SCRATCH ONE FLAT TOP - EXPANSION KIT 2

*** Midway ***

by *Robert Holzer and Luca Revello*

based on **Scratch One Flat Top**, **© 3W**, Designer **Peter Bertram**

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INTRODUCTION

Scratch one Flat Top (SoFT) is an easy to play game that simulates very well the suspense and uncertainty of carrier battles, proving that every single mistake can be the last and often enough lethal for a carrier group. We made no attempt to change any of the original rules[1] but developed all the necessary data sheets[2] and complete new sets of counters, so that there's no need to mix any counters between the *Expansion Kit* and the original game. Furthermore we added new *whatif*-variants to give players the option to *change* history ...

During work on *Scratch one Flat Top Expansion Pack* it materialized that there were other battles which would fit for this gaming system. Originally SoFT derived from a game called "Incredible Victory" (Quarterdeck), which covered the Battle of Midway. As this game nowadays is very hard to obtain and does not include as many what-if variants as one might imagine, this second SoFT Expansion Kit was born.

With most of the work already done for the first *Expansion Kit* only a new map and some new counters had to be drawn. The real work were the scenarios and the OB sheets, as sources about the *Battle of Midway* are still somewhat confusing, mostly about the exact number of Japanese aircraft involved. Here we owe special thanks to the Battle of Midway Roundtable Internet Group, whose members deliberately helped to find the correct figures with great enthusiasm. Furthermore, the recently published book Shattered Sword (please see 8. Literature) gave much new hindsight.

We added several optional scenario variants (see *Turn record Chart* & *Random Scenario Generator* file), e.g. with full air complement for the Japanese carriers, as it might be interesting for players to see what would have happened, if the Japanese had been able to use their carriers at full strength. Although there was no need to apply any changes to the US carrier air complements, as these ships usually operated with nearly full air complement, we also did so for the US ships.

Some of what is written here is identical with the *Expansion Kit1*, as it is not necessary to have *Expansion Kit1* to play this Kit. Also, ownership of the original Scratch one Flattop game is not required, apart from its rules, of course. We hope you enjoy these new scenarios.

1. The Battle of Midway – Historical Overview

It is common sense that the Battle of Midway marked the turning point in the Pacific during WW2. Due to the loss of four irreplaceable fleet carriers the Imperial Japanese Navy was no longer able to operate offensively at will. But the Battle of Midway wasn't the easy victory it seems to have been for the US Navy. In fact, the outcome was very close, which makes this Battle a perfect topic for a wargame.

During the weeks following the famous Doolittle Raid, which saw 16 B-25 Mitchell bombers, launched from the U.S. CV Hornet, to attack Japan, the Japanese High Command decided to expand the previously gained captures to prevent any further attacks against Japan.

Furthermore, Admiral Yamamoto planned to defeat the US Navy in a decisive naval battle. He was well aware that Japan could only hope to survive a short war against the USA. The only

[1] However, we added new rules and optional rules proposal. (see 5. and 6.)

[2] Note: The destroyer units don't have their original designation as it is not important for gameplay. Feel free to correct this. All other ships are stated correctly.

way to end this war successfully for Japan was to frustrate the US attempts to inflict any damage against Japan. He planned to lure the US fleet into action by taking the small Midway atoll. And so the stage was set for this decisive battle.

2. Random Scenario Generator RSG

For this Expansion Kit the RSG had to be changed. It might appear a bit clumsy compared to the version delivered with the Expansion Kit1, but otherwise up to 64 (or even more) scenario variants would have to be created (for each side!).

Another advantage of this RSG is that players can opt for only those variants they would like to play, or those details they want to influence. Refers to Turn Record Track & Random Scenario Generator file.

3. Victory Conditions

These are generally the same as rule 12.106 of the original rules booklet with the following additions:

- Enemy ships sunk: CV = 25 VP, CVL = 15 VP, BB/BC = 10 VP, CA = 5 VP, SS = 2 VP, all other ships 3 VP.
- Damaged ships: CV, CVL = 1 VP for each destroyed hit box (thus reflecting the importance of these ships), all others 1 VP per damaged ship.
- 1 VP for each air factor eliminated by any means.
- The player who controls Midway at the end of game gains 50 VP. Midway begins under U.S. control and the Japanese player must eliminate all U.S. ground units and have at least one Japanese ground unit on Midway at the end of game to control Midway for VP purpose.
- The player who controls Kure Atoll at the end of game gains 5 VP. Kure Atoll begins under U.S. control and the Japanese player must eliminate all U.S. ground units and build a sea plane base there to control Kure Atoll for VP purpose.
- If U.S. player sinks the Yamato, he additionally gains 10 VP.
- If U.S. player damages the Yamato, he additionally gains 5 VP.

