

【1.0】 Introduction

This is a game on the Battle of Midway that took place on June 4, 1942. During the battle, the Imperial Japanese Navy (IJN) lost four aircraft carriers at once, turning the tide of the war in the Pacific theater. Yet, in the game, the players' decisions may alter history. One player controls the US forces, while the other the IJN Kido Butai.

Solitaire rules are also included. In this case the player controls the IJN Kido Butai, with the game system controlling the US actions.

【2.0】 Components

The following components are used in the game.

2.1 Map

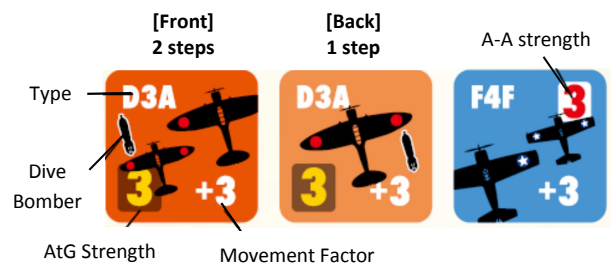
Open the map on a flat surface. The Japanese player sits on the left (west) side of the map and the US player sits on the right (east) side of the map. The map consists of the following elements:

- (1) **Operations area:** the center area of the map, where the hexes are printed. This is where the Japanese and US fleets appear, and the Midway base attack range (see 6.4) and the position of Midway Island are printed. Fleets and Launched aircraft always occupy a hex. Each hex has a unique identifier (letter+number) printed on it.
- (2) **Aircraft Carriers area:** each opposite side of the map displays the status of the respective side's aircraft carriers (and Midway Island in the case of the US). This is also where the aircraft that are not airborne are managed.
- (3) **Turn Record Track:** Used to show the progress of the game.
- (4) **Air Operations Point Record Track:** Used to record the Air Operation Points (AOP) held by both sides (one marker for each side).
- (5) **Midway Invasion Track:** Records the status of the strength of the IJN Invasion Force.
- (6) **Midway Garrison Track:** Records the current strength of the US Garrison on Midway.
- (7) **Event card storage:** A place to store unused event cards (see 11.0) in a pile.

2.2 Counters

These are printed on heavy card stock and die cut. There are two types of counters: "Units" representing combat units and "Markers" for displaying information. Red units are Japanese units, and blue or green units are US units.

- (1) **Fleet units:** the IJN has two units, the First Air Fleet (commonly known as "Kido Butai") and the Invasion Force; the US has the 16th and 17th Task Forces (TF16 and 17). Kido Butai contains four carriers and the US fleet units contain three carriers in one Task Force and a single carrier in the other. The state of each carrier is managed in the Aircraft Carrier area of each side. In the game, escorts such as cruisers and destroyers have been omitted.
- (2) **Aircraft units:** There are various aircraft units for both sides. The meaning of the numbers is as follows.



- (3) **Aircraft types:** An aircraft unit with an Air to Air (A-A) strength is called a "fighter aircraft", and an aircraft unit with an Air to Ground (AtG) strength is called an "attack aircraft". An attack aircraft with a bomb icon is called a "dive bomber".

Designers Note: SBDs belonging to Midway Airbase do not have a bomb icon. This indicates that the crew could not perform dive bombing due to insufficient training.

- (4) **Steps:** Aircraft units have 1 or 2 steps. A step is a unit of strength. An aircraft unit with a counter with nothing printed on its front side has only one step. Aircraft unit with counters printed on both sides have two steps. All two-step units begin the game at full strength. If a unit loses a step in battle, the owning player flips the unit counter over to display the side of one step. If it loses one more step, the unit is eliminated and removed from the game.
- (5) **Markers:** the game uses the following markers:

- **Turn marker:** placed on the turn record track to record the progress of the game.
- **AOP Marker:** Placed on the AOP track, used to record both sides' AOPs. There is a marker for each player.
- **Damage Markers:** Used to record damage dealt to each aircraft carrier (hit/sunk).
- **Midway Invasion Force and Garrison:** Placed on the respective Midway Tracks, used to record the respective strengths.

2.3 Cards

There are eight cards representing random events.

Card number and Title



2.4 Dice

6-sided dice are used in the course of the game.

2.5 Hidden Movement Pad

The US player must plot the fleet's movements on the pad provided (or a copy of the back cover of these rules).

【3.0】 Setup

Once sides have been determined, set up the game as follows.

3.1 IJN Setup

- (1) **Fleet unit:** The IJN player chooses where to enter with Kido Butai. Valid entry hexes are A-1 to A-3, identified with a red circle. The Invasion Force will

appear on the second day, so place it on the "4" box of the turn record track.

- (2) **Aircraft units:** Each aircraft carrier is equipped with a total of 4 aircraft units: 2 x A6M (zero), 1 x D3A (ninety-nine type bomber), 1 x B5N (ninety-seven type torpedo bomber). Each unit can be placed freely on the flight deck, in the hangar or in the CAP box. Please refer to rule 7.0 for the restrictions on how many units and of which type can be placed in each box.
- (3) **Cards:** The Japanese player shuffles the eight cards and draws one. The Japanese player can check the card immediately, but keeps it hidden from the US player until it is used. This card is the starting hand of the Japanese player.

