

# Detailed Sequence of Play

*for*

## Kido Butai

### 1. Japanese Phase

- Rotate CAP units 90°. CAP units that have been “low CAP” for 1 turn remove this status.
- Perform these actions in any order desired (no squadron can be involved in more than one action):

For each carrier individually:

Launch ready squadrons (facing eastward (up)) to CAP, or middle of map to strike (still facing eastward). Strike is only possible when an American task force has been found.

*or*

Land returning squadrons (facing westward (down)) or CAP rotate to northward (left)

Fly striking squadrons to target. Only dive bombers to fleet targets, and torpedo bombers to Midway. Rotate southward (right))

Attack if at the target:

- If fleet target, draw American carriers (dummy is added after first carrier drawn) until dummy. If not all 4 carriers have been found, you can search for the missing carriers in the Mutual Reconnaissance Phase.
- Draw American fighter CAP until dummy.
- Air combat. A 6 kills a Japanese fighter, a 5-6 kills an American fighter. A bomber is aborted on 3-4, and killed on 5-6.
- Surviving American fighters and dummies are placed 3 turns ahead on Turn track.
- If carrier attack and no bomber has been attacked by fighters, and advanced rule 10.b No “Midway reversed” is not used, use Special Attack, otherwise Normal Attack.
  - Normal Attack:
    - Assign bomber to individual targets.
    - Anti-aircraft fire: one die roll for each target. A 5-6 aborts one bomber.
    - Attack: A carrier is hit on 5-6, Midway is hit on 6.
  - Special Attack:
    - All carriers attacked together.
    - Anti-aircraft fire: All carriers roll a die. A 5-6 aborts one bomber.
    - Attack: The pips on each die roll gives the number of hits on the carriers.
- 2 hits destroys Midway or a carrier (Advanced rule 10.a Superior Damage Control: 3 hits for carriers).
- For each hit on a carrier or Midway, the target is reduced, and a similar number of American fighters or bombers (and for each a corresponding dummy) must be removed, if not already killed in this combat: Take from the Turn Track or in the cups (in that order) the type (bomber or fighter) with the most remaining units.
- Surviving Japanese squadrons are put on center of map rotated westward (down).

Make squadrons on carriers ready for action by rotating them eastward (up). Also decide if they should be dive bombers or torpedo bombers.

## 2. Mutual Reconnaissance Phase

Roll for American reconnaissance if Americans have not found the Japanese: Found on 5-6.

Roll for Japanese reconnaissance if American carriers are still to be found: Found on 6.

## 3. American Phase

Execute only beginning with turn three, and only if Americans have found the Japanese:

Draw American bombers until dummy.

Roll once for all bombers: 1-3 torpedo bombers; 4-6 dive bombers.

If a bomber is drawn, draw American fighters until dummy.

- Air combat. Only Japanese fighters not on “low CAP” side can attack dive bombers. A 6 kills a Japanese fighter, a 5-6 kills an American fighter. A bomber is aborted on 3-4, and killed on 5-6.
- Surviving Japanese fighters that fought torpedo bombers are flipped to “low CAP” side.
- If no bomber has been attacked by fighters, use Special Attack, otherwise Normal Attack.

- Normal Attack:

Assign American bombers to carriers from left to right (Advanced rule 10.c Random Target Assignment: Akagi 1-2; Kaga 3-4; Soryu 5; Hiryu 6)

Anti-aircraft fire: one die for each carrier. A 6 aborts one bomber.

Attack: A carrier is hit on 6.

- Special Attack:

All carriers attacked together.

Anti-aircraft fire: All carriers roll a die. A 5-6 aborts one bomber.

Attack: The pips on each die roll gives the number of hits on the carriers.

- For each hit on a carrier, the carrier is reduced, and a number of Japanese fighters or bombers must be removed from the carrier until within new capacity: Take the most numerous type.
- Surviving Japanese squadrons are put on center of map rotated westward (down).
- Surviving American fighters and bombers are placed 5 hours ahead on Turn Track.

**CAP** units that face westward (down) are destroyed

**Advance Turn marker** to next turn, and return any American squadrons and dummies to the cups.