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1. Setup

Put the four Japanese carriers with their higher numbered sides showing onto the corresponding boxes on the map. Then put one Zero squadron on each carrier and three bomber squadrons each on *Akagi* and *Kaga*, two each on *Soryu* and *Hiryu*. Each bomber squadron may be flipped to its bomb or torpedo side as desired. All squadrons are facing eastward (note that the map shows the battle area from a Japanese perspective, with east being on top).

Put the Midway counter with its higher numbered side showing onto the corresponding box on the map. Throw the three American carriers into an opaque container (a coffee cup, for example) to create the American fleet pool. The carrier

dummy (reading "no carrier") is set aside. Then throw the American bomber squadrons and the bomber dummies ("no bomber") into another opaque container to create the U. S. bomber pool. Finally, throw the American Buffalo squadrons together with their dummies ("no fighter") into a third opaque container to create the American fighter pool.

The turn marker is set at 0430 hours.

2. Sequence of Play

KIDO BUTA is played in a series of up to 16 turns each representing one hour of real time. A turn consists of up to three phases which must be completed in the following order: Japanese Phase, Mutual Reconnaissance Phase, American Phase (see the sequence of play on the back of this manual).

3. Japanese Phase

The Japanese player (henceforth called "you") may perform the following actions in any desired order:

- Launch squadrons that are ready for action from the decks of his carriers in order to attack enemy targets or to protect his own carriers. The latter activity is called combat air patrol (CAP) and may only be flown by fighter squadrons. They are put onto the CAP box while attacking squadrons are moved to the center of the map. All Squadrons which have been launched are facing eastward.

- Fly attacking squadrons from the center of the map to their targets. They are rotated to face southward.
- Attack with squadrons that have reached their targets. After the attack, they are put back in the center of the map and rotated westward.
- Land on his carriers squadrons from the center of the map as well as squadrons from CAP. All these are rotated northward.
- Make squadrons aboard the carriers ready for action by rotating them eastward. During this action, bomber squadrons may be flipped from their bomb to their torpedo side or vice versa.

Each squadron may perform only one such action per turn. Squadrons in the CAP box must be rotated clockwise by 90 degrees each turn. Squadrons facing westward at the beginning of a turn must land. If unable to do so, they are destroyed.

Each carrier may be used to either launch or land squadrons – not both in the same turn. It may carry no more squadrons than the number printed on its counter (damaged ships are flipped to their reduced side).

Note that all Japanese carriers always remain together in one fleet – **KIDO BUTA** does not split up.

4. Mutual Reconnaissance Phase

First, roll one die for the Americans. On a result of five or six, the Japanese fleet is found (once and for all). Then, roll one die for

yourself. On a result of six, an American fleet is being reported.

Once the Japanese and an American fleet have been detected, the Mutual Reconnaissance Phase is skipped for the rest of the game unless a Japanese attack on the reported Americans reveals that a second U. S. fleet is around (see 6.). In the latter case, Japanese Reconnaissance is resumed in the next Mutual Reconnaissance Phase until that fleet is found, too.

5. American Phase

Beginning with turn three, if the Japanese fleet has been found in the Mutual Reconnaissance Phase, randomly draw one counter from the U. S. bomber pool. If it is a dummy, no attack takes place. If it is a bomber, draw more counters until a dummy appears. All drawn bombers will attack the Japanese fleet.

If an attack occurs, apply the same procedure to the U. S. fighter pool in order to determine how many – if any – fighters are accompanying the attacking bombers.

6. Combat in the Japanese Phase

Your bomber squadrons can attack the American base on Midway by flying from the center of the map to its southeastern part. An American fleet can only be attacked if it has been reported in the Mutual Reconnaissance Phase. In order to attack it, fly your squadrons from the center of the map to the northeastern part.

Only bomber squadrons on their bomb side may attack the base and only bombers on their torpedo side may attack a carrier.

If you attack an American fleet, randomly draw one counter from the U. S. fleet pool. Before drawing a second counter, throw the carrier dummy into the pool. Any American carrier(s) still in the container when the dummy is drawn constitute a separate fleet that must be found and attacked separately. Once drawn, the carrier dummy is removed from play.

