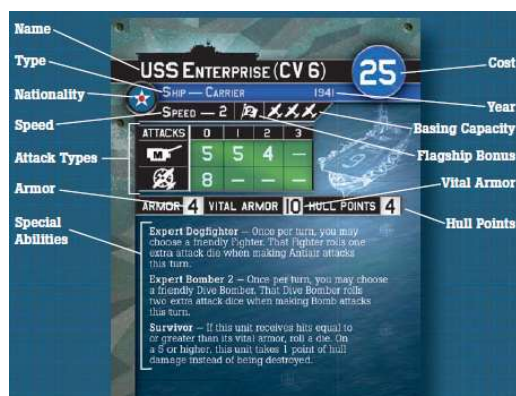


# War at sea at Midway

This is a tentative adaptation of Midway avalahon hill edition mixed with axis and allies war at sea. The intent is to use the great fog of war approach that was found in Midway and use the War at sea from Axis and Allies combat rules with some home rules coming from the community. The sequence of play has been changed to reflect this new way of playing. The boardgame from Avalon Hill was not really adapted to surface combat, let 's see how it goes ! Victory condition have been modified to reflect and take into account the scenario. The text in blue has been added after our first game.

## Ships

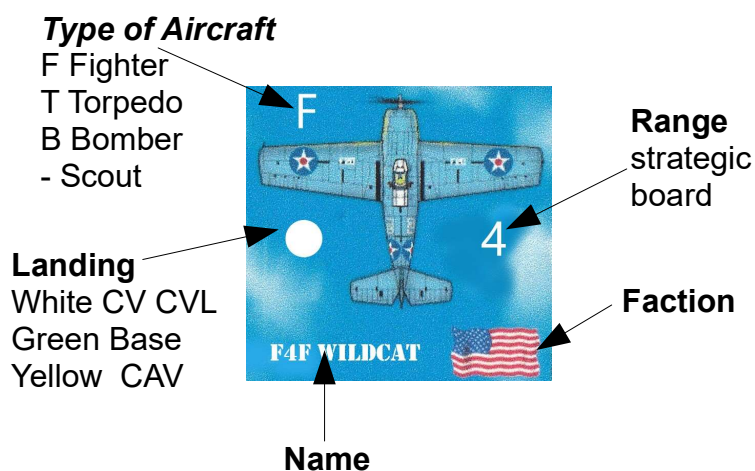
Unit Type /Ships	Maneuverin g speed	Surface Movt Facing changes
PT Boat PT	6	NA
Auxiliaries AUX	5	NA
Destroyers DD	4	NA
Cruisers CA CAV CLA	2	2
Carriers CV CVL	2	1
Battleships BB	1	1
Submarine	NA	NA



Note : We are not using the Carrier basing capacity mentioned on the card but the one on the carrier sheet - the cost is only use for break out during surface Combat phase

## Air Units

Air units use their cards for combats. Number on the counter represent their movement factor when taking of from a Carrier or a base. the circle color determine their return location ( Yellow : CAV Heavy cruiser with "Scout" capacity, Green : Base, White CV/CVL)



### **Boards :**

The strategic/search board is use to move Task force and scout - The tactical board is used to conduct combat. On the tactical board , all units have a speed and shooting range given in sectors. Sectors are equivalent to :

0 range : 0-4 hex

1 range : 5-8

2 range : 9-12

3 Range: 13- 16

4 range : 17- 20

### **Task Forces :**

Composed of a mix of units and represented by a counter on the strategic board - for historical reason composition of fleets in these task force cannot be changed even during the game.

The top of the counter give the direction of the task force when entering an hex (see Task Force Mouvement)

### **Capacity and launch factor**

Printed on Carrier Sheet : Base and ship areas also contain printed game data. The "capacity" is the maximum number of air units that can be placed in the "On Board" or "On Ground" boxes at any one time. For example, the "Enterprise", with a capacity of "8" may never have more than eight air units located in its "Ready" and/or "Arming" boxes. The "launch factor" is the maximum number of air units that can "take off" from a ship or base during a single Turn. For example, the "Enterprise" launch factor is "4/2 "-this means a "4" launch factor when the ship unit's is fully operationnal and and a "2" launch factor when the Ship is Crippled ( 1 hull left)

### **Counters size :**

For tactical combats :

CA/CV/BB is 4 hex deep / 1 hex wide ( ie 5,5x19cm)

DD/AP/PT is 3 hex deep /1 hex wide ( ie 5,5x 14 cm)

Submarine is 2 hex deep/1 hex wide ( ie 5,5x10 cm)

Air counter 1 hex : use the front base of the airplane base figure.

### **Sequence of play :**

The game is played in turns. During each turn, players follow a sequence of play consisting of the following phases and steps:

#### ***1 . Initiative phase***

Initiative sequence :Roll 1D6 dice and add the sum to your best "Flagship" ( see Ship cards) bonus to determine initiative. add 1 to the result of the player who played first last turn. If tied, the Initiative changes side. Winner of the initiative play second. Winner of the Initiative is considered player A and will act second during all the turn.

