

NIMITZ BASIC GAME QRS

One Turn

A. Admin Phase

1. Check for Victory
2. Marker Step
3. Advantage

B. Movement Phase

1. Low Speed
2. Normal Speed
3. High Speed

C. Artillery Phase

1. Secondary
2. Primary

D. Torpedo Phase

The Movement Phase

A. Move Low Speed Ships

1. First side
2. Second side
3. Mark ships as *Low Speed*

B. Move Normal Speed Ships

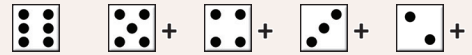
4. First side
5. Second side

C. Move High Speed Ships

6. First side
7. Second side
8. Mark ships as *High Speed*

The To-Hit Table (p.26)

Difficulty	0				Any	
	1			1-3	4-7	8+
	2		1-3	4-7	8-11	12+
	3	1-3	4-7	8-11	12+	
	4	1-7	8-11	12+		
	5+	Any				



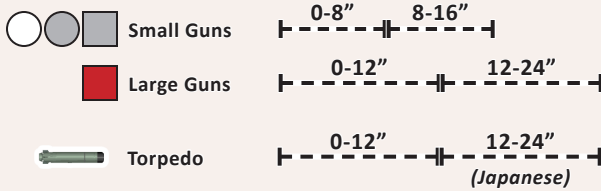
The Artillery Phase:

A. Secondary Batteries

1. Alternate by formations.

C. Primary Batteries

2. Alternate by formations.



Artillery: Target Difficulty (p.24)

The ship's director value, plus

- The range in bands.
- +1 If the target has a small aspect.
- +1 Large guns vs. High speed target.
- +1 Large guns shooting while at High speed.
- +1 *Poor Quality* weapon (casemates).
- 1 If target's current speed is Low, or anchored.

Applying Damage to Ships (p.32 & 88)

Artillery		Result from PEN table	minus target's Armor	Apply diff. in Structure	Roll Critical
Torpedo		Torp Value	+	If > Armor, 1 Buoyancy If ≤ Armor, 1 Structure	OR
Bomb		Bomb Value	minus target's Armor	Apply difference in Structure. Min of 1.	Roll Critical

If total is 6 or more > armor, target sinks.

Torpedoes: Target Difficulty (p.29)

- 1 If the target's current speed is Low, or anchored.
 - 3 If the target's current speed is Normal.
 - 4 If the target's current speed is High.
- +1 If the target has a small aspect.
- +1 *Poor Quality* weapon (US through '43, German).
- Japanese torpedoes at Long range hit on Sixes only.

Critical Damage (p.33 & 88)

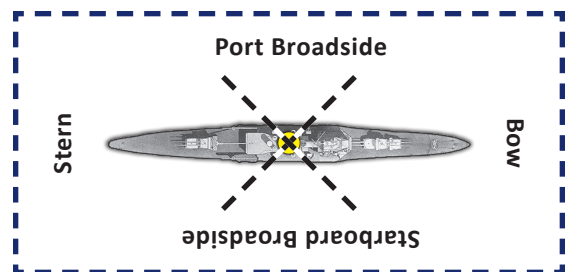
(Battleships, Cruisers, and Destroyers)

	2	3	4	5	6	7	8	9	10	11	12

(Aircraft Carriers)

	2	3	4	5	6	7	8	9	10	11	12

A Quadrant Template



HALSEY QRS

Period	AM	PM	Night

Day	1	2	3	4	5	6	7	8	9	10

Sequence of Play

1. Sea Movement Phase
2. Operations Phase
3. Status Phase
 - Victory
 - Weather
 - Repairs

Ops Clock



1	2	3	4
5	6	7	8
9	10	11	12

Operations

- Pass
- Engage
- Submarine
- Unload
- Ready
- Airstrike

During a Night Period

- No airstrikes or flying boats.
- Merchant/Crippled ships move.

Submarine Attack (p.77)

Against a *Revealed* TF only.
Defending DDs First:
 Roll a die for each operational DD. A "6" ends the Op.
Submarines Attack:
 Roll \geq Sub Value to hit.

Storms

- No launching or landing planes.
- No use of flying boats from, or in.
- No sub operation.
- No spotting.
- No unloading.

Anchored



- May not conduct *Engage*.
- May not launch airstrike or scramble interceptors.
- If engaged, follow special setup instructions on page 72.
- If attacked by air, hit on 3+.

Spotting

Spotting (p.70)

- +1 For flying boat
- 1 Night
- A 6 always succeeds.
- A 1 always fails.
- Not allowed in a storm.**

Roll to Spot

- 5+ Concealed
- 4+ Revealed
- 3+ Proximate
- 2+ Anchored

Repairs

Repairs (p.94)

For Ships: roll one die.
 If successful, erase all red-shaded Structure & 1 blue Structure.
For Bases: roll one die.
 Result = # of structure repaired.

