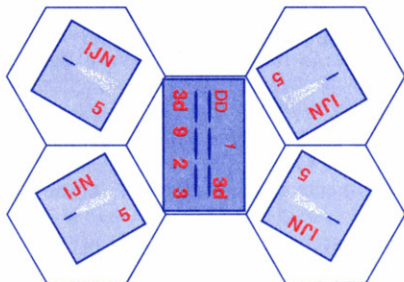
**16f) INDICATE SURFACE TORPEDO FIRING:** Ship torpedoes take a while to reach their target, so they are fired before the gunnery combats are resolved, but not resolved until after the gunnery combat is completed. Only ships with torpedo factors may be used to fire torpedoes at enemy ship units (they may not be fired at a base unit).

**FRONT FACING 16f1)** To indicate that a ship has fired its torpedoes, a torpedo marker is placed in a hex beside the firing ship, with the torpedo marker’s front facing (as shown at left) pointing at the enemy target ship.



**16f2)** Japanese torpedoes have a maximum range of five hexes and American torpedoes have a maximum range of two hexes. This range is measured from the firing ship unit. The torpedo markers show the nationality and range numbers on the two sides of the counters, so have the appropriate side facing up when a torpedo marker is placed on the Battleboard.

**TORPEDO MARKERS MUST BE FACED AS SHOWN IN THE FOUR POSSIBLE HEXES.**



**16f3)** A ship is not always in a good *location* from which to fire its torpedoes. Torpedoes may not be fired if there is no target unit in range or in a position to be hit. A torpedo unit may not be placed in a hex with a ship unit, or placed so that it points in a direction where a friendly unit is closer than an enemy unit. A torpedo marker is placed to the side of its firing ship unit, and depending into which of the four hexes it is placed, may only be faced in one direction, as shown in the illustration at left.

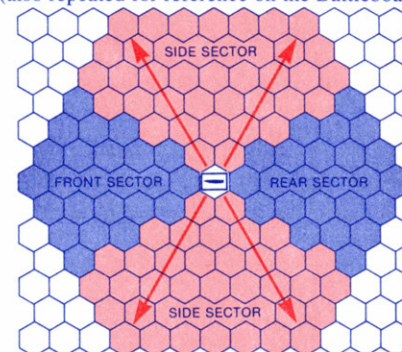
**16f4)** A ship unit may fire torpedoes only once per surface combat and once per game. If necessary, to aid memories, keep a written note of which ship units have fired their torpedoes.

**16f5)** Consider this rule as optional even if the rest of the surface combat rules are used, as it contradicts 16f4 as far as the Japanese are concerned. Japanese ships carried complete “reloads” for their torpedo tubes. If a Japanese ship unit fires its torpedoes during a surface combat, it can be used to fire them again during a later surface combat. If this rule is used, written records *must* be kept.

**16g) GUNNERY COMBATS:** In gunnery combats, a single ship unit is always used to attack a single enemy target ship unit. The attacks may be in any desired order—there is no need to announce all firings before any are resolved. If desired, a player can fire a ship unit at a target unit, then decide to fire another ship unit at that same target unit, etc. There is no “line of sight” for gunnery combats—a ship unit’s range may be counted through hexes containing a ship unit(s) and/or a torpedo marker(s) (from either or both sides). A gunnery combat attack uses a ship unit’s current surface factor number as a modifier against a target unit’s current defense factor number as the defender’s modifier. Other attacker combat modifiers that may apply are explained below (for easy reference these are also found in the COMBAT DIE ROLL MODIFIERS CHART on the Battleboard).

**16g1) GUNNERY RANGE AND HALF RANGE:** A “+2” modifier applies if a target unit is at “half range” from the attacking ship unit. The range of a ship unit’s gunnery depends on the size of its guns, as reflected by the letter “range” that is part of a ship unit’s surface factor. The ranges for these ratings are “a” (battleship guns of 14” to 18”) = 6 hexes (3 hexes = half range), “b” (8” heavy cruiser guns) = 5 hexes (2 hexes = half range), “c” (6” light cruiser guns) = 4 hexes (2 hexes = half range), and “d” (3” to 5.5” light guns) = 3 hexes (1 hex = half range). For easy reference, these ranges are also printed on the Battleboard.