3.2 US Setup

- (1) **Fleet units:** the US fleet starts the game in any hex of column F, G or H. F-6 (Midway Island) is NOT a valid hex. The US player decides in which hex to start the game in before the game starts. In the first turn, the US player will be able to move up to 2 hexes from this location (see 6.0). Note that the US Player sets his fleet hidden from the Japanese player (i.e. noting the starting position on the movement pad only).

Example: the US player intends to setup in hex F-4. Therefore, he will write "F-4" on the movement pad.

- (2) **Aircraft Units:** Each aircraft carrier has 5 aircraft units: 2 x F4F (Wildcat), 2 x SBD (Dauntless), and 1 x TBD (Devastator). Aircraft can be placed freely on the flight deck, in the hangar or in the CAP box. Please refer to rule 7.0 for restrictions of units that can be placed in each box.
- (3) **Midway Base aircraft:** The five Midway aircraft units (green) can be placed freely on the runway of the base, hangar or CAP box. Refer to Rule 7.0 for restrictions on which units can be placed on the runway.
- (4) **Cards:** The US Player draws one card from the deck prepared by the Japanese player. The US player can check the card immediately but keeps it hidden from the Japanese player until it is used. The card is kept in hand. Place the remaining 6 cards face down in the designated space on the map.

3.3 Markers Setup

- (1) **Turn marker:** Place it on the "1" space of the turn record track.
- (2) **AOP Markers:** Place the AOP markers of both sides on the "0" space of the AOP recording track.
- (3) **Invasion Force marker:** Place it on the "4" space of the Midway Invasion track.
- (4) **Midway Garrison marker:** Place it on the "6" space of the Midway Garrison track.
- (5) **Damage markers:** place them within reach by both players out of the map.

The game is now ready. Follow the instructions in Rule 5.0 to proceed.

【4.0】 Victory Conditions

Historically, the purpose of the Japanese force was to occupy Midway Island. To that end, the Kido Butai of Admiral Naguno needed to neutralize the base. After that, the plan was to lure in battle the US carrier force that was expected to arrive the next day. However, the US fleet had advanced into the battle area earlier than expected since the Allies had broken the Japanese code and knew in advance the IJN plan. The game victory conditions have been set under this historical background.

4.1 Victory at the end of Day 1

At the end of the third turn, both players check the number of friendly aircraft carriers that have been sunk. If one player has at least three more carriers afloat than the other, that player immediately wins the game at this point. If neither side meets this condition, the game will continue entering Day 2 (turns 4-7). The result of the attack against Midway Island bears no relevance to this condition.

Example: At the end of the third turn, the US player has managed to sink three Japanese aircraft carriers while the Japanese has not sunk even a single US carrier. The game thus ends with a US victory.

4.2 Victory at the end of Day 2

At the end of the seventh turn, compare the scores of both sides. The player who scored at least one more VP than the opponent wins. Ties are a draw. VPs are determined in the following way.

- (1) 1 VP for each aircraft carrier sunk. No VPs are assigned for a damaged carrier but still afloat at

the end of the game.

- (2) The Japanese player receives 2 VPs for occupying Midway. If it cannot be occupied by the end of the game, the US player gets 2 VPs. See (11.0) for how to occupy Midway

4.3 Automatic Victory

At the end of a turn, if either player has managed to sink all enemy aircraft carriers, then the game ends with that player's victory. If both players meet this condition at the same time, it is a draw. Note that a player cannot use the card 'Towed to a friendly port' (card #01) when determining automatic victory, i.e. this victory condition is checked before the player can play a "play at the of the turn" card (and in any case the card cannot be played before turn 7).

【5.0】 Sequence of Play

The game progresses by repeating a certain number of Turns. Each Turn consists of the following phases:

Important: The fourth turn is a night turn, and as such it follows special rules. Please refer to (10.0) for details.

- (1) **Midway Island Attack Declaration Phase:** the Japanese Player announces to the US Player his intention to attack Midway Island this turn.
- (2) **US Movement Planning Phase:** The US player plans his fleet movement according to rule (6.0).
- (3) **IJN Movement Phase:** The Japanese player moves his fleets according to the Movement Rules (6.0).
- (4) **Midway Island Attack Phase:** If the Japanese player has declared an attack on Midway in the first phase above, the attack is resolved in this phase.
- (5) **US Movement Execution Phase:** The US player reveals the planned movement and moves his fleet on the map.
- (6) **Search Phase:** based on the position of each player's fleet, the Air Operation Points that can be used in this turn are determined. Place the respective AOP markers in the appropriate positions on the AOP track.
- (7) **Flight Operations Phase:** Both players use AOP to execute flight operations.

