The Battle of

MIDWAY

1942 AD

SECOND PRINTING

TURNING POINT
SIMULATIONS

19

HOW THIS BOOK IS ORGANIZED

This rulebook is structured to introduce concepts following the game's sequence of play. They are written in a format known as the Case System. This approach divides the rules into Modules, each dealing with an important aspect of play. Modules are numbered sequentially and possess a title. Each Module is divided into Sections, dealing with major sub-topics within the Module. These are also numbered sequentially. Finally, the majority of each Section consists of Cases: the specific, detailed rules that govern play. Their sequential numbering follows a logical progression based upon the Module and Section of which the Cases are a part. Look to these numbers to determine where a Case is located in the rules.

3.1.4

The fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. Try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We don't recommend attempting to learn the rules word-for-word. We've written these rules to be as comprehensive as possible—but they are not designed to be memorized. Taking in the rules as you play along is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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Or e-mail us at: admin@turningpointsimulations.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@turningpointsimulations.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Turning Point Simulations* discussion folder at consimworld.com.

"I entertained a good deal of doubt about the wisdom of invading Midway Island. We Japanese slighted the strength of the Americans and got self-conceited because of easy successes in the first stage of operations. In other words, we thought that the enemy could be easily destroyed even if it did come out to meet our force."
—*Rear Admiral Ryunosuke Kusaka, Chief of Staff to Admiral Nagumo, commander of the First Carrier Strike Force*

"For several days we have been getting rather alarming rumors of concentration by the Japs to make a revenge attack upon us for the bombing of Tokyo. They are well authenticated and we are now worried about the place where they may come, which may be anywhere from Alaska, the west coast, or Panama. George Marshall is troubled about it and told me this afternoon that he is going to go out to the west coast to look things over."
—*Diary excerpt from Henry Stimson, US Secretary of War, May, 1942*

1.0 INTRODUCTION

Goaded by their loss of face following the Jimmy Doolittle Raid on Tokyo, the Imperial High Command and Admiral Yamamoto were determined to draw the remnants of the US fleet into a decisive battle. A vast armada of Japanese warships, centered on four heavy aircraft carriers, would seize the fortified island of Midway, as well as the western-most islands of the Aleutians. Such an offensive could not be ignored, they reasoned, and any US ships that attempted to intervene would be caught and overwhelmed.

The Japanese did not know, however, that the US was able to read the Imperial Navy's communications, as their code was broken just weeks before the outbreak of hostilities. Although outnumbered, it would be the US Navy that would spring the surprises on June 4, turning the Midway campaign into one of WWII's decisive turning points.

1.1 Game Scale

Each hex on the game map is about 90 nautical miles across. Game turns represent four hours each. Named ship counters portray individual ships, and grouped ship counters generally represent 2-4 ships. (**Note**: Some Japanese destroyer naval units also include a light cruiser that served as the division/flotilla leader). Each air unit step represents 12-15 aircraft.

2.0 COMPONENTS

- One 11" by 17" map (containing the Game Map and Battle Board)
- Two Naval/Air Unit Deployment Charts (Japanese and US)
- 176 counters
- This set of rules
- Four six-sided (D6) dice
- Two 8.5" by 11" inserts (map and rules for the optional variant game)

Important: The game also requires a ten-sided (D10) die, which players will have to provide themselves. **Note**: With the D10 read a DR of 0 as zero (not ten).

2.1 The Game Map

The 11" by 17" map portrays the area of the Pacific Ocean where the battle was fought. A hexagonal grid has been superimposed to regulate game functions.

2.2 The Battle Board

The Battle Board is used to resolve combats between opposing ships and ships vs. aircraft. Players remove the ships from the Deployment Charts and move them on the Battle Board according to the rules for combat.

Once the combat has been resolved, surviving ships and aircraft are returned to the Deployment Charts and play resumes on the game map.
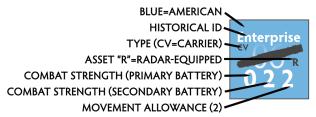
2.3 Naval/Air Deployment Charts

There are two of these charts, one for each player. These are used to deploy the ships into task forces and air units into strike waves. Units should be arranged/stacked onto their respective chart so it is readily apparent to both players which units are in which task force/wave.
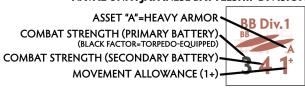
2.4 Unit Counters

The sheet of unit counters represent the ships and aircraft that participated, or could have participated, in the Battle of Midway.
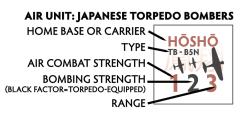
NAVAL UNIT: AMERICAN CARRIER

BLUE=AMERICAN
HISTORICAL ID
TYPE (CV=CARRIER)
ASSET "R"=RADAR-EQUIPPED
COMBAT STRENGTH (PRIMARY BATTERY)
COMBAT STRENGTH (SECONDARY BATTERY)
MOVEMENT ALLOWANCE (2)

Enterprise
CV
R
0 2 2

NAVAL UNIT: JAPANESE SUBMARINE

WHITE=JAPANSESE
ASSET "T"=TORPEDOS
COMBAT STRENGTH (PRIMARY BATTERY)
COMBAT STRENGTH (SECONDARY BATTERY)
MOVEMENT ALLOWANCE (½)

I-168
SS
T
0 1 ½

NAVAL UNIT: JAPANESE BATTLESHIP DIVISION

ASSET "A"=HEAVY ARMOR
COMBAT STRENGTH (PRIMARY BATTERY)
(BLACK FACTOR=TORPEDO-EQUIPPED)
COMBAT STRENGTH (SECONDARY BATTERY)
MOVEMENT ALLOWANCE (1+)

BB Div.1
BB
A
3 4 1+

AIR UNIT: JAPANESE TORPEDO BOMBERS

HOME BASE OR CARRIER
TYPE
AIR COMBAT STRENGTH
BOMBING STRENGTH
(BLACK FACTOR=TORPEDO-EQUIPPED)
RANGE

HŌSHŌ
TB - B5N
1 2 3

2.5 Markers

Markers are used to record the current Game Turn, Battle Board round, victory points earned by both sides, and ships making smoke.

