Midway, June 2nd – 7th 1942 – Scenario Instructions

Japanese Set Up:

Scenario M1

This scenario simulates the historical situation.

Scenario Start:

June, 2nd , 02:00 to June 7th, 24:00.
Length may be modified by players agreement.

Weather:

2F, 5G, 8G, 11H, 14G, 17H, 19F, 21D, 23B, (all hexes north of these hexes are cloudy)

Naval Forces:

2nd Fleet **TT** enters anywhere from 1N to 1Y at June 2nd, 02:00
4 Transports (3 Combat Strenght each)

2nd Fleet **CS** enters anywhere from 1N to 1Y at June 2nd, 06:00

2nd Fleet **CG** enters anywhere from 1N to 1Y at June 2nd, 10:00
*Zuiho (*3F, 3ST)

1st Fleet **CF** enters anywhere from 1A to 1M at June 2nd, 14:00
Akagi(6F, 5D, 3T, 2ST)
Kaga (6F, 3D, 5T, 2ST)
Hiryu (5F, 5D, 3T, 2ST)
Soryu (5F, 4D, 3T, 2ST, 1S)
Tone (1S Jake)
Chikuma (1S Jake)

1st Fleet **MB** enters anywhere form 1A to 1M at June 3rd, 20:00
Hosho (2 ST Jean)

2nd Fleet **SC** enters anywhere from 1T to 1Y at June 4th, 02:00
Chitose (1S Jake, 4S Pete)
Kamikawa Maru (1S Jake, 2S Pete)

Note: All AO move alone on the MNSM as per rule 3.43 f.

Submarine Forces:

Submarines (4 counters) enter anywhere from 41A to 41Y at June 2nd, 20:00

Land Bases:

Marshall Islands: Jaluit, Aur & Wotije Land bases ready box *(not released – release on a die roll of "**1-2**")*
4S Mavis factors
9 LT Betty factors

Wake Land base ready box *(released)*
3 LT Betty factors

Seaplane Base on Kure Atoll
(to build during scenario) No aerial factors at start

Random Scenario Generator
(see bottom of Turn Record Track Chart first)

Japanese 1st die roll – full air complement

Full air complement:
Akagi(6F, 6D, 4T, 2ST)
Kaga (7F, 7D, 5T, 2ST)
Hiryu (5F, 5D, 4T, 2ST)
Soryu (5F, 5D,3T, 2ST, 1S)

Japanese 2nd die roll – part of Aleutian group

1st Fleet **SF** enters anywhere from 1A to 1F at June 4th , 02:00

Note: AO move alone on the MNSM as per rule 3.43 f.

5st Fleet Second Carrier Striking Force **CF2** in reinforcement enters anywhere from north side 16A to 21A at June 4th, 02:00

Ryujo (4F, 3T, 2ST)	max.: (no changes)
Junyo (6F, 5D)	max.: (6F, 5D, 2 ST)
Takao CA 10-2	
Maya CA 10-2	
Desdiv7 DD 3-1	

Japanese 3rd die roll – New carriers

Zuikaku (5F, 5D, 3T, 2ST)
Shokaku (5F, 5D, 3T, 2ST)

Note: with any avaliable Task Force

Japanese 4th die roll – free setup
No more than 12 counters in each Task force display as per rule 3.43.

Midway, June 2nd – 7th 1942 – Scenario Instructions

U.S. Set Up:

Scenario M1

This Scenario simulates the historical situation.

Scenario Start:

June, 2nd , 02:00 to June 7th, 24:00.
Length may be modified by Players agreement.

Weather:

2F, 5G, 8G, 11H, 14G, 17H, 19F, 21D, 23B, (from 1A to these hexes is Cloudly)

Naval Forces:

Task Force 16 **TF16** enters from 41L at June 2nd, 02:00 (to reach historically 31G)

Enterprise (7F, 5D, 4SD, 3T)
Hornet (7F, 5D, 4SD, 3T)

Note: AO move alone on the MNSM as per rule 3.43 f.

Task Force 17 **TF17** enters from 41L at June 2nd, 02:00 (to reach historically 31G)

Yorktown (6F, 5D, 4SD, 3T)

Submarine Forces:

Task Force 7 **TF7** starts:

Submarines (3 counters) start anywhere within 5 Hexes from Midway (from Hex 27M)

Submarine (1 counter) starts on Hex 39M

Land Bases:

Midway Land base ready box

Land
7 units of *6th Marine Defence Battalion, USMC*
1 unit of *2nd Raider Battalion, USMC*
Air
8S Catalina
2T Avenger
5F Buffalo
2F Wildcat
3D Vindicator
4SD Dauntless
1L B-26 Maraurder
5SB B-17 Flying Fortess

Kure Atoll ready box

No aerial forces.
No ground units in Historical simulation.
As optional shift here at start any Midway ground units (max 2 Combat Strenght).

Random Scenario Generator
(see bottom of Turn Record Track chart first)

U.S. 1st die roll – full air complement

Yorktown (8F, 5D, 5SD, 3T)
Enterprise (8F, 5D, 56SD, 3T)
Hornet (8F, 5D, 5SD, 3T)

U.S. 2nd die roll – new Battleships

North Carolina 30-8 BB
South Dakota 30-8 BB

Note: with TF16 or TF17 or new TF11

U.S. 3rd die roll – Yorktown fate

Yorktown not avaliable at all (add 10 Victory Points at end) or, at choice, until June 4th, 1942 at 02:00 and enters from Hex 41L.

U.S. 4th die roll – new carriers

Saratoga (7F, 5D, 4SD, 3T)
Wasp (6F, 4D, 4SD, 3T)
Desdiv8 DD 3-1, *Desdiv9* DD 2-1 *(with Saratoga)*
Desdiv3 DD 4-1, *Desdiv5* DD 3-1 *(with Wasp)*

Note: All in new TF11 Task Force.