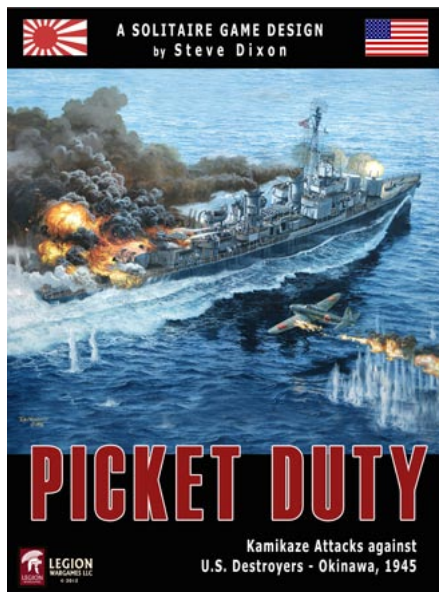


PICKET DUTY

Rules Clarifications



These clarifications were drafted up post release of the game as certain questions were frequently asked by players. We hope that the inclusion of these in the game will allow you to play with as few questions as possible.

Section 1.0 GAME COMPONENTS

In some instances, the rules mention Zekes when it should read Zero.

Section 2.0 GAME SET UP

2.0.C Add the following; Repair chiefs and repair crew counters are set-up in their respective section on the Damage Control area located at the top center right of the map.

2.0.E – Note that the Sonia is not put aside.

2.0.E – The Attack Ends Markers are also placed in the container with the Japanese Fighters.

2.0.H Ω Change first line to read -- Place the List/Trim markers near the List & Trim Flooding Box located near the top right of the map.

2.0.J – Target markers for guns are set aside until needed.

Section 3.0 SEQUENCE OF PLAY

3.0. Section C “End of Turn Additional Phases” should not be indented and should read as follows:

C. End of turn additional phases:

- Maintenance – morale, ammunition supply, fuel supply, determine victory (See Rule 8).
- Replenishment or Repair – determine refit time if applicable (See Rule 10)
- Proceed to next turn, or end of game (See Rule 9)

Section 5.0 FIGHTER DIRECTION TEAM

5.3 Land Based Radar

5.3.F Should read -- If a station becomes active, move the radar marker one space to the right. Should a station become deactivated, move the marker one space to the left. Values underneath the numbered spaces on the track indicate a column shift when determining if Japanese Attack on Table 8-1.

Section 6.0 THE PHASES

6.4 Ship Radar

A. Surface search (SG) and Air Search (SC). These are designated as SG and SC on the damage tables.

6.6 Japanese Kamikaze Placement

6.6.G Each plane in the first wave is picked and placed on the map sequentially. The first bearing is for the first plane, second bearing for the second plane, etc. If more than one wave is attacking, note the bearing for the additional planes on your ship’s log sheet.

6.6.J No more than two Japanese planes can be placed in the Special Attack box *per wave*. If there is only one wave attacking, special attack planes drawn in excess of two are ignored; if two waves are attacking, special attack planes drawn in excess of four are ignored; if three waves are attacking, special attack planes drawn in excess of six are ignored.

When picking a special attack plane while drawing the kamikazes, the first two special attack planes drawn are placed in the special attack box for the first wave, the second two special attack planes are placed in the special

attack box for the second wave, and the third set of two special attack planes is placed in the third wave special attack box. Table 8-3 Fighter Waves has been amended with a new column for special attack planes allowed per wave.

6.6.M – If the phase is night, Japanese attacks diminish, including Kikusui attacks. On a roll of 1-4, no attacks occur. If the roll is 5 or 6 Japanese attack but with the number of planes reduced by 50%, rounding fractions down.

6.6.N. If an ATTACK ENDS chit is drawn during a phase, no Japanese attacks occur. Any Japanese planes placed on the map, including Special Attack planes, are returned to the container. In short, no attacks for the phase.

6.7 Japanese Attacks - Kikusui

Kikusui attacks occur for all phases of the turn.