GAME TURN · BATTLE ROUND · x1 VICTORY POINTS · x10 VICTORY POINTS · SMOKE

SPOTTED · CAP · DISRUPTED DRM -1 · MIDWAY RL · (damage markers)

Others are Spotted Markers, Disrupted markers, the Midway Resistance Level (RL) marker, Combat Air Patrol markers, and markers for the 3 levels of damage that can be sustained by ships before being sunk.

2.6 Game Abbreviations

BB	Battleship
CA	Armored Cruiser
CAP	Combat Air Patrol
CF	Combat Factor
CL	Light Cruiser
CV	Aircraft Carrier
CVL	Light Aircraft Carrier
DD	Destroyer
Div.	Division
DR	Die Roll
Gr.	Group
MF	Movement Factor
Nrthmptn	Northampton
SPT	Seaplane Tender
Sq.	Squadron
TB	Topedo Bomber
TF	Task Force
TG	Task Group

3.0 IMPORTANT CONCEPTS BEFORE YOU BEGIN

Activation. TF, Seaplane Bases, and the Midway Airbase are activated for movement and combat. Each TF can activate up to twice in a turn. Air units can activate twice as well, but must pass a Readiness DR check in order to activate for a second time in a turn.

Air Strike Wave. Hereinafter referred to as "wave." All air units must be deployed on the map, when not at an airbase or carrier, as part of a wave. As few as one, to as many as all of the air units from an airbase/carrier, can make up a wave. Each player can form up to 3 waves of aircraft per turn.

Combat Air Patrol (CAP). The mechanism by which intact aircraft carriers and bases defend against air attack by putting fighters into the air.

Damage. Naval and air units can sustain damage during combat. Air units that become damaged are flipped to their damaged/reduced side. Ships that become damaged are marked with a damage marker. Ships can take 3 levels of damage (hits), which are cumulative, and sink if they take a fourth hit (**Exception**: Transports and Seaplane Tenders are sunk with 3 hits).

Night. Those turns that are shaded in gray on the Turn Record Track (TRT) are considered Night Turns and have special rules.

Range. This is the number of hexes that an air unit can move from its base, or the number of Battle Board columns that a ship can fire (extreme, long, medium, short, or point-blank) at enemy ships. Do not count the hex/column that the owning player's unit is in, but do count the hex/column of the targeted unit when determining the range.

Spotting. In order for naval units to be attacked in combat (either naval or air) the TF must be spotted. Spotted TF have their marker turned up to indicate this status. Place a Spotted marker atop those ships that become spotted and are not part of a TF during the turn.

Task Force (TF). Naval units are normally deployed on the map as part of a TF (submarines are never part of a TF, and crippled naval units do not have to be part of a TF). The maximum number of TF that can be deployed is limited to each player's counter mix and Fleet Deployment Charts (6 for the US, 8 for the Japanese). There is no limit to the number of ships that can make up a TF; it can be as few as one, to all of the player's naval units.

4.0 SEQUENCE OF PLAY

4.1 Air and Naval Unit Deployment Phase

Both sides arrange ship and available air units on their respective Deployment Charts. Task forces that are in the same game map hex may transfer ships from one to another, moving the ship counters from one TF space on the owning Player's Aid Card to another. See Section 8.2 for ship deployment onto the Battle Board and Section 9.1 for the deployment of air units.

4.2 Spotting Phase

Both sides make spotting die rolls for enemy task forces. Task forces that are spotted are flipped to their spotted side. Individual ships that are spotted are marked with a spotted marker.

4.3 Operations Phase

Each Operations Phase is composed of the following:

Movement. Each TF/ship is actually moved only 1 hex when activated (US player determines each turn who activates first in the Operations Phase). The number of times a TF/ship can activate is determined by the slowest ship in the TF. Air units are moved on the map a number of hexes within the air unit's range (2 to 4 hexes).

Players alternate activating/moving their TF/ships until only one player has any to move or both declare "pass" (in which case, after any combat is resolved, players proceed to the Recovery and Spotted Marker Removal Phases). Rotate TFs and ships that have activated (Section 7.1).

Air Combat. At the end of a TF's movement, the controlling player may launch air strikes from it, if it contains air units eligible to fly.

After all Combat Air Patrol, Anti-Aircraft, and Air-to-Ship combat is resolved, the air units in a wave are removed from the game map.

Surface Combat. Friendly task forces that occupy a game map hex of a spotted enemy task force engage in combat. Units of the combatant task forces are transferred to the Battle Board for the resolution of the combat. Once the combat is resolved, any retreating task force markers are moved on the game map, and surviving units are transferred back to their respective Player Aid Charts.

Air combat precedes surface combat, so resolve all air strikes before proceeding to the Battle Board for surface combat.

After all combat of both types is resolved, players return to activating and moving their remaining TF/ships that can still activate, starting a new Operations Phase.

Recovery and Spotted Marker Removal. Once both players have either exhausted moving all of their TF/ships or declared "pass," the Recovery and Spotted Marker Removal Phase is carried out. Both sides remove all Spotted markers from their task forces. Both players may attempt to repair Disrupted units. Both players may attempt to ready air units for the next turn and determine if reduced air units can be returned to full strength.

End Phase. Reorient activated TFs and ships so they all face the owning player (these were rotated 90 or 180 degrees to indicate they had activated during the Operations Phase). Both players total any Victory Points (VP) that were gained that turn and determine if one side has won or will concede. Failing that, the Game Turn marker is advanced and play proceeds to another turn.