#### ***2.Action phase***

- Assembly step
- Ready Step
- **Dirty weather cruising ( storm appear/move /disapper)**
- Sea mouvement step ( Task forces)

- Air movement and Search steps

### 3. The Combat phase

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- **Surface Combat Phase** : move to tactical map - Max 10 turns if surface combat or First player at 75 destroyed points wins ( points taken into account coming from ship/air unit cards) and fleets automatically break out.
- Without any Surface combat, move directly to B: **Air mission phase** after positioning ships on main board.
- **Initiative** : for the the first surface combat turn, use the initiative playturn - Beginning at the second surface combat turn, use the **initiative sequence** to determine player A and B - Taking into account only "flagship" present during the battle.

#### A Sea Movement phase

- First Player's ( B)Sea Movement step
- Second Player's Sea Movement step
- You can move Ships and Submarines a number of sectors ( 1 sector = 4 hex) equal to that unit's speed( except Crippled ships)

#### B. Air Mission phase -not applicable during night turn-

- Only the **Air Strike / Ready / Army** box of Carrier and Base sheet are "available aircraft"- please note that aircrafts attached to Carrier involved in this surface combat, in order to simulate the local engagement, will be available during all the Surface combat phase at the difference of other aircraft coming from other hex from the strategic board. At the end of Turn 1 of Surface Combat, they will move back to their base or task force and not come back contributing therefore "only" one surfacet combat turn.
- You place alternatively, begining with player B, Aircraft units in any hex on on the tactical map.
- Leave one hex free behind each counters to position the base of the aircraft ( it also simulate the squadron coming in wave)

**Wave Attack** : if Air mission issued from same strategic hex, the airplanes will arrive at the same time on turn 1, when Attacks are launched from different hex there is a small chance they arived at the same time : roll 1d10 for each formations. The highest result will arrive turn 1, then Turn 2, etc. if two of the rolls are equals the formation are getting in at the same time.

**Transfer Planes** - When you transfer planes to another task force ,they arrived in the Arming box and can only participate in turn 2 ( if a wave occure)

#### C. Air Defense phase - Simultaneous

- First Player's ( B)Air Defense step
- Second Player's Air Defense step
- **Use your units' Anti-air attacks to attack enemy Aircraft.** For the game, we considered the hex upfront of the base of the aircraft ( aircraft based split on two hex) behind THE hex for distance calculations.

#### D. Air Attack phase- not "Aborded" one - Simultaneous

- First Player's ( B)Air Attack step
- Second Player's Air Attack step
- Attack enemy Ships or Submarines with your Aircraft units, using ASW, Bomb, Gunnery, or

Torpedo attacks.

#### **E. Surface Attack phase - Simultaneous**

- First Player's Surface/Torpedo Attack step
- Second Player's Surface/Torpedo Attack step
- Attack enemy Ships or Submarines with your Ships, using ASW or Gunnery attacks.
- Surface ships that have a torpedo attack can fire their torpedo AND surface guns during the surface attack phase. Submarines are the only units that can fire during the torpedo attack phase.

#### **F. Submarine attack phase - Simultaneous**

- First Player's Torpedo Attack step
- Second Player's Torpedo Attack step
- Attack enemy Ships with your Submarines using Torpedo attacks.

#### **G. Air Return phase**

- First Player's Air Return step-
- Second Player's Air Return step
- See 4- "Strategic Air return phase" when no Surface combat occurs
- Airplanes are returned to their the carrier/base box "Arming ". Remove Aborted counters from aborted Aircraft.

**H. End of surface turn - Move to turn 2 - Tentative Breakout/ if a player has lost 75 points breakout is automatic.**

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#### **4- The Strategic air return phase**

- After all battles have been completed all air units must return and "land" in available Searchboard hexes, if possible.
- WHERE TO LAND. An air unit may "land" anywhere possible, given these
- BASING: Air units with green basing dots must "land" in a hex containing a friendly base unit. Air units with yellow basing dots must "land" in a hex containing a friendly seaplane tender ("AV") ship unit. Air units with white basing dots must "land" in a hex containing a friendly aircraft carrier or light aircraft carrier unit, or a friendly base unit.
- MOVEMENT: An air unit must be able to reach a "landing" hex using its Range factor. No searching is done during this return movement.
- CAPACITY: The maximum "capacities" of ships and the base must not be exceeded.
- LANDING PROCEDURE: To "land" an air unit, simply place it in an appropriate operation card in the arming box section for the hex where it lands
- Any air unit unable to "land" for any reason is eliminated. If there is a choice of air units to eliminate, that side's player makes the choice.

**5 - The turn record phase : advance the turn marker - Check victory conditions**

**Below the different phases are detailed :**

### **Action phases**

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

- No air units may "fly" during night Turns (the dark-shaded Turns on the TIME RECORD TRACKS).
- Only air units located in "Ready" boxes may "take off".
- To show a "flying" air unit, move it from a "Ready" box to the "Air Strike" box. At Midway base, shift an air unit from the Midway area's "Ready" to its "Air Strike" box. For a ship, shift an air unit from the ship area's "Ready" box to the "Air Strike" box of the task force area in which the ship unit is located.

The number of air units that may be shifted from a "Ready" box to [Air strike box](#) may exceed its launch number for CAP units only ie Fighters ( Air patrol above fleet in protection mode) in the limit of half the launch number rounded down.

*Example : AKAGI has a launch factor of 4, so 4 planes can take off per turn + an extra 2 Fighters in CAP ( half the Launch factor)*

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

### **DIRTY WEATHER CRUISE**

- Bad weather/storm covered One hex
- Every turn a storm can appear : through a 1D6 odd a storm is created , even no storm.
- To position them through 2D10 : the first result give you the column and the second one the row.
- Every turn storm can move or dissaper : Each Storm moves on its own according to a separate die roll. Results of 1 through 6 correspond to moving the Storm one Area to the South, South- East, East, No Change, Disappear, and South-East (again).

