Midway – A Carrier (VG) Historical Variant Scenario

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MAP

Treat all hexes except Ndeni (2814) as High Seas. 2814 is the 'Midway' hex and is considered to have an airbase on it. 2814 has Coastal Seas.

US DEPLOYMENT

TF16 – CV Enterprise (7F4F, 9SBD, 4TBD), Hornet (7F4F, 9SBD, 4TBD); CA Minneapolis, New Orleans, Pensacola, Northampton, Vincennes; CL Atlanta; 12DD

TF17 – CV Yorktown; CA Astoria, Portland (6F4F, 9SBD, 3TBD); 6DD

Both TF start within 2 hexes of 2211

Note: CL Atlanta was present at the battle, hence available. And before you complain about the values allocated, see Footnotes on Plane Strengths/Number of Destroyers.

If you want to purchase your own fleet, it equates to 35 surface points.

Midway – 2F4F, 8SBD, 2TBD, 1TBF, 1MedB. No fuel limit. AAA = 5. Hit Capacity = 10 (Use blue air counters for TBD/TBF, but can land on Midway only).

IJN FORCES AND OBJECTIVES

There are 20 combat and 6 transport forces in play. Shokaku, Zuikaku and Shoho are NOT available. Hiyo and Junyo ARE both available.

IJN Commitment and Retirement Limits are 30/36/5/45.

SPECIAL RULES

1. The scenario begins with the 0520 turn of June 4, 1942.

2. Game Extension (24.0) and PBY Searches (26.2) rules must be used.

3. Strategic Surprise is automatically in effect.

4. The Yorktown commences the game with one Light hit already marked on it.

5. Each Transport sunk adds +1 to the Retirement Index.

6. One PBY chit is used, on the following table

	1	2	3	4	5	6	7	8	9	10
Hex	1819	2321	2316	2819	2822	2419	2815	3117	2825	3321

7. **Victory**: Use Standard Game victory points schedule; of course, substitute "Midway" for "Henderson Field". All bombardments of Midway count for VPs.

Japanese Strategic Movement

IJN TF on Hexrow 28XX, due East
IJN TF North of Hexrow 28XX roll 1D10; 1-5 East, 6-10 Southeast
IJN TF South of Hexrow 28XX roll 1D10; 1-5 East, 6-10 Northeast
Any TF within 8 hexes of Midway will steam directly towards it via the shortest possible route. If there is a choice of two hexes, determine hex at random.

Japanese Retirement Movement
IJN retirement movement is West; TF removed when it reaches a hex it the last two digits 30.

Japanese Force Arrival Table

First Die	Second Die										
	1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**Trans**
1	2121	2320	2519	2720	2030	3028	3429	3027	2717	2616	3126
2	2120	2319	2518	2719	2029	3027	3428	3026	2617	2516	3125
3	2119	2318	2517	2718	2028	3026	3427	3025	2516	2617	3124
4	2118	2317	2516	2717	2027	3025	3425	3428	2416	2618	3123
5	2117	2316	2515	2716	2026	2927	3328	3427	2417	2517	3026
6	2221	2420	2620	2820	2130	2926	3327	3426	2517	2417	3025
7	2220	2419	2619	2819	2129	2925	3326	2027	2618	2317	3024
8	2219	2418	2618	2818	2128	3127	3528	2026	2518	2418	3226
9	2218	2417	2617	2817	2127	3126	3527	2127	2418	2518	3225
10	2217	2416	2616	2617	2126	3125	3526	2126	2419	2619	3224

FOOTNOTE ON CARRIER PLANE STRENGTHS:
The Carrier Rule Book say that each step represents approximately 4 US aircraft and each air point represents approximately 8 IJN aircraft. If you add up the Japanese Air Values for the Akagi (11), Kaga (11), Hiryu (9) and Soryu (9) you get a total of 40. Multiply 40 x 8 = approximately 320.

But we know that the strike against Midway contained only 108 aircraft (including Zeros) and that Adm. Nagumo kept half his planes in reserve. So that means the total IJN air capacity was probably not much more than 215. Rather than play around with the numbers (including launch/service/raise/lower limits), I have just short-changed the US player. However, this may make the game impossible to win, so you can proportionally increase the number of US steps to compensate for the discrepancy.

For example, Enterprise in real life was fully loaded and had 35 VSB, 14 VTB, and 26 VF. With a CV limit of 24 steps, this leads to figures of: 11.1SBD, 4.4TBD, 8.2 F4F

If you want to go with this easier option, then allocate Enterprise (8F4F, 11SBD, 5TBD); Hornet (8F4F, 11SBD, 5TBD); Yorktown (7F4F,11SBD, 4TBD); Midway (3F4F, 12SBD, 3TBD, 2TBF, 1MedB).

FOOTNOTE ON NUMBER OF DESTROYERS:
Before everyone complains about the number of DDs I have allocated to each Task Force (historically, TF16 = 9DD and TF17 = 5DD) let me say that I prefer not to breach the 6DD per CV rule, but you are entirely free to do so.