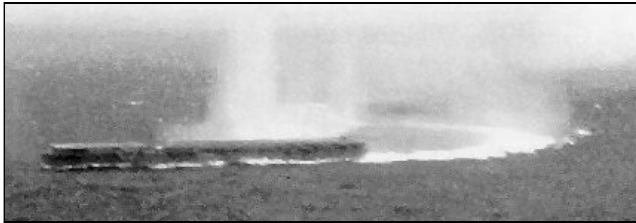


Revenge!



SETTING

Date: 8 May 1942, 1058 hours
Location: Coral Sea, South Pacific.
History: After orbiting high above for nearly nine minutes to wait for their accompanying torpedo planes, USS Yorktown's attack on Shokaku could begin. The attack force, flying from numerous directions and altitudes, struggled to repay the venerable Shokaku for her participation in the Pearl Harbor attack.
Conditions: *Max/Auto Visibility:* 20/10; *Sun:* none
CAB: SURFACE LOW and LOW.
Clouds: *Table Clouds:* See Scenario Rules; *Cloud Border:* none
Japanese Orders: Achieve more victory points than the opponent.
US Orders: Achieve more victory points than the opponent. The US player receives 15 victory points for damaging the Shokaku and automatically wins by sinking her.
Game Length: No limit.

SCENARIO RULES

- The *Shokaku* and her escorts are positioned on the map as shown. *Shokaku* is considered a Large Ship target, is damaged by 4 or more hits and sunk with 8 or more hits. For each torpedo hit roll a d6, on odd ignore the hit (torp. malfunction). Triple the number of hits achieved for each torpedo that strikes *Shokaku* (rolls "even" on the roll above).
- The *Shokaku* has one Heavy, Medium, and Light AA battery, the *Destroyer* and the *Cruiser* have one Medium and one Light AA battery. All aircraft are considered "Fighter" targets for AA fire. Heavy AA batteries may only fire on even numbered turns and may fire in any CAB.
- The Rain/fog on the eastern board edge (see map) extends from the ocean to the top of the board. Treat this area as clouds for the scenario.

JAPANESE NAVY

Elements of *Shokaku* Airgroup

- 2x **A6M2 Zero** with *veteran* (+2) aircrew
- 2x **A6M2 Zero** with *skilled* (+1) aircrew
- 2x **A6M2 Zero** with *green* (+0) aircrew
(set up first in board area C or D, any speed, any CAB- any TAL)
- 2x **D3A Val** w/ *green* (+0) aircrew
(enter from board edge 3 on turn 6, speed 2, LOW CAB-TAL 4)

VARIABLE RULES

- 1-2 **Honored Veteran**
Replace one **D3A Val** *green* (+0) aircrew with a *veteran* (+2) aircrew.
- 3-5 **Low Patrol**
At least two **A6M2 Zero** must start at SURFACE LOW CAB, at least one must be *skilled* (+1) or *veteran* (+2).
- 6-8 **Out of Position**
At least two **A6M2 Zero** must start within 5 hexes of board edge 2.
- 9-10 **Lucky Saburo**
Randomly select one **A6M2 Zero**, this aircraft has a robustness of R1 for this scenario.

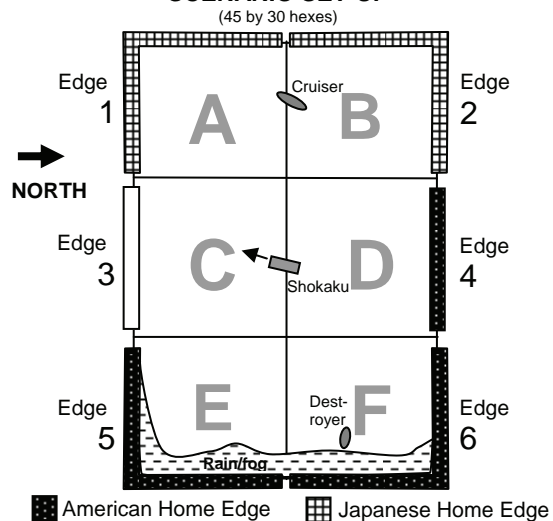
SCENARIO RULES (con't)

- The US **TBD** and **SBD** enter in formation or independently and carry a torpedo and a light bomb-load respectively.
- US **TBD** and **SBD** move as bombers in Move Group 1 until they drop their bombs/torpedoes, then they move per their aircrew skill in the appropriate Move Group.
- No aircraft may change CABs by climb, though they may dive from the higher to lower CAB as normal. In this scenario, the altitude bands are taller than in normal CY6!
- The **SBD** are Dive Bombers and must begin their attack from the LOW CAB.
- The **D3A Val** are armed only with guns; treat their forward weapons as **FF** instead of **BFF**.

AFTERMATH

US forces managed to press home their attack and severely damage *Shokaku*, forcing her (fatefully) to miss the forthcoming Battle of Midway.

SCENARIO SET-UP



UNITED STATES NAVY

Elements of *USS Yorktown* Strike Force

- Fighter Escort (VF-42)**
4x **F4F Wildcat** w/ *skilled* (+1) aircrew
(enter from the east board edge, any speed, any CAB-TAL 4)
- Dive Bombers (VB-5)**
4x **SBD-3 Dauntless** w/ *green* (+0) aircrew
(enter from board edge 5, speed 2, LOW CAB-TAL 4)
- Scout Bombers (VS-5)**
2x **SBD-3 Dauntless** w/ *veteran* (+2) aircrew
(enter from board edge 1, speed 2, LOW CAB- any TAL)
- Torpedo Bombers (VT-5)**
2x **TBD Devistator** w/ *skilled* (+1) aircrew
7x **TBD Devistator** w/ *green* (+0) aircrew
(enter from east brd edge, speed 2, S.LOW CAB- any TAL)

VARIABLE RULES

- 1-5 **Natural Skill**
Replace one **F4F Wildcat** *skilled* (+1) aircrew with a *veteran* (+2) aircrew.
- 6-8 **Grumman Tough**
Randomly select one **F4F**; it has a robustness of 3.
- 9-10 **Gunnery Skill**
Randomly select one **SBD-3 Dauntless**; when firing guns treat aircrew from this aircraft as one level better than listed.