4. New Aircraft Ratings

Expansion Kit2 introduces some new plane types. Additionally, we revised some of the original plane ratings.

- The US *Buffalo* **F** planes are treated the same as the *Airacobra* **F** planes in air vs. air combat.
- The Japanese *Jake* **S** planes and *Jean* **ST** planes are equivalent to the *Kate* **T/ST** planes in air to air combat.
- The Japanese *Emily* **S** planes uses the same air vs. air combat row as the *Airacobra* and the *Claude*, with the exception that the *Emily* cannot initiate air vs. air combat.
- The Japanese *Judy* **S** planes are treated the same as the *Dauntless*.
- The Japanese *Vals* and *Petes* were incredible maneuverable planes, which were used in dogfights in many occasions. Therefore both plane types are now treated the same as the *Dauntless* in air vs. air combat.

Note: Please see the new revised Combat tables at the end of these rules!

5. New Rules

U.S. ground combat units

The ground defense of Midway Atoll was centered on companies of the *6th Marine Defence Battalion*, augmented by two companies of *2nd Raider Battalion*. To allow ground combat, new ground units are added to this Expansion Kit. Each counter has only a ground combat strength, but no AA strength and it cannot move.

These new units can be placed in the Midway or Kure Atoll boxes of the Air Operation Charts.

Japanese ground combat units

The Japanese invasion force is formed by *5th Combined Special Naval Landing Force*, along with a portion of their army's *28th Infantry Regiment.* The detachment consists of two battalion-sized "echelons" – 1st and 2nd. The 5th was made up by the Yokosuka and Kure SNLFs, each also about battalion-sized.

Each Transport ship unit in game carries one Japanese ground unit. Each Japanese combat unit has 3 combat strength, based on the 3 basic points of its transport ship. Every unit shares the fate of his ship. It may never fire its combat value as long as it is on board and if its transport is reduced or eliminated it is too reduced or

eliminated along with it immediately. (No ship to ship transfer of ground unit is permitted during play).

Landing and Ground Combat (new rule 11.5)

Landing takes place during any daylight game turn in which one or more Japanese transport counter(s) (AP) is in the Midway Atoll or Kure Atoll hex.

The Japanese player does not require landing all of his available ground units during the same turn.

If landing ground units its transport must remain in the hex as long as its units is on Midway or Kure Atoll.

Ground combat is mandatory and takes place every turn. All counters are placed on the respective Ground Combat Displays. The defending U.S. forces fire first and hits take place immediately. Use the new Hit Tables at the end of these rules.

A player must have at least the number of combat strength firing to use a column on the hit table. If the total combat strength of firing units exceeds the number of factors given in the columns, the exceeding factors are broken down according to the general SoFT rules. The only limitation is that combat must be resolved with the fewest possible die rolls.

Only when all U.S. units are eliminated Midway is taken by the Japanese player, even if the base is already shut down.

Japanese Ground Units have +1 to DRM during night attack.

No Critical hits are allowed.

Air and Surface Bombardment vs. Ground Units (new rule 11.25)

If any player wants to hit enemy ground units during an Air Attack vs. Land Base (Midway or Kure) or by Shore Bombardment (Midway or Kure Atoll, see rule 11.2 of original rule booklet) he must declare this before the attack takes place.

In this case damages affects only ground units instead of hitting the airbase. Damage taken by airstrikes/shore bombardment does not affect any ground units if the total combat strength of all defending units is 3 or below at Midway or 1 at Kure Atoll, i.e. airstrikes or shore bombardment cannot eliminate all enemy ground units.

In addition Air attacks and Shore bombardments against enemy ground units have a DRM -1 due to low effectiveness.

It's not possible to execute airstrikes or shore bombardments after Japanese troops are landed in Midway or Kure atoll.

Kure Atoll (new rule 6.3951 d.)

Japanese player cannot build any sea plane base at Kure Atoll if any U.S. ground units are based on the atoll. He must eliminate them before building the base (see also rule 6.3951 of the original SoFT rules booklet).

The Units (new sentence rule 3.26)

Midway is a ship counter for the scenario and cannot move.

Naval combat phase (new sentences rule 11)

Rule 11.1222: adding range 1-2 = Midway

Rule 11.1241: Midway counter must occupy area 1 and cannot move.

Rule 11.32: Midway counter must occupy alone a Task Force display on area 1.

6. Optional Rules Proposal

These Optional Rule Proposals are similar to those of the first Expansion Kit, but there may be any interested players who do not have the first Expansion Pack so far...!

<u>Aircraft reallocation:</u>

(Can be also applied to original game!)

Aircraft may be reallocated to new bases. For land based aircraft there is no limitation except that the aircraft type must be available on the base sheet. Also valid for sea planes!