5.0 AIR AND NAVAL UNIT DEPLOYMENT

Both sides must arrange the individual naval and air units into larger formations called task forces (TF) and waves respectively.

5.1 Naval Units

All naval units must normally be part of a TF. The individual naval units are placed on the appropriate spaces of the Fleet Deployment Chart and TF markers are used on the game map. Ships from one TF may transfer to another TF that is in the same game map hex only during the Air and Naval Unit Deployment Phase of a turn. The TF moves at the speed of the slowest ship in the TF. Activated TF/ships move one hex. The number of times a TF/ship may activate is as follows:

- All naval units with an MF of 2: Up to two times in a turn.
- Slowest naval unit with an MF of 1+: Up to two times in odd-numbered turns, once in even numbered turns.
- Slowest naval unit with an MF of 1: Once per turn.
- Ships and surfaced submarines with an MF of ½: May move once per turn on even numbered turns. On odd-numbered turns the unit can move once with a D10 die roll of 6 or less. On a DR result of 7 or more, the unit may not move that turn.

Individual naval units in a TF may not be "dropped off" during the course of a Game Turn/Operations Phase.

5.2 Air Units

All air units are deployed onto the map as part of an air strike wave. When not so deployed, air units are "grounded" at Midway airfield, their Task Force's carriers (CV or CVL), or an operational Seaplane Base (Japanese only). Air units will either be Available, and can be made part of a wave, or Unavailable (being re-armed and refueled) as indicated by the box the units occupy on the player's Fleet Deployment Chart.

6.0 SPOTTING

In order for naval units to be attacked, the TF of which they are part must first be Spotted.

6.1 Spotting Procedure

During the Spotting Phase, each player may attempt to spot enemy TF. For each enemy TF, roll one D6. On a DR of 1 or 2, the enemy TF is considered Spotted and marked with the TF Spotted marker. The spotting DR is modified as follows:

- +1 if night turn
- -1 if TF within 4 hexes of CV (either player) or Midway (US player only) or operational Seaplane Base (Japanese player only)
- -1 if enemy TF within 3 hexes of friendly TF with CA or BB (Japanese player, day turns only)
- -1 if Japanese TF within 3 hexes of a US TF with a Radar-equipped CV (US player only)
- -1 if enemy TF in same/adjacent hex as friendly TF or non-submerged submarine

Note: All DR modifiers are cumulative.

A TF is automatically Spotted when firing on enemy ships or entering an island hex. A spotting DR of 6 is always a failing DR, regardless of the number of favorable DR modifiers. All spotted markers are removed from TF during the Recovery Phase each turn.

If there are Spotted and Unspotted TFs in the same hex, then only Spotted TF or TFs can be attacked. However, all can contribute to CAP, whether Spotted or not.

Note: If playing with the optional rule, the B-17 air unit can be used to spot in the hex it occupies rather than have it perform an air strike (Section 15.2).

7.0 OPERATIONS

Players alternate moving their TF, ships, and surfaced submarines during the Operations Phase and attacking those of their opponent. The US player decides each turn which player will activate first in the Operations Phase.

7.1 Movement of Naval Units

Naval units have movement factors that determine how many times they (and hence the TF of which they are part) can move in a turn. An activated TF/ship/submarine can move 1 hex on the game map. The following MF are used on naval units, listing the fastest to the slowest:

- MF 2 = twice per turn
- MF 1+ = twice per turn on odd-numbered turns; once on even
- MF 1 = once per turn.
- MF ½ (3 hits of damage) = Move once per turn on even numbered turns. On odd-numbered turns the unit can move once with a D10 die roll of 6 or less. On a DR result of 7 or more, the unit may not move that turn.

The air units based on Midway activate as if Midway were a TF/ship/submarine. The number of times the air units can activate is based upon the Midway Resistance Level (RL) (Section 13.3). Japanese air units at an operational Seaplane Base activate up to twice per turn with any Japanese TF (Section 13.4).

A TF, ship, or submarine may move off of some map edges during the course of the game by paying 1 MP to do so. A Japanese TF, ship, or submarine may only exit the map along the western map edges. A US TF, ship, or submarine may exit along any southern or eastern map edge. All other map edges are prohibited to both players. Any ship that is exited from a prohibited map edge is considered sunk and is permanently removed from the game (the opponent will receive any VP that is due for its elimination).

Rotate a TF, ship, or submarine that has activated for the turn 90 degrees. If it activates a second and final time, rotate it another 90 degrees. **Note**: Rotate the RL marker to indicate if the air units based there have activated once or twice in the Operations Phase.

7.2 Movement of Air Units

All air units may deploy/activate during day turns only whenever their carrier, airbase (US only), or seaplane base (Japanese player only) activates. Air units move from their airbase/carrier to a spotted TF that is within range when their TF/Base is activated. **Exception**: An air unit from an operational Japanese Seaplane Base can activate with any Japanese TF (Section 13.4). Do not count the hex in which the airbase/carrier is located, but do count the hex of the targeted TF when calculating the movement range.

US carrier units may return to either their CV or Midway airfield. However, any carrier units that do return to Midway may not attack again until they return to a carrier (any).

Disrupted air units can be returned to normal status, and Depleted air units returned to full strength, in the Recovery and Marker Removal Phase. Until then, Disrupted air units can undertake air missions in the first activation only (Case 7.2.2).

7.2.1 Air Waves
When activated, a player must determine what wave the attacking air unit(s) will be a part of. All air units from the same carrier are part of the same wave, and if there is only one active carrier, the air units are all in the first wave. Air units from other carriers and air bases may become part of this wave, or form second/additional waves per a D6 die roll.