**16g2) GUN SECTORS:** A “-2” modifier applies if a target unit falls into an attacking ship unit’s front or rear sector. All ship units have a front sector, a rear sector, and side sectors on each side. This modifier reflects how these ships were designed—a ship is considered to be able to fire all of its big guns into a side sector, while the aft gun turrets are useless against a target in its front sector, and forward gun turrets are useless against a target in its rear sector. The hexes that fall into a ship unit’s sectors, depending on the ship unit’s facing, are shown in the following diagram (also repeated for reference on the Battleboard):



Arrows show torpedo directions

**16g3) SURFACE VERSUS DEFENSE FACTOR RATINGS:** The bigger ships had thicker armor that gave more protection against smaller guns. As part of their defense factor, all ship units have a letter rating that reflects the thickness of their armor, the same as the letter rating with the surface factor reflects the size of its guns. These modifiers are as follows:

**16g3.1)** A “-6” modifier applies if an attacking unit has a “d” rated surface factor and the target unit has an “a” rated defense factor.

**16g3.2)** A “-4” modifier applies if an attacking unit has a “d” rated surface factor and the target unit has a “b” rated defense factor, or if an attacking unit has a “c” rated surface factor and the target unit has an “a” rated defense factor.

**16g3.3)** A “-2” modifier applies if an attacking unit has a “d” rated surface factor and the target unit has a “c” rated defense factor, if an attacking unit has a “c” rated surface factor and the target unit has a “b” rated defense factor, or if an attacking unit has a “b” rated surface factor and the target unit has an “a” rated defense factor.

**16h) TORPEDO COMBATS:** If the ship unit that fired a torpedo marker has been eliminated or if no target unit lies in its path, *immediately* remove the torpedo marker—it automatically “missed” *everything*. Remove other torpedo markers as their torpedo combat attacks are resolved.

**16h1) TORPEDO COMBAT MODIFIERS:** For the torpedo markers that are not removed as automatic misses, a torpedo combat attack uses an attacking ship unit’s current torpedo factor number as a modifier against a target unit’s current defense factor number as the defender’s modifier. If two or more torpedo markers indicate attacks against the same target unit, their ships’ torpedo factors are added together as a single combat modifier for *one* torpedo combat. Other combat modifiers that may apply are explained below (for easy reference these are also found in the COMBAT DIE ROLL MODIFIERS CHART on the Battleboard):

**16h1.1) Night:** A “+2” modifier applies if the surface combat occurs during a night Turn. This reflects that incoming torpedoes are harder to see at night.

**16h1.2) Target Situation:** A “+3” modifier applies if two or more torpedo markers are aimed at *both* sides of a target ship unit’s front facing (an “anvil” attack, similar to Basic Game rule 4d3.1). A “-2” modifier applies if any or all of the torpedo markers



face a target ship unit's front or rear facing (the ship is "threading" the torpedoes, similar to Basic Game rule 4d3.2).

**16h1.3) Half Range:** A "+2" modifier applies if a target unit is at "half range" from the attacking ship unit. The range and half range of a ship unit's torpedoes depends on the ship's nationality, as follows: Japanese torpedo markers have a range of 5 hexes from the attacking ship unit and a 2 hexes half range. American torpedo markers have a range of 2 hexes from the attacking ship unit and a 1 hex half range. For easy reference, these ranges are also printed on the Battleboard.