A turn ends when the Flight Operations Phase is over. Advance the turn marker to the next space on the track and start a new turn. If the third turn is over,

determine if the condition set forth in (4.1) is met. If neither side satisfies it, proceed with fourth turn. When the seventh turn is over, determine the winner according to (4.2).

【6.0】 Fleet Movement and Midway Attack

There is only one IJN fleet unit for turns 1-3 (i.e. Kido Butai). The IJN Invasion Force appears starting with the fourth turn. **Note that the US always uses a single fleet counter.**

The following movement rules apply except for turn 4. See (10.0) for movement in that turn (i.e. at night).

6.1 Movement Basics

- (1) **Movement Allowance:** during daylight turns, Kido Butai and the US Fleet move up to two hexes per turn, while the IJN Invasion Force moves up to one hex. During the night turn, Kido Butai and the US Fleet can move up to 4 hexes, while the IJN Invasion Force can move up to 2 hexes (see 10.0).
- (2) **Movement Restrictions:** Movement is optional and never mandatory. Fleet units cannot leave the map. **No fleet unit may ever enter Midway Island hex (F-6).** The Japanese player may never place both of his fleets in the same hex at the end of his movement phase.
- (3) **Fleet Elimination:** An automatic victory (see 4.3) occurs when a side's carrier force is entirely wiped out. The IJN Invasion Force is removed from the game if the position of the Invasion Force Marker falls below 1.
- (4) **No Sea Battle:** If US movement execution results in both sides fleet units occupying the same hex, the US fleet will return to the hex it was in immediately before, in order to avoid an unrealistic sea battle between aircraft carriers. No fleet can move into an enemy's fleet hex (see (10.0) for the Sea Battles at night exception).

6.2 US Fleet Movement

- (1) **Movement Plot:** The US player plans the movement of the fleet at the beginning of each turn. Fill in the movement pad as follows.

Example: movement begins in hex F-4 and the destination is hex D-3. The US player then notes down

the following sequence: "F-4 → E-3 → D-3".

- (2) **Movement Execution:** After the US player finishes plotting his movement in secret, the Japanese player moves the fleet, and then, after making an attack on Midway (if it had been announced), the US player reveals the plotted movement and places the US Fleet in the final movement hex.

6.3 IJN Fleet Movement

- (1) **Entry hex:** Kido Butai enters the map on Turn 1 through one of the three hexes marked with a red circle (hexes **A-1 to A-3**). The IJN Invasion Force enters the map on Turn 4 through one of the three hexes marked with a white circle (hexes **A-4 to A-6**). A fleet entering the map is considered to have moved one hex to do so.
- (2) **Movement Execution:** after the US player has finished plotting the movement for the turn, the Japanese player moves his fleet units on the map.

6.4 Midway Island Attack

- (1) **Attack Declaration:** the Japanese player must declare his intention to attack Midway Island at the beginning of the turn. If the declaration is not made, no attack on Midway Island can take place during the current turn.
- (2) **Attack Force:** Attack on Midway takes place after IJN Movement Execution and before the US Movement Execution. An aircraft carrier must be within 5 hexes of Midway (i.e. within the red dotted line) in order to attack the island. If not, after having declared the intention to attack Midway, the Japanese player is forced to move the Kido Butai within 5 hexes from Midway in the following IJN Movement execution and before the attack execution.
- (3) **Attack Execution:** The Japanese player will immediately conduct one Flight Operation (if Kido Butai is within 2 hexes of Midway) or two Flight Operations (if Kido Butai is at a 3-5 hex distance from Midway). Please refer to 8.0 for the details of flight operations. According to 8.0, there is no limit to the number of aircraft that can be involved in an attack on Midway, **but at least one aircraft must take part in the attack.**
- (4) **End of Attack:** Either at the end of the Attack Execution, or in case the Japanese player declines to attack Midway, the US player reveals the

plotted movement to the Japanese player and moves the fleet.

Important: The Japanese player can attack Midway only during this phase. Midway cannot be attacked during the Air Operations Phase.

【7.0】 Search Phase

In this game, each aircraft carrier force performs a 360° search and automatically detects an enemy fleet if within a certain distance. The time it takes to discover changes according to the distance between the two forces, and the less time it takes, that is, the closer the distance to the enemy, the more flight operations phases can be performed.

7.1 Search Value

Kido Butai, the US Task Force and Midway perform searches with the following search values.

- Kido Butai: 6
- US Task Force: 7
- Midway: 8

The IJN Invasion Force cannot search.

7.2 Search Result

Count the distance from the searching unit to the closest enemy fleet (including the IJN Invasion Force, but excluding Midway). When counting distances, do not include the hex of the searching unit, but consider the target hex. The search result is the value obtained by subtracting the distance (number of hexes) from the search value of the searching unit.

Example: If the distance between the US Task Force and Kido Butai is 5 hexes, the search results are 2 for the US (7-5) and 1 for the IJN (6-5).

In case the search result for the US Task Force and that of Midway are different, use the largest of the two. Furthermore, if the search results affecting Kido Butai and the IJN Invasion Force are different, again use the largest of the two.

