



SCENARIO 9: THE BATTLE OF MIDWAY

4 JUNE 1942, Local Time: 0600-1400

Introduction

The Japanese Combined Fleet advanced on Midway in an effort to draw out and destroy the U.S. Pacific Fleet's aircraft carrier striking forces, which had embarrassed the Japanese Navy with the Doolittle Raid and at the Battle of Coral Sea. The plan was to occupy the atoll's two small islands and establish an air base. The Japanese expected the carriers to come out and fight, but to arrive too late to save Midway.

Option 1: Historical Setup

The surface forces are set on opposite ends of the board. They are not in sight of one another. IJN aircraft have spotted the USN Task Force 17, and have their flight decks full of fully fueled and armed aircraft and are preparing a major strike, consisting of all available aircraft, against the USN force. Two to eight flights of Japanese fighters may be removed from the Strike Force and fly CAP above the carriers.

The USAAF and the USN aircraft from Midway start 30 Kyds from the nearest Japanese unit (air or surface).

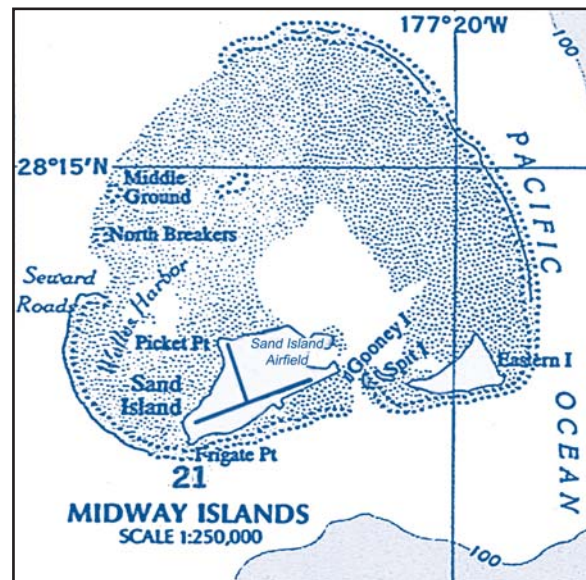
Two tactical turns (not impulses) later the USN air strike arrives on the table. Conduct the air strike on the arming Japanese carriers. Any surviving IJN carriers and aircraft can launch strike as planned.

Option 2: Simultaneous Attacks

Each side divides air assets into a Strike Force and Combat Air Patrol (CAP). The Strike Force will

attack the enemy carriers, defended by escorts and CAP. Both strikes are considered to occur simultaneously. Roll a die to see which attack is conducted first. The US strike force includes the midway aircraft.

The defending fleet is deployed as the player desires, with CAP at any altitude and within 10 Kyds of one carrier. The Strike Force is deployed at least 30 Kyds from the outer screen. Aircraft may begin at any altitude and on any bearing. Not all aircraft need to be on the same bearing from the carrier.



CONDITIONS

Daylight, visibility: part cloud cover, occasional rain squalls

Weather Modifier: 0 (no modifier)

Wind: SE, 5kts

Initial Bearing: IJN is due west from USN

Initial Range: 150nm

HISTORICAL RESULT: US Victory

The "Fantastic Four Minutes" is a major set back for the IJN. These carriers and more importantly their precious aircrew are difficult and time consuming to replace, as the IJN will find out. The USN forces are able to replace their losses more easily, and carry out offensive operations soon after this battle. This battle, once and for all affirmed the power of carrier aviation, and stressed the need for more and accurate reconnaissance, and improvements to AA weaponry.