**16h2) TORPEDO "MISSES":** Except for misses defined to miss everything (see 16h1), there is a chance that a torpedo combat that "misses" (ie., causes no damage to) a target ship unit may still hit another one if it is still within range and lies on the same straight route from the firing ship unit. Basically, a torpedo combat that fails to cause damage is still active and may hit the very next ship unit in line (even if it is a *friendly* ship, in which case the attacking player rolls *both dice*), then (if that "misses") the next in line after that, etc., until the range limit is reached or a ship unit is damaged.

**16i) BREAKOFF ATTEMPTS:** Either or both sides may attempt one or more "breakoffs" during the same Surface Turn. A breakoff is an attempt to disengage ship units, and represents slipping into a fogbank, laying smoke, etc.

**16i1) BREAKOFF GROUPS:** A single ship unit with at least one empty hex all around it constitutes a "group" for these rules. Also, two or more ship units that all are each located in an adjacent hex to at least one other ship unit to form an *unbroken* chain of units constitutes a "group" for this rule. A breakoff attempt may not be made for a group containing a "dead in the water" ship(s). For breakoff attempts, a "group" may not be divided—a player may not choose a ship unit(s) for a breakoff attempt, while choosing not to attempt a breakoff with another ship unit(s) of that same group.

**16i2) BREAKOFF PROCEDURE:** Surface Side B designates any desired Surface Side B "group(s)", followed by Surface Side A doing the same for his "group(s)". One breakout attempt per group per Surface Turn is allowed. Then, in the same order, each announced breakoff attempt *must* be resolved.

**16i2.1)** To resolve a breakoff attempt, both sides roll one die and their modified rolls are compared. All modifiers apply to the side attempting to breakoff, as follows (these are also printed in the SURFACE TURN RECORD TRACK on the Battleboard for easy reference:

- A "-5" modifier applies if the surface combat occurs during a night Turn.
- A "-7" modifier applies if the surface combat occurs during a day Turn.
- A "+1" modifier applies for each Surface Turn completed (ie., each Turn prior to the current one).

**16i2.2)** If the modified number rolled by the side attempting the breakoff exceeds the number rolled by the opponent, the breakoff attempt succeeds, and all ship units of the designated group are removed from the Battleboard (they have successfully disengaged), and take no further part in the surface combat. Otherwise, the attempt fails.

**16j) BOMBARDING A BASE:** Surface combat with the Midway base unit (called "bombardment") is resolved *separately* and *after* a surface combat with any American ship unit(s) that may be in the same Searchboard hex. In such a case, the Japanese side must eliminate and/or force a breakoff by *all* American ship units involved before having a surface combat with the base unit; failure to do so means that the Japanese side may *not* have surface combat with the base unit that Turn. Only Japanese ship units that did not breakoff may be used for bombardment following a surface combat with American ship units. If no American ship unit(s) is present, surface combat moves immediately to involve the Midway base unit. Surface combat with the Midway base unit is resolved as follows:

**16j1)** Place the Midway base unit from the United States Searchboard near the center of the Battleboard.

**16j2)** Divide the Japanese ship units into stacks according to the letter ratings of their surface factors. Place each stack at a range equal to the maximum range of its surface factor rating letter. Place ship units with a "-" surface factor at a seven hex range from the base unit.

**16j3)** The Midway base unit (which can fire in every direction equally—ignore front or rear vector modifiers) may then use its surface factor against any one ship unit within range of its

"c" rating surface factor. Handle the same as when one ship uses gunnery combat to attack another, using all applicable modifiers.

**16j4)** Then, in any desired order, use the ship units' surface factors to attack the base unit *once* with each stack of ship units, combining all the surface factors in each stack as one modifier, but otherwise handling the same as when one ship unit uses gunnery combat to attack another, using all applicable modifiers. *For example, if the only "b" rated ship units are "Atago" and "Chokai" (both undamaged), this gives a "+3" combat modifier for each ship unit's surface factor for a total of "+6" and a "-2" combat modifier for "b" rated guns versus an "a" rated defense factor for a total modifier for the attacker of "+4".*

**16k) FIRST SURFACE TURN NIGHT "SURPRISE":** Consider this rule section as optional, even if the rest of the surface combat rules are used, as it adds a "luck" factor that, although realistic, can change the balance of surface combats unpredictably.