Example 1: assuming that the distance between the US Task Force and Kido Butai is 5 hexes and the latter distance to Midway is 4 hexes, the search result for the US is 4 (using Midway), that of the IJN is 1 (Midway is never the target of a search).

Example 2: assuming that the distance between the US Task Force and Kido Butai is 4 hexes and that between the US Task Force and the IJN Invasion Force is 3 hexes, therefore the search result for the US is 4 (the Invasion Force is closer), that of the IJN is 2 (the Invasion Force cannot search).

Search result always have a minimum of 1 and a maximum of 4, regardless if the above calculation yields a lower or higher result. This means that each player will receive at least 1 AOP each turn (see 7.3).

7.3 Air Operation Preparation

Each player receives the same number (1-4) of Operation Operations Points (AOP) as the search result. Place a player's AOP marker on the same numbered box as the AOP track's search result.

7.4 Impact of the Attacks on Midway

If there were Japanese attacks on Midway at the time of the Midway Island Attack Phase, reduce the AOP by 1 or 2, depending on the number of flight operations executed (and even if this is more than the AOPs awarded in 7.2, that is the Japanese player can always attack Midway if within range). As a result, the Japanese AOPs may be "0" for this phase because already used before. For example: the Japanese had a search result of 1 and used 2 AOP to attack Midway earlier on. The total is now 0 AOP, without any penalty applied.

【8.0】 Flight Operations Phase

In the Air Operations Phase, players repeat the following steps until their respective AOPs reach zero.

- (1) **Initiative Determination:** Both players roll a die to determine the initiative player.
- (2) **Initiative player's Flight Operations:** The initiative player uses 1 AOP to conduct Flight Operations.

Repeat 1 and 2 until both sides' AOPs reach 0. When both sides' AOP reach 0, the Flight Operations Phase ends, and the turn is over.

The next paragraphs detail the Flight Operations originating from aircraft carriers. See (9.6) for Midway specificities.

8.1 Initiative Determination

- (1) Each player rolls a die and adds his own current AOPs total (from 1 to 4). The player with the highest score becomes the initiative player and spends 1 AOP to execute one flight operation (see 8.2).
- (2) Ties are resolved as follows:
 - If both players also have the same amount of AOPs, then roll the dice again
 - The player with the highest amount of AOPs draws a card from the deck and immediately looks at it and adds it to his hand. The card can be used at the time indicated on it. The card content is not disclosed to the other player until used. After that, the player spends 1 AOP to execute one flight operation.
 - If all eight cards have already been drawn, then no card is drawn by the player with the highest amount of AOPs. That player simply uses 1 AOP and executes one flight operation.
- (3) A player with no AOP remaining cannot roll the die. In this case, the other player has the initiative automatically for the rest of the phase, spending 1 AOP to execute one flight operation until also his AOPs reach 0.

8.2 Flight Operations

In one flight operation, the initiative player can move all his aircraft units once. As a result of movement, an attack (see 9.0) may occur. Each aircraft unit can move once either in the area of the aircraft carriers (see 8.3) or in the operations area (see 8.5). There is also a special move called Aircraft Launch (see 8.4), which moves aircraft units from the aircraft carrier area (and Midway) to the operations area.

8.3 Operations on Aircraft Carriers

In the aircraft carrier area, an aircraft unit may be in one of the following statuses: landing, CAP, ready on deck, in a hangar. Each aircraft unit may advance one space in the direction of the arrow in one flight operation. The choice to move is optional, not mandatory (see (1) below for exceptions). There is no restriction in the order in which to move the aircraft, but players should keep track of the aircraft units that have moved already in the current flight operation.

- (1) **Forced movement:** Aircraft units in the "Return 1"

and "Return 2" must always move to the next space in the direction of the arrows. If there are multiple aircraft carriers connected to the "Return 1" space, the owning player is free to move the unit to any connected aircraft carrier.

- (2) **CAP Box:** This box can only be entered by fighter aircraft who are considered then to fly directly above the carrier force to protect it. Attack aircraft cannot be placed in the CAP box. There is no limit to the number of fighters in each CAP box.
- (3) **Aircraft Carrier Capacity:** For both Japanese and US forces, an aircraft carrier can simultaneously hold up to five aircraft units, regardless of the number of steps. When five aircraft units are already on the deck and/or hangar of a certain aircraft carrier, it is not possible to move any of the aircraft units in the "Return 1" box to the hangar of that aircraft carrier. If no aircraft carrier is available to recover an aircraft unit from the "Return 1" box, that aircraft unit is removed from the game.
- (4) **Regrouping:** If two aircraft units of one step each and of the same type occupy the same space, at the owning player discretion, they can be combined in a single two-step unit. As a consequence, one of the one-step unit is removed from the game. Different types of aircraft units (e.g. D3A and B5N) cannot be combined. Also, the US player cannot combine a carrier aircraft unit with a Midway aircraft unit, even if they are of the same type.
- (5) **Preparation for take off:** Up to two aircraft units (three in case of Midway) can be placed on the deck simultaneously (see boxes drawn on each aircraft carrier).

