BATTLE OF MIDWAY

The board game

Rulebook

When playing "Battle of Midway" the players will have the opportunity to take on the role of American or Japanese commanders of the aircraft fleet and participate in the famous Battle of Midway, which decided the fate of the Pacific War. The game is designed for two players and the gameplay time depends on the chosen Game Mode.

1. Contents:

1.1. **Rulebook** (1).
1.2. **Big Board Tiles** (7 – including 1 Tile with the Midway Island).
1.3. **Small Board Tiles** (2).
1.4. **Fighters** (8 – 4 American, 4 Japanese).
1.5. **Special Aircraft** (4 – 2 American, 2 Japanese).
1.6. **Cards** (43):
  1.6.1. **Aircraft Range Diagram** (2 – 1 American, 1 Japanese).
  1.6.2. **Score Charts** (2 – 1 American, 1 Japanese).
  1.6.3. **Order Cards** (20).
  1.6.4. **Special-Order Cards** (4 – 2 American, 2 Japanese).
  1.6.5. **Firing Cards** (14 – 7 American, 7 Japanese).
  1.6.6. **Initiative Card** (1).
1.7. **Manoeuvring Tokens** (12 – 6 American, 6 Japanese).
1.8. **Command Points** (6 – 3 American, 3 Japanese).
1.9. **Activation Marker** (12).
1.10. **Score Marker** (2 – 1 American, 1 Japanese).

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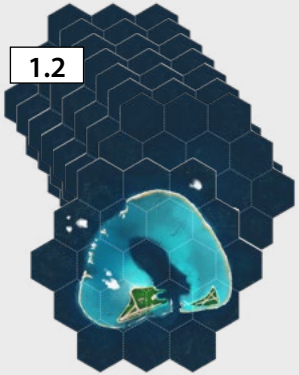

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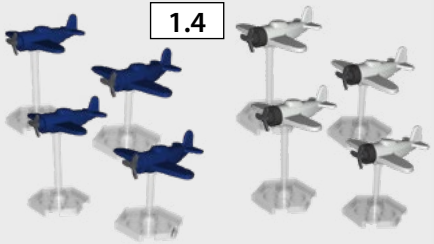

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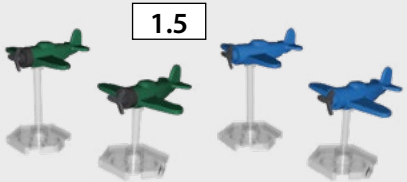

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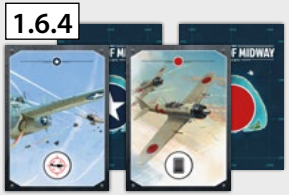

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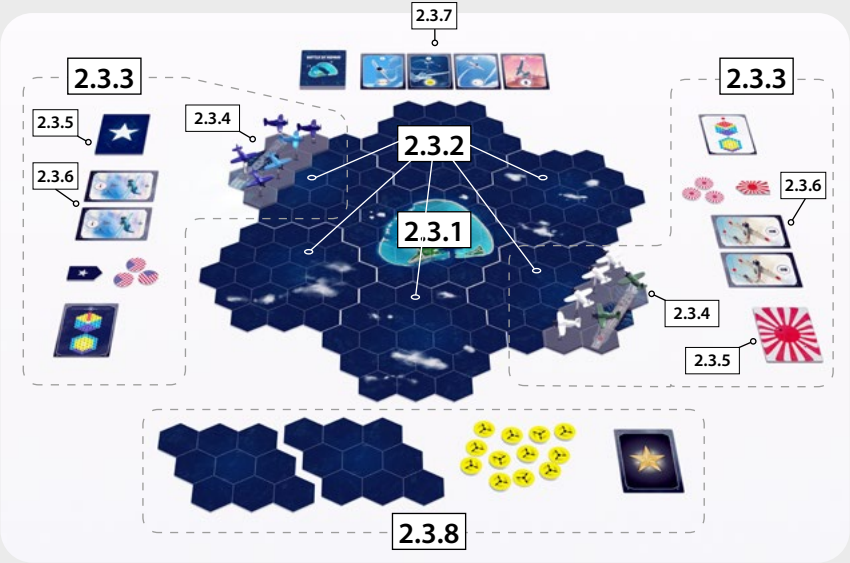
1.10

CAUTION! The Special Aircraft models will take on different roles depending on the Game Mode. For the "Aircraft Carrier Hunt" mode they will be Bombers, and for the "Domination" mode they will be Aces. Rules regarding Bombers and Aces are described in the Game Mode section.

