

Fury at Midway

1.0 INTRODUCTION

Fury at Midway is a game on the Battle of Midway that took place on June 4, 1942. During the battle, the Imperial Japanese Navy (IJN) lost four aircraft carriers, to only one lost by the USN, turning the tide of the war in the Pacific.

2.0 COMPONENTS

2.1 Game Map

The game comes with two maps, one for each player. The maps have the following elements:

- (1) **Operations Map:** the area of the map where the hexes are printed. Fleets and launched aircraft always occupy a hex.
- (2) **Aircraft Carrier Display:** The map displays the status of the respective side's aircraft carriers (and Midway Atoll in the case of the US). This is where the aircraft that are not on a strike, or returning from one, are managed.
- (3) **Midway Invasion Track:** Records the status of the strength of the IJN Invasion Force.
- (4) **Midway Garrison Track:** Records the current strength of the US Garrison on Midway.

2.2 Player Aid

The back of the cover sheet is the player aid that shows how to read the cards and has some game tracks.

Turn Record Track: Used to show the progress of the game and when to draw cards for each player.

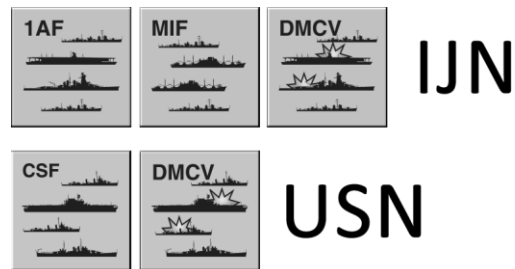
Air Operations Point Record Track: Used to record the Air Operation Points (AOP) held by both sides.

Card Box: Location for deck of event cards.

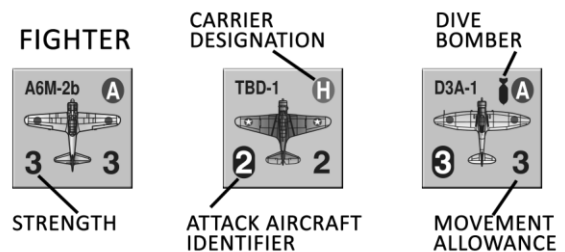
2.3 Counters

There are two types of counters: "Units" representing combat units and "Markers" for displaying information.

- (1) **Fleet units:** the IJN has three units, the First Air Fleet (1AF), the Midway Invasion Force (MIF); and a damaged carrier task force (DMCV), the US has the Carrier Strike Force (CSF), and a damaged carrier task force (DMCV). 1AF contains four carriers in two divisions and the CSF contains two carriers in one Task Force and a single carrier in the other. There are multiple counters for each fleet as they are used on both players maps and in the DMCV's case on the Aircraft Carrier Display as well. In the game, escorts such as cruisers and destroyers have been omitted and their effects show up as part of the AAA value of the fleets, or abstract night combat and bombardment.



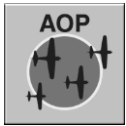
- (2) **Aircraft units:** These units have 1 or 2 steps. A step is a unit of strength. An aircraft unit with nothing printed on one side has only one step. Aircraft units with counters printed on both sides have two steps. All two-step units begin the game at full strength. If a two-step unit loses a step the owning player flips the unit counter over to display the side of one step. If it loses one more step, or was one step to start the game, the unit is eliminated and removed from the game.



- (3) **Markers:** the game uses the following:



Turn marker: placed on the turn record track to record the progress of the game.



AOP Markers: Placed on the Air Operations Track, used to record each sides' Air Operations.



Damage Markers: Used to record damage dealt to each aircraft carrier (hit/sunk).



Midway Invasion (IJN) and Midway Garrison (US): Placed on the respective Midway

Tracks, used to record the respective strengths.

2.4 Dice

6-sided dice are used in the course of the game and are not provided. You can play with one but it's easier to play with more since the combat system often has attacks of the same value and rolling them all at once speeds play.

2.5 Paper and Pen or Pencil

The US player must plot his fleet's starting location and movements on a piece of paper that you must provide with a pen or pencil you also provide.

2.6 Concealment

Each players map/carrier display needs to be concealed from his opponents. In testing we did this in a variety of ways. We used a laptop as a screen. A box set on edge, pieces of paper or box lids laid on top of display. The only time you can see the enemy's carrier display is when attacking and even in that case the map should still be covered so the attacking player cannot see aircraft moving on the enemy map, so a couple of pieces of paper to cover map at that instant is handy. It is also quite possible to play the game at a distance across a room with players just verbally giving info back and forth. The game can also be played with no concealment at all and both players maps visible to each player. This was how the game was originally designed and it works fine but loses the element of surprise as you can see what strikes are coming and how the enemy CAP is set up and planes on enemy carrier decks.

3.0 SETUP

Once sides have been determined, set up the game as follows. Each sides setup is secret.

3.1 Imperial Japanese Navy (IJN) Player Set-Up

(1) Fleet unit: The MIF fleet counter is placed on the "4" box of the turn record track. The 1AF is placed aside as it will enter on turn 1 during movement. (see 6.3)

(2) Aircraft units: Each aircraft carrier is equipped with a total of 4 aircraft units: 2 x A6M, 1 x D3A, 1 x B5N. Each unit can be placed freely on the carrier's deck, in the hangar, or if a fighter in the CAP box. Only 2 aircraft may be on carrier deck.

(3) Cards: The Japanese player shuffles the cards that can be only played by Japan. From these he draws three. The Japanese player can check the cards immediately, but keeps it hidden from the US player until it is used.

3.2 United States Navy (USN) Player Set-Up

(1) Fleet units: The CSF starts the game in any hex of column F, G, H or I. F-6 (Midway Atoll) is NOT a valid hex. The US player decides in which hex to start the game before play starts. In the first turn, the US player will be able to move up to 2 hexes from this location.