### **THE SEA MOVEMENT STEP:**

The opposing player is not informed of this movement, which is secret on a side's own Searchboard. All desired task force markers are moved on the Searchboard. A counter that "enters" on a particular Turn is placed in a designated hex (see the scenarios) on that Turn, and that counts as its movement for the entry Turn.

Movement rate varies, depending on the slowest ship unit in a task force.

- A task force marker can always moved one hex every Sea Movement Step
- Solid Triangle : During Sea Movement Steps Turns marked with a solid triangle on the TIME RECORD TRACKS on the Searchboards. Task force could move up to 2 hex.( See exception : Crippled ships)
- Solid Circle : During Turns marked with a solid circle on the TIME RECORD TRACKS on the Searchboards. Task forces that do not include BB ( Battleship) can move up to 2 hex.
- If any ship is crippled in the task force , Task force movement is restricted to one ; Player is allowed before movement to left crippled ship(s) "behind" giving his opponent the corresponding victory points for eliminated. This ship is moved out of the board definitively.

## THE AIR MOVEMENT AND SEARCH STEP

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

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

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

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

**AIR SEARCH PROCEDURE:** the controlling player announces the hex identification as an air unit(s) enters it. A unit(s) may be used to search all, some, or none of the hexes it enters, as the player desires. The player with the initiative announce the hex entered. If there is nothing in an announced hex, the opposing player says so. If a task force marker(s) is in a hex called out to be searched the opposing player merely states that "something is there". To try for more exact information, competitive die rolls are used, *with both players rolling a 1D10* and comparing the results, as follows:

**Search Modifiers:** All of the following "search modifiers" apply to the searching side's die roll:

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

+1: This modifier applies during a day Turn.

+2: if Scout searching

+2: If the air unit has not used all of its movement factors, the searching player may announce that additional movement factors will be expended in the hex (as the search aircraft circles the area trying for a better look). Each additional movement factor expended adds a "+2" die roll modifier.

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

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

- 3 : Cloudy/storm weather

*For example, a scout air unit with "6" movement factors enters a hex containing an opposing task force marker after moving only three hexes. The remaining three movement factor could be converted into a "+6" modifier, or, if the player still wished to move the scout unit another hex, two of movement factors could be converted into a "+4" modifier, and the air unit moved into another hex when the search in the current hex is over, etc. (This modifier applies only to air searches.)*

**Search Results:** Compare the modified numbers rolled to find the result, as follows:

- **Natural 1 :** If the searching side's roll a natural 1, a Joker represented by a Star ( one per side) is given to the other team, they will be able to use it during an other turn and Lie for **one Hex** ie not mentionning "Something is here" .Only one Joker per side is in game. The team/player will give back the joker at the end of a search phase to the other team in case they have use it ( or not). A joker can be played at any turn, still if another natural 1 been rolled and the joker is already in play, as there is only one joker, the search result is treated normaly.

- **Tie or Less:** If the searching side's modified roll is equal to or lower than the opposing roll, there is (still just "something is there").
- **Exceeded:** If the searching side's modified roll exceeds the opposing roll, but is not at least two times the opposing roll, the opposing player must provide a number of ship in the hex. However, the ship unit's player may lie about the real numbers of ships present-*the player may say any number from half (round up) to double the actual number of ships.*
- **2X:** *If the searching side's modified roll is at least two times* the opposing roll, but is not at least three times the opposing roll, the opposing player must tell the "**actual number**" of ships and task force markers in the hex.
- **3X:** *If the searching side's modified roll is at least three times* the opposing roll, the opposing player must announce exactly which ship units are present-*ie., the "exact" info.*

AIR STRIKE SPOTTING: An air strike(s) may be moved to end movement and attack in a hex *where exact information is not available ie at least 2X result in the search result.* In this case, exact information on the ships units is given, but only when they are setup for the battle.

MARKING AND RECORDING SPOTTINGS: The enemy task force markers are used to mark enemy positions. The "Exact" side of an enemy task force marker be displayed only when the information is reliable ("2X" and "3X). and that the "?" side be displayed otherwise. Of course, written notes are still useful for recording what is known about each enemy task force marker *the player who has spotted successfully at x2 can decide if Task Force of both parties are in the same Hex to engage surface combat or not.* He could decide instead to limit his engagement to an airstrike.

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

SEA SEARCH: After moving all "flying" air units, "sea searches" are conducted by calling out any desired hexes that contain one or more of the side's task force markers and/or base unit.

### ***SURFACE COMBAT precisions***

BOMBARDING A BASE: Midway base has the following carateristics :

- There is no need to conduct a search when entering the midway hexagone for surface combat.
- If Surface combat occures, place the midway base in the middle of the tactical board -
- Midday has no movement factor and can shoot at 360°
- Midway has a "Main gun" of 8 ( no distance limitation on tactical map), an "Anti-Aircraft Defense" of 6, an "Armor" of 6 and a "vital Armor" of 14 with 4 "Hull points".
- When the base is "Sunk"remove all landing ( green dot) units, they are considered "Eliminated" for the purpose of the game- The remaining aricraft, not able to reach a task force with enough space available ( see carrier capacity), are also considered Eliminated.