**16k1) DETERMINING "SURPRISE":** When rolling to determine Sides at the start of the first Surface Turn during a *night* Turn, if one side's roll is two times or more the other side's roll, it is assumed that the higher number side has not only become Surface Side A, but has achieved "surprise". The "surprise" rules simulate the effects as if Surface Side A has "seen" Surface Side B's ship units, but Surface Side B has not yet "seen" Surface Side A's ship units.

**16k2) EFFECTS OF "SURPRISE":**

**16k2.1) NORMAL "SURPRISE" EFFECT:** Side B ship units (except for "dead in the water" units, which don't move at all) must all be moved one hex straight ahead during this Surface Turn. Side A ship units can be moved normally. *Only* Side A can indicate torpedo firing during this Surface Turn. Side B cannot indicate torpedo fire during this Surface Turn. Side A resolves its gunnery combat attacks *first*. Capabilities and sequence return to normal after this Surface Turn.

**16k2.2) DELAYED "SURPRISE" EFFECT:** Alternately, the Surface Side A player may wish not to use torpedoes or guns during a "surprise" Surface Turn. If this wish not to have combat is announced, Surface Side B *must* be moved one hex as in 16k2.1, and Surface Side A is moved normally, but *neither* side uses torpedoes or gunnery. At the start of the next Surface Turn, when rolling for Sides, if Side A remains the same side (simply rolling higher now is enough, there is no need for two times the other side's roll), the "surprise" remains intact—Surface Side A may choose to apply 16k2.1, or may choose to repeat 16k2.2, etc. However, if the other side rolls higher and becomes Surface Side A, the "surprise" has been lost, and that Surface Turn and all later ones are resolved normally.

**16k3) JAPANESE NIGHT FIGHTING ADVANTAGES:** In mid 1942, the Japanese navy was much better trained and equipped for night sea battles than the United States Navy, and, as there had been few night actions to date, the U. S. Navy was not even aware of the fact (it would become painfully obvious off Guadalcanal in August). To reflect this Japanese advantage, whenever rolling to determine Sides at the start of *every* Surface Turn when "surprise" is still possible (this does not apply at the start of Surface Turns when "surprise" is not possible), a "+3" modifier applies to the Japanese player's roll.

## [ 17 ] MULTI-PLAYER RULES

**MIDWAY** can be played by more than one player per side. These are some suggested rules for use in games with up to two players per side. Games with the largest forces available work best, so it is suggested that only scenarios 7c and 7d be used for multi-player games.

**17a) ASSIGNMENT OF PLAYERS:** Players should be given specific units to command. For the American side, one player should get the command of Task Force 16 and its units, and the other player should get command of Task Force 17, the Midway base and their units. If Task Force 1 is used, it may be assigned to either player. For the Japanese side, one player should get the command of all units that enter the Searchboard at area "I", and the other player should get the command of all units that enter the Searchboard at area "VI".

**17b) UNIT CONTROL:** Players may only control the units that they command. This means that only that player moves and rolls the dice for those units.

**17c) COMMUNICATIONS BETWEEN PLAYERS:** Communications are considered to be by "radio", even when player flagships are in the same Searchboard hex, but since fleets tried to observe "radio silence", and since transmissions could be unreliable or garbled, communi-



cations were often difficult and delayed. These rules duplicate the problems of conducting and controlling a World War II naval campaign through radio communications:

**17c1)** The commanders on a side should meet secretly to discuss their strategy before a game begins. One player should be nominated as the overall commander; i.e., the guy who gives the orders. After the game begins, no talking is allowed among the players on a side.

**17c2)** Each player names one ship as the “flagship” for his forces. This ship is known to the commander’s side, but not to the opposing side. A flagship should always be an aircraft carrier or a battleship. If a player’s flagship is eliminated, that player may not send or receive messages for the rest of the game.