Before you attack a U. S. fleet or Midway, check with the U. S. fighter box by how many – if any – fighter squadrons it is protected. If there is an American CAP, an air combat ensues.

a. Air Combat

Each American fighter squadron confronts one Japanese squadron. Bombers are not confronted until all Japanese fighters are. If there are more American than the total of Japanese squadrons, the assignment of the surplus fighters follows the same procedure as above. If there are more Japanese than American fighter squadrons, each of the latter ones must face two enemies before any one may be confronted by three etc.

Air combat is conducted simultaneously. Roll one die for each fighter squadron (bombers do not fight planes in ~~KIDO BUTA~~). An American fighter must roll a six to destroy a Japanese fighter, while it itself is shot down on a result of five or six. A bomber – regardless

of nationality – is annihilated on a five or six and aborted on a three or four. "Aborted" means that it must return without having bombed.

Surviving American squadrons and dummies are placed three hours ahead on the game turn track. Once the turn marker reaches them, they are returned to the American fighter pool.

For each American squadron shot down, one fighter dummy is also taken out of the game. If none has been drawn, take it from the fighter pool. If none is there either, take it from the turn track.

b. Anti-aircraft fire

After air combat, if you are attacking more than one carrier, assign each of your bomber squadrons to one specific target as desired. They are now subject to anti-aircraft fire. Roll one die for each carrier under attack or the Midway base. On a result of five or six, one bomber is aborted.

c. Bombing

Surviving bomber squadrons now attack their targets, rolling one die each and hitting on a result of five or six against a carrier and of six against the Midway base. The first hit damages a target. Flip it to its reverse side which shows a reduced number of squadrons it can hold. It takes two hits to sink a carrier or destroy the Midway base.

If bomber squadrons attacking a fleet have not been opposed by CAP, all ships roll for anti-aircraft fire with each hit aborting one

bomber squadron. Afterwards, one die is rolled for each non-aborted squadron and all eyes showing are applied as hits!

If the Midway base or an American carrier has its holding capacity reduced due to damage or destruction, and no corresponding number of American squadrons has been lost in action, the missing number is taken from squadrons due to return from the turn record track as they become available. If both bombers and fighters are eligible, remove from the game whichever category is more numerous. In case of a tie, make a random decision by rolling a die.

7. Combat in the American Phase

American attacks are resolved similar to Japanese, with a few modifications:

- If there is a Japanese CAP, roll one die. On a result of 1-3, it is supposed to be fighting torpedo bombers, otherwise dive bombers (there is no mixed attack: All attackers are either torpedo or dive bombers and you can flip them to their corresponding side). After fighting torpedo bombers, surviving Japanese CAP squadrons are flipped to their "low CAP" side for one turn during which they cannot intercept dive bombers! Note that if you have more than one fighter flying CAP, not all of them have to be committed against incoming enemy torpedo bombers.
- Bomber squadrons which have passed a Japanese CAP are

assigned to the Japanese carriers in the following way: The first squadron attacks the Akagi, the second the Kaga, the third the Soryu, the fourth the Hiryu. The fifth joins the attack on Akagi, the sixth the attack on Kaga and so on.

- Japanese anti-aircraft fire only hits on a six.
- Squadrons aboard a sunken Japanese carrier are lost. Damage to a Japanese carrier only reduces the number of squadrons aboard if the latter exceeds the carrier's reduced holding capacity. If both bombers and fighters are eligible, remove whichever category is more numerous. In case of a tie, make a random decision by rolling a die.
- At the end of the American Phase, all surviving American squadrons and dummies that have been drawn are placed five hours ahead on the game turn track.

8. Victory

Each side can acquire victory points. The following events yield the mentioned number of them:

- every second enemy squadron destroyed: half a victory point (round fractions up)
- enemy carrier damaged: one victory point
- carrier sunk: two victory points if *Soryu* or *Hiryu*, three if *Akagi*, *Kaga* or an American carrier
- Midway base destroyed: one victory point

Victory points are awarded at the end of the game. So if you have sunk an enemy carrier, you do get the corresponding number of victory points, but no additional point for having damaged it beforehand.