FIRST SURFACE TURN NIGHT "SURPRISE":

DETERMINING "SURPRISE" NIGHT TURN ONLY: When rolling to determine Sides at the start of the first Surface Turn during a night Turn, if one side's roll is two times or more the other side's roll, it is assumed that the higher number side has not only become Surface Side A, but has

achieved "surprise". The "surprise" rules simulate the effects as if Surface Side A has "seen" Surface Side B's ship units, but Surface Side B has not yet "seen" Surface Side A's ship units.

#### EFFECTS OF "SURPRISE":

**NORMAL "SURPRISE" EFFECT:** Side B ship units must all be moved their full capacity straight ahead during this Surface Turn. Side A ship units can be moved normally. Only Side A can indicate torpedo firing during this Surface Turn. Side B cannot indicate torpedo fire during this Surface Turn. Side A resolves its gunnery combat attacks first and not result is not simultaneous. Capabilities and sequence return to normal after this Surface Turn.

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

**JAPANESE NIGHT FIGHTING ADVANTAGES:** In mid 1942, the Japanese navy was much better trained and equipped for night sea battles than the United States Navy, and, as there had been few night actions to date, the U. S. Navy was not even aware of the fact (it would become painfully obvious off Guadalcanal in August). To reflect this Japanese advantage, whenever rolling to determine Sides at the start of every Surface Turn when "surprise" is still possible (this does not apply at the start of Surface Turns when "surprise" is not possible). a "+2" modifier applies to the Japanese initiative player's roll (flagship of course applies)

#### TASK FORCE MOVEMENT AND SURFACE COMBAT SET UP

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

**TASK FORCE MARKER'S FRONT FACING TASK FORCE MARKER ENTERED INTO HEX**  
ship units that are crippled must be place behind all ships.

**DIRECTION COMPARISONS:** The directions the opposing task forces moved are used to determine the directions the ship units face when setup on the Battleboard If opposing task force markers entered a battle hex and crossed the same or adjacent hexsides to enter the hex, the ship units are setup facing in the same direction.

If opposing task force markers entered a battle hex and crossed opposite or nonadjacent hexsides to enter the hex, the ship units are setup facing in opposite directions.

If there are multiple task force markers on one or both sides, and, because of this,

/  
in



In the example at left, the Task Force I6 marker entered the battle hex as shown by the arrow. If all enemy task force markers entered the hex from directions A, B, and C, the ship units are setup facing the same direction. If all enemy task force markers entered the hex from directions D, E, and F, the ship units are setup facing in opposite directions. If one enemy task force unit entered from direction A and another from direction F, then the ship units are



setup facing in the same direction. If there are multiple task force markers on one or both sides, and, because of this, the ship units are setup facing in the same direction.

**SURFACE COMBAT SETUP and positioning :** Ship units are removed from their task force's "Ships" boxes on the Operations Card. If ship units were earlier setup for anti-aircraft and bombing combats, they must be removed from the Battleboard and placed in new locations. Side B sets up all Side B ship units, then Side A sets up all Side A ship units. These ship units may be setup as desired on the Battleboard, even if they were in separate task forces, as long as all units fit on the Battleboard, their setup conforms to all the following rules:

- Ships cannot be in the same hex
- Ships need to be have three hex between them at all time if not possible one ship will not move
- When entering the tactical board , player who has been spotted is the one placed his ships first. Else, player B ( who lost the initiative) ships are placed as he wished coming from the boarder of the map and in maximum 30 hex ,then player A do so.
- a ship leaving the battle theatre is considered captured ( lost) Exception see Breakoff rules

#### SURFACE COMBAT FACING

- During their Sea movement Phase, Battleships, Carriers and Cruisers, (manoeuvring speed of 1 and 2 MUST at all time face one direction when at 4hex of each others
- When they move, they MUST move forward in the direction their Bow is facing: 1 MVP ( mouvement point that is "Speed" ) corresponding to 4 hex on the board.
- They may change their facing 60° clockwise or counter clockwise after their forward movement for a total cost of 1 MVP.
- They may change their facing 60° clockwise or counter clockwise without moving costing them 1 MVP. But
- Battleships with manoeuvring speed of 1 may only change facing ONCE during their turn.
- Carriers with manoeuvring speed of 2 may only change facing ONCE during their turn.
- Cruisers with manoeuvring speed of 2 may change facing ONCE or TWICE during their turn.
  
- During their Sea movement Phase, all other ships (manoeuvring speed of 3 and above) don't care about facing for movement, thus can move in any direction, still having to end in the same directions of others ships within 0 range ( 4 hex)
- If there is already a friendly Ship at 4 hex distance with a different facing, you may go though it but if you want to end your move in his 4 hex , you MUST end your movement with the same facing as your friendly unit. If you can't, you just can't move there this turn. Of course, you may move your Ships in any order.
- If there is already an enemy Ship in his 4 hex with a different facing, you may go though it but you can also move into its 4 hex keeping your own facing as long as all of your Ships have the same facing at the end of your movement.
- There can only be at the most two different facings allowed in 4 hex distance with enemy ships: one for each side.

#### 5- 1 : Hexagonal map/sectors :

All unit have a speed and shooting range value - When move to surface combat map, treat :

0 range : 0-4 hex around ship

1 range : 5-8

2 range : 9-12

3 Range: 13- 16

4 range : 17- 20

Units have attack values that rate their effectiveness against different types of targets.

