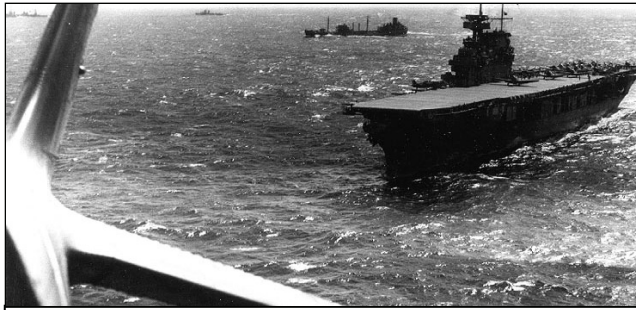


Save the Yorktown!



SETTING

Date: 8 May 1942, 1114 hours
Location: Coral Sea, South Pacific.
History: By 1100 the Japanese strike force was closing on *USS Yorktown* and her escorts. Both *Yorktown* and *Lexington* had launched CAP F4F Wildcats and also launched "anti-torpedo plane patrols" with SBDs from their scouting squadrons. When the Japanese torpedo bombers attacked, *Yorktown's* SBDs were in the way. One SBD was piloted by the soon to be famous Stanley "Swede" Vejtasa.
Conditions: *Max/Auto Visibility:* 30/15; *Sun:* Edge 2
CAB: SURFACE LOW and LOW.
Clouds: *Table Clouds:* none; *Cloud Border:* none
Japanese Orders: Achieve more victory points than the opponent. The Japanese player receives 15 victory points for damaging the *Yorktown* and automatically wins by sinking her.
US Orders: Achieve more victory points than the opponent.
Game Length: No limit.

SCENARIO RULES

1. The *Yorktown* and her escorts are positioned on the map as shown. *Yorktown* is considered a Large Ship target, is damaged by 6 or more hits and sunk with 9 or more hits. Triple the number of hits achieved for each torpedo that strikes *Yorktown*.
2. Each American ship has one Heavy, Medium, and 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.
3. The Japanese **B5N** and **D3A** enter in formation or independently and carry a torpedo and a light bomb-load respectively.

JAPANESE NAVY

Elements of *Shokaku* and *Zuikaku* Airgroups

- 2x **A6M2 Zero** with *veteran* (+2) aircrew
- 2x **A6M2 Zero** with *skilled* (+1) aircrew
(start within 10 hexes of board edge 2, speed 3, any CAB- any TAL)
- 2x **B5N Kate** w/ *skilled* (+1) aircrew
- 4x **B5N Kate** w/ *green* (+0) aircrew
(enter from north board edge, speed 2, S.LOW CAB-TAL 4)
- 3x **D3A Val** w/ *skilled* (+1) aircrew
- 6x **D3A Val** w/ *green* (+0) aircrew
(enter from board edge 2 on any turn -or- from board edge 4 on turn 6 or later, speed 2, LOW CAB-TAL 4)

VARIABLE RULES

- 1-2 **Pearl Harbor Veteran**
Replace one **B5N Kate** *skilled* (+1) aircrew with a *veteran* (+2) aircrew.
- 3-6 **Stragglers**
Start two **B5N Kate** with *green* (+0) aircrew five hexes behind the formation.
- 7-10 **New Air Group**
Replace one **D3A Val** *skilled* (+1) aircrew with a *green* (+0) aircrew.

SCENARIO RULES (con't)

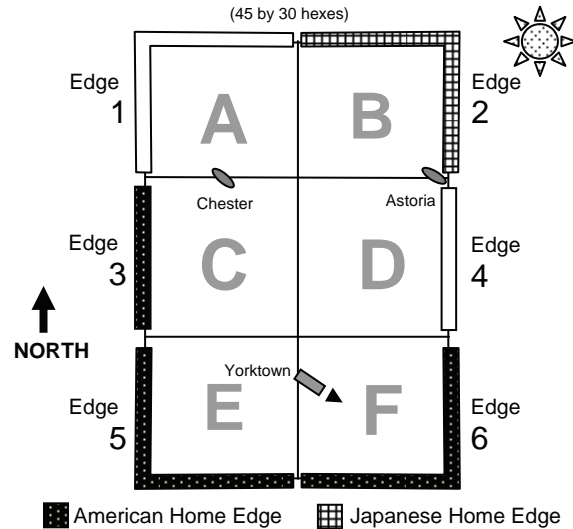
4. Japanese **B5N** and **D3A** move as bombers in Move Group 1 until they drop their bombs/torpedoes, then they move per their aircrew skill in the appropriate Move Group.
5. No aircraft may change CABs by climb, though they may dive from the higher to lower CAB as normal. In this scenario, the altitude bands are taller than in normal CY6!
6. **D3A Val** are Dive Bombers and must begin their attack from the LOW CAB.
7. The **SBD-3** are armed only with guns; treat their forward weapons as **FF** instead of **BFF**.
8. The American forces set up first.

AFTERMATH

The Japanese lost several aircraft but nearly all *Yorktown's* SBDs were shot down and *Yorktown* was damaged. The "Swede" lived on to become a fighter ace.

SCENARIO SET-UP

(45 by 30 hexes)



UNITED STATES NAVY

Elements of the TF 17 Combat Air Patrol (CAP)

- Agnes White (VF-2 from Lexington)**
1x F4F Wildcat w/ *skilled* (+1) aircrew
1x F4F Wildcat w/ *green* (+0) aircrew
(start in board area C or D, speed 3, S.LOW CAB-TAL 4)
 - Wildcat Brown (VF-42 from Yorktown)**
1x F4F Wildcat w/ *skilled* (+1) aircrew
1x F4F Wildcat w/ *green* (+0) aircrew
(start in board area E or F, speed 3, LOW CAB-TAL 4)
 - Wildcat Orange (VF-42 from Yorktown)**
2x F4F Wildcat w/ *green* (+0) aircrew
(enter from board edge 5 on turn 6, speed 3, LOW CAB-TAL 3)
 - Anti-Torpedo Patrol (VS-5 from Yorktown)**
1x SBD-3 *Dauntless* w/ *ace* (+3) aircrew ("Swede" Vejtasa)
3x SBD-3 *Dauntless* w/ *green* (+0) aircrew
(start in board area B within 10 hexes of the north board edge, speed 3, S.LOW CAB-TAL 2)
- #### VARIABLE RULES
- 1-4 **Better Fighter Direction**
Wildcat Orange may enter turn 4.
 - 5-8 **Grumman Tough**
Randomly select one **F4F**; it has a robustness of 3.
 - 9-10 **Gunnery Skill**
Randomly select one **F4F Wildcat**; when firing guns treat