Carrier planes might be sent to another carrier in case that the original CV is sunk or damaged (<u>50% or more</u> of its aircraft handling capacity destroyed!). Carrier aircraft sent to another CV do belong to this carrier after landing.

Carrier aircraft assigned to land bases belong to these land bases and cannot return to any carrier during gameplay!

Carrier based planes operating from any land bases simply have their range doubled (e.g. a Zero with range „8“ becomes a „8/2“ or a Wildcat with range „6“ becomes a „6/2“)

Armament (3):

(Only SoFT Expansion Packs!)

Battleships have a gunfire range of 4 RFs!

Armament (4):

(Clarification - can be also applied to original game!)

Carrier based **T** planes can be used as **L** planes when used against land bases. Simply handle them as if they were **L** planes on these missions.

ASW:

(Clarification)

Roll one die for each ASW DD counter attacking any SS!

Only the DDs allocated to ASW duty have to remain to fight the sub(s), all other ships may move if desired.

***Blind* Strike:**

(Can be also applied to original game!)

Carrier air strikes against any hexes are permitted, even if there is no sighting report or target information available. Once over the target hex roll one die:

For a die roll of **3-6** in clear weather or **5-6** in cloudy weather (no attacks in storm weather) the attack can be conducted. The opposing player must reveal any target information (whether there are any targets in this hex or not) only when the die roll is successful!

CAP (1):

(Can be also applied to original game!)

Search planes in adjacent hexes can be attacked, but then it is doubtful whether these CAP planes are back on duty again just in time (or have sufficient ammunition & fuel) to intercept an incoming attack. So each time an **F** plane on CAP is sent to intercept recon planes in adjacent naval zones, roll a die for it. On **4-6** it returns in time to defend the carrier, on **1-3** it fails to do so.

Each time recon planes in adjacent hexes are attacked, the **F** plane has to return to **CAP2**, regardless in which CAP box it initially was.

CAP (2):

(Only SoFT Expansion Packs!)

F planes may also fly CAP over any desired hex in range, up to half of their normal range (round fractions down). E.g., a *Warhawk* has a CAP range up to 3 hex and has to return to it‘s base at the end of that turn, whereas e.g. a land based *Zero* has a CAP range up to 16 hex, and can stay in the air up to 4 turns!

Treat these CAP flying **F** planes as any other airstrike, thus starting during normal land based air phase. So, during their first CAP turn **F** planes flying CAP over any hex won't be over the target in time to fight off any recon planes!

After any combat over any hex (except own base or task force) the involved **F** planes must return to their base, even if they still have enough endurance to stay (due to ammunition shortage and higher fuel consumption after combat).

Radar:

(Can be also applied to original game!)

In 1942 only US ships were equipped with radar. To reflect this, only US carriers can send **F** planes into adjacent naval zones to intercept any shadowing recon planes.

HAA-Fire:

(Can be also applied to original game!)

Use half of all ships valid AA factors for HAA fire against any **D**, **L, B** aircrafts, not only adjacent to firing ship. DDs on ASW duty are not included! Usually every ship of a task force was within the maximum range of all ship's HAA.

HAA fire against **T** aircraft is unchanged!

*Note: This makes it a lot harder to attack a task force with the mentioned aircraft types, but it is nevertheless a useful rule supplement, as **D**, **L**, **B** aircraft normally attacked from a minimum altitude of 6000ft or more. On the other hand **T** aircrafts usually attacked below 1000ft, thus making it a lot harder for ships to hit them (and not to hit other friendly ships) with HAA fire.*

Land based Air Strikes on Naval Targets:

(Clarification)

Land based air strikes may only attack any ships as long as reliable target information is available.

As soon as there is no more information about these enemy ships, the air strike must either attack the hex in with the last sighting had occurred, or it has to return to its base!

Refueling:

(Can be also applied to original game!)

Refueling task forces and "their" oilers may

move during refueling, thus consuming fuel per move!

Search:

(Can be also applied to original game)

Rules 7.2212, 7.2222 and *7.2331* may be modified according the article *"An Overview of Search Capacity in Carrier Games* by Markus Strumptner (delivered with this pack).

Rule 7.2212: "Each plane may move up to a number of hexes on the NMSM equal to their movement allowance as printed on the counter (rule 3.2). During this flight it's possible to make three searches in different hexes. Each hex constitutes a single search pattern".

Rule 7.2222 - last sentence: "If they intend to search this turn it's possible to make three searches in different hexes during their flight. Each hex constitutes a single search pattern"

Rule 7.2331 – first two sentences: "Units searching several hexes (Task Force Markers and "S" type airplanes) first announce the hex(es) being searched. Each counter searches individually per game turn."

Search & Bomb:

(Only SoFT Expansion Packs!)