(2) Aircraft Units: Each aircraft carrier has 5 aircraft units: 2 x F4F, 2 x SBD, and 1 x TBD. Each unit can be placed freely on the carrier's deck, in the hangar, or if a fighter in the CAP box. Only 2 aircraft may be on carrier deck.

(3) Midway Base aircraft: The seven Midway aircraft units (green) can be placed freely on the runway of the base, hangar, or CAP box if they are fighters. Only 3 aircraft may be on the runways.

(4) Cards: The US Player shuffles the cards that can be played by the US player, or either player, and draws two cards. The US player can check the cards immediately but keeps them hidden from the Japanese player until it is used. The remaining cards that the American and Japanese player did not draw are now shuffled together to become the deck players draw from in later turns.

3.3 Marker Set-Up

(1) Turn marker: Place it on the "1" space of the turn record track.

(2) AOP Markers: Place the AOP markers of both sides on the "0" space of the AOP record track.

(3) Invasion Force marker: Place it on the "5" space of the Midway Invasion track.

(4) Midway Garrison marker: Place it on the "6" space of the Midway Garrison track.

4.0 VICTORY CONDITIONS

4.1 Victory at the end of Day 1

At the end of the third turn, both players check the number of friendly aircraft carriers that have been sunk. If one player has at least three times as many carriers afloat than the other on the map, that player immediately wins the game at this point. If one player has lost all their carriers and the other side has at least one left, then the side that lost all its carriers has lost. If neither side meets these conditions, the game will continue to the end of turn 7.

Example: At the end of the third turn, the US player has managed to sink three Japanese aircraft carriers while the Japanese has not sunk even a single US carrier. The game thus ends with a US victory.

4.2 Victory at the end of Day 2

At the end of the seventh turn, compare the scores of both sides. The player who scored at least one more VP than their opponent wins. Ties are a draw. VPs are determined in the following way.

- (1) 1 VP for each enemy aircraft carrier sunk. No VPs are scored for a carrier that is damaged but still afloat at the end of the game.
- (2) The player controlling Midway receives 2 VPs. The American player starts with control of Midway See (11.0) for how to control Midway with the Japanese.

One victory point to the Japanese if the CSF leaves the map. One victory point to the Americans if the 1AF leaves the map. No victory points are awarded if the MIF, or a DMCV of either side leaves the map.

5.0 SEQUENCE OF PLAY

The game has either 3 or 7 turns. (4.0) Each Turn consists of the following phases: **Exception:** The fourth turn is a night turn, and as such it follows special rules. Please refer to (10.0) for details.

- (1) **Card Draw Phase:** On turns 2, 4, and 6 the US player draws a card. On turns 3, 5, and 7 the Japanese player draws a card. Cards 05 and 06 may be played at this time including if those cards were just drawn.
- (2) **Midway Base Attack Declaration Phase:** The Japanese Player must announce his intention to either attack Midway or not this turn.
- (3) **US Movement Planning Phase:** The US player plans his fleets movement and writes it down.

- (4) **IJN Movement Phase:** The Japanese player moves his fleets.
- (5) **Midway Base Attack Phase:** If the Japanese player declared an attack on Midway in the first phase above, the attack is resolved in this phase.
- (6) **US Movement Phase:** The US player reveals his planned movement and moves his fleets.
- (7) **Search Phase:** Based on the position of both players' fleets, the Air Operation Points that can be used in this turn are determined.
- (8) **Air Operations Phase:** Both players use AOP to execute air operations.
- (9) **[Only on Turn 7 and see conditions in rule 11.0]** IJN Landing Operations on Midway

Advance the turn marker to the next space on the track and start a new turn. If the third turn is over, determine if the victory condition set forth in (4.1) is met. If neither side satisfies it, proceed with the fourth turn. When the seventh turn is over, determine the winner according to (4.2).

6.0 FLEET MOVEMENT / MIDWAY ATTACK

There is only one IJN fleet unit for turns 1-3 (1AF). The IJN (MIF) fleet appears starting with the fourth turn. The USN has a single fleet (CSF) Both players may create an additional fleet (DMCV). To do this the player must have a carrier with two damage markers. A maximum of one such damaged carrier may be then assigned to the DMCV and only one DMCV may be created per game. At the start of US or IJN Fleet movement place the DMCV in the hex with the 1AF or CSF, it will then move using the normal rules below. Three DMCV markers are provided for each fleet. One for each players operations map and a final one for the carrier display to place adjacent/on the damaged carrier to show it is the one assigned to the DMCV. A carrier in a DMCV may not be repaired by the damage control card. The following movement rules apply except for turn 4. See (10.0) for movement in that turn (i.e. at night).

6.1 Movement Basics

- (1) **Movement Allowance:** during daylight turns, the 1AF and the CSF move up to two hexes per turn, while the MIF moves up to one hex. DMCV task forces of both sides move one hex. During the night turn, the 1AF and the CSF can move up to 4 hexes, while the MIF and of both sides DMCV can move up to 2 hexes (10.0).
- (2) **Movement Restrictions:** Movement is optional and never mandatory. Fleet units cannot leave the map. No

fleet unit may ever enter or cross the Midway Atoll hex (F-6). The players may never place multiple fleets in the same hex at the end of his movement phase. An American fleet may leave the board from hexrow I. (Plot it as a move by writing off map) It takes one hex of movement to do so. A Japanese fleet may exit the map from hexrow A. Once a fleet leaves it may not return.

- (3) Fleet Elimination:** A fleet marker is removed from the game if it has no ships left, or in the case of the MIF if the position of the Invasion Force Marker falls to X.
- (4) No Sea Battle:** If after US movement execution both sides fleets occupy the same hex, the US fleet will return to the hex it was in immediately before, or if it did not move to any adjacent hex, in order to avoid an unrealistic day surface battle between aircraft carriers.
- Exception:** See (10.1) for Sea Battles at night).

