

Kido Butai: Japan's Carriers at Midway

Sequence of Play & Player Aid

1. Japanese Phase

Squadrons in the CAP box must be rotated clockwise by 90 degrees each turn. Squadrons facing Westward at the beginning of a turn must land. If unable to do so, they are destroyed. Each carrier may be used to either launch or land Squadrons - NOT both in the same turn. Each Squadron may perform only one such action per turn:

- Launch Squadrons (Place in the center of map) and/or CAP (Face Eastward)
- Fly attacking Squadrons from center of map to their targets (Rotate Southward)
- Attack with Squadrons that have reached their targets, afterwards put back in the center of the map (Rotate Westward)
- Land Squadrons from the center of the map as well as the CAP (Rotate Northward)
- Make Squadrons aboard carrier ready for action by rotating them Eastward. During this action, Bomber Squadrons may flip to either Bomb or Torpedo side.

2. Mutual Reconnaissance

- Roll one die for the Americans, on a result of five or six the Japanese fleet is found.
- Roll one die for the Japanese, on a result of six, an American fleet is found.
- NOTE: Once the Japanese and an American fleet have been detected, the Mutual Reconnaissance Phase is skipped for the rest of the game unless a Japanese attack on the reported Americans reveals that a second US fleet is around. In that case, the Japanese Reconnaissance is resumed in the next Mutual Reconnaissance Phase until that fleet is found.

3. American Phase

- Beginning with turn three, if the Japanese fleet has been found in the Mutual Reconnaissance Phase, randomly draw one counter from the US bomber pool. If it is a dummy, no attacks take place. If it is a bomber, draw more counters until a dummy appears. All drawn bombers will attack the Japanese fleet.
- If an attack occurs, apply the same procedure described above to the US fighter pool

4. Combat Notes

- Air Combat: American fighters eliminate Japanese fighters on a 6
- Air Combat: Japanese fighters eliminate American fighters on a 5 or 6
- Air Combat: Bombers are aborted on a 3 or 4 and eliminated on a 5 or 6
- Anti-aircraft Fire: American bombers abort on a 6, Japanese bombers abort on a 5 or 6
- Bombing Midway: Damaged on a roll of 6
- Bombing Carriers: Damaged on a roll of 5 or 6
- Japanese Phase: Surviving American squadrons and dummies are placed 3 turns ahead
- American Phase: Surviving American squadrons and dummies are placed 5 turns ahead