2. MODE: AIRCRAFT CARRIER HUNT

2.1. Goal: The game is won by the player who will manage to get one of their Bombers onto the enemy Aircraft Carrier (thereby bombing the Aircraft Carrier) or by the player who will manage to destroy all the enemy Bombers. When a Bomber enters the area of the enemy Aircraft Carrier or when the last Bomber of a given side is destroyed, the game should be immediately stopped and the winner announced.

2.2. Gameplay time: Around 30 - 40 minutes.



2.3. Game set up:

2.3.1. Place the Big Board Tile containing Midway in the middle of the table.

2.3.2. Connect the other Big Board Tiles with the one containing Midway – as shown in the illustration. Tiles containing Aircraft Carriers should be located on opposite sides of Midway, and the Aircraft Carriers should be facing outwards. This way the board is set up and ready.

2.3.3. Pick the side that you want to play with and collect all the assigned components: 4 Fighters, 2 Special Aircraft (Bombers), Aircraft Range Diagram, 2 Special Order Cards, 6 Manoeuvring Tokens, 7 Firing Cards and 3 Command Points.

2.3.4. Players should place their Aircraft in the following way:

- Each Aircraft should be located within the area of the friendly Aircraft Carrier or on the area next to it.
- The nose of each Aircraft should be pointed at one of the sides of the area on which it is placed. The positioning of the Aircraft will matter during its actions.
- Players take turns to place 1 Aircraft on the Board until they run out of planes. The player in command of the Japanese forces goes first.

2.3.5. Shuffle your Firing Cards and place them in front of you in a face down pile.

2.3.6. Pick up the Special-Order Cards assigned to your side and keep them in hand.

2.3.7. Shuffle the Order Cards and put them in a face down pile next to the board. Draw 4 cards from that pile. These cards now make up the Order Pool.

2.3.8. Place Small Board Tiles, the Initiative Card and Activation Markers next to the Board.

2.3.9. Begin the Game.

2.4. Gameplay:

2.4.1. Beginning of Round:

- Place 1 Activation Marker next to every Aircraft on the Board. Each player gets 3 Command Points.

2.4.2. Fight for Initiative:

- Each player picks up 0 to 3 of their Command Points in secret.
- On cue, the players simultaneously reveal how many Command Points they hid in their hands and then discard them.
- The player who discarded the highest amount of their Command Points receives the Initiative Card.
- In case of a tie, the Initiative Card is given to the player in command of American forces.

2.4.3. Aircraft Activation:

- The players with the Initiative Card picks one of their Aircraft to perform an Action and activates it. To do this, they discard the Activation Marker next to the Aircraft. Only Aircraft with an Activation Marker next to them can be activated.
- The player who activated one of their Aircraft can perform one of two Actions: Flight or Combat.
- If any Aircraft on the board still has an Activation Marker, Aircraft Activation needs to be considered again.

