

Midway: Pearl Harbor Avenged!

Introduction: The battle of Midway, which resulted in the crippling of the Japanese naval air arm, arose as a result of the ambitious plan to seize the important island base of Midway and force a decisive showdown with the American carriers which escaped the Pearl Harbor attack.

Duration: Japanese Summer 1942 movement and combat phase.

Situation: Japan has taken a full offensive on the Pacific front. All controlled areas are considered fully supplied throughout the scenario.

Controlled Areas:

Japan controls Japan and the Mariana Island groups.

The Allies control Midway, the Aleutians Island group and the Hawaiian Island group.

Special Rules:

- Play is restricted to the controlled areas and the sea hexes around them.
- The four Japanese CVs *must* be in the same TF, and that TF must patrol within three hexes of Midway.
- The only hex that may be invaded is Midway.

Research and Production:

Japan:

- 3 Torpedo results
- 8 Magic cards

Western Allies:

- ASW result: -4
- Radar: +1
- 9 Magic cards (add either a tactical or strategic card)

Japanese Forces:

- **Tokyo:** 12 NAS(e), 2 NAS, *Akagi* (CV), *Hiryu* (CV), *Kaga* (CV), *Soryu* (CV), *Zuiho* (CVL), *Yamato* (BB5), *Mutsu* (BB4), *Nagato* (BB4), *Haruna* (BB3), *Hiei* (BB3), *Kirishima* (BB3), *Kongo* (BB3), *Fuso* (BB3), *Hyuga* (BB3), *Ise* (BB3), *Yamashiro* (BB3), CA12, DD7
- **Agana:** CA4, DD5, 1 submarine, 1n2, 1-2
- **Wake:** 1 AAF, 1 NAS, airbase

American Forces:

- **Midway:** 1 AAF, 1 NAS, 1 R, airbase
- **Pearl Harbor:** 2 AAF, 9 NAS, *Enterprise* (CV), *Hornet* (CV), *Yorktown* (CV), CA16, DD5, 1 submarine

Victory Conditions:

Victory is determined by the control of Midway [and the Aleutian Islands] and the casualties suffered by each side. Whichever side has more Victory Points at the end of the scenario is the winner. The difference in Victory Points determines the level of victory: decisive, 10; tactical, 7; marginal, 3; pyrrhic, 1; draw, 0.

Victory Points:

- +3 Midway
- +1 Each enemy surface factor sunk

Optional Rules

The Aleutians

At the time Japan attacked Midway, it launched a diversionary attack on the Aleutians. Players wishing to incorporate this aspect of the Midway campaign should apply the following rules.

Invasion of Aleutians permitted: Any eligible Aleutian island may be invaded.

Additional Forces:

Japan:

- **Sapporo:** 4 NAS, *Junyo* (CVL), *Ryujo* (CVL), CA8, DD2, 1-2

U.S.:

- **Dutch Harbor:** CA8, 1DD
- **Umnak:** 1 AAF, airbase

Victory Points:

- +2 Any Aleutian island (Japan only)
- +2 Control of all Aleutian islands (Allied only)