Airstrikes

Airstrike Sequence:

1. Attacker launches planes and rolls to spot defending TF.
2. Defender scrambles their interceptors.
3. Dogfights are resolved.
4. Roll for flak.
5. Allocate planes to attack runs.
6. Attacking planes roll to hit.
7. Resolve damage from each hit.
8. Surviving planes land at their platforms.

Scramble Interceptors (p.82)

- Roll a die. 6 = Surprised, no interceptors.
- 1-5 = that many interceptors.

Dogfights (p.83)

- All escorts & interceptors are involved.
- If interceptors > escorts, add strike planes until equal # of planes on each side.
- Roll, compare successes. If tied, each side loses 1 plane.
- Higher-scoring side shoots down # equal to difference.

Flak & Allocate Planes

(p.85-86)

- One die per strike plane.
- Any Sixes mean that defender allocates a plane. (Ignore against a base.)
- Attacker allocates remaining planes.

0-3	DA	No Effect
4-7 or Airstrip	DA	Distract
8-11 or Airfield	DA	Abort
12+	DA	Kill

Roll to Hit (p.87)

- Roll the plane's attack value to hit. Anchored target hit on 3+. Hit on "6" if **distracted**.
- Bases hit on 4+. If multiple bomb symbols vs. a Base, roll that many dice.
- Rolls of "1" result in plane shot down by AA. (Doesn't apply to heavy bombers.)

ALLIED PLANE DATA IN TABULAR FORM

American Plane Data

Name	Range	Dogfight	vs. Ship	vs. Base	Notes	Cost
Buffalo	3	5+			CV	1
Vindicator	3	6	5+	1	CV	1
Devastator	2	6	5+ (T)		CV	1
Wildcat	3	4+			CV	2
P-40	3	4+				2
Avenger	3	6	4+ (T)	1	CV	2
Dauntless	3	6	4+	1	CV	2
Helldiver	4	6	4+	1	CV, 44	2
Mitchell	4	5+	5+ (T)	2		3
P-38	4	4+		1		3
Hellcat	3	3+			CV, 44	3
B-17	-	5+		3		3
Corsair	4	3+	5+	1	CV, 44	4

British Plane Data

Name	Range	Dogfight	vs. Ship	vs. Base	Notes	Cost
Swordfish	2	6	5+ (T)		CV	1
Gladiator	2	5+			CV	1
Albacore	3	6	5+ (T)	1	CV	1
Blenheim	4	6	5+	1		1
Hurricane	3	4+				2
Sea Hurricane	2	4+			CV	2
Fulmar	3	4+			CV	2
Skua	3	5+	5+ (T)	1	CV	2
Hudson	-	6	4+	2		2
Beaufighter	4	5+	4+ (T)	1		2
Barracuda	4	6	4+ (T)	1	CV	2
Spitfire	3	3+				3
Seafire	2	3+			CV, 44	3
Mosquito	4	4+	4+	2		3
Lancaster	-	5+		3		3

AXIS PLANE DATA IN TABULAR FORM

Japanese Plane Data

Name	Range	Dogfight	vs. Ship	vs. Base	Notes	Cost
Claude	3	5+			CV	1
Zero	4	4+			CV	2
Kate	3	6	4+ (T)	1	CV	2
Val	4	6	4+	1	CV	2
Helen	4	5+	5+ (T)	1		2
Jill	4	6	4+ (T)	1	CV, 44	2
Judy	4	6	4+	1	CV, 44	2
Oscar	4	4+				2
Zero	4	3+			CV	3
Betty	-	6	5+ (T)	2		3
George	4	3+			CV, 44	3
Frank	4	3+			44	3

German Plane Data

Name	Range	Dogfight	vs. Ship	vs. Base	Notes	Cost
Fi 167	4	6	5+ (T)		CV	1
Me 109	3	4+				2
Me 110	3	5+	5+	1		2
Ju 88	4	6	5+ (T)	2		2
He 111	-	6	6	2		2
Ju 87	3	6	4+	1		2
Fw 190	3	3+				3

Italian Plane Data

Name	Range	Dogfight	vs. Ship	vs. Base	Notes	Cost
CR 42	3	5+				1
Ba 65	2	6	5+	1		1
SM 81	4	6		2		1
SM 79	4	6	5+ (T)	2		2
Ju 87	3	6	4+	1		2
Re 2001	3	4+				2
C.200	2	4+		1		2
C.202	2	3+				3
P.108	-	6		3		3

Nimitz - Halsey Markers