The American victory point total is subtracted from the Japanese total. Here is the meaning of all possible results:

- 6 or less major Japanese defeat
- 5 to -1 minor Japanese defeat
- 0 draw
- + 1 to +5 minor Japanese victory
- + 6 or more major Japanese victory

9. Example of Play

0430: Chuichi, the Japanese player, launches from his four carriers five bomber squadrons equipped with bombs and two escorting fighter squadrons for an attack on Midway. They are put in the center of the map, facing eastward. A similar array of squadrons remains aboard, the bombers equipped with torpedoes to attack the U. S. fleet once sighted. However, in the Mutual Reconnaissance Phase a 3 is rolled for the Americans and a 5 for the Japanese, so no fleet is discovered. The American phase is skipped anyway until turn three.

0530: The Japanese attack force reaches Midway and is rotated southward. In the Mutual Reconnaissance Phase, Chuichi again finds no U. S. fleet. But a 6 is rolled for the Americans, meaning that ~~KIDO BUTAI~~ has been detected.

0630: Since an air attack on ~~KIDO BUTAI~~ is possible in the American

Phase of this turn, Chuichi launches for CAP one of the two fighter squadrons he had kept in reserve. The squadron is put into the CAP box, facing eastward.

Still in the current Japanese phase, Chuichi's attack force strikes Midway. First, he checks with the American fighter pool whether the atoll has any air cover and pulls one fighter squadron before a dummy appears. This CAP is now being engaged by the two escorting Japanese fighter squadrons. Chuichi rolls a 3 for the Americans, 2 and 5 for his Zeroes. Thus, the U. S. fighter squadron misses, is shot down and taken out of the game together with the dummy.

Chuichi then rolls one die for Midway's anti-aircraft fire. The result is a 6, meaning one bomber is aborted. The remaining four now attack the atoll. Four dice are being rolled, yielding 1, 1, 4 and 6. The Midway base is damaged, but it will take at least one more attack to destroy it. The entire Japanese attack force is returned to the center of the map and rotated westward.

After the discovery of ~~KIDO BUTAI~~, only one die is rolled in the Mutual Reconnaissance Phase. It is a 6, meaning that the presence of an American fleet is reported to Chuichi.

In the American Phase, Chuichi checks with the U. S. bomber pool and first pulls a squadron, then a dummy. He subsequently checks with the U. S. fighter box and reveals a dummy.

A die is rolled and the result of 2 means that the lone attacking bomber squadron consists of torpedo, not dive bombers. Chuichi decides to attack them with his CAP. The Japanese fighter squadron is turned to its "low CAP" side and a 4 rolled which aborts the U. S. bomber. Both its counter and the two dummies are placed five turns ahead when they will return to their respective pools.

0730: Chuichi now faces a serious dilemma. A U. S. fleet has been reported and five bomber squadrons armed with torpedoes as well as one fighter squadron are waiting on the decks of his four carriers to attack it. However, if they are launched, the planes returning from Midway cannot land and will crush into the sea!

Chuichi decides to land his incoming squadrons and rotates them northward. He wants to attack the U. S. fleet with his entire force once it is ready.

The lone fighter squadron flying CAP is rotated southward and remains on its "low CAP" side for the time being. In the American Phase, it succeeds again in fending off a torpedo bomber attack, this time shooting down the U. S. squadron. (The Mutual Reconnaissance Phase has been skipped.)

0830: Aboard the Japanese carriers, the seven squadrons having returned from Midway are rotated eastward and the bombers flipped to their torpedo sides. The whole force is now ready to be

launched against the U. S. fleet at 0930.

The lone fighter squadron flying CAP is rotated westward and still remains on its "low CAP" side for having fought torpedo bombers during the last turn. It must land at 0930.

In the American Phase, Chuichi pulls two squadrons out of the U. S. bomber box before a dummy appears. The die roll reveals them to be dive bombers. They are unescorted by fighters, but the low-flying Japanese CAP cannot intercept them!

All four Japanese carriers roll for anti-aircraft fire, yielding one 6 which aborts the first of the attacking squadrons. A die is rolled for the second one. Unfortunately for Chuichi, the result is a 6. Since the Americans had not met with any fighter opposition, all eyes count as hits: *Akagi*, *Kaga* and *Soryu* are sunk with all planes aboard!

This example closely resembles the actual course of the battle of Midway.