Scenario 9: Battle of Midway



UNITED STATES NAVY



Task Force 17

Task Group 17.5 - Carrier Group

Yorktown - *Yorktown* Class CV

VS-5: 3 x SBD-3,

VF-3: 4 x F4F-4,

VB-3: 3 x SBD-3,

VT-3: 2 x TBD-1

Task Group 17.2 - Cruiser Group:

Astoria - *New Orleans* Class CA,

Portland - *Portland* Class CA

Task Group 17.4

Destroyer Screen: Destroyer Squadron 2:

Morris, *Russell*, *Hammann*, *Anderson*, *Hughes* -
all *Sims* Class DDs

All ships are assigned as escorts to *Yorktown* (flag)

Task Force 16

Task Group 16.5 - Carrier Group:

Enterprise - *Yorktown* Class CV

VF-6: 4 x F4F-4,

VS-6: 3 x SBD-3,

VB-6: 3 x SBD-2, -3,

VT-6: 3 x TBD-1

Hornet - *Yorktown* Class CV

VF-8: 4 x F4F-4,

VS-8: 3 x SBD-3,

VB-8: 8 x SBD-3,

VT-8: 2 x TBD-1

Task Group 16.2 - Cruiser Group:

Minneapolis, *New Orleans*, *Vincennes* - all *New Orleans* Class CAs

Northampton - *Northampton* Class CA

Pensacola - *Pensacola* Class CA

Atlanta - *Atlanta* Class CL

Task Group 16.4

Destroyer Screen: Destroyer Squadron 1:

Phelps - *Porter* Class DD;

Aylwin, *Monaghan*, *Worden* - *Farragut* Class DDs

Destroyer Squadron 6:

Balch - *Porter* Class DD;

Conyngham - *Mahan* Class DD;

Benham, *Ellet* - both *Benham* Class DDs;

Maury - *Gridley* Class DD

Note: Ships may be assigned as escort for either carrier, which becomes the flagship for all assigned escorts. Three cruisers and one destroyer squadron must escort each carrier.

Crew Quality: Trained (Ships & Pilots)

Damage Control: Normal

Radar: Type "A"

Sonar: Type "A"

Cohesion: 16

Initial Heading: SW

Initial Speed: 24 kts

Initial Formation: AA Screen

United State Naval Aircraft based on Midway

VT-8 Detachment: 1 x TBF-1

7th Army Air Force, Bomber Command, on Midway

11th BG(H): 2 x B-17E

22nd BG(M): 1 x B-26

OBJECTIVE

Launch air strikes to engage and destroy enemy carrier group. Provide bomber formations with escorts, while maintaining constant CAP over the USN forces. Sink or cripple at more carriers than the Japanese. If playing the historical set up, sink or cripple twice as many carriers as the Japanese.



Scenario 9: Battle of Midway

IMPERIAL JAPANESE NAVY



1st Carrier Striking Force "Kido Butai"

Carrier Division 1

Akagi (Flag) - *Akagi* Class CV

4 x A6M2,
3 x D3A1,
3 x B5N2

Kaga - *Kaga* Class CV

4 x A6M2,
3 x D3A1,
4 x B5N2

Carrier Division 2

Hiryu (Flag) - *Soryu* Class CV

3 x A6M2,
3 x D3A1,
3 x B5N2

Soryu - *Soryu* Class CV

3 x A6M2,
3 x D3A1,
3 x B5N2

Support Group

Cruiser Division 8

Tone, *Chikuma* - both *Tone* Class CAs

Battle Division 3, Section 2

Haruna, *Kirishima* - both *Kongo* Class BBs

Destroyer Squadron 10

Nagara - *Nagara* Class CL

Destroyer Division 4

Nowaki, *Arashi*, *Hagikaze*, *Maikaze* - all *Kagero* Class DDs

Destroyer Division 10

Kazagumo, *Yugumo*, *Makigumo* - all *Yugumo* Class DDs

Destroyer Division 17

Isokaze, *Tanikaze*, *Hamakaze* - all *Kagero* Class DDs

Note

Ships may be assigned as escort for either carrier division, which becomes the flagship for all assigned escorts. One cruiser or battle division and at least one destroyer division must escort each carrier division. *Nagara* may be assigned to either destroyer division.

Crew Quality: Veteran (Ships & Pilots)

Damage Control: Normal

Radar: None

Sonar: Type A

Cohesion: 16

Initial Heading: NE

Initial Speed: 25

Initial Formation: AA Screen

Objective:

Launch air strikes to engage and destroy enemy carrier group. Provide bomber formations with escorts, while maintaining constant CAP over the IJN forces.