Attack Type:	Unit Affected:
 Antiair	Aircraft 
 ASW	Submarines 
 Bomb	Ships 
 Gunnery	Ships 
 Torpedo	Ships 

Attack values often vary with range. In general, Gunnery and Torpedo attacks made at short range are more accurate, so the number of attack dice is higher for short-range attacks than long-range attacks. When counting the number of hexagones, do not count the hex unit you are shooting from. Most Antiair, ASW, and Bomb attacks are range 0 only—you must be at max 4 hex in order to attack.

Gunnery and Torpedo attacks have a longer range and may allow you to attack a target as far away (some have the capacity long-range allowing them to shoot at 20 hex !)

Stacking limit :

- Allies Ships have to be separated by 3 hex distance minimum (this doesn't apply to Enemy ships)

#### AIR DEFENSE STEP simultaneous

- Use your units' Antiair attacks to attack enemy Aircraft occupying their sectors.
- The Air Defense phase consists of two steps: the First Player's Air Defense step and the Second Player's Air Defense step. In your Air Defense step, you may attack enemy Aircraft using your units' Antiair attacks.
- Most units have range 0 for their Antiair attacks, so you can only attack enemy Aircraft that occupy the same sector as one of those units. Each unit may attack one enemy Aircraft.
- **Escort:** Fighters have a special ability called Escort. If a friendly Fighter and Bomber are in the same sector, the Fighter's Escort ability makes it more difficult for enemy Fighters to attack the friendly Bomber. If they do, each enemy Fighter that makes an Antiair attack against a Bomber gets a -1 penalty to each attack die (so only rolls of 5 or 6 are a success.) However, **natural 6s always count as two successes.** This ability represents the fact that the friendly Fighter is escorting and protecting the Bomber.
- **A fighter who wish to conduct straffing** during the air attack phase need to say he cannot conduct escort and anti-air defense. The straffing fighter will get -2 for its Armor and -2 for its vital armor
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#### AIR ATTACK PHASE Simultaneous

- Attack enemy Ships or Submarines with your Aircraft, using ASW, Bomb, Gunnery, or Torpedo attacks.
- Air Attack phase consists of two steps: the First Player's Air Attack step and the Second Player's Air Attack step.

- In your Air Attack step, you may attack enemy Ships or Submarines with your Aircraft. Most Aircraft attacks have range 0, so you can only attack enemy Ships or Submarines at 4 hex as those Aircraft. Aircraft that were aborted in the Air Defense phase can't attack in this phase unless they have a special ability to do so. Even if your Aircraft has multiple attack types available, you can only use one attack per Aircraft in this phase.
- ***straffing fighter will get -2 for its Armor and -2 for its vital armor***

#### SURFACE ATTACK PHASE and EVASIVE MANOEUVERS:

- Surface ships that have a torpedo attack can fire their torpedo AND surface guns during the surface attack phase.
- Submarines are the only units that can fire during the torpedo attack phase (from Axis Allies war at sea FAQ).
- During the Surface Attack Phase, the player designates one of his Ships and assigns a target for all its surface Guns and then fires them; after seeing the result, he may then fire its Torpedoes. Then he does the same for all of his Ships in any order. Although you can see the result of the damage from a friendly ship before announcing another ship's attacks, from any single ship you can't use its secondary guns after seeing your Main guns failed.
- A ship cannot use its extended range against a target that has a higher manoeuvring speed meaning these target ships are more evasive at very long range. In effect, it means that a BB cannot use its extended range toward a weaker ship. Cruisers may live a bit longer facing a BB and if they have themselves an extended range, they might have a shot at the BB before it close in.

During the Surface Attack Phase, when a Ship makes an attack with ANY of its Guns:

- a) It will suffer a -1 penalty on each of its attack die if it is ***crippled***
- b) It will suffer a -1 penalty on each of its attack die for each negative difference between its manoeuvring speed and the manoeuvring speed of its target for any of its Surface Gunnery attacks. However the total penalty will be limited to a maximum of -2. Natural 6 are always 2 successes.

Every ship that fires their Surface Guns must consider the manoeuvrability of its target. This is called manoeuvring speed and it's different for the types of ships targeted. It represents the ability to move quickly in response to a surface attack, using evasive manoeuvres such as smaller ship can achieve.

*For example: A battleship uses its surface guns to target a Destroyer. The manoeuvring speed of the Destroyer is 4 and the manoeuvring Speed of the Battleship is 1, so the Battleship gets a  $-3(1-4 = -3)$  with max of  $-2$  penalty to each of its attack die. In effect, it will struck success with only natural 6. The same attack from a Cruiser would still have a penalty of  $-2$ , thus striking 6. A crippled Battleship would also strike a Cruiser with a  $-2$  penalty.*

*Note that if crippled, a ship would also add a  $-1$  penalty to all of its attack types, not only its surface guns. Crippled ships are treated like in the original rules.*

#### BATTLE FACING

During the Surface attack Phase, ***except when in the same sector that is 4 hex distance*** in which battle facing does not matter, Battleships, Carriers and Cruisers, (manoeuvring speed of 1 and 2) must determine if their LOS to their target is within their BOW, STERN, or BROADSIDE gun's position, before firing all their guns. Using the FIRE ARC: REALISTIC Bow's LOS are made of the Hex rows projected out from the Bow. From the dot in front of the ship, extend a line at 45 degrees on both side forming an angle



of 90 degrees and all these forward dots/sectors are considered Bow's LOS. Stern's LOS are made of the Hex rows projected out from the Stern in the same manner. all the others LOS are BroadSides.