6.2 Fleet Movement

- (1) Movement Plot:** The US player plans the movement of each of his fleets in the US Movement Planning Phase of each turn by writing it down, hex by hex.

Example: Movement begins in hex F-4 and the destination is hex D-3. The US player then notes down the following sequence: "F-4 → E-3 → D-3".

- (2) Movement Execution:** After the US player finishes plotting his movement in secret, the Japanese player moves his fleets and then tells the American player the location of all his fleets so the American player may place the corresponding counters on his operation map. Then after making an attack on Midway (if it had been announced), the US player reveals his plotted movement and places the US Fleets in their final movement hexes on his operation map and tells the Japanese player the location of all of his fleets so the Japanese player can place the corresponding counter on his operation map.
- (3) Example:** The US player plots his move and the Japanese player moves his fleets on his map. The Japanese player then tells the US player that the 1 AF is in G-4 and the MIF in A-3 after movement. The US player places a 1 AF and MIF fleet marker in those hexes on the US map. The US player then reveals the CSF went to D-3 and moves it to the hex on the US map. The Japanese player moves his marker for the CSF to D-3 on his map.

6.3 IJN Fleet Entry

- (1) Entry hex:** 1AF enters the map on Turn 1 through one of the three hexes marked with a red circle (hexes **A-1 to A-3**). The MIF enters the map on Turn 4 through one of the three hexes marked with a white circle (hexes **A-4 to A-6**). A fleet entering the map is considered to have moved one hex to do so and if it has remaining movement points may continue to move after entering the map.

6.4 Midway Base Attack

- (1) Attack Declaration:** the Japanese player must declare his intention to attack Midway at the beginning of the turn. If the declaration is not made, no attack on Midway can take place during the current turn.
- (2) Attack Force:** Attacks on Midway takes place after IJN Movement Execution and before the US Movement Execution. The 1AF must be within 5 hexes of Midway (i.e. within the red dotted line) in order to attack the island. If not, after having declared the intention to attack Midway, the Japanese player is forced to move the 1AF within 5 hexes from Midway in the following IJN Movement execution and before the attack execution.
- (3) Attack Execution:** The Japanese player immediately conducts one Air Operation (if 1AF is within 2 hexes of Midway) or two Air Operations (if 1AF is at a 3-5 hex distance from Midway). Please refer to 8.0 for the details of air operations. There is no limit to the number of aircraft that can be involved in an attack on Midway, but at least one aircraft must take part in the attack. The Japanese player must use a strike group launched from the 1 AF in this phase. A strike group still on the map from last turns air operations may not attack Midway. Note also that these air operations allow for the movement of all other Japanese aircraft on the Aircraft Carrier Display just like any other air operation. Aircraft move from Return 2 boxes to Return 1. From Return 1 to Hangar, Hangar to deck, Deck to CAP box and vice versa. If the Midway strike takes 2 AOP then all the other aircraft on the display will go through two air operations. The only restrictions are that no strike groups may be launched except for the Midway attack and strike groups already on the map from the previous turn do not move until normal air operation begin for the turn.

(4) Return from an Attack on Midway: An Air Unit that has attacked Midway is always placed in the "Return 1" box regardless of the distance of 1AF from Midway.

(5) American Naval Move: The US player reveals the plotted movement to the Japanese player and moves their fleet. (only done at this time if the Japanese player attacked Midway, otherwise see 6.2)

Important: The Japanese player can attack Midway only during this phase. Midway cannot be attacked during the Air Operations Phase.

7.0 SEARCH PHASE

In this game, each aircraft carrier force performs a 360° search and automatically detects an enemy fleet. The time it takes to discover changes according to the distance between the two forces, and the less time it takes, the more air operations phases can be performed.

7.1 Search Value

Then 1AF, CSF, and Midway perform searches with the following search values. They are also printed on the map.

- 1AF: 6
- CSF: 7
- Midway: 8

The MIF and both sides DMCV cannot search.

7.2 Search Result

Count the distance from the searching unit to the closest enemy fleet (including the MIF but excluding Midway). When counting distances, do not include the hex of the searching unit, but include the target hex. The search result is the value obtained by subtracting the distance (number of hexes) from the search value of the searching unit. **Exception:** The Japanese may count to Midway for a search value if no US fleets are on the map.

In case the search result for the US CSF and that of Midway are different, use the largest of the two. Furthermore, if the search results affecting 1AF and the MIF are different, again use the largest of the two.

Example 1: If the distance between the CSF and 1AF is 5 hexes, the search results are 2 for the US (7-5) and 1 for the IJN (6-5).

Example 2: if the distance between the CSF and 1AF is 5 hexes and the latter distance to Midway is 4 hexes, the search result for the US is 4 (using Midway), that of the IJN

is 1 (Midway is not the target of a search because US fleets are on the map).

Example 3: if the distance between the CSF and 1AF is 4 hexes and that between the CSF and the MIF is 3 hexes, the search result for the US is 4 (the Invasion Force is closer), that of the IJN is 2 (the MIF cannot search).

Search results always have a minimum of 1 and a maximum of 4, regardless if the above calculation yields a lower or higher result. This means that each player will receive at least 1 AOP each turn.

7.3 Air Operation Preparation

Each player receives the same number (1-4) of Operation Operations Points (AOP) as their respective search result. Place a player's AOP marker on the same numbered box as the AOP track's search result.