**17c3)** To simulate radio messages, write and send notes on slips of paper at the start of a Turn’s Assembly Step. Fold the message and write on the outside the current Turn and the name of addressee. Then competitively roll a die against an opposing player, with no modifiers. If the player sending the message rolls equal to or higher than the opposing player, the message will be given to the addressee at the start of the *next* Turn’s Assembly Step. If the player sending the message rolls less than the opposing player, the message will be given to the addressee at the start of the Turn’s Assembly Step in *two* Turns. Write the Turn of delivery on the note and place in a pile (sorted by delivery Turns) with all the other messages awaiting delivery.

**17c4)** Sending a message reveals the location of the player’s flagship immediately (announce the hex identification to the opposing side).

## [ 18 ] UMPIRED GAMES

This option presumes that an extra person can be recruited who will not play for either side, but will serve as an “umpire” and run the game. This situation allows for far more realism and is actually the *ultimate* version of the game. The rules given in this option are less hard-and-fast rules than they are suggestions on how the use of an umpire can benefit the play of a game by increasing the “fog of war”.

**18a) SPECIAL SETUP:** The players or teams of players must be separated into separate rooms, or at least kept out of sight behind partitions. Each side or player must have a copy of the game, and the umpire must have another copy. This option works well when all participants are at their homes, and the game is played by phone—for multi-player games of this sort it is not even necessary for the players to have ever met.

**18b) GAME COPIES:** The umpire’s copy displays all information and counters for both sides. The other copies display only one side or player’s counters and any information known to that side or player.

**18c) HINTS ON PROCEDURE:** The game is played similarly to the normal version, except that all information must go through the umpire, who also handles other duties. Because the players are separated, they do *not* see each other’s Operations Cards, and it is possible to speed up play by using the following suggestions for play:

**18c1)** The umpire rolls two dice at the start of every Turn to determine Sides A and B. The players on both sides should then perform all other activities in the Action Phase *simultaneously*, except for moving air strikes, then notify the umpire of everything that has been done, including the projected routes of the scout air units. The umpire then takes this information and gets back to the players when their scout air units enter a hex with a task force marker(s). The players can then choose how many movement factors to expend in a hex (if option 15a1 is used), the umpire performs the competing die rolls and reports the appropriate information to the side (spotting reports go to all players on a side in multi-player games). HINT: If the result is a “lie”, the umpire should secretly roll one die: 1 through 3 = halve the actual number; 4 through 7 = give the actual number; or 8 through 10 = double the actual number. After the movement of all scout air units are completed, players must move all of their air strikes and announce any sea searches, getting any additional information from the umpire.

**18c2)** Each combat will have to be setup separately, with consultations as to what the involved players wish to do. Surface combats (if option 16 is used) are the most complicated as consultations must be made several times for each Surface Turn. The big difference, and what adds the “fog of war” is that the umpire handles *all* dice rolls. Players are informed as to the damage to their own units, but have a less than perfect picture as to what they are doing to the enemy. Again, as with “lies” about “spotting”, an umpire may wish to use a secret die roll to

determine what information is given to a player or side regarding damage done to enemy units: 1 through 2 = underreport damage by a factor of two hits; 3 through 4 = underreport damage by a factor of one hit; 5 through 6 = report the actual damage; 7 through 8 = overreport damage by a factor of one hit; and 9 through 10 = overreport damage by a factor of two hits. Consider a “flip” to equal three hits and an “eliminated” to equal six hits for this purpose, although no impossible scores should be reported (i.e., one hit is scored on a unit that already has one hit marked, and the die roll requires overreporting by a factor of two hits, which would equal total damage of four hits, which equals a “flip” plus one hit—in a case like this, just report that the unit is “flipped”).

**18c3)** Players can handle their Air Return and Turn Record Phases simultaneously, and report what was done to the umpire.