- Targets within **Bow firing arc can only be attacked by the Main Guns.**
- Targets within **Stern firing arc cannot be attacked by the Main Guns.**
- Targets within **BroadSides firing arc can be attacked by All Guns.**
- During the Surface Attack Phase, all other ships (manoeuvring speed of 3 and above) don't care about facing for battle, thus can attack with all their guns regardless of facing.
- **Torpedoes Attack does not care about facing.**

SUBMARINE ATTACK PHASE: Simultaneous :

- Attack enemy Ships with your Submarines using Torpedo attacks. The Torpedo Attack phase consists of two steps: the First Player's Torpedo Attack step and the Second Player's Submarine Attack step. In Submarine Attack step, each of your Submarines will use its Torpedo Attack value to attack enemy Ships in range. Some Submarine units may also attack other Submarines if they have a special ability that allows them to do so.

AIR RETURN PHASE

- First Player's Air Return step-
- Second Player's Air Return step -
- Airplanes are flying back in the army box "arming " if they are not attached to a carrier engage in that surface combat. Air units are returned to task force or base in the limit of their capacity.
- Remove Aborted counters from aborted Aircraft.

END PHASE

for Surface combat before moving to turn 2 - Breakoff attempt - If one of the player has already reach 75 points of destroyed ship/airplaines, Break off is automatic.- Else play 10 surface turn and then return fleet to taks force on strategic map.

BREAKOFF ATTEMPTS

Either or both sides may attempt one or more "breakoffs"

During the same Surface Turn. A breakoff is an attempt to disengage ship units, and represents slipping into a fogbank, laying smoke, etc. It happenend at the end of surface combat turn phase. Player B annouce first is tentative then Player A ( player with the Initiative)

If both players agree to Breakoff, move all units back to strategic board/task force - no need to roll dice- result is considered a success.

To resolve a breakoff attempt, **both sides roll 1D10** and their modified rolls are compared. All modifiers apply to the side attempting to breakoff, as follows :

- 
- A "-5" modifier applies if the surface combat occurs during a night Turn.
- A "-7" modifier applies if the surface combat occurs during a day Turn.
- A "+1" modifier applies for each Surface Turn completed (ie., each Turn prior to the
- A "- 1" if BB present
- A "-1 " if a Crippled Ship is present ( player can choose not to take this modifier into account leaving the crippled ship behind - the ship is considers sunk for game purpose).
- 

**Result : If the modified number rolled by the side attempting the breakoff exceeds the number rolled by the opponent, the breakoff attempt succeeds, and all ship units of the designated**

group are removed from the Battleboard (they have successfully disengaged), and take no further part in the surface combat. Otherwise, the attempt fails.

## ATTACK AND DEFENSE

Attacks are divided into four distinct phases: Air Defense, Air Attack, Surface Attack, and Torpedo Attack. Each of these phases is further divided into two steps: one for the first player and one for the second player. Depending on the phase, your units may be attacking enemy Aircraft, Ships, or Submarines, and using bombs, torpedoes, guns, or depth charges. Attacks within the same phase are simultaneous with each other—so opposing ships blazing away with guns in the Surface Attack phase don't suffer damage until the end of the phase. The second player has a small advantage in that he or she can see how the first player allocates attacks and how those attacks go.

Here's a quick summary of the basics of attack and defense:

- **Range and Attack Dice:** Count the number of Hexagone from the attacker to the target. Check the attacking unit's stat card to see how many attack dice you roll against a target of that type at that range.
- **Attack Roll:** Roll your attack dice. For most attacks, each attack die that comes up a **4 or 5 is one success**; each attack die that comes up a **6 is two successes**.
- Compare the number of successes to the target's armor and vital armor ratings.
- If you equal or beat the armor rating, you get a hit and deal 1 point of hull damage to the target; if you equal or beat the vital armor rating, you destroy the target.
- Some abilities (like the Escort ability on some Fighters) give a -1 penalty to each attack die. In these cases, you would only score a success on a 5 or 6.

**Note:** however, that a "natural" 6 always counts as two successes.

- **One Attack per Phase:** Most units can only make one attack per phase. (Ships with extra Gunnery batteries can attack with all batteries in the Surface Attack phase.)
- **Torpedo Attacks:** Roll your attack dice. Torpedo attacks ignore the enemy's armor and vital armor. Each attack die that comes up a 6 is a hit, and each hit deals 2 points of hull damage.
- **Line of Sight:** The firing unit must have an unobstructed line of sight to the target it's attacking. ( island only taken into account here)
- **Submarines:** Only units with an ASW attack may attack Submarines, unless the unit has a special ability that allows it to use a different type of attack.
- **Aircraft:** Only units with an **Anti-air attack value may attack Aircraft in the Air Defense phase**, unless the unit has a special ability that allows it to use a different type of attack.
- You may fire on any enemy unit within range, as long as your unit has line of sight to it and an attack value against it. If a unit has a dash on its stat card instead of a numerical attack value for a particular range, it can't make an attack using that type of attack at that range. If multiple enemy units are within range, you may choose which target your unit will attack. You can shoot "through" hex containing friendly or enemy units without penalty.

