

VICTORY CONDITIONS: The Japanese win at game end if they control all sangar locations.

EASTERN ISLAND, Midway Atoll, 6 June 1942: The naval battle of Midway was over Despite having lost three carriers the Japanese had destroyed the Pacific Fleet's remaining carrier strength by sinking the Yorktown and Hornet and forcing the Enterprise to retire, a pyrrhic victory that could become a decisive victory with the seizure of the atoll as planned. The Ichiki Detachment was slated for the invasion of Eastern Island. Planning included the lessons learned from Wake Island; landing craft were to move to the edge of the reef and unload troops onto rubber rafts for the final 250 yards.

Add one 4-5-8 to the Marine OB
Reduce the number of Mine factors to 36

(Only hexrows on/between G-R and numbered 32-41 are playable.)

## TURN RECORD CHART



## SPECIAL RULES:

1. See MW Special Rules.
2. The Japanese are conducting a Seaborne Assault.
3. Night Rules (E1.) are in effect. Base NVR is 5 with a Full Moon and no Cloud Cover.
4. E5.53 is modified as follows: any possessed SW in a Boat counter that is eliminated while in Shallow Water will only be eliminated on a Final dr6. This dr is modified by the number of PP of the SW.
5. The Japanese player may designate 4 squads as both Assault Engineers (H1.22) and Sappers (1.32).
6. All Marine AA guns must set up so that a unit might move from one sangar to another by entering only trenchs/sangars.

AFTERMATH: The Japanese, typical for this period of the war, were unprepared for the tenacity of the Marine defenders. Casualties were unprecedented within the men trying to clear the first battery. However, the Japanese simply outnumbered the Marines by too great a margin for a successful water's edge defense. The Marines were overwhelmed.

