

LIGHTNING: THE BATTLE OF MIDWAY!

Setting up the Game

- 1) Give one player the deck of Allied cards, the other player the deck of Axis cards.
- 2) Both players put their Country Cards and starting Force Cards face-up on the table (see Tabletop Layout on reverse of this sheet). Starting Force Cards are indicated with an "S" in the top-right corner.
- 3) Both players have a maximum hand size of nine cards, and both should now draw that many cards from off the top of their own decks (and without looking at them until after all are drawn).
- 4) The Country Cards will indicate player order each turn.

Victory

The first player to destroy all enemy objectives wins!

Types of Cards

There are four types of cards in the game: Country Cards, Objective Cards, Force Cards, and Action Cards.

Special Action Cards

Each Special Action Card specifies exactly when it can be played.

Player Turn

- 1) You may choose to discard none, some, or all the cards in your hand.
- 2) The player presently taking his turn selects any **ONE** of the following options:

Assault (Attack an Objective) —

Select an enemy objective and attempt to destroy it.

Resupply (Put more Force Cards into play) —

Put up to three Force Cards into play from your hand.

Prepare (Draw hand to full) —

Draw cards to fill your hand to full. If you run out of cards, shuffle your discards and make a new Draw Deck.

- 3) If you choose to assault, immediately resolve that attack.

How to Assault

- 1) The player making the assault places one or more of his Force Cards face-up on the table in order to start that battle. He is said to be "Attacking."
- 2) The other player commits one or more of his Force Cards face-up on the table in order to participate in that same battle. He is said to be "Defending."

- 3) A player must commit at least one Force Card to a battle in order to be able to play Action Cards in that combat. Having committed at least one Force Card to a battle, a player can then play Action Cards for it even if the other player did not commit any Force Cards.
- 4) The attacking player can play one or more Tactic, Event or Leader cards.
- 5) The defending player can play one or more Tactic, Event or Leader cards.
- 6) **IMPORTANT:** there may be no more than one Action Card of each type in play at any moment.

Examples:

The Allied player plays a Tactic Card. The Axis player then plays a Tactic Card. The Allied Tactic Card is discarded.

The Allied player plays a Leader Card. At a later time in the battle, the Allied player plays another Leader Card; his first Leader Card is discarded.

- 7) Either player is allowed to pass -choose not to play any card - at any time. If his opponent then plays a card, the player who previously passed is again allowed to play a card (or he might pass again).
- 8) When both players pass in succession, the battle is over.

- 9) As soon as a battle is over, any "After Battle" card effects are immediately put into effect. **All other card effects take place as soon as each card is played.**
- 10) The player with the highest force value wins (defender wins ties). If the attacker wins, he destroys the objective. If the defender wins, the objective remains in play. In either case, **ALL** Force Cards committed to the battle by both players are returned to their owners' hands.
- 11) Discard all Action Cards remaining in play for the battle.

Game Terms

Dependent: Some cards are noted as being "Dependent" on another card. If the card to which a dependent card is linked is destroyed (removed from play in any way), then also remove that dependent(s) from play. Once such dependent cards are removed from play in that way, they remain out of play for the rest of the game.

Credits

Game Developer: Dan Verssen
Game Developer: Holly Verssen
Researcher: Chris Richardson
Card Design: Dan Verssen & Jon Compton
Production Graphics & Design: Jon Compton & Callie Cummins
Special Thanks: Alan Emrich for his help throughout the years and his passion for making great games.
 © 2004 Decision Games Inc., Bakersfield CA. All rights reserved. Printed in the USA.

Country Card



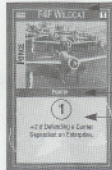
- Country Name
- Strategic Map
- Sequence of Play
- List of Force cards that begin the game in play for the United States.

Objective Card



- Objective Name
- Type of Objective
- Special Notes

Force Card



- Force's Name
- Forces that begin the game in play have an "S" notation
- Type of Force
- Force's Attack, Defense, and Special Ability

Action Card



- Card Name
- Type of Action. There are 3 types: Tactic, Event and Leader
- Action's Attack, Defense, and Special Ability