

# MIDWAY



# 1942

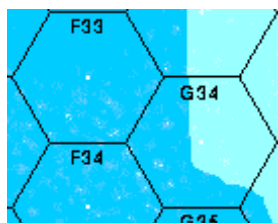
## ORDER OF PRESENTATION:

1. BLOOD REEF: TARAWA<sup>®</sup>
2. REEF
3. SCAEVOLI
4. SAND DUNES
5. TRACKS
6. PARTIAL RUNWAY HEXES
7. PIER

### 1. BLOOD REEF: TARAWA<sup>®</sup>

1.1 The following BR:T rules are in play:

- T2. [EXC: The +1 LV Hindrance per Hinterland Hex is halved (FRD)]
- T3. [EXC: A Sangar has a +2 DRM against OBA/Bombardment; all HE attacks against units in Pillboxes in Sand hexes are halved normally]
- T6.33 and 6.5-.51 [EXC: American Machine Guns, not Japanese, may fire without penalty out of bombproofs. Use Cellar counters to represent bombproofs.]
- T13. [EXC: Partial Runway Hexes (MW 6.)]
- T14.



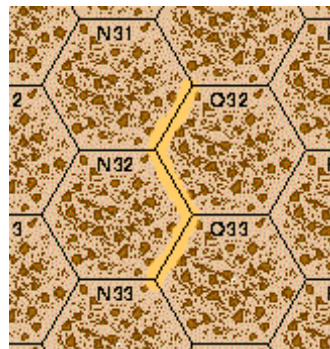
### 2. REEF<sup>1</sup>

2.1 Dark Blue hexes [EX: F33] represent Ocean beyond the Reef. Therefore, all Dark Blue hexes are Deep water.

2.2 Light Blue hexes [EX: G34] represent Submerged Reef (G13.43). G13.42 is modified as follows.

2.21 Infantry units wading in a Reef location must spend 4 MF per Reef location.

2.22 Infantry wading at night must add one MF per each Reef hex entered. Manhandling is NA into a reef location at night.



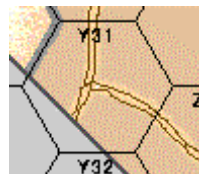
### 3. SCAEVOLI<sup>2</sup>

3.1 Irregularly shaped olive brown clumps [EX: N32] represent Scaevoli. Treat all Scaevoli as scrub (F2.).

3.2 Scaevoli is treated as concealment terrain for all purposes during a Night scenario.

### 4. SAND DUNES

4.1 Dark yellow lines running down a hex spine [EX: N32-O32] represent Sand Dunes (F7.5). All Sand Dunes are Low.



### 5. TRACKS

5.1 A thin strip of hard sand with two parallel dark lines running through it [EX: Y31] represents a Track (F9.1). All Track rules apply normally.

### 6. PARTIAL RUNWAY HEXES

6.1 A hex containing a portion of airfield artwork, but without the center dot surrounded by airfield artwork, is considered a Partial Airfield Hex [EX: Y31].

6.2 A Partial Airfield Hex is treated as Open Ground (sand locations) except as follows: Except for Sangars and Pillboxes entrenchments and Fortifications are NA in Partial Airfield hexes; a snapshot against a unit crossing a Runway hexside grants the Runway -1 TEM.

6.3 A unit moving/advancing from an Airfield hex to a Partial Runway/Track hex does so as if crossing track hexside.



### 7. PIER

7.1 Hex Y23 represents a Stone Pier (G13.7). All Pier rules apply normally.

## MIDWAY:1942 SPECIAL RULES

**MW1 TERRAIN:** All Hinterland hexes are base level 0. Beach Slope is Slight (G13.31).

**MW2 EC, WIND & WEATHER:** EC is Moist with No Wind at start. Weather is Clear.

**MW3 MARINES<sup>3</sup>:** All Marine 558 squads and their half-squads are Raiders (G17.111), making them Stealthy and granting Assault Fire to the squads. All Marine units have MOL capability (A23.6). The +1 drm for use against a non-AFV unit (A23.611) is NA. Marines may declare Hand-to-Hand CC.

**MW4 BOOBY TRAPS<sup>4</sup>:** Marines have Level C Booby Trap capability in all non-Ocean locations.

**MW5 FANATICISM:** All Marines in Pillboxes and all Marine Crews manning Guns are Fanatic.

**MW6 MARINE GUNS:** All Marine Guns must setup in Sangars. Each such weapon in an OB automatically comes with a Sangar counter. Use the following Guns to represent Marine Guns:

- Use the OBL 7.2-in Howitzer (British Ordnance note 19) to represent the 7" Guns with the following

modifications: treat the Gun as a NM, not RFNM, weapon, and unlimited AP ammo exists. The TK# for this gun is 32.

- Use the OQF 20mm AA (British Ordnance note 20) to represent Marine 20mm AA.
- Use the 12.8cm K 81/1 (German Ordnance note 14) to represent Marine 5-in guns with the following modifications: it has a B12, not B11, and it may fire WP with a depletion number of 8.

**MW7 JAPANESE<sup>5</sup>:** For Ambush purposes Japanese MMC are only considered stealthy if the Japanese are the AT-TACKER. The Japanese are considered Elite for ammo depletion purposes (C8.2).

**MW8 BORESIGHTING:** Guns may never Boresight. All other weapons Boresight normally.

**MW9 FORTIFICATIONS<sup>6</sup>:** No Wire counter may be adjacent to more than two other Wire counters. Fortifications are NA on Airfield Hexes.

## MIDWAY:1942 FOOTNOTES:

1. **2. REEF:** The Japanese picked high tide to land so that their troops could row ashore in inflatable rafts. Normal wading rules, like most other ASL rules, allow for unrealistically quick movement. This is magnified by the fact that in ASL a wading squad could move faster than a squad in boats paddling. This would lead to the Japanese player abandoning his inflatable rafts as soon as possible, when in reality the units on the rafts would be as quick to shore as units wading in the high tide. This is especially true at night when a misstep could easily lead to a drowned soldier.

2. **3. SCAEVOLI:** The vegetation on Eastern Island was a type of grass called Scaevoli. While this clinging grass is thick, it is not tall and would not allow much cover. However, at night such vegetation would be difficult to move through due to the low clinging roots.

3. **MW3 MARINES:** Due to the quantities of aviation fuel available the Marines bottled Molotov Cocktails and created stashes of them around the island. The Marines did not expect Japanese tanks, so the Molotovs were principally anti-personnel in aim.

4 **MW4 BOOBY TRAPS:** The Marines planted booby traps around the island and on the reef; however, those on the reef were mainly anti-boat in nature and would not have been very useful against the rafts the Japanese intended to use.

5. **MW7 JAPANESE:** The basic flaw with the Japanese during the entire Midway operation was an arrogance that bordered on hubris. This same arrogance led to the slaughter of the Ichiki Detachment later that year at Guadalcanal. It almost cost them the Battle of Wake Island. Two things simulate this: the lack of stealthy abilities when not the ATTACKER, and the poor Japanese leadership modifiers in the scenarios.

6. **MW9 FORTIFICATIONS:** Col. Harold Shannon, 6<sup>th</sup> Defense Battalion commander, was a veteran of the First World War. He believed in large amounts of wire; however, in ASL terms, it would be possible to create blocks of wire almost impossible to move through. Hence the requirement for having only two adjacent wire counters per hex.