7.4 Impact of the Attacks on Midway

If there were Japanese attacks on Midway at the time of the Midway Island Attack Phase, reduce the AOP by 1 or 2, depending on the number of air operations executed (and even if this is more than the AOPs awarded in 7.2, that is the Japanese player can always attack Midway if within range). As a result, the Japanese AOPs may be "0" for this phase because already used before. **Example:** the Japanese had a search result of 1 and used 2 AOP to attack Midway. The total is now 0 AOP.

8.0 AIR OPERATIONS PHASE

In the Air Operations Phase, players repeat the following steps until their respective AOPs reach zero.

- (1) Initiative Determination:** Both players roll a die to determine the initiative player.
- (2) Initiative player's Air Operations:** The initiative player uses 1 AOP to conduct Air Operations.

Repeat 1 and 2 until both sides' AOPs reach 0. When both sides' AOP reach 0, the Air Operations Phase ends, and the turn is over. Note that it is quite possible for a player to get multiple air operations in a row, especially if one side starts with several more air operations than the other.

The next paragraphs detail Air Operations originating from aircraft carriers. See (9.6) for details on operating from Midway.

8.1 Initiative Determination

- (1) Each player rolls a die and adds his own current AOP total (from 1 to 4). The player with the highest score becomes the initiative player and spends 1 AOP to execute one air operation (see 8.2).
- (2) Ties are resolved as follows:
 - If one player had more AOP than the other player, then that player conducts an Air Operation. If both players also have the same amount of AOPs, then roll the dice again.
- (3) A player with no AOP remaining cannot roll the die. In this case, the other player has the initiative for the rest of the phase, spending 1 AOP to execute one air operation until his AOPs also reach 0.

8.2 Air Operations

In one air operation, the initiative player can move all his aircraft units once. Each aircraft unit can move once either on the aircraft carrier display (see 8.3) or on the operations map (see 8.5). There is also a special move called Aircraft Launch (see 8.4), which moves aircraft units from the aircraft carrier display (and Midway) to the operations map.

8.3 Operations on Aircraft Carriers

On the aircraft carrier display, an aircraft unit may be in one of the following statuses: returning to the carrier, CAP, ready on deck, or in hangar. Each aircraft unit may advance one space in the direction of an arrow in one air operation. The choice to move is optional, not mandatory (see (1) below for exceptions). There is no restriction in the order in which to move aircraft, but players should keep track of the aircraft units that have moved already in the current air operation.

- (1) **Mandatory movement:** Aircraft units in the "Return 1" and "Return 2" boxes must always move to the next space in the direction of the arrows. Japanese air units in the Return 1 box must move to the hangar of their parent carrier if it is undamaged and not at capacity. See (3) below. A carrier that has been sunk or with both deck boxes damaged may not move aircraft to the hangar. If it is not possible to move aircraft from the Return 1 box to a carrier in that squadron/task force, then they may be moved to the hangar of the carriers in the other squadron/task force. If that is not possible then the aircraft are destroyed. **Exception:** American carrier aircraft can also land on Midway if the CSF is within 2 hexes of Midway. If Midway has its runways closed by damage, then the American carrier

aircraft cannot land on Midway. The American aircraft that start the game on Midway can only return to Midway and are destroyed if the runways are all damaged when they try to leave the Return 1 box.

- (2) **CAP (Combat Air Patrol) Box:** This box can only be entered by fighter aircraft, who are flying directly above the carrier force to protect it. Attack aircraft cannot be placed in the CAP box. There is no limit to the number of fighters in each CAP box.
- (3) **Aircraft Carrier Capacity:** For both Japanese and US forces, an aircraft carrier can simultaneously hold up to five aircraft units, regardless of the number of steps. When five aircraft units are already on the deck and/or hangar of a certain aircraft carrier, it is not possible to move any aircraft units in the "Return 1" box to the hangar of that aircraft carrier. (Note this has nothing to do with the CAP box. Carriers can be at capacity and have CAP in the box) **Exception:** If a one step aircraft unit could be placed in the hangar, or on the deck for a fighter returning from the CAP box, and immediately combine with another one step unit of the same type in the hangar or deck box it can enter the hangar or deck box. (see 4 below) **Example:** 4 Japanese aircraft, 2 from the Kaga and 2 from the Akagi are in the return 1 box of their carrier division. In the Japanese air operation these planes must attempt to go to the hangars of their respective carriers. The Kaga has both deck boxes damaged so no planes may land on it so all 4 planes will go to the hangar of the Akagi. However, a carrier has a maximum capacity of 5 aircraft so if the Akagi had 2 aircraft already on board then one aircraft, Japanese players choice, would not be able to be placed in the hangar and would be destroyed.
- (4) **Reorganization:** If two aircraft units of one step each and of the same type occupy the same space, i.e. the CAP box, return box, deck box or hangar box, at the owning player's discretion they can be combined into a single two-step unit. Consequently, one of the one-step units is removed from the game. Different types of aircraft units (e.g. D3A and B5N) cannot be combined. Also, the US player cannot combine a carrier aircraft unit with a Midway aircraft unit, even if they are of the same type.
- (5) **Preparation for takeoff:** Up to two aircraft units (three in case of Midway's runway) can be placed on the deck simultaneously (see boxes drawn on each aircraft

carrier). **Exception:** Aircraft may not be placed in a deck/runway box that has been damaged.

