

# “Objective AF”



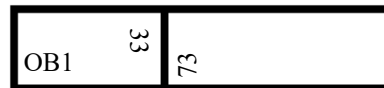
## Midway Atoll — June 4th, 1942

By June 7th, 1942, the Japanese Imperial Navy had been dealt a stunning defeat at the hands of an underdog U.S. Navy. But what if things had gone differently? At 1:00 AM on June 4th, the Japanese submarine I-158 surfaced on the east edge of Sand Island of the Midway Atoll. Lt. Commander Soshi-chi Kitamura had been tasked with landing two companies of Imperial Marines that had been hand-picked from the Midway Occupation Force commanded by Colonel Kiyonao Ichiki. Led by Captain Minoru Ota, this strike force was to sneak onto the rear side of Sand Island and creep towards the western shore, where the US Marines had placed shore batteries. His orders were to await the dawn when Japanese planes would begin bombing the Midway Atoll. Under the cover of this attack, Ota was to quickly and decisively defeat the Marine garrison and seize the coastal guns intact.

**VICTORY CONDITIONS:** The Japanese Player wins immediately by controlling the Two US Coastal Batteries. Any other result is an American victory.



### Board Configuration:

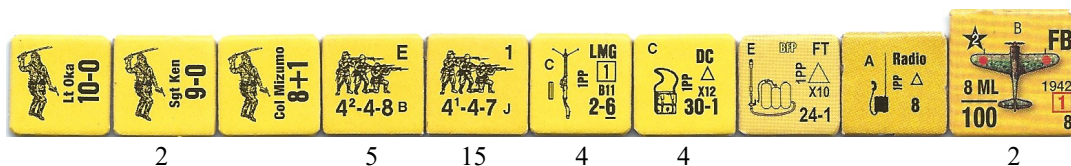


(Boards 33 and 73 On Board 33 only  
Rows A-Q are playable.)

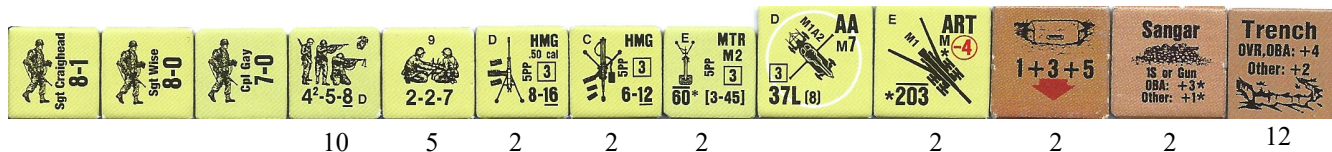
American Player sets up first	1	2	3	4	5	6	7	8
Japanese Player moves first								



### Elements of Captain Ota's 2nd Combined SNLF (ELR 5) (SAN 2) (Set up: on Board 73 on or east of Row Y)



### Elements of 6th Defense Battalion USMC (ELR 5) (SAN 3) (Set up: On Board 33 per SSR's 6-11)



### USMC Patrol (ELR 5) (Set up: enter Turn 2 on either Hex Y1 or Hex Y10 on Board 73)



### Special Rules/Notes:

- EC are moderate with no wind. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1). All Roads do exist.
- No quarter is effect. Kindling is N.A.
- Night Rules (E1) are in effect for Turns 1-3. The Base NVR is 3 hexes. The Americans are the Scenario Defender and the Japanese are the Scenario Attacker and may use Cloaking. The Majority Squad Type for both sides is Normal.
- The Two Japanese Dive Bombers enter on Turn 4.
- Place Overlay OB1 on Board 33 Row K.
- Place a Coastal Gun (represented by \*203 ART Counter) on Board 33 in Hexes J2 and J7 facing directly to the West. These guns cannot move or change covered Arc. Their Crews may voluntarily leave the guns.
- Place a bunker counter in Hexes G3 and G6 facing directly West. At game start each Bunker contains one of the two 6 Factor HMG's.
- Place Trenches in these Board 33 Hexes: I2, I8, H2, H8, G1, G2, G3, G4, G5, G6, G7, G8, G9, and G10.
- The 2 Sangars set up on Board 33 and each one must have a 1-2-7 manning a 50 Caliber HMG. The 50 Caliber HMG's are crew served Anti-Aircraft weapons. In the event that they are used by any unit other than a crew counter, reduce the Rate of Fire from 3 to 2.
- The 37L AA Gun may set up HIP and emplaced on Board 33.
- The remaining US units must set up in a trench or bunker location.
- The USMC Patrol must remain on road hexes and move towards the US positions on Board 33. These are the only US Units with freedom of movement on Turns 1-3. If they see or are fired upon by Japanese units, they may then leave the road and move as the US Player chooses.
- The Japanese Radio allows Ota to communicate with the Japanese aircraft. As long as the Japanese maintain radio contact, the Japanese Planes cannot accidentally fire upon Japanese units.

**Aftermath:** Captain Ota and the Imperial Marines of his strike force successfully landed on the west edge of Sand Island and move into the light jungle to await the Japanese air assault. As dive bombers from the Akagi began bombing the Midway Atoll, Captain Ota gave the signal to attack. The Marine Garrison on the beach had been hunkered down in their trenches as their 50 Caliber machine guns fired at the Japanese divebombers passing overhead. Without any warning, they found themselves in a fight for their lives as Japanese Marines stormed out of the jungle and into their perimeter. Captain Ota had gained surprise, but the American Marines quickly turned their machine guns on the exposed Japanese and cut down many of Ota's men. The ensuing battle would be brief, but bloody as Japanese and American Marines fought hand to hand in the trenches. Ultimately, Ota's numbers would prevail as the last of the Marines were dispatched and the coastal guns captured. The first phase of the Battle of Midway had been won by the Japanese. But as Ota celebrated his success, ominous plumes of smoke could be seen on the horizon...