## Effect of Damage and special effects :

Ships and Submarines are destroyed when they take hull damage equal to or greater than their hull points, or when a single attack equals or exceeds their vital armor rating.

## Damage steps :

Each type of damage has a counter to indicate when a unit has suffered that damage. Types of damage include:

### ***Damage***

- Ships and Submarines that take hull damage are “damaged.”
- A Ship or Submarine can withstand damage equal to its normal hull point rating before it’s destroyed. A damaged Ship or Submarine suffers no other penalties until it is reduced to 1 hull point, when it becomes crippled. (Ships and Submarines with 2 hull points are therefore damaged and crippled as soon as they take 1 point of hull damage.) Some special abilities may be lost when a Ship becomes damaged.
- [Base follow the same rules](#)

### ***Aborted***

- Aircraft squadrons don’t get damaged; instead, they’re forced to abort when an Antiair attack succeeds against their armor rating. An aborted Aircraft ends its current mission with no further action. An Aircraft can’t be aborted twice in the same turn—as soon as it receives its first aborted result, it’s immune to any further attacks. It’s possible for two Aircraft fighting each other in the Air Defense phase to abort each other. Aborted counters are removed during the Air Return phase.

### ***Crippled***

- Damaged Ships and Submarines that have only **1 hull point** remaining are “crippled.”
- **A crippled Ship or Submarine suffers a –1 penalty to its armor, vital armor, and speed ratings (to a minimum of 1). Those units also roll one less attack die when making Torpedo attacks. Crippled Ships (and Submarines) get -1 on each attack die (although a “natural” 6 still counts as two successes) when making Gunnery, Antiair, or ASW attacks.**
- After damage effects have been applied at the end of a phase, place a face-up Crippled counter next to any unit that’s crippled to help you remember to apply these penalties.

### ***Destroyed***

- A Ship or Submarine that accumulates damage equal to its hull point rating is destroyed.
- If an attack against an Aircraft results in successes equal to or greater than that Aircraft’s vital armor, then that Aircraft is destroyed.
- In addition, a single attack that has successes equal to or greater than a unit’s vital armor destroys that unit regardless of how many hull points it has remaining.
- Remove destroyed units from play at the end of the current phase, and score Victory Points accordingly
- **Carriers** : Planes in Ready or Arming box are destroyed - CAP plane can land on a carrier of the same task force or carrier/land in range ( strategic range)

### ***Timing of Damage***

- Damage within the same phase of the game turn is considered to be simultaneous and doesn’t go into effect until the end of that phase. In other words, it doesn’t matter if you’re the first player or the second player—a Ship the first player destroys with his or her attacks in the First Player’s Surface Attack step, for example, still gets to shoot back in the Second Player’s Surface Attack step. The destroyed Ship isn’t removed from play until the end of the phase.

### ***Straffing Fighters***

- A fighter who wish to conduct straffing during the air attack phase need to say so he cannot

conduct escort and anti-air defense. The strafing fighter will get -2 for its Armor and -2 for its vital armor Place the strafing fighter base touching the ship one ( like the others attacking planes)

## Midway Scenario :

We will not use here the option of having Task force 1 for US and Screen force for Japan entering the game as, historically, at the end, they did not participate.

### Adaptation notes :

Submarines have been added to some task force ( to reflect the lower impact they played during the battle)  
A Destroyers Division (DD) will be represented by 1 DD in the game ideally, one that was part of the Division.

### Team game :

- Each team ( 2 players) will embody an amiral of each side and split the force as they wished agreeing a flag ship for each one.
- Once per game, each Amiral will be allowed for a re-roll of dice that concerned a task force under his command. the last result will be the final one Reroll concerned all the dice not a portion. Once this joker used, return your Amiral card face down.
- All discussions are happening in the room as radio silence was the rules
- During the game if at any moment a team desire to have a confidential discussion, they can do so but this will immediately give the position of one of the amiral flagship to the other team.

### Bad weather :

- Place 5 Storms on the board. Bad weather/cloudy/storm covered 1 hex
- Because the prevailing winds in that latitude are north-west all new Storms enter the Search Board in north west of the board.
- To position them through 2D10 : the first result give you the column and the second one the row.

### Victory conditions:

- The side with the highest score at the end of turn 23 win, if equal it is a tie ! If at the end of a turn one side has more than 100 points the player win immediately. Midway has been considered a decisive victory for the American with 4 CV sunk for the Japonese and only one for the american for a total of in games terms 75 victory points
- Last if the Japonese loose at any time of the game All four of his major Carriers (CV), game end immediatley with a American decisive victory.

+2 per combat air unit eleminated	+10/3 Per CA Eleminated /Crippled
+25/10 Per CV Eleminated /Crippled	+7/2 Per CL Eleminated /Crippled
+20/5 Per BB Eleminated /Crippled	+16/8 Per AP Eleminated /Crippled
+15/5 Per CVL Eleminated /Crippled	+14/7 Per DD Eleminated /Crippled
+10/4 Per CAV Eleminated /Crippled	+14/7 Per SUB Eleminated /Crippled

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

### Midway :

- has a "Main gun" of 8 ( no distance limitation on tactical map), an "Anti-Aircraft Defense" of 6, an "Armor" of 6 and a "vital Armor" of 14 with 4 "Hull points".
- When the base is "Sunk"remove all landing ( green dot) units, they are considered "Eliminated" for the purpose of the game- The remaining aricrafts, not able to reach a task force with enough space available ( see carrier capacity), are also considered Eliminated.
- Scout : Japanese Scout Mavis (sole scout with a green dot) may enter the Searchboard at either "M" area hex ("F11" or "HI 1" on Turns 9 and 15 only. It returns to a "M hex to simulate landing off-board.

