Turn Record Track & Random Scenario Generator

Midway, 1942

Day:

June 2nd	June 3rd	June 4th	June 5th
June 6th	June 7th	June 8th	June 9th

Hour:

02:00	SM W 04:00 O	06:00	SM 08:00	10:00	SM W 12:00 R	14:00	SM 16:00	18:00	SM W 20:00	22:00	SM 24:00 R

Legend:

SM: Slow movers. May move SS, AO, AP, Speed damaged Ships (rule 6.32)
W: Roll for the either weather front movement or single weather movement (rule 6.4) (see Optionale Rule proposal)
R: Repairs (rule 6.2)
O: Roll for Off-Map air release (rule 9.12)

The following "Random Scenario Generator" is a suggestion to add some additional *fog of war*. Each player uses die rolls to determine **his own** scenario setup. Ignore any details for the opposing side but apply the results of any friendly die rolls to friendly setup. Roll up to four times a D6 in sequence.

Japanese

1st die roll
1-2-3-4: Historical Air Complement
5-6: Full air complement

2nd die roll
1-2: Aleutian group avaliable
3-6: No changes

3rd die roll
1-2: *Zuikaku* avaliable
3-4-5: No changes
6: *Zuikaku* and *Shokaku* avaliable

4th die roll
1-3: Revised carrier groups (free setup)
4-6: No changes

USA

1st die roll
1-2-3-4: Historical Air Complement
5-6: Full air complement

2nd die roll
1: *North Carolina* avaliable
2-3-4: No changes
5: *South Dakota* avaliable
6: *North Carolina* and *South Dakota* avaliable

3rd die roll
1-2-3: *Yorktown* not avaliable
4-5-6: No changes

4th die roll
1: *Saratoga* avaliable
2: *Wasp* avaliable
3-4-5: No changes
6: *Saratoga* and *Wasp* avaliable