**18d) OTHER IDEAS:** As anyone who has ever umpired a game knows, there are many other ideas that can be used by a knowledgeable umpire to increase player interest and game realism. These ideas must be left to the individual umpires, as, if all were given here, the players could read them and would not be surprised. Good gaming!

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## NOTES:



## OTHER SOURCES

World War II, the Pacific War, and the Battle of Midway are all important events in recent history. The available reference material is very extensive.

This short and admittedly incomplete list provides a starting point for those wishing to look into these subjects in more depth.

**BOOKS—OVERALL TREATMENTS:** These titles cover the Second World War as a whole.

**World War II from Time-Life Books:** This multi-volume series has very readable and informative texts and numerous excellent photographs, maps and illustrations. Each individual book covers one particular aspect of the war, and several cover World War II in the Pacific. For just one example, **The Rising Sun** volume by Arthur Zich covers the background on the war, then the course of the war in the Pacific through the Battle of Midway.

**BOOKS—THE WAR IN THE PACIFIC:** These titles cover the overall campaigns of the "Western Allies" (principally Australia, China, Great Britain, New Zealand, and United States) in Eastern Asia and the Pacific Ocean.

**Nimitz** by E. B. Potter: This is an interesting biographies of the top United States Navy leader in the Pacific War.

**History of United States Naval Operations in World War II** by Samuel Elliot Morison: This 14 volume set, somewhat dated by now, is still one of the best accounts of the Pacific War in print. Volume 4 covers the Battle of Midway.

**Japanese Warships of World War II** by A. J. Watts, and U. S. Warships of World War II by Paul H. Silverstone: There are dozens of books of this type, covering all the major navies of the war. Pictures, data and text cover all of the warships and support vessels used by the various navies.

**BOOKS—THE BATTLE OF MIDWAY:** These titles cover the events that are the direct subject of this game.

**The First Team** by John B. Lundstrom. A very detailed account of aircraft carrier fighter operations through the Battle of Midway. The section on the Battle of Midway is very thorough.

**Incredible Victory** by Walter Lord. An exciting, very readable, and dramatic chronicle of the Battle of Midway.

**MAGAZINES:** All cover a wide variety of topics. Magazines such as these are especially well-illustrated with numerous photographs, maps and drawings.

**World War II**, Empire Press, 602 S. King Street, Suite 300, Leesburg, VA 22075: This magazine devotes its full coverage to the Second World War.

**MHQ: The Quarterly Journal of Military History**, 29 West 38th Street, New York, NY 10018: This extremely well-written magazine covers military history through the ages, but there is always at least one article on the Second World War.

**MOVIES:** Only one movie really covers this topic.

**Midway** Charlton Heston, Henry Fonda, Glenn Ford, Toshiro Mifune, Robert Mitchum, and many others. 1976. This 132 minute epic also briefly covers the Battle of the Coral Sea. True to history, but choppy edited and drags a bit.

## CREDITS

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2. Do not ask questions for more than one game. If your letter has to go from one designer to another the chances of it being lost or delayed are greatly increased.

3. Identify the game you are asking about. Do not refer to grid-coordinates. You must provide an illustration of any map situation you refer to.

4. Do not ask questions on design or historical subjects. This type of material is best covered in our magazine: **THE GENERAL**. Purchase of the recommended special issue of the magazine pertaining to this game should prove helpful.

5. Do not ask us to rewrite a rule for you or to explain it in other terms. We do not have the time to write individual essay responses to vague questions, nor can we possibly do so with any better results than the version you currently possess which underwent several carefully prepared drafts. Therefore, please phrase your questions in a YES/NO format and refer to the proper rule numbers when posing a question.

6. Please take the time to see if you can answer your own questions. A rereading of the rules will usually clarify most situations. The vast majority of questions we receive are clearly answered in the rules. When writing to us, pose your questions carefully in a YES/NO format. Many questions are so ambiguously worded that they are impossible to answer precisely.

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