### Initiative :

- Japonese have the intitiative on turn 1

US and Japonese side are not aware of the exact forces in presence ( the below order of battle should not be shared) and is an extract of the Midway 91 Avalahon Hill edition



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

1 CV - Enterprise: 1F6, 2F6, B6, S6, T6, Scout M.

1 CV - Hornet: 1F8, 2F8, B8, S8, T8, Scout N.

5 CA - Minneapolis, New Orleans, Northampton, Pensacola, Vincennes.

1 CL - Atlanta.

2 DD - #1, #3.

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

1 CV - Yorktown: 1F3, 2F3, B3, B5, T3, Scout O.

2 CA - Astoria, Portland.

1 DD - #2.

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

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

### 7c3) JAPANESE SETUP INFORMATION:

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

1 CL - Jintsu.

3 AP - I, II, III.

2 DD - #4, #5.

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

1 CVL - Hosho: HG, Scout H.

3 BB - Mutsu, Nagato, Yamato.

1 CL - Sendai.

2 DD - #3, #7.

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

1 CV - Akagi: 1AF, 2AF, AD, 1AT, 2AT, Scout A.

1 CV - Hiryu: 1HYF, 2HYF, HYD, HYT, Scout B.

1 CV - Kaga: 1KF, 2KF, KD, 1KT, 2KT, Scout C.

1 CV - Soryu: 1SYF, 2SYF, SYD, SYT, Scout D.

1 AV - Chikuma: Scout M.

1 AV - Tone: Scout N.

2 BB - Haruna, Kirishima.

1 CL - Nagara.

2 DD - #1, #2.

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

1 CVL - Zuiho: ZHF, ZHT, Scout I.

2 BB - Hiei, Kongo.

4 CA - Atago, Chokai, Haguro, Myoko.

1 CL - Yura.

2 DD - #8, #9.

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

4 CA - Kumano, Mikuma, Mogami, Suzuya.

1 DD - #10.

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

# US TEAM

## Player 1

*TASK FORCE 16 any hex east of international dateline ( hex row L through T) at the game start*

CV Enterprise

- 2 F4F
- 2 SBD DAUNTLESS
- 1 TBD DEVASTATOR
- 1 Scout

CV Hornet

- 2 F4F
- 2 SBD DAUNTLESS
- 1 TBF AVENGER
- 1 Scout

5 CA Minneapolis, New Orleans, Northampton, Pensacola, Vincennes

1 CL Atlanta

2 DD USS Phelps, USS Benham

1 SUB USS Nautilus

# US TEAM

## Player 2

*TASK FORCE 17 any hex east of international dateline ( hex row L through T) at the game start*

CV Yorktown

- 2 F4F
- 2 SBD DAUNTLESS
- 1 TBD DEVASTATOR
- 1 Scout

2 CA Astoria, Portland

1 DD Gwin

1 SUB TROUT

### *MIDWAY BASE*

- 1 F4F
- 1 TBF AVENGER
- 2 B240 LIBERATOR
- 1 P-40E
- 1 TBD DEVASTATOR
- 1 B-17E
- **8 Scout ( green)**

# JAPONESE TEAM

# *Player 1*

## *FIRST FLEET Any I area hex on turn 8*

1 CVL HOSHO  
    • 1 B5N2 KATE  
    • 1 SCOUT  
3 BB MUTSU, NAGATO, YAMATO  
1 CL SENDAI  
2 DD FUBUKI,, ISONOMI

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## *MOBILE FORCE any I area hex on turn 2*

1 CV AKAGI  
    • 1 D3A  
    • 2 B5N2  
    • 2A6M2  
    • SCOUT  
1 CV HIRYU  
    • 1 D3A  
    • 1 B5N2  
    • 2A6M2  
    • SCOUT  
1 CV KAGA  
    • 1 D3A  
    • 2 B5N2  
    • 2A6M2  
    • SCOUT  
1 CV SORYU  
    • 1 D3A  
    • 1 B5N2  
    • 2A6M2  
    • SCOUT

1 AV CHIKUMA  
    • SCOUT (jaune)  
1 AV TONE  
    • SCOUT (jaune)  
2 BB HARUNA,KIRISHIMA  
1 CL NAGAR  
2 DD KAZAGUMO,ISOKAZE  
1 SUB I 159

# **JAPONESE TEAM**

## *Player 2*

***ESCORT FORCE enters at any VI area hex on turn 1***

1 CL JINTSU  
3 AP IRO,AKITSU MARU, KINAI MARU  
2DD HATSUKAZE,YUKIKAZE

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***SECOND FLEET enters at any VI area hex on turn 2***

1 CVL ZUIHO  
• 1 A6M2  
• 1 B5N2  
• 1 SCOUT  
2 BB HIEI,KONGO  
4 CA ATAGO,CHOKAI,HAGURO, MYOKO  
1 CL YURA  
2DD ASAGUMO, MURASAME  
1 SUB I 158

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***SUPPORT FORCE enters at any VI area hex on turn 4***

4 CA KUMANO,MIKUMA,MOGAMI, SUZUYA  
1DD ASASHIO  
1 SUB I-156

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