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FIRE IN THE SKY

THE GREAT PACIFIC WAR 1941-1945

9.0 SCENARIO 8 OPERATION MI BY PIOTR GÓRNY

Designer Note: Operation MI is the code name of the Japanese invasion of Midway in 1942, including the diversionary attack on the Aleutian Islands. The attack culminated in an all decisive air and sea battle, the Battle of Midway. It was the turning point in the Pacific War. Scenario 8 is based on this famous military operation but slightly changed and refined to become an interesting and challenging learning or event/tournament scenario. It covers one standard game turn and using all core FITS rules to create fast paced mini-game.

9.1 Scenario Rules Clarification

9.1.1 Scenario Timeframe

- Only one but entire game turn - Turn 3 (Apr-Jun 1942)

9.1.2 Scenario Victory Conditions

- Standard victory conditions apply (rulebook 4.3.1), for this scenario a Supply Line can always be traced from US Home Base to Brisbane
- Additional VPs are gained or lost for every sunk aircraft carriers or battleships unit during a game or and every key Allied controlled Base without air units:
 - Allied CV sunk: +1 VP
 - Japanese CV sunk: -1 VP (not for CVL)
 - Japanese BB sunk: -1 VP

THE MAP

A BB (Hiei) 1 x CA 3 x DD	B CVL (Zuihō) 1 x CA 1 x DD	C CV (Kaga) CV (Hiryū) BB (Kongō) 2 x CA 2 x DD
D CV (Lexington) CV (Yorktown) 3 x CA 1 x CLAA 3 x DD	E 1 x DD	F CV (Wasp) 1 x CA 2 x DD



- The following Allied-controlled Bases without air units: +1 VP - Dutch Harbor, Pearl Harbor, Midway and Ellice Islands
- Japanese Merchantmen Pool <= 36: -1 VP
- Ad up all victory points at the end of Turn 3:
 - Japanese victory if final VPs > 33
 - Allied victory if final VPs < 33
 - Draw otherwise.

9.1.3 Scenario Special Rules

- Rule 1 - Game Board (The Map) parameters:
 - The only map hexes in play are hexes along the line Kure - Truk - Ellice - Christmas - the South US entry hex and all hexes on the East and North from the line.
 - Japan controls and may transport oil from all three Resource Hexes.
- Rule 2 - Units in play:
 - All air units and reinforcement markers
 - Only Japanese and US naval/land units listed below (scenario book 9.2, 9.3 & 9.4)
 - No British nor Dutch naval/land units

9.1.4 Using Optional Rules for the Scenario

- This scenario requires the use of the following optional rule: pro-Japanese:
 - Elite and Not-so-Elite-Pilots (rulebook 16.2.3).

9.2 Units Set Up

JAPAN:

At Yokosuka:

- 1x Air Strength (1x JP air unit)
- 1x BB (Hiei, Kirishima)
- 1x CA (Tone CL)
- 3x DD: DD (Akizuki CL), DD (Hatsuharu CL), DD (Shiratsuharu CL)

At Kure:

- 1x CVL (Zuihō, Shōhō)
- 1x CA (Takao CL)
- 1x DD (Fubuki CL)
- 1x 4-Combat Strength land unit (2nd Division)

At Truk:

- 1x Air Strength (1x JP air unit)
- 2x CV: CV (Kaga, Akagi), CV (Hiryū, Sōryū)
- 1x BB (Kongō, Haruna)
- 2x CA: CA (Mogami CL), CA (Myōkō CL)
- 2x DD: DD (Fubuki CL), DD (Kagerō CL)
- 1x 2-Combat Strength land unit (Ichiki)

At Paramushiro:

- 1x Air Strength (1x JP air unit)

At Wake:

- 1x Air Strength (1x JP air unit)
- 1x 2-Combat Strength land unit (SNLF)

At Gilbert Islands:

- 1x Air Strength (1x JP air unit)
- 1x 2-Combat Strength land unit (Nankai)

US:

At Pearl Harbor:

- 1x Air Strength (1x US air unit)
- 2x CV: CV (Lexington, Saratoga), CV (Yorktown, Enterprise)
- 3x CA: CA (New Orleans CL), CA (Northampton CL), CA (Portland CL)
- 1x CLAA (Atlanta CL)
- 3x DD: DD (Benham CL), DD (Benson CL), DD (Mahan CL)

At Dutch Harbor:

- 1x Air Strength (1x US air unit)
- 1x DD (Farragut CL)

At Midway:

- 1x Air Strength (1x US air unit)
- 1x 2-Combat Strength land unit (21st Regiment)

At Ellice Islands:

- 1x Air Strength (1x US air unit)
- 1x 2-Combat Strength land unit (8th NZ Brigade)

9.3 Markers Set Up and Damaged/Sunk Units Status

Markers and Boxes Set up:

- Japanese Merchantmen Pool: 40
- Japanese Oil Points: 12
- Japanese Transport Points: 16
- Japanese Submarine Points: 0
- Convoy Escort box: empty
- Naval Aviation Box: 2x Air Strength (1 JP air unit)
- Victory Points: 33 (for Wake, Gilbert Islands, Rabaul, Brunei, Rangoon, Bangkok, Singapore [3], Surabaya, and Manila [3])
- US Transport Points: 19
- US Submarine Points: 2
- British Transport Points: not used
- Game Turn Marker: Turn 3 (Japan Side)
- Uncontrolled bases: none

Damaged Units on Game Turn Track:

- Turn 3 (Apr-Jun 1942)
 - JP 1x 2-Combat Strength land unit (Kawaguchi)
 - US 1x 8-Combat Strength land unit (6th Army)

9.4 Reinforcement Schedule

Scenario 8 schedule is the same as for Scenario 1 (scenario book 2.4), but only Turn 3 is used (copied below)

Turn 3 (Apr-Jun 1942):

- US
 - 2x Air Strength, 2 Sub Points, 32 TPs
 - 1x CV (Wasp, Hornet)
 - 1x CA (Pensacola CL)
 - 2x DD: DD (Porter CL), DD (Gearing CL)
 - 1x 4-Combat Strength Marine land unit (2nd Marine Division)