8.4 Launch

- (1) Aircraft units on deck at the start of an air operation can be “launched” (indicated by an arrow pointing to the Operations map). Immediately Place the launched aircraft unit in the same hex as the Carrier task force, and then move it up to two hexes, **regardless** of the movement factor printed on the aircraft unit. (the movement factor is only used in the second air operation of flight)
- (2) **Strike Group:** When aircraft units including at least one Attack aircraft are launched simultaneously from the same carrier, or from Midway, these aircraft form a “Strike Group”. The “Strike Group” moves as a single unit on the Operations map and players cannot change the composition of the Air Group until its recovery aboard a carrier or Midway. **Exception:** You may not have a strike group with only fighter planes. They must escort an Attack aircraft.
- (3) **Midair Assembly:** The Japanese carrier-based aircraft crews at this stage of the war were well trained in formation flying. To reflect this, if Japanese aircraft units are all launched in the same Air Operation, they can all be combined into a single Strike Group even if the units are coming from different aircraft carriers and squadrons. Because of this, while the US Player can have a maximum of 1 or 2 aircraft units (or 3 if coming from Midway) in a Strike Group, the Japanese Player can form a Strike Group with up to 8 aircraft units. The formation of a Strike Group is optional, and it does not need to include all aircraft units launched in the same Air Operation. For example, it is possible for the Japanese to form two Strike Groups of four aircraft units each or any other combination up to the number of planes launched.
- (4) **Air Attack:** If there is an enemy fleet or Midway within 2 hexes of the aircraft just launched, those aircraft can be moved directly to that hex and perform an Air Attack (see 9.0). However, note that the Japanese player cannot attack Midway during the Air Operations Phase: Midway can only be attacked in the Midway Base Attack Phase.

8.5 Aircraft Movement on the Map

- (1) **Movement Allowance:** an aircraft unit just launched moves up to 2 hexes, whereas all other units already on the Operations map at the start of an Air Operation can move up to their movement allowance as printed on the counter.
- (2) **Group Movement Allowance:** if a US Strike Group is made up of Aircraft Units with different movement allowances, the movement allowance of the group is equal to that of the lower movement allowance unit. **Example:** if an Air Group is made up of an SBD and a TBD, its movement allowance is 2.
- (3) **Air Attack:** A Strike Group that starts the Air Operation on the Operations map must be able to reach the hex of an enemy fleet unit within its movement allowance and carry out an Air Attack (see 9.0). If there is no enemy fleet within the range of its movement allowance, the Group moves immediately to the “Return 2” space of a carrier or Midway following the rules in 9.5.
- (4) **Order of Movement:** The player moves his Strike Groups one by one in any order. Complete the movement and **any resulting Air Attack** of one Group before moving the next. It is important to conceal from the enemy how many strike groups are going to attack enemy fleets in this air operation and the type of aircraft in those strikes as this info will influence the enemy CAP decisions. For example, he may hold back CAP to intercept later strikes but there may be no further strikes.
- (5) **Movement over two turns:** Aircraft unit(s) launched in one turn do not have to return in that same turn. In this case, in the first Air Operation of that player the following turn, the aircraft unit(s) must move one more time in order to conduct an air attack or return (see (3) above).

9.0 AIR ATTACK PHASE

Strike Groups that move into the same hex as an enemy fleet or Midway immediately resolve an Air Attack according to the following rules. Each strike group is resolved immediately and before any other strike group moves into the same hex as the enemy fleet. Fighters alone cannot attack enemy fleets or Midway.

9.1 Target Determination

If there are two Squadrons (in the case of the 1AF) or Task Forces (in the case of the CSF), the attacking Player decides which target the Strike Group will attempt to attack and then rolls a die. The IJN player attacks the Task Force he chose on a die roll of 1-3. On a die roll of 4-6 he attacks the other Task Force. The US player also chooses which squadron his Strike Group will attack and rolls a die. The US player attacks the squadron he chose on a die roll of 1-5. On a die roll of 6 he attacks the other squadron. Each Strike Group can only target one Squadron / Task Force. If a Squadron / Task Force is not the target of an attack, it is considered to not take part in the attack. **Example:** if a US Strike Group attacks the 1AF, the US Player decides whether to target the First Air Squadron (Akagi / Kaga), or the Second Air Squadron Hiryu / Soryu). Choosing to try for the Akagi and Kaga he rolls a die. On a roll of 4 the attack goes through on the Akagi and Kaga.

9.2 CAP Interception

If there are fighters in the CAP box of the target, one or more of those fighters may intercept the air attack (interception is not mandatory). If the player cannot or chooses not to intercept, this step is skipped (go to 9.3).

- (1) **CAP interception:** the defender rolls a die for each step of intercepting fighters and inflicts a hit for each result that is equal or less than the combat strength printed on the fighter's counters. If the attacking Group has no fighters present as escort the CAP combat strength is increased by one.
- (2) **Counterattack by Escort Fighters:** After applying the damage caused by CAP interception (see (3)), if there is at least one fighter unit in the Strike Group, the attacker rolls one die per step of attacking fighters. Each roll less than or equal to the escort fighters combat strength inflicts 1 hit on the CAP fighters.
- (3) **Damage Allocation:** Each hit inflicted removes one step from an aircraft unit. The **owning** player decides freely which aircraft unit to apply the damage to. Note that this means that fighter planes can often take losses to protect attack aircraft. **Example:** An American strike of one F4F and one SBD, both at full strength, is attacking the 1st Carrier division. In the CAP box are 2 A6M also at full strength. The Japanese player decides to intercept with one plane leaving the other back for later strikes. The A6M rolls 2 dice, because it has 2 steps, needing a 1-3 on each roll. It gets one hit and the American player chooses to take

the loss from the F4F. The one step of surviving F4F then fires back and misses.

- (4) **CAP Return to Carrier after combat:** CAP that has intercepted a strike group is put outside the CAP box and may not intercept any more strike groups for that air operation. After **all** enemy attacks have been made in that air operation (from multiple strikes if there are such) the CAP must return to a carrier in its squadron/task force. Japanese fighters must return to their parent carrier if it is undamaged. In all other cases fighters may return to any carrier in the squadron/task force. Fighters may be placed in a deck box if one is undamaged and free of aircraft or in the hanger if at least one desk box is undamaged, and the carrier is not at its maximum capacity of 5 aircraft. If fighters returning from CAP cannot meet these rules they are eliminated.