ACTION
FLIGHT

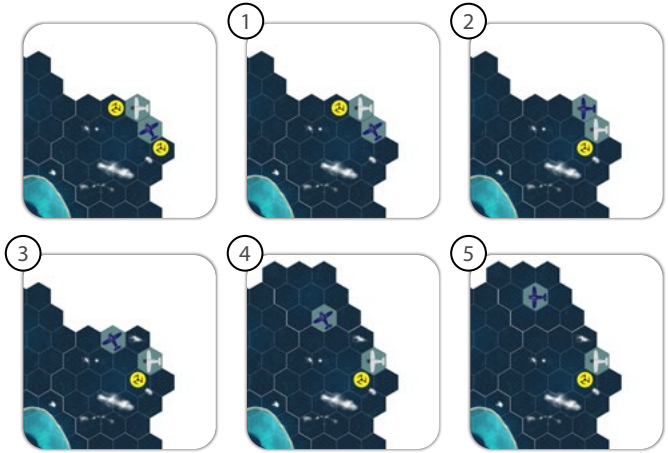
- Player performs 3 to 4 Manoeuvres with a Fighter or 2 to 3 Manoeuvres with a Bomber.
- A Manoeuvre is what we call moving an Aircraft 1 space. An aircraft should always be moved forward (the front of the aircraft should face one of the sides of the base). After each Manoeuvre the player can also decide to turn the Aircraft by 1 side, either left or right.
- After ending Flight, the player gives the Initiative Card to their rival. The Initiative Card should not be passed along if the player does not have any Aircrafts with Activation Markers!

* *If, as a result of any move, the Aircraft was to fly off of the board, the player can decide to extend it. In order to do this, they can add any Small Board Tile that does not currently contain any other Aircraft (no matter if this tile is outside of the board, or if it was already added). If the Aircraft was to fly off of the board and there are no more available Small Board Tiles, it is regarded as destroyed and should be discarded.*

* *If an Aircraft, at any point of its flight, was to enter an area with another aircraft, they need to switch places, without changing the direction that they are turned in. After making this move, a player can still turn the aircraft by 1 side. This rule also applies to movements that result from the effects of Order Cards.*

FLIGHT EXAMPLE

1. **Andy** activated his Fighter and discarded the Activation Marker next to it.
2. **Andy** performed a Manoeuvre: forward + turn to the left. This way he avoided an enemy Aircraft.
3. **Andy** performed a Manoeuvre: forward + turn to the right.
4. **Andy** performed the Manoeuvre forward. This move resulted in the Aircraft flying off of the board, so **Andy** added a Small Board Tile in the appropriate place.
5. **Andy** performed a Manoeuvre: forward + turn to the left. In Summary **Andy** performed 4 manoeuvres and ended his action.



ACTION
COMBAT

- The player picks an enemy Aircraft, located a maximum of 5 Manoeuvres* away from the activated Aircraft.

* CAUTION! The distance during the target choice is measured by the amount of Manoeuvres, not the areas between the two Aircraft. This means that the activated Aircraft can pick a target only from those enemies that can be reached by a maximum of 5 Manoeuvres.

The Activated Aircraft is the Attacker and the chosen target is the Defender. If the Defender has an Activation Marker, it needs to be discarded. Combat begins:

- Both players secretly plan 2 Manoeuvres for their Aircraft that they want to perform by using the Manoeuvre Tokens. They place them face down on the table. The Tokens will be considered from left to right.

Manoeuvre Tokens are used to move the Aircraft during Combat.
Each token represents one Manoeuvre.

Move 1 area forward.	Move 1 area forward + turn by 1 side to the right.	Move 1 area forward + turn by 1 side to the left.

- The Attacker and the Defender reveal their Manoeuvres and consider them. The Attacker decides on the first player to consider their Manoeuvres. The player considering their manoeuvres has to consider all of them, from left to right.

- The Defender can play 1 Order Card (or Special-Order Card). The card should be immediately considered and then discarded.
- The Attacker can play 1 Order Card (or Special-Order Card). The card should immediately be considered and then discarded.
- If the Attacker played a card, the Defender can play a new card in response. If they choose to do so, the attacking player will also be able to respond (meaning play another card). This sequence should be repeated until one of the players decides to not play a card. Then you should immediately move on to the next point.
- If any Aircraft has its rival in the Attacking Area, Firing commences. Only Aircraft that are taking part in Combat can be fired at. As a result of Manoeuvres, a situation can arise where the Defender is firing at the Attacker, or an exchange of fire will take place.

Aircraft Range Diagrams show the combat abilities of the given side. The upper diagram shows the range of Fighters and Aces (introduced in the Domination Mode), and the lower diagram shows the range of Bombers.