8.4 Take Off

- (1) Aircraft units on the deck at the start of a Flight Operations Phase can be "launched" (indicated by an arrow pointing to the Operations Area). Immediately Place the launched aircraft unit in the same hex of the Carrier task force, and then move it up to two hexes, regardless of the movement factor printed on the aircraft unit.
- (2) **Air Group:** When two aircraft units are launched simultaneously from the same carrier, these two units are combined to form one "Air Group". The "Air Group" moves as a single unit on the

Operations area map and players cannot change the composition of the Air Group until its recovery aboard a carrier or elimination.

- (3) Strike Group:** The Japanese carrier-based aircraft crews at this stage of the war were well trained in formation flying. To reflect this, if aircraft units are all launched in the same Flight Operation, they can all be combined into a single Strike Group even if the units are coming from different aircraft carriers and squadrons. Because of this, while the US Player can have a maximum of 1 or 2 aircraft units (or 3 if coming from Midway) in an Air Group, the Japanese Player can form a Strike Group with up to 8 aircraft units. The formation of a Strike Group is optional, and it does not need to include all aircraft units that launched in the same Flight Operation. For example it is possible to form two Strike Groups of four aircraft units each.
- (4) Air Attack:** If there is an enemy fleet or Midway within 2 hexes of the aircraft just launched, those aircraft can be moved to that hex and perform an Air Attack (see 9.0). However, note that the Japanese player cannot attack Midway during the Flight Operations Phase: Midway can only be attacked in the Midway Island Attack Phase.

8.5 Aircraft Movement in the Operations Area

Air or Strike Groups in the Operations Area at the start of a Flight Operation must always move in the following manner.

- (1) Unit Movement:** an aircraft unit just launched moves up to 2 hexes, whereas all other units already in the Operations Area at the start of a Flight Operation can move up to a number of hexes equal to their movement allowance as printed on the counter.
- (2) Group Movement Allowance:** if a US Air Group is made up of Aircraft Units with different movement factor, the movement factor of the group is equal to that of the smaller unit. Example: if an Air Group is made up of an SBD and a TBD, its movement allowance is 2.
- (3) Air Attack:** a Group or unit that starts the Flight Operation in the Operations Area must be able to reach the hex of an enemy fleet unit or Midway within its movement allowance **and carry out an Air Attack (see 9.0)**. If there is no enemy fleet or

Midway within the range of the movement allowance, the Group moves immediately to the "Return 2" space of any of the parent carrier(s) (see exception 9.6 (5)). The Group cannot move any further as it has finished moving in this Flight Operation.

- (4) Order of Movement:** The player moves his Groups one by one in any order. Complete the movement and any resulting Air Attack of one Group before moving the next.
- (5) Movement over two turns:** Aircraft unit(s) launched in one turn do not have to return in that turn. The turn may end by spending the last AOP with the launch of aircraft unit(s) onto the Operations Area. In this case, in the first Flight Operation of the following turn, the aircraft unit(s) must move one more time in order to conduct an air attack or return (see (3) above).

【9.0】 Air Attack

Groups including attack aircraft that move into the same hex as an enemy fleet or Midway immediately resolve an Air Attack according to the following rules. Fighters alone cannot attack enemy fleets or Midway.

9.1 Target Determination

If there are two Squadrons (in the case of the IJN) or Task Forces (in the case of the US), the attacking Player decides which Group attacks which target. Each Group can only target one Squadron / Task Force. If a Squadron / Task Force is not the target of an attack, it is considered not to take part in the attack. Place the aircraft unit of the Group near the target aircraft carrier area (or near the Midway Invasion Track if the target is the IJN Invasion Force).

Example: if a US Air Group attacks the Kido Butai, the US Player decides whether to target the First Air Squadron (Akagi / Kaga), or the Second Air Squadron Hiryu / Soryu). One US Air Group cannot attack both the 1st and 2nd Air Squadron at the same time.

9.2 CAP Interception

The player owning the target of an Air Attack (i.e. the defender) may intercept (but is not forced to do so) an Air Group if there are fighters in the target CAP box. If the player cannot or chooses not to intercept, this step is skipped (go to 9.3).

- (1) **CAP interception:** the player owning the CAP fighters rolls a die for each step of fighters part of the CAP and inflicts a hit for each result that is equal or less than the A-A strength printed on the fighters counters. **If the attacking Group has no fighter present, the CAP A-A strength is increased by one.**
- (2) **Counterattack by Escort Fighters:** After applying the damage caused by CAP interception (see (3)), if there is at least one fighter unit in the Group, the owning player rolls one die per step of fighter present. Each roll less than or equal to the escort fighter A-A strength inflicts 1 hit to the CAP fighters.
- (3) **Damage Allocation:** Each hit inflicted removes one step from an aircraft unit. The owning player decides freely which aircraft unit to apply the damage to.

