



# BATTLE OF MIDWAY: SCENARIO RULES

(A scenario designed by Greg Smorey, Scott Huss & Ron Roden. Edited by Don McCalmon)

This event has a 3 hour game time limit. Each game is intended for up to 6 players, 1-3 players per team.

**AIR FORCE REQUIREMENTS:** Each team will be supplied the planes below, or can build their own fleet within the restrictions listed (points and type.)

• **Fighters**

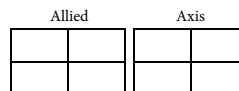
- **Japan: 195 pts of A6Ms only (Recommended: 3x A6M2 "Zeke", 2x A6M2 Zero Ace)**
- **USA: 176 pts of Wildcats only (Recommended: 3x USMC F4F-4 Wildcat, 1x Navy F4F-3 Wildcat, 1x FM-1 Wildcat)**

- Each side will also have a set of reinforcement planes available each round, to be used for escort or CAP. See the attached **Order of Battle** sheet.

- **Dive Bombers** will be provided: 3x SDB Dauntless (USA) and 3x Aichi D3A "Val" (Japan)
- **1 Akagi and 1 Yorktown** will be provided (1/650 scale)

**MAP SETUP:**

Place 8 maps sections in a 2 high x 4 wide configuration, with a small gap between each side, with 4 maps on each side. (See example to right.)



**VICTORY CONDITIONS:**

First side to sink the enemy carrier wins. If neither carrier is sunk by the end of 6 rounds, each side receives 25 points per hit on an enemy carrier, plus points for each plane destroyed. The side with the most combined points wins!

**SCENARIO RULES:**

*Overview:* Neither carrier is placed on the board until your scout planes find the enemy's carrier (i.e. d6 roll). Before this happens, each side must secretly decide how to prepare for the pending battle (i.e. **Order of Battle**.) Combat is conducted and surviving planes return to their carriers to be repaired/rearmed for another run.

**Step 1: Determine Order of Battle:** Using the **Order of Battle** sheet, write down which and how many planes will be used for this round's bombing run and CAP (Combat Air Patrol, to protect your carrier.) Starting altitude must also be set during this planning step. Only 3 dive bombers may be assigned to the bombing mission each round (any extra remain on the carrier). Also note which planes are repairing/rearming aboard your carrier from a previous bombing run. If all of your dive bombers are destroyed before you sink the enemy's carrier, the only chance of winning is to score more points through enemy kills (see **Victory** above).

**Step 2: Roll to Find Carriers:** At the beginning of every turn, after CAP and Escorts have been designated, you must roll to find the enemy carrier. Each side rolls 1d6. For Round 1 only, a roll of 4-6 finds the enemy carrier. For subsequent rounds you need a roll of 3-6 to find the enemy carrier. If a carrier was crippled in a previous round, a roll of 2-6 will find it. If found, your carrier is now placed in the center of the four (4) maps on your side.

**Step 3: Set-up A20 Combat:** If a carrier(s) is found, all planes designated for the bombing mission and CAP are placed on their respective maps.

- a. If you found the enemy carrier, your escort fighters and dive bombers are setup first, on the edge of the enemy map in the first full row of hexes, at the altitude specified on your **Order of Battle** sheet.
- b. Next, if your opponent found your carrier, setup your fighters allocated to CAP within 1 hex of your carrier. If you have designated "0" fighters for CAP, then your carrier's only defense are its Flak guns. See below for modified Flak rules.

**Step 4: Begin A20 Combat:** Once all planes are placed, normal Angel 20 rules apply to air combat until all dive bombers have exited the map or are destroyed. After a dive bomber has dropped their payload, they may use **High Speed 4** the rest of the combat.

**Step 5: Returning to Carrier:** To return to their carrier to repair/rearm for another bombing run, planes must exit the map from any edge. Once all of your dive bombers have exited the map, remove all escort fighters as well. The dive bombers, and all escort fighters that survived, must now sit out the next round before re-entering the battle. CAP fighters may also decide to repair/rearm, and if so they are not available the next round as well.

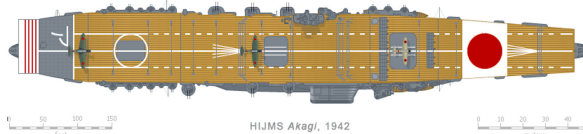
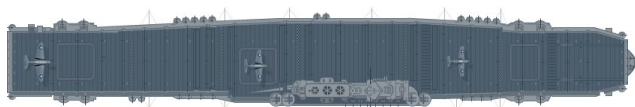
**Step 6:** Remove all damage to planes that were repairing/rearming on your carrier this round. Then remove the carriers from the maps, as they need to be found again next round. The current round ends and the next round begins, starting at **Step 1**.