6.8 Defensive Fire

6.8.C. ...clock position... should read “bearing”

Note on Mk37 Gun controller use: This was a hard one to write up in the rules. So I will try to explain it better here. First, keep in mind that the Mk 37 slaves all the 5" turrets to one target. So, each gun must be able to fire into the bearing and the H, M or L angle in order to fire at the one target. You would thus place the 5" Mk37 gun counter for the 5" inch guns on the specific target. If a 5" gun cannot fire into the bearing at the specific target, it may target another plane it can fire at but in this case it fires manually. A 5" gun counter without the Mk37 notation is placed on the target. Because it fires manually, it loses the bonus it may otherwise have when using the Mk 37.

6.8.K. Once a Japanese plane receives 3 hits, it is considered shot down. It no longer receives any more hits. Guns targeted at the plane that have not yet fired are considered expended, and cannot target another plane. This prevents the player to continue rolling to see if he/she gets a Shot Down (A) result, thus removing the shot down plane from the board.

6.8.M add Planes shot down by surface support and support do not attack the ship. (Exception, see 6.10)

6.8.P Delete as this has been added to M above.

6.10 Special Attacks

6.10.E. If the special attack plane is shot down, it does not attack the ship. The plane and the special weapon it may be carrying are both destroyed and removed.

Section 7.0

SHIP DAMAGE & REPAIRS

7.3 Basic Game Damage Results

7.3.A A fire marker is only placed on the initial hit. A fire marker is not placed if the result of the attack was “No Damage”. Fire markers are not placed on radar or gun controllers or water lines. In both the basic game and the advanced game, once a compartment or a piece of equipment (radar, gun controllers, water lines) is destroyed, they can no longer be repaired while on station.

7.4. Advanced Game Damage Results

A. A hit on the ship represents the break-up of the plane on impact, cooking off of armament it may be carrying, penetration of debris and the spread of aviation fuel wreaking havoc on various parts of the ship. Each successive hit increases the severity of the damage, making it harder to repair. If hits are obtained in a compartment or a piece of equipment, it is considered damaged. For each hit obtained in a compartment, place a hit marker in a “hit box” for that compartment. On the first hit for a compartment, place a fire marker.

B. When *all boxes* in a compartment or piece of equipment are either filled or checked off (secondary), it is considered destroyed. Place a destroyed marker in the compartment and remove all hit markers and the fire marker. Note that guns cannot be repaired.

C. A primary compartment named with a blue bar may also flood involuntarily from the damage inflicted. As soon as the plane hits a compartment, roll 1d6 die. If the result is a six, the affected compartment floods. Place a flood marker in the compartment, and move the marker one space towards zero on the flood track. Roll the die a second time – if the result for this second roll is a 6, the compartment is also considered destroyed. Place a destroyed marker and a flood marker in the affected compartment. Results from Table 11 for that compartment are then ignored until a new ship is used or the current ship is repaired at anchorage. If the compartment is not destroyed by flooding as a result of the second roll, crews in the compartment are considered to have stopped the flooding, and damage results from Table 11 will still apply. Repair crews are also placed according to Rule 7.6. Should the compartment be repaired, remove the fire and flood markers, and move the marker on the flood track one space towards 10.

D. When the following primary compartments are destroyed, and *were not flooded* as a result of a hit (see 7.4.C), the player must attempt to flood the following: Forward and Aft Fire Rooms, Forward and Aft Engine Rooms, Forward 5in Magazine 1 and 2, Forward 20mm, 40mm Magazines, Forward Fuel Tank, Aft Fuel Tank, 5in Magazine 3, 4 and 5, 40mm Magazine Aft, and 20mm Magazine Aft. Use Table 21 to determine results.

E. Should a flooding attempt fail per rule 7.4.D, the player rolls on Table 21-1 to see if an explosion occurs in the affected compartment. This is a one-time roll, and is not repeated.

F. Should a damage result indicate a compartment or equipment is destroyed even if it has less than is necessary to destroy it, it is considered destroyed. Place a destroyed marker in the compartment or equipment to indicate its status.

G. The destroyed, fire and flood marker are a visual cue and are placed in a compartment to remind players of the extent of damage in a compartment.

I. Table 11.0 has several damage possibilities that may result in the destroyer sinking. Should this occur follow the additional instructions for the result. (See Notes at the bottom of each table).