9.3 Anti-aircraft (AAA) Fire

Next, the target ships carry out anti-aircraft fire on the attacking aircraft. Roll two dice per carrier of a squadron / task force unit. A damaged aircraft carrier may roll only one die. A sunk aircraft carrier cannot roll any dice. Each 1 on the dice is a hit on the attacking units.

- (1) **Anti-aircraft Fire from Midway or the IJN Invasion Force:** the player rolls a number of dice equal to the current value of the respective tracks (Midway Garrison or Midway Island Invasion). Each 1 on the dice is a hit on the attacking units.
- (2) **Escort fighters: if there are no fighters in the attacking group, AAA fire hits on a 1 or 2 result on each die.** If there is at least one fighter in the group, then there is no such modification. This represents the fact that AAA crews are normally distracted by the presence of enemy planes with multiple roles and do not necessarily focus only on the attack planes.
- (3) **Damage Allocation:** hits caused by AAA fire must be applied to attack aircraft units only. Fighters are not affected. Each hit reduces one attack aircraft unit of one step. The owning player decides freely which aircraft unit to apply the damage to.

9.4 Attack Resolution

All attack aircraft units that have survived CAP

interception and AAA fire can attack the carrier(s) of the target Squadron / Task Force unit. If there are multiple aircraft carriers, the attacking player is free to choose one target for each attacking unit. In case of the IJN Invasion Force or Midway, all attacking units attack that target. Once assigned, targets cannot be changed once the attack gets underway (i.e. if the first unit destroys the target, all other units assigned to it cannot be assigned another target).

- (1) **Attack on an aircraft carrier:** each step in the attacking force allows to roll one die. Each die result equal or less than the AtG Strength inflicts one hit on the target. The AtG Strength is modified as follows (modifications are cumulative):
 - Dive bombers (bomb icon on counter) that attack a carrier with attack aircraft on deck have their AtG Strength increased by 1. If there are no aircraft or only fighters on deck, the AtG of the dive bombers is not modified.
 - If **D3A and B5N attack the same aircraft carrier at the same time as part of the same Japanese Group**, the AtG Strength of the B5N is increased by 1.
- (2) **Damage to an Aircraft Carrier:** one hit marker is placed in one of the two deck boxes of the aircraft carrier. From then on, that section of the flight deck becomes unusable. The first time that a hit is applied, determine location randomly by rolling a die: 1-3 the hit is applied to the bow section, 4-6 is applied to the stern. The second hit automatically goes to the other flight deck box. Any aircraft unit in the deck box at the time the hit is inflicted is eliminated. A third hit sinks the carrier. In this case also all aircraft in the hangar box are removed from play. Flip one of the hit markers to indicate that the aircraft carrier has been sunk.
- (3) **Attack on Midway or the IJN Invasion Force:** each step in the attacking force allows to roll one die. Each die result equal or less than the AtG Strength inflicts one hit on the target. There is no modification to the AtG Strength. Move the marker on the corresponding track one space to the left for each hit inflicted. When the marker reaches "X", the IJN Invasion Force is destroyed. Once the IJN Invasion Force is destroyed, landing operations on Midway Island (see 10.3) are cancelled, and the US player earns 2 points (see

4.2). See 9.6 for hits on Midway.

9.5 Return

After the Air Attack is over, each player returns the participating units according to the following rules.

- (1) **CAP fighters:** CAP Fighters that took part in the CAP Interception step are placed on the deck or hangar box of the parent carrier according to the arrows from the CAP box. If all carriers in a squadron / task force have been sunk or have reached their capacity limits (see 8.3 (3)), CAP fighter units cannot return, including those that did not take part in the CAP intercept of this Air Attack and are removed from the game.
- (2) **Attacking Air Units:** Surviving units that Attacked in the same Flight Operation they were launched in are placed in the "Return 1" box of any Squadron / Task Force. Surviving units that started the Flight Operation on the Operations Area already are placed in the "Return 2" box of any Squadron / Task Force.
- (3) **Air Units & Midway:** US aircraft belonging to Midway at the start of the game can never return to an aircraft carrier. However, carrier air units may land on Midway. Which Return box to use is determined using (2). Note that in order to divert carrier air units to Midway, the hex target of the attack needs to be at a distance not greater than 5 hexes from Midway, otherwise it will not be possible to land on Midway. Furthermore, unless a US carrier is damaged and does not allow air units to land on it, carrier air units that had diverted to Midway are free to return to an available carrier after an attack.

9.6 Midway

Midway is treated as an aircraft carrier with the following exceptions.

- (1) Midway, like an aircraft carrier, can simultaneously accommodate a total of five aircraft units either on the deck (runway) or in the hangar. The difference is that Midway has three deck (runway) boxes vs. the two of an aircraft unit.
- (2) There are no 9.4 (1) modifiers when attacking Midway. On the contrary, D3A's and B5N's attacking together have a -1 modification to their

AtG Strength (it becomes 2) against Midway. Each time Midway receives a hit, the Garrison track is moved one space to the left and at the same time it loses one runway box. Any aircraft unit in the box is removed from the game. Once Midway receives three hits, its airbase is considered to have been destroyed. Any aircraft unit in the hangar box are removed. If the air base is destroyed, Midway's search range is 0.

