

# Chapter 19: The Battle of Midway

Addenda Sheet as of Dec. 1, 2018

## The Rules:

**1.1 Game Scale (correction):** Each air unit **step** represents 12-15 aircraft.

**3.0 Important Concepts (correction):** Night turns are shaded in black font (not grey).

**5.1 and 7.0 (clarification):** A unit with a movement rate of 1/2 can move one hex on all even numbered turns. On odd-numbered turns the unit can move one hex with a D10 die roll of 6 or less. A DR result of 7 or more and the unit may not move.

**7.2.1 Air Waves (correction):** Disregard the last line of the first paragraph about the +1 DRM for a target at extreme range of an attacking air unit. This is a holdover from an earlier version of the game that was not edited out.

**7.2.2 Second Air Activation (correction):** Disregard the wording in the last sentence of the first paragraph about Disrupted air units. This is a holdover from an earlier version of the game that should have been edited out. An odd-numbered DR is simply "no effect" and the air unit may not activate a second time. Already Disrupted air units are not eligible for a second activation per Sections 11.2 and 11.3.

**10.1 Damage Effects (correction):** The 1\* indicated for movement rate here should have been 1+.

**14.1.1 Japanese Set Up (correction).** Seaplane Division 1 should instead be Chitose. Seaplane Division 2 should instead be K. Maru.

**15.3 Fighter Air Strikes (correction):** Disregard the wording about underlined factors in the rule. That is a holdover referencing the playtest counter graphics. Any fighter unit can perform an airstrike if the conditions of the rule are met.

## The Counters:

There are two American units labeled "CA Gr.16.2". This is incorrect, one of them should be "CA Gr.16.1" instead. You can use the image supplied below to paste over the front of the second counter.



American TB type air units are torpedo attack capable but were printed with a white bomb factor. Players can carefully ink in the center factor so it's black or use the replacement images below:

### Front:



### Reverse:

## The Deployment Charts:

**US and Japanese Air Units Available Capacities (corrections):** On the first printing of the Deployment Charts, the Air Units Available capacities for Midway, the CV and the CVL units were incorrect. They should be:

- Midway: 8 steps
- US CVs: 8 steps
- Japanese CVs: 6 steps
- Japanese CVL *Zuiho*: 4 steps
- Japanese CVL *Hosho* and all SPTs: 2 steps.

These were corrected in the second and subsequent printings of the game.

**Movement Rates (clarification):** A unit with a movement rate of 1/2 can move one hex on all even numbered turns. On odd-numbered turns the unit can move one hex with a D10 die roll of 6 or less. A DR result of 7 or more and the unit may not move. This was corrected in the third and subsequent printings of the game.

## New Optional Rule:

**9.3 AA Fire Modifiers (new):** Also modify the AA DR by -1 for each undisrupted escort fighter present in the attack.

*Designer's Note: This modifier was dropped early-on during playtesting, but feel free to see how it plays on your game table.*

## Defiant Stand Mini-Game:

**Setup section (clarification):** The second sentence of the second paragraph may be a bit unclear. It's meant to say "Units of only one regiment (SNLF or 228 Infantry) may assault one island."

**Resistance Levels (clarification):** Per the note printed on the map, the Midway RL is reduced by 1 for each area solely occupied by a Japanese unit at the end of a turn. This applies to both the combined and stand-alone game scenarios.