**CARRIER FLAK FIELD:**

- Flak field rolls are only for planes at altitude 2, 3, or 4. Planes outside this altitude band are not affected by Flak.
- Once a plane enters any hex *surrounding* an enemy carrier, the carrier makes an **immediate** Flak roll of 1d6 (modified by the plane's altitude: +1 at 2; +0 at 3; -1 at 4). The number rolled is how many **ATK** dice are then rolled to determine the # of hits the plane takes (minimum of 1 **ATK** die.) Any roll of a 4, 5, or 6 is a successful hit. Normal Angels 20 **Effects of Damage** rules apply to hits from Flak.
- For a plane entering one of the 3 hexes the carrier occupies, the Flak procedure is the same, except the roll to determine the # of **ATK** dice has an additional -2 penalty (minimum of 1 **ATK** die.)

**BOMBING A CARRIER:**

- In order to bomb a carrier, your dive bomber must end its movement in **Dive** status, at Altitude 2, 3, or 4, in one of the three (3) hexes occupied by the carrier.
- The 3 hexes occupied by the carrier are considered Altitude 1, so any plane at this altitude will crash into the carrier (no damage will be dealt to the carrier.)
- If any of your planes are repairing/rearming and an enemy dive bomber attacks (and hits) the carrier, each plane on the carrier must check to see if it was damaged in the attack. Roll 2d6, each roll of 6 results in one point of damage. If your carrier is attacked multiple times in the round, check and add damage each time. This damage is also added to any existing damage the plane had from the previous combat round. If an aircraft is destroyed in this way, remove it from play. This damage will be removed at the end of the round during **Step 6**, so it only matters to determine if a plane is destroyed while sitting on the carrier.



# ORDER OF BATTLE - US

## ROUND 1

Plane	QTY	Mission		CAP		Carrier
		#	Alt	#	Alt	
Navy F4F-3 Wildcat	1					
USMC F4F-4 Wildcat	3					
FM-1 Wildcat	1					
SDB Dauntless	5					
F2A-3 Buffalo Rookie *	1					n/a

## ROUND 2

Plane	QTY	Mission		CAP		Carrier
		#	Alt	#	Alt	
Navy F4F-3 Wildcat						
USMC F4F-4 Wildcat						
FM-1 Wildcat						
SDB Dauntless						
F2A-3 Buffalo Rookie *	3					n/a

## ROUND 3

Plane	QTY	Mission		CAP		Carrier
		#	Alt	#	Alt	
Navy F4F-3 Wildcat						
USMC F4F-4 Wildcat						
FM-1 Wildcat						
SDB Dauntless						
F2A-3 Buffalo Rookie *	2					n/a

\* F2A-3 Buffalo Rookie represents reserve aircraft that are available each round. These planes can be used for either CAP or Mission.

They are not susceptible to damage when the carrier is bombed.

## ROUND 4

Plane	QTY	Mission		CAP		Carrier
		#	Alt	#	Alt	
Navy F4F-3 Wildcat						
USMC F4F-4 Wildcat						
FM-1 Wildcat						
SDB Dauntless						
F2A-3 Buffalo Rookie *	2					n/a

## ROUND 5

Plane	QTY	Mission		CAP		Carrier
		#	Alt	#	Alt	
Navy F4F-3 Wildcat						
USMC F4F-4 Wildcat						
FM-1 Wildcat						
SDB Dauntless						
F2A-3 Buffalo Rookie *	1					n/a

## ROUND 6

Plane	QTY	Mission		CAP		Carrier
		#	Alt	#	Alt	
Navy F4F-3 Wildcat						
USMC F4F-4 Wildcat						
FM-1 Wildcat						
SDB Dauntless						
F2A-3 Buffalo Rookie *	1					n/a

# ORDER OF BATTLE - JAPAN

## ROUND 1

Plane	QTY	Mission		CAP		Carrier
		#	Alt	#	Alt	
A6M2 "Zeke"	3					
A6M2 Zero Ace	2					
Aichi D3A "Val"	5					
A6M3 Zero Rookie *	0					n/a

## ROUND 2

Plane	QTY	Mission		CAP		Carrier
		#	Alt	#	Alt	
A6M2 "Zeke"						
A6M2 Zero Ace						
Aichi D3A "Val"						
A6M3 Zero Rookie *	3					n/a

## ROUND 3

Plane	QTY	Mission		CAP		Carrier
		#	Alt	#	Alt	
A6M2 "Zeke"						
A6M2 Zero Ace						
Aichi D3A "Val"						
A6M3 Zero Rookie *	3					n/a

\* A6M3 Zero Rookie represents reserve aircraft that are available each round. These planes can be used for either CAP or Mission.

They are not susceptible to damage when the carrier is bombed.

## ROUND 4

Plane	QTY	Mission		CAP		Carrier
		#	Alt	#	Alt	
A6M2 "Zeke"						
A6M2 Zero Ace						
Aichi D3A "Val"						
A6M3 Zero Rookie *	2					n/a

## ROUND 5

Plane	QTY	Mission		CAP		Carrier
		#	Alt	#	Alt	
A6M2 "Zeke"						
A6M2 Zero Ace						
Aichi D3A "Val"						
A6M3 Zero Rookie *	1					n/a

## ROUND 6

Plane	QTY	Mission		CAP		Carrier
		#	Alt	#	Alt	
A6M2 "Zeke"						
A6M2 Zero Ace						
Aichi D3A "Val"						
A6M3 Zero Rookie *	1					n/a