9.3 Anti-aircraft (AAA) Fire

Next, defending ships carry out anti-aircraft fire on the attacking aircraft. Roll two dice per defending squadron / task force. Each 1 on the dice is a hit on the attacking units. Note: The AAA represents all of the ships in the escort group in addition to the AAA fire from the carriers themselves.

- (1) **Anti-aircraft Fire from Midway or the Midway Invasion Force:** the player rolls a number of dice equal to the current value of the respective tracks (Midway Garrison or Midway Island Invasion) divided by 2 (round results up). Each 1 on the dice is a hit on the attacking units. **Example:** Midway would roll 3 dice at its starting strength. The Midway Invasion Force would also roll 3 dice at its starting strength because of the rule to round up.
- (2) **Damage Allocation:** hits caused by AAA fire must be applied to attack aircraft units only. Each hit reduces one attack aircraft unit of one step. The owning player decides which aircraft unit to apply the damage to.

9.4 Attack Resolution

All attack aircraft units that have survived CAP interception and AAA fire can attack the carrier(s) of the target Squadron / Task Force. If there are multiple aircraft carriers, the attacking player is free to choose one target for each attacking unit. In case of the IJN Invasion Force or Midway, all attacking units attack that target. Once

FURY AT MIDWAY RULES

assigned, targets cannot be changed once the attack gets underway (i.e. if the first unit destroys the target, all other units assigned to it cannot be assigned another target).

(1) Attacks against aircraft carriers: each step in the attacking force allows to roll one die. Each result equal or less than the Attack Strength inflicts one hit on the target. The Attack Strength is modified as follows (modifications are cumulative):

- Dive bombers (bomb icon on counter) that attack a carrier with attack aircraft on deck have their Attack Strength increased by 1. If there are no aircraft or only fighters on deck, the Attack Strength of the dive bombers is not modified.
- If **D3A** and **B5N** attack the same aircraft carrier at the same time as part of the same Japanese Strike Group, the Attack Strength of the B5N is increased by 1.

(2) Damage on aircraft carriers: For each hit inflicted on a carrier, one damage marker is placed in one of its deck boxes. From then on, that section of the deck becomes unusable. Any aircraft unit in the deck box at the time the hit is inflicted is eliminated. Determine the location of the damage randomly by rolling a die: 1-3 the hit is applied to the bow section: 4-6 it is applied to the stern. If only one deck box remains, the damage is automatically assigned there. A carrier that already has two damage markers is sunk by any further hits. In this case all aircraft in the carrier's hangar are eliminated. Flip one of the hit markers to indicate that the aircraft carrier has been sunk.

(3) Air Attacks on Midway or the IJN Invasion Force: Roll one die for each step in the attacking group. Each result equal or less than the Attack Strength inflicts one hit on the target. Move the marker on the corresponding track one space to the left for each hit inflicted. When the marker reaches "X", the IJN Invasion Force is destroyed. See 9.6 for modifications to Attack Strengths when attacking Midway and effect of hits on Midway.

(4) B17 Optional Rule: The B17 was almost totally useless as an anti-ship bomber and its use is optional in this game. The B17 can never be part of a strike group with other attack aircraft. It can be escorted by fighters. If it makes an attack roll three dice for each step. If you roll

three ones out of three dice rolled you get a hit. Yes, one in 218 and I am probably overstating the chances.

9.5 Return

After the Air Attack is over, the attacking player returns the participating units according to the following rules.

(1) Attacking Air Units: Surviving units that attacked in the same Air Operation they were launched in are placed in the "Return 1" box of any Squadron / Task Force or if US in the Midway return box. Surviving units that attacked in their second Air Operation since launched are placed in the "Return 2" box of any Squadron / Task Force or if US in the Midway return box. **Exception:** Surviving Japanese aircraft must be placed in the Return box for their parent carrier squadron if the carrier is undamaged.

(2) Air Units & Midway: US aircraft belonging to Midway at the start of the game can never return to an aircraft carrier. However, carrier air units may land on Midway. Which Return box to use is determined using (1). Note that in order to divert carrier air units to Midway, the hex target of the attack needs to be at a distance not greater than 5 hexes from Midway, otherwise it will not be possible to land on Midway. Furthermore, unless a US carrier is damaged and does not allow air units to land on it, carrier air units that had diverted to Midway are free to return to an available carrier after an attack.

9.6 Midway

Midway is treated as an aircraft carrier with the following exceptions.

(1) Midway can simultaneously accommodate a total of seven aircraft units either on the deck (runway) or in the hangar. The difference is that Midway has three deck (runway) boxes vs. the two of an aircraft carrier.

(2) When attacking Midway, the modifiers in 9.4 (1) do not apply. On the contrary, D3As and B5Ns have a -1 modification to their Attack Strength (it becomes 2) against Midway. Each time Midway receives a hit, the Garrison track is moved one space to the left and at the same time it loses one runway box. Any aircraft unit in the box is removed from the game. Roll a die to determine which runway is lost. If three are undamaged, then a 1-2 is the first runway. 3-4 the second and 5-6 the last, read from left to right. If two

runways are undamaged it is a 1-3 for the first runway and 4-6 for the second. If two runways are damaged any new hit automatically goes to the undamaged runway. Once Midway receives three hits, its airbase is considered to have been destroyed. Any aircraft unit in the hangar box are removed. If the airbase is destroyed, Midway's search value is 0.

- (3) Regardless of the die rolls, only a maximum of 2 hits can be inflicted on Midway each turn by Air Attack. Disregard any further hits inflicted. Furthermore, the Midway Garrison can never be reduced below 2 by means of Air Attacks, or Naval bombardment. Only invasion can reduce the Garrison to 1 or X.