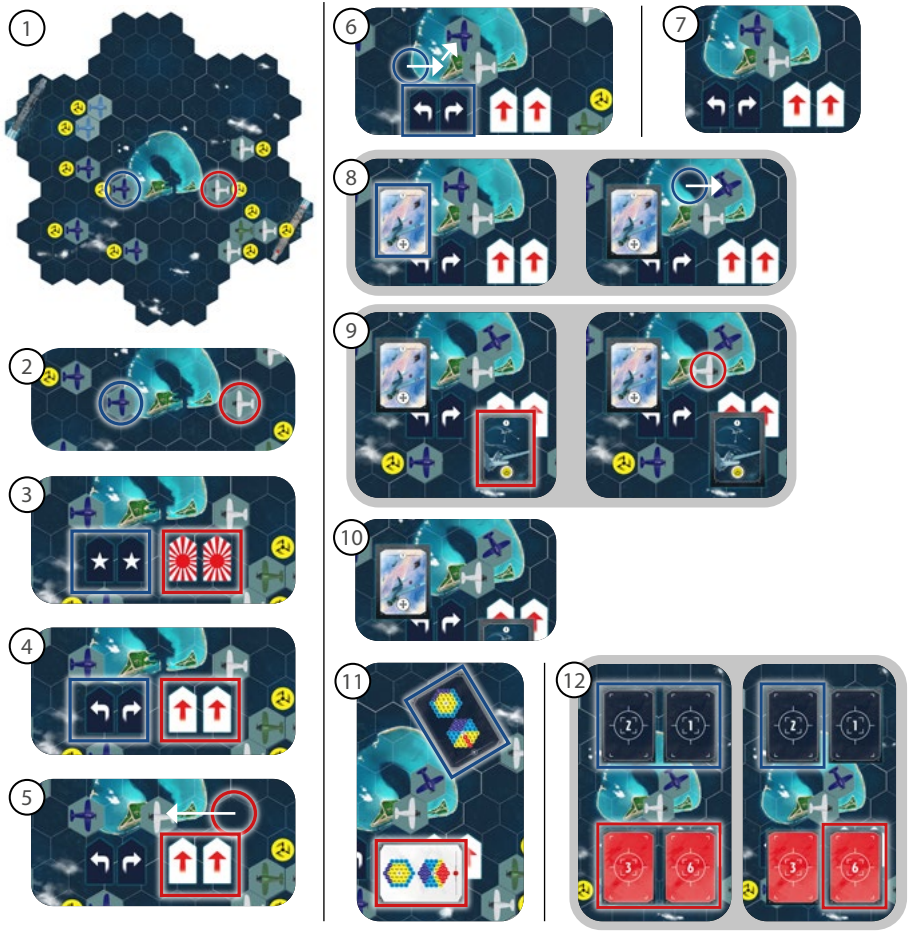
Before firing each player should consider the location of their opponent on the board in regard to their Aircraft. Red and yellow areas are the Attack Areas, light blue and navy areas are the Defence Areas.
The result will be one of the following options:

	Position:	Effect:
	Enemy out of the diagram.	No Firing will take place.
	Enemy in the red area (3).	During Firing draw 3 Firing Cards (you can destroy the opponent).
	Enemy in the yellow area (2).	During Firing draw 2 Firing Cards (you can destroy the opponent).
	Enemy in the light blue area (2).	During Firing draw 2 Firing Cards (you cannot destroy the opponent).
	Enemy in the navy area (1).	During Firing draw 1 Firing Card (you cannot destroy the opponent).

- During Firing the players draw as many cards from their Firing Pile as their Range Diagram indicates and compare them. The player whose card has the highest value is the winner. The firing can end in 2 ways:
  – The winner has the enemy in their Attack Area – the enemy's Aircraft is destroyed and should be discarded.
  – The winner has the enemy in their Defence Area or there was a tie – nothing happens.
- After the Firing ends the Firing Cards should be shuffled back into your Firing Piles.
- If any Aircraft of the active player still has an Activation Marker, the player holds on to the Initiative Card. If that is not the case, they have to give it to their opponent. If the opponent does not have any Aircraft with an Activation Marker, instead of passing down the Initiative Card, the Aircraft Activation has to end, and you need to move on to point 2.4.4.