- DR 1 or 2 = Air unit becomes part of the first wave
- DR 3 or 4 = Air unit becomes part of the second wave
- DR 5 = Air unit becomes part of the third wave
- DR 6+ = Air unit does not find target and cannot attack (returns to its carrier/base)

7.2.2 Second Air Activation
Any air units in a TF or airbase that activates for a second time can possibly also move and attack again as well. For each normal status air unit in the TF the owning player rolls a die. An even-numbered DR means the air unit is now placed on the "Available" space of the deployment card and the unit can activate for a second time. Air units that activate for a second time must determine their wave composition per Case 7.2.1.

Air units that are marked as Disrupted, or a B-17 used for spotting (optional rule, Section 15.2) may not activate for a second time in a turn.

7.2.3 Ferry Missions
In addition to air strikes, activated air units can undertake a **ferry** mission, moving from one friendly base to another. An air unit can move up to **double** its printed range, provided that it moves directly from its base to an eligible friendly base, without engaging in combat along way the way. The player simply picks it up and places it in the Ready box of the destination base.

A player cannot move air units to a base if the activation ends with more aircraft on the base than it can hold.

In addition, some aircraft are restricted as to the kind of base that they can ferry to:

- Japanese seaplanes can ferry to and from seaplane bases.
- The American B-17 unit cannot ferry at all; Midway is the only base that can accommodate the big bombers.

All other planes can ferry freely between friendly airbases and aircraft carriers.

8.0 BATTLE BOARD

Naval units engage in combat when opposing TF move into the same map hex and the defending (non-phasing) player's TF is spotted.

8.1 Battle Initiation

Whenever a friendly TF moves into the same hex as a **Spotted** enemy TF, surface combat results. It lasts until one side flees, or the end of the sixth round, whichever comes first.

Any friendly TF that are already in the hex are included with the new TF DR to engage in combat (*i.e., it is all or nothing*). Air strikes against a Spotted TF are resolved separately (Module 9.0). If a TF moves into a hex with Unspotted enemy TFs, even if there are Spotted enemy ships in the hex, the Unspotted TFs of the non-phasing side do not take part in the combat.

8.2 Battle Board Deployment

Ships of combating TFs are taken from the Feet Deployment Charts and deployed on the Battle Board. Follow the procedure outlined below:

8.2.1 Battle Board Range On day turns, both players deploy their ships on space "2" (opposite sides) of the Battle Board (i.e. 3 columns away). On night turns both players roll a D6. The high roller uses space 2 and the low roller space 1 of the opposite side (i.e. 2 columns away). Re-roll any tie DRs.

8.2.2 Battle Line Organization The non-phasing player deploys his ships first onto the Battle Board, followed by the phasing player. Ships should be arranged so that it is apparent that 1 ship will fire on its counterpart in the enemy's "battle line" (*i.e., the first ship in a stack will fire on the first ship of the enemy's stack, the 2nd on the 2nd, and so on*). Players must attempt to match up, on a ship for ship basis, those that are firing and their targets.

If one player has more ships than the other (and this will be most of the time) then enemy ships can be targeted in any fashion he/she wishes with the excess. Conversely, a side with a numerical advantage can put his ships further down the stack, in effect screening them from damage.
Developer's Note: *This is especially valuable for protecting aircraft carriers.*

All ships must be designated with a target before any combat is resolved.

Note: It may be helpful when dealing with large numbers of ships to divide them into stacks of ships by type, mission, or some other criteria, and use the ships' positions within the stacks to designate first, second, and so forth. Of course, with combats between small numbers of ships, the units can be arranged into "battle lines" that are fairly obvious to both players. Just play nice! And no fighting in the war room.

8.2.3 Battle Board Combat Combat between ships is done by each individual ship firing on its target with guns and torpedoes that are within range. Each ship has Combat Factors (CF) for primary, secondary, and (if equipped) torpedoes. A ship rolls a number of D6s equal to its CF and will hit its target with every 6 that is rolled. Each hit will cause a level of damage to its target.

Exception: Torpedoes can cause multiple levels of damage or even sink the targeted vessel with a single hit.

All combat is considered simultaneous unless the attacking TF achieved surprise (Section 13.1).

8.2.4 Ship Ranges The ranges of a ship's batteries are as follows:

8.2.4.1 Primary Batteries These batteries fire normally during day turns with full CF up to 3 columns away. An undamaged BB may instead fire 4 columns away with a CF of 1.

During night turns, all primary batteries are restricted to a range of 2, unless it is a radar-equipped ship.

8.2.4.2 Secondary Batteries These fire on all turns at targets with full CF up to 2 columns away.

8.2.4.3 Torpedoes Ships that have torpedoes have a CF of 1. US ships can fire up to 1 column away (short range). Japanese ships can fire up to 2 columns away (medium range).

Note: Ships of opposing TFs may end movement in the same Battle Board column. The range is 0, point blank. A ship's CFs have 1 added to the DR at this range. Ships may also fire over enemy ships at others further down-range provided that all of the closer-ranged ships are being fired upon.

8.2.5 Combat Results All gunfire/torpedo attacks are resolved by rolling a number of dice equal to the CF factor of the firing ship's batteries. Each DR of 6 results in a hit. Modify the ship's CF as follows:

- ½ CF if firing on a ship that is making smoke or up to 2 units screened by smoke (day turns only, Section 13.5)
- No CF for a ship making smoke (day turns only, Section 13.5)
- ½ CF if firing ship is fleeing (Case 8.3.1)
- CFs may be reduced due to damage

8.2.6 Damage Ships that are hit incur damage. Each hit by gunnery/torpedo fire can cause the following levels of damage:

8.2.6.1 Primary Batteries Hits from these weapons cause at least 1 level of damage on any ship at any range. However, primary batteries that hit destroyers, transports, and seaplane tenders will cause 2 levels of damage for each hit that is inflicted at any range.

8.2.6.2 Secondary Batteries Hits from these weapons cause 1 level of damage on any ship at short range (1 column away or the same column). Hits by secondary batteries at medium range (2 columns away) on ships with heavy armor (+ symbol) will have no effect on a second DR that is even (the shells have bounced off).