10.0 NIGHT RULES

At the end of the third turn, if both sides cannot achieve the victory conditions of the end of Day 1 (see 4.1), the game will continue to the fourth turn. The following special rules apply, because the fourth turn takes place at night.

10.1 Night Movement

- (1) Each fleet can move at twice its normal speed, see 6.1 (1).
- (2) **Sea Battle:** If fleets from both sides end up in the same hex at the end of the US Movement Phase of the fourth turn, a Sea Battle occurs (this is an exception to 6.1 (4)). The Japanese player rolls one die and deals the US fleet a number of hits equal to the die-roll result minus 2 (that is: from 0 to 4 hits). The US player rolls one die and deals the IJN fleet a number of hits equal to the die-roll result minus 4 (that is: from 0 to 2 hits). The Japanese player always decides which aircraft carrier to apply the hits to, for hits on IJN carriers and hits on the US carriers. The IJN Invasion Force loses 1 Invasion Force point per hit if it is in a night combat. If a DMCV of either side is involved in naval combat it is eliminated and does no damage to the enemy unless two DMCV meet in the same hex in which case both are eliminated.
- (3) **Arrival of the IJN Invasion Force:** the IJN Invasion Force enters the Operations map in one of the hexes A-4, A-5, or A-6 on turn 4. After the US player plots their move for the turn, the Japanese player places the IJN Invasion Force in one of the allowed hexes and moves it one more hex from it.

10.2 Search and Air Operations

- (1) **Night Search:** On turn four, neither side can search for the enemy and neither receives AOP.
- (2) **Night Air Operations:** The following special air operations are conducted once, starting with the Japanese player and followed by the US player, during the Air Operations phase of the fourth turn.
- Aircraft in a "Return 2" box attempt to land at night, risking damage in the process. Roll one die for each step attempting to land, a result of 5 or 6 means that the step is lost. Move any surviving aircraft unit onto the connected "Return 1" box.
 - Move all aircraft in the "Return 1" box, including aircraft from step "a." to a carrier hangar of the corresponding Division / Task Force. Normal rules apply for damaged carriers and carrier capacity.
 - Move all aircraft in the CAP box to the hangar. Normal rules apply for damage and capacity
 - Finally, aircraft in the hangar can be placed on the deck of the same carrier or in the CAP box or on the deck (if fighters) of the corresponding Division / Task Force.

11.0 MIDWAY INVASION

If the Midway Invasion Force is in a hex adjacent to Midway Atoll at the end of turn 7, the Japanese player will execute the landings.

- (1) **Japanese Infantry Fire:** The Japanese player rolls a die. If the result is less than or equal to the current value of the Midway Invasion Force, the value of the Midway Garrison is reduced by 1.
- (2) **Midway Garrison Fire:** The US player rolls a die. If the result is less than or equal to the **current** value (after any hits from step 1) of the Midway Garrison, reduce the Midway Invasion Force value by 1.

Repeat (1) and (2). If the value of the Midway Garrison reaches the "X" space first, the Japanese forces have landed successfully and have controlled the base. If the value of the Invasion Force reaches "X" first, the landing is a failure and the Americans retain control.

12.0 EVENT CARDS

There are event cards that can be used by either side, then those that can be used only by the Japanese forces, and finally those that can be used only by the US forces. They

FURY AT MIDWAY RULES

are indicated by the background symbol. The US star or the rising sun for Japan. A card that can be played for both sides has a split symbol containing parts of both. If the US player draws an event card that can only be used by the Japanese forces (or vice versa), that card cannot be used. Drawing such an event keeps it out of the hands of your opponent and gives you the knowledge it won't be played later.

Each card can be used at the time indicated. A card drawn at the start of the turn may be played immediately if the text says Play at the start of any turn or a specific turn is mentioned, and it is that turn.

The American player gets a new card from the deck at the start of turns 2, 4, and 6. The Japanese player gets a new card at the start of turns 3, 5, and 7.

13.0 EXAMPLE OF PLAY

Setup

On the decks of his 4 CV the Japanese player starts 2xA6M, 3xD3A, 3xB5N. In the CAP box of each Carrier Division he starts 2xA6M, rest of aircraft in the hangars.

The Japanese player gets 3 cards as his initial hand. Escort Separated, Elite Pilots, and US Strike Lost.

The American player (secretly) starts the CSF in G4

The American player starts 1xFHF from each carrier in the respective CAP boxes. On the deck of each of his 3 CV he places 1xF4F and 1xSBD. 1xSBD and 1xTBD from each carrier in the hangars. At Midway the American player places his F4F and F2A in the CAP box and the TBF, SBD, and B-26 on the runways. Rest in the hangar.

The American player gets 2 cards, Critical Hit and Damage Control.

Turn 1.

Card draw phase-no cards drawn on turn 1.

Midway Base Attack Declaration Phase-The Japanese player announces he will attack Midway this turn. This means his fleet must finish its move within 5 hexes of Midway. A dotted red line is printed on the map to help determine if you are within range to attack Midway.

US Movement Planning Phase- The US player plots a move to F4. He knows that the Japanese are attacking Midway and this location will ensure that he is at least within range

5 of the Japanese and he can hit with his SBD's. If Japanese move on to B3 or B4 the range will be 4.

IJN Movement Phase- The Japanese fleet moves to B4 on Japanese map and tells the American player. The Americans put fleet counter for 1 AF in B4 on their map.