- (3) Regardless of the die rolls, only a maximum of 2 hits can be inflicted on Midway each turn. Disregard any other hit inflicted. Furthermore, Midway Garrison can never be reduced below 2 by means of Air Attacks, regardless of the number of hits actually inflicted / accrued each turn.
- (4) Even if there is an attack aircraft unit on the runway at Midway, Dive Bombers receive no modification to their AtG Strength (see 9.4 (1)).
- (5) **Return from an Attack on Midway:** An Air Unit that has attacked Midway is always placed in the "Return 1" box regardless of the distance of Kido Butai from Midway.

【10.0】 Night Rules

At the end of the third turn, if both sides cannot achieve the victory conditions of the end of Day 1 (see 4.1), the game will continue to the fourth turn. The following special rules apply, because the fourth turn takes place at night.

10.1 Night Movement

- (1) Each fleet (except for the IJN Invasion Force) can move up to four hexes on turn four. It moves according to the usual rules, except that the movement distance is extended.
- (2) **Sea Battle:** If each side's fleet end up in the same hex at the end of the US Movement Phase of the fourth turn, a Sea Battle occurs (this is an exception to 6.1 (4)). The Japanese player rolls one die and deals the US fleet a number of hits equal to the die-roll result minus 2 (that is: from 0 to 4 hits). The US player rolls one die and deals the IJN fleet a number of hits equal to the die-roll result minus 4 (that is: from 0 to 2 hits). The Japanese player always decides which aircraft carrier to apply the hit to. The IJN Invasion Force loses 1 Invasion Force point per hit.
- (3) **Arrival of the IJN Invasion Force:** the IJN Invasion

Force enters the Operations Area in one of the hexes A-4, A-5, or A-6 on turn 3. After the US player plots the move for the turn, the Japanese player places the IJN Invasion Force in one of the allowed hexes and moves it one more hex from it.

10.2 Search and Flight Operations at Night

- (1) **Night Search:** In turn four, neither side can search for the enemy and neither receives AOP.
- (2) **Night Flight Operations:** The following special flight operations will be conducted once starting with the Japanese player and followed by the US player during the Air Operations phase of the fourth turn.
 - a. Aircraft in a "Return 2" box attempt to land at night, risking to take damage in the process. Roll one die for each step attempting to land. For the IJN aircraft, a result of 5 or 6 means that the step is lost. For the US aircraft, a result of 4, 5 or 6 means that the step is lost. Move any surviving aircraft unit onto the connected "Return 1" box.
 - b. Move all aircraft in the "Return 1" box to a carrier hangar of the corresponding Division / Task Force. This includes the aircraft just put in the "Return 1" box in a. above. If there is no carrier remaining in the corresponding Division / Task Force, the player may move the aircraft units to the hangar of a carrier in another Division / Task Force.
 - c. Move all aircraft in the CAP box or deck to the hangar
 - d. Finally, aircraft in the hangar can be placed on the deck of the same carrier or in the CAP box of the corresponding Division / Task Force. Aircraft cannot be launched (8.4) in a night turn.

【11.0】 Japanese Landing Operations on Midway

If the IJN Invasion Force is in a hex adjacent to Midway Island at the end of turn 7, the Japanese player will execute the landings.

- (1) **Japanese Infantry Fire:** The Japanese player rolls a die. If the result is less than or equal to the current value of the Midway Island Invasion Force, the value of the Midway Garrison is reduced by 1.
- (2) **Midway Garrison Fire:** The US player rolls a die. If the result is less than or equal to the current value

of the Midway Garrison, reduce the Midway Invasion Force value by 1.

Repeat (1) and (2). If the value of the Midway Garrison reaches the "X" space first, the Japanese forces have landed successfully and have conquered the base. If the value of the Invasion Force reaches "X" first, the landing is a failure.

【12.0】 Event Cards

There are event cards that can be used by either side, those that can be used only by the Japanese forces, and those that can be used only by the US forces. If the US player draws an event card that can only be used by the Japanese forces, that card cannot be used. Basically it means that that particular card will not be available to the Japanese player (and vice versa). Each card can be used at the time indicated on it. What follows is a supplement to the card description.

- (1) **Air Replacements (card #03):** the US player cannot use this card to strengthen units originating from Midway.
- (2) **Troubles on Reconnaissance (card #07):** This card takes precedence over "Experimental High-speed Reconnaissance Aircraft" (card #06 – translator's note: the card itself carries the title "Experimental dive-bomber", but this does not correspond to the Japanese text). If the US player plays "Troubles on Reconnaissance" after the Japanese player has played "Experimental high-speed reconnaissance aircraft", the latter will be discarded and only the effect of "Troubles on Reconnaissance" will be applied. At the beginning of a turn, the Japanese player decides whether or not to play the "Experimental high-speed reconnaissance aircraft" card first, followed by the US player possibility to counter it. The US player cannot use the "Experimental high-speed reconnaissance aircraft" card after having played "Troubles on Reconnaissance".