8.2.6.3 Catastrophic Damage Hits against carriers with Disrupted or Unavailable air units, as well as from torpedoes, have a second D6 rolled for each hit that was obtained. A DR of 1 or 2 causes 1 level of damage, a DR of 3 or 4 causes 2 levels of damage, a DR of 5 causes 3 levels of damage, and a DR of 6 causes the targeted ship to be sunk.

Note: All damage on ships is cumulative. I.E. a ship that already has 1 level of damage and incurs another 2 hits is marked with a 3 damage level marker. Damage levels can be reduced with a successful damage repair DR during the Recovery Phase at the end of each turn.

8.3 Battle Board Movement

One side's ships per round may move 1 column after combat. Each player designates whether the entire TF, a subgroup of ships, or an individual ship is to be moved. Each player then rolls one D6 and modifies the DR as follows:

-1 if speed of slowest ship in TF/group is ½
-0 if speed of slowest ship in TF/group is 1
+1 if speed of slowest ship in TF/group is 1+
+2 if speed of slowest ship in TF/group is 2
+1 if TF has elected to flee (Section 7.21)

The player with the highest DR may move the designated TF/group/ship one column.

Notes:
A player makes a movement DR for either the entire fleet or the designated sub-group/ship individually. This DR decision (the all or

separate) must be made before any movement DRs are made for the round. No movement occurs with tie DRs.

Ships from opposing sides may end movement in the same column (range is 0).

8.3.1 Fleeing A player can elect to have his ships flee from a combat he does not wish to continue. All ships of a TF must choose this tactic, however (i.e., it is all or nothing).

A TF that is fleeing adds 1 to its movement DR each remaining combat round. Any remaining combat rounds are still conducted.

All ships of a fleeing TF have their CFs reduced by ½, dropping any fractions in addition to any damage effects. This may reduce a ship's CF to 0. At the end of all combat rounds, a TF that was fleeing must be retreated 1 hex on the map, if possible (Case 8.4.2).

8.4 Battle Board Endgame
Play on the Battle Board continues until all 6 rounds are completed, or one side has all ships 5 or more spaces away from all of their opponent's ships on the Battle Board. When all possible rounds of combat have been completed, return surviving ships to the respective Deployment Chart TF spaces and adjust the TF markers on the map according to the following guidelines:

8.4.1 If both sides had ships finish combat within 4 columns of each other, those TF remain in the same map hex.

8.4.2 If one side has ships 5 or more columns away from the nearest of the opponent's ships then the opponent that moved away must "retreat" his/her TF one hex (out of) the opponent's map hex. In cases where a player has left behind some ships, cripples or a rear-guard force for example, so that others may escape (5 or more columns away) then an additional TF may have to be created so that the two forces can be split on the map. However, if there are no TF markers available for use, then the ships must remain in a single TF in the same hex, regardless of the number of column separations at the end of combat. Of course a player may always voluntarily sink (scuttle) ships to allow the other ships of a TF to escape. (The number of TF markers is a design limit. Such is war.)

This retreat is mandatory for a side if a TF elected to flee during any round of combat.

8.4.3 At the end of the combat, place a Spotted marker on all surviving TFs of both sides.

9.0 AIR STRIKE COMBAT
Air units attack enemy ships or Midway when activated. Targeted ships must be within range and be part of a spotted TF (Midway is always considered "Spotted."). The procedure for resolving air strikes is as follows:

9.1 Air/Naval Unit Deployment
Air units attack enemy ships when their carrier/airbase is activated. The targeted ships must be within range and be part of a spotted TF. The procedure for resolving air strikes is as follows:

1. CAP Combat
2. AA Fire
3. Air Strikes

9.2 CAP (Combat Air Patrol)
CAP, if present in the hex, is resolved differently than air combat. The level of CAP is determined as follows:

- **0**: Midway Island Resistance Level is 0, or there is not a CV, CVL, or operational Seaplane Base present in the hex.
- **1**: Midway Island Resistance Level is 1, or at least one **undamaged** CV, CVL, or an operational Seaplane Base is present in the hex.*
- **2**: Midway Island Resistance Level is 2 or there are 2 **undamaged** CV, CVL, or an operational Seaplane Base present in the hex.*
- **3**: Midway Island Resistance Level is 3 or there are 3 **undamaged** CV, CVL, or an operational Seaplane Base present in the hex.*
- **4**: Midway Island Resistance Level is 4 or more, or there are 4 CV, CVL, or an operational Seaplane Base present in the hex.*

*__Note__: TF/ship with CAP must be in or adjacent to the Seaplane Base or Midway to benefit.

CAP combat is resolved against each air unit in each wave before AA fire and air strikes are conducted. **CAP affects both fighters and bombers.** To resolve CAP combat, the defending player rolls a D10 against each attacking air unit, modifying the DR as follows (use all that apply):

- +1 if the escorting fighter(s) CF (combined if 2 or more) exceeds the CAP level. Excess fighters may also conduct air strikes, see Optional Section 15.3).
- -1 if the CAP level exceeds the escorting fighter(s) CF (combined if 2 or more)
- -1 if a CV with a functional Radar is part of the defending TF
- +1 if this is the second wave (or use a 0 modifier instead if a CV with a functional Radar is part of the defending TF)
- +2 if this is the third wave (or use a -1 modifier instead if a CV with a functional Radar is part of the defending TF)
- -? Defending bomber's air-to-air strength

If the modified DR is less than the CAP level then the attacking air unit is reduced one level. If the modified DR is equal to or exceeds the CAP level by 1 then the attacking air unit is Disrupted. If the modified DR is greater than 2 or more than the CAP level then the attacking air unit is unaffected.