Midway Base Attack Phase-The Japanese are 4 hexes from Midway so the attack will cost 2 air operations from those that are available later in the turn. Japanese launch 2xA6M, 2xD3A, 2xB5N to attack Midway. Bring more planes up from hangar to fill decks. CAP at Midway intercepts Japanese strike and would normally fire first but Japanese player plays Elite Pilots which adds one to die roll and allows them to fire first against Midway CAP. Japanese get 4 die rolls because they have 4 steps of fighters needing a 1 through 4. They get three hits and all the American planes' steps are destroyed do there is no return fire. The Americans now fire AAA, three chances for a one and score no hits. The Japanese carrier aircraft are reduced by one when bombing Midway, so they have 8 steps all needing a 1 or 2. They score one hit. The Garrison track is reduced by one and one runway is knocked out. The B-26 located in the runway that was hit is destroyed. Japanese aircraft are returned to the Return 1 box of their respective Carrier Divisions. Normally for a strike that traveled more than 2 hexes it would be the Return 2 box but strikes against Midway are an exception.

US Movement Phase-The American player moves his fleet to F4 on his map and announces its location to the Japanese player so he may mark its location on the Japanese map.

Search Phase-The American CSF fleet has a search value of 7 (printed on the map). It is 4 hexes from the Japanese 1 AF so its 7 subtract 4 for a final value of 3. Midway has a search value of 8 (printed on the map) and its 4 hexes from the Japanese 1 AF so its 8 subtract 4 for a final value of 4. The American player uses the higher value of the two results, so he has 4 air operations, the maximum allowed, for the turn.

The Japanese 1 AF has a search value of 6 (printed on the map). It is 4 hexes from the CSF, so its value is 2. The Japanese player would have 2 air operations except it has already used 2 air operations attacking Midway. So, the Japanese player has no air operations.

Air operations phase- Normally the two players would each roll a die and add their number of remaining air operations to it to determine who would do the next air

operation. But since only the American player has air operations, he would do 4 straight operations.

1st air op- Americans launch all planes on decks of US CV and Midway runways and they fly two hexes towards the Japanese 1AF. Planes in hangars are moved up to the deck.

2nd air op- Americans launch planes on deck and Midway runways and fly two hexes towards the Japanese. Planes already in air from first air op fly 2 more hexes and reach 1 AF. The American player at this point reveals one at a time his attacking strikes. He starts with the Yorktown which has 1xF4F and 1xSBD. He chooses the 1st carrier division as his target. He rolls a die to see if he is on target, anything but a 6 and he will hit the 1st carrier division. He is on target. The Japanese player plays the card US Strike Lost and the American player loses 2 steps of planes, he chooses to lose the SBD, (he could have mixed the aircraft types or taken the F4F) and the surviving aircraft is placed in the Return 2 box of the Yorktown because it flew out more than 2 hexes to reach its target.

Next up the Hornets planes which are also an SBD and an F4F. Target choice is again 1st carrier division but American player rolls a 6 and must attack the 2nd carrier division. Japanese player plays Escort Separated card and the F4F is placed in the return 2 box. One A6M is sent to intercept the SBD. The Japanese player could have sent both or none. The A6M has two steps at a base roll of 1-3, up to 1-4 because the strike has no escort. The Japanese player gets two hits and the SBD is destroyed. The A6M is placed next to the CAP box. It is used up for all rounds of this air operation and must land at the end of all attacks in this air operation.

The Enterprise strike now chooses to attack the 2nd carrier division with its F4F and SBD since its CAP is weaker. The attack is on target, no 6 rolled. The Japanese player decides to save his CAP for later potentially unescorted targets and not engage. The F4F goes back to the return 2 box for the Enterprise and Hornet. The SBD is fired on by AAA by the Japanese. Two die rolls needing ones. The Japanese score one hit and the SBD is flipped over to show a step loss. The SBD targets the Hiryu and its base hit chance is 1-3, up to a 1-4 because it's a dive bomber all the Japanese CV have attack aircraft on the decks. One hit is scored, and a random die roll determines it's the front part of the ship that is hit and in that section of the deck was an A6M unit which is destroyed. The SBD goes back to the return 2 box. The Midway strike of an SBD and a one-step TBD now try to strike the 2nd carrier division. They roll on target. The Japanese player throws the last A6M in to intercept and needs a 1-4 as this strike has no escort with 2 steps. One

hit is the result and the American player chooses to lose the TBD step. The Japanese roll two dice for AAA and rolls no ones. The American player has 2 steps with a bombing value of 2, so 1-2 on the dice. The Midway SBD are not trained as dive bombers, so they do not get the plus 1 for the Japanese having attack aircraft on the deck. Hiryu the target and the American player rolls one hit. This automatically goes to the undamaged portion of the deck and the D3A parked there is destroyed. The Hiryu is now unable to land or launch aircraft as both deck boxes are damaged. The Midway SBD is placed in the return 2 box for Midway.

The attacks for this air operation are concluded and the 2xA6M that intercepted must land. The Soryu is the only choice and its deck is full so they must be placed in the hangar.

3rd air op- The US planes in the return 2 boxes go to the return 1 boxes. The second wave of planes, 3xSBD, 3xTBF, and 1xSB2U from Midway will attack the IJN fleet. The American player will have 4 attacks, one from each CV and one from Midway and he can sequence them as he pleases. The Japanese CAP and AAA destroy 4 steps total in the 4 attacks which the American player takes from the TBF's. The remaining US aircraft score 5 hits on the Akagi and Kaga and play a Critical Hit card. Both CV sink. US planes to Return 2 box.

4th air op- The US planes in the return 1 boxes return to the hangars on the CV or Midway. Planes in the Return 2 box go to the Return 1 box.

At this point the turn ends and the following turn it will be 3 US CV and Midway versus the Soryu. Its only advantage is its planes are on the deck ready to launch while the US carriers and Midway aircraft have both taken some losses and are in the hangar or the Return 1 box and will need an operation to get first planes to the deck. Soryu might get one US CV if its lucky before being overwhelmed. The Japanese plan of attacking Midway before a thorough search to make sure US carriers were not present was a loser historically and works equally poorly in this game.

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