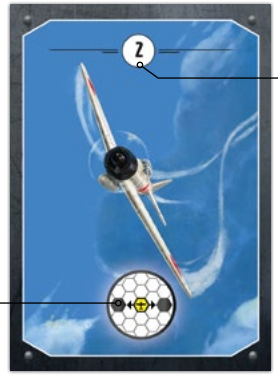
EXAMPLE OF ACTION: COMBAT

1. **Andy** decided to initiate Combat.
2. **Andy** picked his Fighter and **Katie's** Fighter, located in the range of 5 Manoeuvres. They both discarded the Activation Markers of their Aircraft.
3. They both planned 2 Manoeuvres for their Aircraft.
4. **Andy** and **Katie** revealed the Manoeuvre Tokens.
5. **Andy** (as the Attacker) decided that **Katie** will perform her Manoeuvres first. **Katie** moved her Fighter by 2 areas forward.
6. **Andy** performed his Manoeuvres – first he moved his Fighter forward and turned it to the left, then he moved the Fighter forward and turned it to the right.
7. **Katie**, as the Defender, could have played an Order Card, but she decided not to.
8. **Andy**, as the Attacker, played an Order Card which allowed him to perform 1 additional Manoeuvre.
9. **Katie** gained the option to play her card in response. This time, she decided to play the Order Card which allowed her to turn her Aircraft around.
10. **Andy** decided to not respond to this play.
11. The players compared the positions of their Aircraft in regard to their Range Diagrams.
12. According to their Range, they both had the enemy in the yellow area, so they revealed 2 Firing Cards and compared the results. **Katie's** highest card (6) was better than **Andy's** highest card (2), therefore **Andy's** Fighter was destroyed.



2.4.4. If the players do not have any more Activation Markers, they move on to the Order Purchase Phase:

Order Card



- The player with the Initiative Card can purchase chosen Order Cards from the Order Pool. To do that, the player needs to discard as many Command Points as the Cost on the chosen Order Card indicates, and then put said card into their hand.
- After each purchase the Order Pool must be refilled so that it contains 4 cards. When a player with the Initiative Card finishes their purchase, the other player can go on to make a purchase as well.
- If there are less than 4 cards in the Order Pool or the Order Card Pile is empty all the discarded Order Cards should be shuffled (except the Special-Order Cards) and a new pile should be created.
- If the players have any Command Points left, they should be discarded.

2.4.5. The Round Ends. Go back to point 2.4.1.

3. MODE: DOMINATION

3.1. Goal: The game is won by the side which reaches the decided amount of Victory Points first. When one of the players manages to reach the decided point threshold, the game should be immediately stopped and said player should be announced as the winner.

3.1.1. Victory Points are gained by destroying enemy Aircraft and controlling the Midway Tile. Gained points should be marked by placing your Point Marker on an appropriately higher value on the Score Chart as the player scores.

- Each time an enemy Fighter is destroyed, the player gains 1 Victory Point.
- Each time an enemy Ace (Special Aircraft) is destroyed, the player gains 3 Victory Points.
- The player who, at the end of the Round, has more Aircraft on the Midway Tile than their opponent gains 2 Victory Points.

3.2. Decide on the Victory Points threshold:

3.2.1. Short Gameplay (around 45min.) – 9 points

3.2.2. Average Gameplay (around 60min.) – 12 points

3.2.3. Long Gameplay (around 75min.) – 15 points

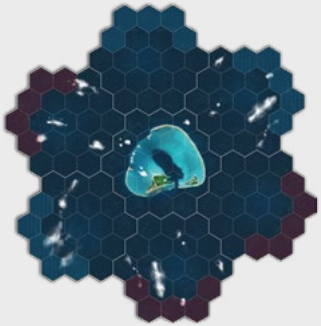
3.3. Gameplay set up:

3.3.1. Place the Big Board Tile containing Midway in the middle of the table.

3.3.2. Turn over all the other Big Board Tiles to the side with Reinforcement Areas (Blue areas for America and red for Japan) and connect them with the Midway Tile so that the Reinforcement Areas are always facing outward.