9.3 AA Fire
AA fire affects bombers only; it never affects fighters. For each attacking **bomber** air unit the defending player rolls one D6. On a roll of 5+ the bomber is Disrupted. If the air unit was already Disrupted it is reduced. If already reduced (or a 1 step air unit) it is considered to have been shot down and is permanently removed from play. A DR of 4 or less means the AA fire was ineffective and the air strike continues. Modify the AA fire DR as follows:

- +2 if CAP level is 3 or more
- +1 if CAP level is 2
- +1 if the air unit is performing a torpedo attack.
- +1 if there are 5 or more ships in the defending TF.
- +0 if there are 3 or 4 ships in the defending TF
- -1 if there are only 1 or 2 ships in the defending TF.
- -1 if there is no CAP
- (**optional modifier**) -1 for each undisrupted escort fighter present in the attack.

Note: Do not count ships with 3 hits of damage. US Destroyer Division 1 counts as 2 units for AA Fire.

All AA fire DR modifiers are cumulative.

9.4 Air Strike Resolution

Surviving air units that are conducting bombing attacks are placed atop the targeted ship unit. Air units that are conducting torpedo attacks are placed alongside the targeted ship unit. The attacking player resolves air strike attacks using the appropriate CF (bombing or torpedo but not both). The CF is the number of dice that are rolled to obtain a hit. Each DR of 6 is a hit. Hits from bombing attacks cause 1 level of damage each. Each hit from a torpedo requires a second DR. A DR of 1 or 2 causes 1 level of damage, a DR of 3 or 4 causes 2 levels of damage, a DR of 5 causes 3 levels of damage, and a DR of 6 causes the targeted ship to be sunk.

Exception: Any hit against a carrier with Disrupted air units or air units in the Unavailable box will have the number of damage points assessed as in Case 8.2.6.3.

Note: The B5N is both a Level and Torpedo bomber. The Japanese player must declare what sort of attack this air unit is conducting before resolving AA and Air Strike combat.

Note: See Optional Section 15.3.

9.5 Disruption

Disrupted air units attack with one less CF than normal. This penalty remains in effect as long as the air unit remains Disrupted.

Some air units have combat factors of 1, and therefore lose their ability to attack effectively when Disrupted. If Disrupted by CAP or AA fire, they must press home any declared attacks, but cannot inflict any damage.

10.0 DAMAGE LEVELS

As ships are hit they incur levels of damage. The Midway defenses can also be reduced as a result of damage.

10.1 Damage Effects

The damage effects are as follows:

- 1 hit = All CF reduced by 1. The ship's speed is reduced 1 level, i.e. a 2 becomes a 1+, a 1+ becomes a 1, and a 1 becomes a ½.
- 2 hits = All CF are halved (dropping any fractions) which may cause a CF to be reduced to 0. The ship's speed level is reduced to 2 levels below its printed MF, but not less than ½. No torpedo attacks are permitted. Radar is no longer functional.
- 3 hits = Primary CF is reduced to 0 and secondary CF is now ½. The MF is ½. No torpedo attacks are allowed. Do not count the ship when resolving AA Fire. The ship may not make smoke. A transport or seaplane tender naval unit is sunk.
- 4 hits = the ship is sunk or the Midway Resistance Level is reduced 1 level (Section 13.6).

11.0 RECOVERY

During the Recovery Phase, players may attempt to repair damage to ships, attempt to return Disrupted air units to play, rearm air units, and remove Spotted markers from TF.

11.1 Naval Unit Repair

During the Recovery Phase, players may attempt to remove a level of damage from ships. For each damaged ship with 2 or 3 hits, roll a D6.

A DR of 1 or 2 causes one level of damage to be immediately removed. Ships that have 1 level of damage may only remove the hit with a DR of 1. Add 1 to the repair DR if the ship was damaged that turn.

11.2 Air Unit Repair/Rearming

During the Recovery Phase air units that are marked as Disrupted on the Fleet Deployment Chart may be repaired. For each air unit, roll a die. An even DR means the air unit is now placed on the "Available" space of the deployment card and the Disrupted marker is removed. An odd DR means the air unit remains Disrupted for the next turn. All normal status units that are in the "Unavailable" space are advanced to the "Available" space for use in the next turn.

Air units that are reduced and are of the same type can be consolidated by flipping one of the reduced units to full strength, automatically removing any Disruption marker, and permanently removing the other unit from play.

Note: See Midway Expeditionary Force Fighters, Section 15.4.

11.3 Air Unit Status

Air units that return from an air strike mission that turn are placed upside down on the deployment card in the "Unavailable" space. These units are turned right side up after all other units in these spaces have been advanced/had repair DRs as per Section 11.2 above.

11.4 Spotted Marker Removal

All TF have their spotted markers removed at the end of the Recovery Phase, even those TF that are in the same hex as an enemy TF.

12.0 WINNING THE GAME

Players win the game by accruing Victory Points (VP). VP are awarded for the following:

    +2 VP for each hit on an enemy BB/CV
    +1 VP for each hit on an enemy CA/CVL
    +1 VP for each damaged (any hits) enemy DD
    +10 VP for each enemy BB/CV sunk
    +7 VP for each enemy CA/CVL sunk
    +5 VP for each enemy DD sunk
    +10 VP (US), +20 VP (Japanese) for control of Midway

The player with the most VP wins the game. To determine the level of victory, divide the winner's VP's by the loser's and judge as follows:

Tactical victory = More VP but less than twice as many.

Decisive victory = More than twice as many VP as your opponent (historic result for the US).

13.0 SPECIAL UNITS AND RULES

13.1 Surprise

An unspotted TF that engages an enemy TF in combat may attempt to win surprise on the Battle Board. After the deployment of both side's ships on the Battle Board, the player with the unspotted TF rolls a D6. A DR of 4-6 results in surprise being won. Add 1 to the DR if a radar-equipped ship is part of the unspotted TF during day turns. Add 2 to the Japanese player's DR during a night turn. Ships in a TF that have won surprise are the only ships that fire in the first round of combat. Simultaneous fire is used normally in any subsequent rounds (if any enemy ships have survived that is) of combat on the Battle Board.