Any SD Dauntless may attack enemy ships with normal bomb load while searching when they detect a target in their own searching hex (occupied by them while conducting any search)! This attack has to be conducted during the search phase!

Note: At the time of the Battle of Midway, search and bomb still was no standard doctrine and therefore should not be used.

Storms:

(Can be also applied to original game!)

A Naval Zone with a cloud marker in it is a storm area, the adjacent 6 naval zones contain only bad weather.

Storm areas suffer extra penalties:

- **-1** modifier applied to current cloud values (searching, air and naval combat).
- No aircraft launching is possible.
- Apply night landing procedure to daylight storm landings.
- No night landings on CVs in storms are allowed, all aircraft being lost instead.
- No torpedo firing during naval combat in storm hexes.

Torpedoes:

(Can be also applied to original game!)

Due to practical experience we strongly recommend to cross off two hit boxes for each torpedo hit, as torpedoes usually did much more damage as bombs or gun hits! For any additional critical hit results cross off only the given number of single hit boxes!

(E.g. a „3*" result with a die roll of „3" on the „T-Hits Results vs. Ships" Table will result in three double hit boxes and two single hit boxes crossed off)!

Weather (1):

(Can be also applied to original game!)

Roll for weather three times a day, at 0400, at 1200 and at 2000. This makes it harder to track the weather but is more realistic and much more fun to play.

Weather (2):

(Can be also applied to original game!)

Weather markers do not move all as one big unit but move separately! If ever two weather markers do occupy the same hex, one is to be removed and placed in Line „**t**", following this scheme:

- Roll 1d6 to see how much dice you have to roll.
- Roll the given number of dice and count the result.
- That's the column this weather front will start in row „**t**"!

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3.92 Combat Tables

(complemented by additions for both Expansion Kits)

3.922 Air vs. Air Combat (* *plane may not initiate air combat*)							
Zero		**1**	**2**	**3**	**4**	**5**	**6**
Wildcat, Fortress*, Rufe		**1**	**2**	**4**	**5**	**6**	**7**
Buffalo, Airacobra, Claude, Emily*,		**1**	**3**	**5**	**6**	**7**	**9**
Mavis*, Catalina*, Mitchell*, Marauder*		**1**	**4**	**6**	**9**	**---**	**---**
Dauntless, Betty*, Nell*, Judy, Pete, Val		**2**	**4**	**6**	**9**	**---**	**---**
Devastator*, Kate*, Dave*, Jean*, Jake*		**2**	**5**	**7**	**9**	**---**	**---**
3.923 Anti-Aircraft Fire (AA)		**1**	**4**	**6**	**8**	**10**	**12**
3.925 HIT TABLES (* *Critical Hits*)							
DRMs (cumulative)	**1**	**---**	**---**	**---**	**---**	**1**	**1**
-1: Land based air vs. ship; B and/or D attacks in cloud; air combat in cloud; U.S. submarine attacks; U.S. naval gunfire at night	**2**	**---**	**---**	**---**	**1**	**1**	**2**
	3	**---**	**--**	**1**	**1**	**2**	**2**
+1: D plus T attack vs. ship; all attacks vs. speed damaged ships	**4**	**---**	**1**	**1**	**2**	**2**	**3***
	5	**1**	**1**	**2**	**2***	**3***	**3***
+2: All attacks vs. ship dead in the water; D planes vs. carrier with D and/or T planes of the Flight Deck (in LANDED/READY)	**6**	**1**	**2***	**2***	**3***	**3***	**4***
3.924 Air Attacks vs. Ships	**D**	**1**	**2**	**3**	**4**	**5**	**---**
(Originally:) Land based air and ship based air may not attack the same hex in the same turn.	**US T**	**1**	**3**	**---**	**---**	**---**	**---**
	Jap T	**1**	**2**	**3**	**4**	**5**	**8**
(Midway:) Land based air from Midway (only!)and ship based air may attack the same hex in the same turn.	**L**	**2**	**4**	**6**	**8**	**10**	**---**
	B	**2**	**4**	**---**	**---**	**---**	**---**
3.924 Air Attacks vs. Land Base	**D**	**1**	**2**	**3**	**4**	**5**	**---**
DRMs **-1:** against Ground Units	**L**	**1**	**2**	**3**	**5**	**7**	**9**
	B	**1**	**3**	**---**	**---**	**---**	**---**
11.1 Naval Combat	Ship vs. Ship	**1**	**4**	**10**	**15**	**20**	**30**
DRMs **-1:** against Ground Units	Shore Bombardment	**5**	**10**	**15**	**20**	**30**	**40**
11.5 Ground Combat							
DRMs **+1:** Japanese Ground Units during night attack		**1**	**2**	**4**	**7**	**10**	**12**