3.3.3. Pick your side (the younger player should go first) and gather all the assigned components: 4 Fighters, 2 Special Aircraft (Aces), Aircraft Range Diagram, 2 Special-Order Cards, 6 Manoeuvre Tokens, 7 Firing Cards, 3 Command Points and the Score Chart along with the Point Marker.

AN EXAMPLE OF GAMEPLAY SET UP IN THE DOMINATION MODE:



Area of Japanese Reinforcement

Area of American Reinforcement

3.3.4. Place your Aircraft::

- Each of your Aircraft should be located in the area of your side's Reinforcements.
- The nose of each Aircraft should face one of the sides of the area that it's in. The positioning of the Aircraft will matter during its actions.
- Take turns to place 1 Aircraft down on the Board until you run out of planes. The player in charge of Japanese forces goes first.

CAUTION! In this mode the Special Aircraft function as Aces, not Bombers. Losing the Aces does not mean a loss, but it is a significant disadvantage, because they cannot be brought back to the game. The Aces have a few special rules that need to be followed in this gameplay mode:

- The Ace moves like a Fighter and uses the Range of a given side's Fighter.
- During Combat the Ace plans 3 Manoeuvres, and when considering them, has to omit one.
- During Firing the Ace receives +1 to the outcome of each of its Firing Cards.

3.3.5. Shuffle your Firing Cards and place them in front of you in a face down pile.
3.3.6. Pick up the Special-Order Cards assigned to your side and keep them in hand.
3.3.7. Shuffle the Order Cards and place them in a face down pile next to the Board. Draw 4 cards from that pile, creating an Order Pool.
3.3.8. Place Small Board Tiles, the Initiative Card and Activation Markers next to the Board.
3.3.9. Place the Score Chart in front of you and put your Point Marker next to it.
3.3.10. Begin the Game.

3.4. Gameplay:

3.4.1. The game is played in the same way as in the "Aircraft Carrier Hunt" mode with the following changes: [2.4.5.] The Round ends. Before beginning a new Round, the following points must be considered:

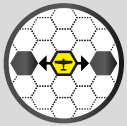
- If one side has more Aircraft on the Midway Tile, they receive 2 Victory Points.
- In accordance with the order set by the Initiative Card, the players introduce previously destroyed Fighters back into to the game (excluding Aces). The Fighters should be placed on free Reinforcement Areas of a given side. When players place all of their Fighters, a new Round begins (point 2.4.1).

4. OTHER GAMEPLAY VARIANTS

If you are interested in additional variants of the gameplay, take a look at our website **www.boredgames.pl/battle-of-midway** where you will find a mode for 3-4 players, among other extra content!

LIST OF ORDERS

ACCELERATION
Perform 1 additional Manoeuvre with your Aircraft.



FEINT
Move your Aircraft to the closest area on its left or right side in a straight line (as indicated by the icon).

TURNABOUT
Turn your Aircraft around by 180 degrees.

LOOP
Reverse your aircraft's moves resulting from Manoeuvre Tokens.

SURPRISE ATTACK
Do not play any more Order Cards in the current Combat, immediately move on to Firing.

AILERON ROLL
During Firing ignore the enemy's card with the highest value.

DODGE
Skip the Firing in the current Combat.

SIXTH SENSE
Reverse your aircraft's moves resulting from Manoeuvre Tokens. You can plan them again.

SPECIAL AMERICAN ORDER:

THACH WEAVE
Your Aircraft, which is not taking part in Combat, immediately performs additional Firing, aimed at an enemy engaged in Combat. During the additional Firing, the enemy also draws Firing Cards but cannot destroy your aircraft.

SPECIAL JAPANESE ORDER:

VETERANS
While Firing draw an additional Firing Card.

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