13.2 CV/CVL Damage

The air units of a carrier may operate normally when they are based on the CV. The air units may also land at Midway (US player only), but may not attack enemy ships until they have first returned/rearmed on a CV (any).

Damage will reduce a carrier's capacity to launch air strikes as follows:

- 1 hit = only 2 air units may be launched per activation from the CV, 1 if a CVL.
- 2 hits = only 1 air unit may be launched per activation from the CV, none from a CVL.
- 3 hits = no air units may be launched from the CV/CVL.

Additionally, for each level of damage inflicted on the CV, one air unit is permanently destroyed.

13.3 Midway Airfield

The Army and Marine air units are based at Midway airfield. These units may not land/operate out of a CV/CVL like the carrier-based air units. Midway airfield may be bombarded by Japanese ships whose TF enters the coastal hex containing the airfield. Each ship may conduct one round of fire combat (no torpedoes!). Each hit results in the permanent elimination of an air unit and a reduction of the Midway Resistance Level by 1. (*Designer's note: this represents not just the destruction of the planes, which could be in the air at the time, but also the damage to the field, support facilities, ammo and parts depots, etc.*).

Air units based at Midway may activate twice in the Operation Phase if the RL is 5 or 6. Air units on Midway may activate once in the Operations Phase if the RL is 3 or 4. Air units may not activate at all if the RL is reduced to 2 or less.

13.4 Seaplane Bases

The Japanese player can set up Seaplane Bases at Kure and Midway Islands (no more than 1 at each). The island must be under Japanese control in order to set up a Seaplane Base. Just moving into Kure will be enough to establish control; to gain control of Midway the Japanese player will have to invade (Section 13.6).

To set up a Seaplane Base, a seaplane tender naval unit must begin the turn in the hex and remain there without moving or attacking (it can defend, however). During any subsequent Recovery Phase, the Base can become operational if the seaplane tender naval unit has only 0 or 1 hits. Flip the naval unit over to indicate the Seaplane Base is operational and place the A6M floatplane fighter unit on the Japanese player's Fleet Deployment Chart on the appropriate Seaplane Base area. If the seaplane tender naval unit has 2 hits or has moved/attacked during the turn, the Seaplane Base cannot be set up in that turn's Recovery Phase.

An air unit based at an operational Seaplane Base can activate with any Japanese TF, up to twice per turn, as with other Japanese air units. Roll for the air unit's Wave participation as per Case 7.2.1.

13.5 Smoke

Ships on the Battle Board may make smoke in an attempt to make combat against them and other friendly ships more difficult for the opponent. Mark ships that are making smoke with a Smoke marker. Ships making smoke have all of their CFs reduced to 0. Ships making smoke reduce the CF of opposing ships firing on them and up to 2 other friendly ships by half. Drop any fractions, which may reduce the firing ship's CF to 0. The friendly ships being screened must be either in the same Battle Board column as the ship making smoke or be at least 1 column further away from the enemy ships (i.e., the ship making smoke must be between the enemy and the screened ships).

13. 6 Midway Resistance Level

In the regular game, the defenses of Midway Island are abstracted in the form of the Midway Resistance Level (RL). The RL can be reduced by the Japanese player by ship bombardment (Section 13.3) and air strike. For every 4 hits from air strikes (bombing only, not torpedo) the RL is reduced one level.

The Japanese player can attempt to capture Midway Island by moving transport naval units into the hex and declaring an invasion. The Japanese player rolls a D10 and modifies the DR as follows (use all that apply):

- +? Current RL
- -2 for each undamaged Japanese transport naval unit in the Midway hex
- -1 for each Japanese transport naval unit with 1 hit in the Midway hex (any with 2 hits may not conduct an invasion)

If the modified DR is 6 or less, Midway is captured and comes under the control of the Japanese player (flip the RL marker to show Japanese Control and place it on the Midway map hex). If the modified DR is 7 or more, reduce the RL by 1 (but not less than 0) and Midway remains under US control. If the modified DR is 10 or more, also inflict 1 damage hit on a Japanese transport naval unit.

Note: Players may play out the game on the invasion of Midway instead of using this procedure.

13.7 Submarines

Both players have submarines (one for the Japanese, three for the US). Submarines are in one of two modes during a turn: submerged or active. Submarines can activate once per turn with any friendly TF. Submarines can change from one mode to the other when activated. Submarines may also be compelled to become submerged as a result of combat. Submerged submarines cannot be activated to perform spotting attempts or move/attack. Submerged submarines cannot be attacked.

Active submarines can make spotting attempts (Section 6.1) and be activated to move and attack. Submarines have a speed of ½. To resolve a submarine attack against ships in the same hex as the submarine, the owning player declares the attack's target and rolls a D10, modifying the DR as follows (use all that apply):

- +2 for each undamaged enemy DD in the hex
- +1 for each enemy DD with 1 hit in the hex.
    Note: DD with 2 or 3 hits are not counted.
- -1 if target has speed of 1
- -2 if target has speed of ½
- -3 if submarine is Unspotted
- +1 if US Submarine is attacking
    (torpedoes were notoriously bad at this point in the war)

If the modified DR is 1 or less, two torpedo hits are obtained; if 2 or 3, one torpedo hit. Determine the damage effects of the torpedo hit(s) per Case 8.2.6.3. Additionally, if a submarine attack DR is 3 or less, the submarine is marked as Spotted (if not already so). If the DR result is 4 though 8 then the submarine's attack has no effect but it is immediately flipped to its submerged side. If the DR result is 9 or more, then the submarine is destroyed if there was at least 1 DD with 1 or

no hits in the hex, otherwise there is no effect (but it still becomes submerged).