【13.0】 Solitaire Rules

The game can also be played solitaire. Follow these rules in order to do so.

13.1 Player's Position and Situation

The player is responsible for the Japanese force. The US actions are governed by the game system. When a decision for the US side is required, the player will roll a die.

The solitaire game starts at the end of the second turn. It is assumed that the Japanese forces have attacked Midway on the first turn but did not manage to inflict significant damage. On the second turn, they were attacked by US aircraft and lost <Akagi> <Kaga> and <Soryu>, but the second wave from <Hiryu> managed to hit <Yorktown>. Will you be able to prove what you are worth as a captain, Takanagi Yamaguchi?

13.2 Setup

<Akagi> <Kaga> <Soryu> have all been sunk. Place a "sunk" marker on each one of them.

Place the aircraft as follows in the area of <Hiryu> 's carrier, all at one step.

CAP: A6M x 1

Flight Deck: A6M x 1, B5N x 1

Hangar: A6M x 1 D3A x 1

<Yorktown> has been hit by an attack force from <Hiryu>. Place one damage marker on each space of the deck (both bow and stern).

Place the aircraft in the area of each carrier as follows, all at one step.

Note: TBDs have been annihilated.

Flight deck: F4F x 1

Hangar: F4F x 1, SBD x 2

Midway has suffered 2 hits. There are no aircraft remaining on the island.

Place Kido Butai in hex D-3. Place the US fleet in hex F-3.

Place the turn marker on the "3" space of the turn record track. Place both AOP markers on the AOP Recording Track at '0'.

The Japanese player has the card # 04 "Submarine" in hand. The US has played # 07 "Reconnaissance Failure". Shuffle the remaining six cards to create a deck.

13.3 How to Play the Game

Use the rules presented above for the two-player game, but with the following exceptions.

- (1) There is no US Movement Plotting Phase.
- (2) In the US Movement Execution Phase, draw a card from the deck to determine the movement result. Move the US fleet according to the table below using the card number. Cards used at this stage as well as those played as event are discarded and removed from the game (but see card #08 below).

Card #	Effect
01-02	Move two hexes to get closer to an enemy fleet. If there are multiple candidates as the destination, if the card is #01 then choose the northern target, if #02 the southern.
03,05	Move two hexes to get closer to an enemy fleet. If there are multiple candidates as the destination, if the card is #03 then choose the northern target, if #05 the southern.
06	No movement
04, 07	Move two hexes away from an enemy fleet. If there are multiple candidates as the destination, if the card is #04 then choose the northern target, if #07 the southern
08	Except for this card, add discard cards and deck cards and shuffle and redraw one card.

- (3) **Flight Operations:** There is no initiative determination (see 8.1). The side with the most AOPs perform a flight operation. If the AOPs are equal, the US performs a Flight Operation. No

card is awarded for a tie (but see (7) below).

- (4) Flight Operations Instructions:** US flight operations are resolved according to the following steps.
- a. Fighters in the CAP box do not move. After Interception, the player will return the units to any of the available carriers.
 - b. Any attack aircraft on deck launches immediately for an attack against Kido Butai (see 8.4). All ready fighter units launch together with the attack aircraft. If there are no fighters in the CAP box, a ready fighter unit (only one) is sent to the CAP box instead.
 - c. Aircraft units in the hangar are always moved as soon as possible to the deck. Priority goes to attack aircraft units, but if there are also fighter units, the player shall move one of each type to deck as soon as possible. Aircraft in the Return 1 and Return 2 boxes must be moved according to the rules. After an air attack, all returning aircraft are placed in the return box of the 16th Task Force.
 - d. Aircraft in the Operations area will always attempt an attack on Kido Butai.
 - e. US aircraft never regroup. The Player is free to regroup according to the normal rules (see 8.3 (4)).
 - f. At the end of the flight operations phase of the night turn, place one fighter and one attack aircraft on the deck of each carrier. If there are two or more fighters, place one more fighter in the CAP box.
- (5) Sea Battle (Night Turn):** There is no Sea Battle (see 10.1 (2)) in the Solitaire game. Both fleets can be in the same hex during the night turn (and only then).
- (6) Victory Conditions:** 4.0 Applies in full. Note that at the end of the third turn (i.e. the first turn of the Solitaire game), if the Player has not managed to sink at least another US aircraft carrier (or if <Hiryu> has been sunk), he will lose.
- (7) Special Rule:** once during the game, the Player may choose to exchange 1 AOP to draw 1 card from the deck to keep in hand instead of executing a Flight Operation.

Translator's Note: *With respect to the original manual, I have added a full section ([11]) that in the original is embedded in section [10], but has little to do with it.*

Also, those that have some knowledge of Japanese will notice that on the map there are some differences in the AOP determination sequence where B-17s are mentioned. This is a piece of errata confirmed by the designer that refers to a previous version of the game, so please disregard it.