Developer's Note: *"Surfaced" and "submerged" are relative terms. A surfaced submarine is either at the surface or periscope depth, and thus capable of engaging in useful operations. A submerged sub has gone deep, giving up mobility, firepower, and spotting ability, in exchange for stealth.*

14.0 GAME SETUP

There are two scenarios to *The Battle of Midway*, a full-length 3-day game that covers the historical campaign, and a smaller game that allows players to investigate the planned but not executed Japanese invasion of Midway island. The island invasion game can be played separately or as part of the larger historical campaign game.

14.1 Historical Game

14.1.1 Japanese Setup All ships and air units are normal status and all Task Forces are unspotted.
- **First Carrier Strike Force**. Carriers *Akagi*, *Kaga*, *Hiryū*, *Sōryū* (and all of their air units), Battleship Divisions 3.1 and 3.2, Cruiser Division 8, Destroyer Divisions 4, 10 and 17. Deploy within 3 hexes of hex B.
- **Main Body**. Light Carrier *Hōshō* (and its two air units), Battleship *Yamato*, Battleship Divisions 1 and 2.1, Cruiser Division 9, Destroyer Divisions 20, 24, 27, *Chitose*. Deploy within 2 hexes of hex A.
- **Midway Invasion Force**. Light Carrier *Zuihō* (and its 2 air units), Cruiser Division 4, Destroyer Divisions 2 and 9. Deploy within 3 hexes of hex C.
- **Close Support and Transport Group**. Cruiser Divisions 7.1 and 7.2, Destroyer Divisions 15, 16, 18, *K. Maru*, Transports 1, 2, 3 and 4. Deploy in or adjacent to hex C.
- **Aleutian Guard Force**. Battleship Division 2.2, Cruiser Division 5, Destroyer Divisions 11 and 19. **Note**: This TF enters the game at entry hex A on the turn following the one in which a US carrier TF is spotted. It will not enter the game at all if Midway has come under Japanese control.
- **Submarine *I-68***. This unit enters the game at any hex with 4 hexes of any south or east map edge the turn following the one in which a US carrier TF is spotted.

14.1.2 US Setup All ships and air units are normal status and all Task Forces are unspotted.
- **Midway Island**. 5 air units (1x F2A, 1x TBD, 2x SBD, 1x B-17). RL is set at 6.
- **Task Force 16**. Carriers *Enterprise*, *Hornet* (and their air units), Cruiser Divisions 16.1 and 16.2, Destroyer Division 1. Deploy within 6 hexes of hex D.
- **Task Force 17**. Carrier *Yorktown* (and its air units), Cruiser Division 17, Destroyer Divisions 2.1 and 2.2. Deploy within 4 hexes of hex E.
- **Task Force 8**. Cruisers *Northampton*, *Atlanta*, Destroyer Division 6. Deploy anywhere in the 4 eastern-most hex columns on the map.
- **Submarines 1, 2, and 3**. These units set up, one to a hex, anywhere on the map.

14.2 Invasion Game *("A Defiant Stand")*

Players can use this scenario to resolve a Japanese invasion attempt instead of using Section 13.6, or as a stand-alone game to investigate one of the war's "what ifs." Follow the directions for set up and victory on the game map to play this scenario.

If players decide to use *A Defiant Stand* to resolve the invasion, then they set up and play this game at the end of the game turn in which the Japanese land on the island. Play the invasion game to its conclusion before returning to the historical campaign.

Should the invasion be resolved through *A Defiant Stand*, use the RL at the time of the invasion (instead of rolling the die, as stated in the invasion game's set up rules). Reduce the number of available Japanese land units by 2 for each transport that has 2 hits or was sunk. Units out of play are determined at random. Use a cup, envelope, or other opaque container, and draw the units from there.

Regardless of the number of Japanese naval vessels in the Midway hex when the invaders come ashore, not more than one DD unit can appear in *A Defiant Stand*. **Developer's Note:** *The rest of the ships are standing out to sea in case the Americans arrive to interfere with the landings.*

15.0 OPTIONAL RULES

These rules will introduce increased historical concepts and additional options for play. They can also be used to handicap play between two opponents of unequal ability.

15.1 Japanese Offensive Strategy

The Japanese were unaware that their naval codes had been broken and were under the assumption that they would not see any significant US naval forces until after Midway Island was attacked and brought under their control. Until a US TF with a carrier is spotted, the Japanese player must move his TF as follows:

- Ships may not change from one TF to another.
- First Carrier TF must move directly towards Midway and carry out air strike attacks against the island until the RL is 2 or less.
- Midway Invasion and Close Support/Transport Task Forces must move directly towards Kure and Midway islands to set up Seaplane Bases and conduct an invasion as soon as possible.
- Main Body must endeavor to remain unspotted and 6 hexes or more from Midway Island until it comes under Japanese control.

All of the above restrictions are lifted, and the Japanese player free to move and attack as desired, once a US carrier is spotted or Midway Island comes under Japanese control.

15.2 B-17 Spotting

The US player can use the B-17 air unit during a Day Turn to perform a spotting attempt instead of an air strike in the turn. If used to spot, the B-17 can be moved to any hex with a Japanese TF/ship, up to double its printed MF. It performs an unmodified spotting DR check per Section 6.1. If the spotting DR is 6, the B-17 is flipped to its damaged side if the TF had a CV/CVL (it was damaged by the CAP). If already reduced, the B-17 is eliminated. Regardless of the spotting attempt result, the surviving B-17 air unit is returned to the Midway "unavailable" space and cannot activate for a second time.

15.3 Fighter Air Strikes

Fighters can perform an air strike if there is no CAP or if there are enough other fighter units to at least match the CAP level. Fighters that do perform an air strike must undergo AA fire and cannot perform torpedo attacks.