J. If a damage box on the damage tables is marked “Sec”, the damage is recorded on the Secondary Compartment Hit Sheet. The first box on the Secondary Hit Sheet is “damaged” and the second box is “Compartment Destroyed.” Some “secondary damage” boxes are color-coded, which represents compartments below the water line and may be subject to flooding. If the secondary result is color coded, a player rolls one d6 die and if the result is a 6, the secondary compartment floods, and the flood marker on the flood track is moved on space towards zero. This roll is only done once, at the time both boxes have been marked. If the compartment does not flood, it is considered shored up, but the bonus a compartment may provide is lost (see the Secondary Compartment Hit sheet).

K. Note that flooding for primary compartments (Rule 7.4.C) and secondary compartments (Rule 7.4.J) are handled differently.

L. If flooding occurs, recall from which side the Japanese plane struck the ship: 0 degrees is the bow, 180 degrees is the stern, 45, 90, and 135 degrees is starboard, and 225, 270 and 315 degrees are considered port. List marker values are interchangeable when placing markers for list and trim.

M. Each time flooding occurs from the right side (starboard), then the ship lists to the right. Place one list marker valued at 1 for each compartment flooded on the Ship Angle section on the map labeled “Stbd List.”

N. Each time flooding occurs from the left side (port), then the ship lists to the left. Place one list marker valued at 1 for each compartment flooded on the Ship Angle Chart labeled “Port List.”

O. Each time flooding occurs from the bow (0 degrees), the ship loses bow trim. Place a trim marker valued at 1 for each hit on the Ship Angle Chart labeled “Bow Trim.”

P. Each time flooding occurs to the stern (180 degrees), the ship loses stern trim. Place a trim marker valued at 1 for each hit on the Ship Angle Chart labeled “Stern Trim.”

Q. If using the Listing and Trim rules, the ship begins the game at an “Even Keel.”

R. Hull integrity is checked after the end of each phase. Determine the number of planes that struck the ship (do not count near misses). Cross reference this number with the roll of two d6 dice. The result is the number of hull points lost. This is in addition to any hull points lost due to a damage result. Consult Table 14.1.

S. Each Primary compartment that ends up being flooded moves the maneuver chit on the Maneuver Track 1 box towards zero. The chit is not moved if secondary compartments are flooded.

T. When the flood marker on the Flood Track reaches “Ship Sunk,” there is a possibility that the ship could roll over and sink. Consult Table 16. If it does not sink, the player may keep the ship at its present station.

U. Checking for your ship sinking occurs at the end of every turn, not every phase.

V. If the damage result is a near miss – consult Table 11-1 (Near Miss Damage Table). If there is damage to your ship, place a hit marker in the affected compartment or note it on your Ship Log Sheet.

W. If damage results in an unspecified officer or crew killed, consult Table 13 to determine which officer is killed. (See Rule 7.5)

X. If the result is a random result, consult the Damage Random Result Table, Table 15.

Y. If the result is a miss or superficial damage on Table 11-1 “Near Miss Damage Table” – then the plane has missed the target, striking harmlessly in the water.

Z. Some primary equipment and compartments have a hit and destroyed box. On the first hit a hit marker is placed in the damage box, a second hit and it is destroyed. Place a destroyed marker on the destroyed box if it's a primary compartment. Once destroyed, other hits to that section are ignored.

AA. Destroyed compartment and equipment cannot be repaired while the ship still occupies its assigned station. They can only be repaired during the repair/replenishment phase.

BB. If a deck fire is obtained as a result on Table 11, place a fire marker on the deck fire track for the appropriate section. See Rule 7.7.1. Deck fires will be resolved during the damage control phase.

7.6 Repair Crews

7.6.A – At the conclusion of all Japanese attacks in a *wave*, including special attacks if any, damage control repair crews are assigned to primary compartments & equipment and secondary compartments to try and contain the damage.

Tables:

Table 7-2 and 7-3 – the comments under Table 7-2 also apply to table 7-3.

Scenarios:

Clarification for scenarios 1-6: These scenarios may be played more than 1 game turn in length if the player so desires.

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Table 8-3 Fighter Waves

No. of Planes Attacking	1 st Wave	2 nd Wave	3 rd Wave	Number of Special Attack Planes Allowed per Wave		
				1 st Wave	2 nd Wave	3 rd Wave
2-4	All	NA	NA	2	None	None
5	3	2	NA	2	2	None
6	3	3	NA	2	2	None
7	4	3	NA	2	2	None
8	4	4	NA	2	2	None
9	5	4	NA	2	2	None
10	5	5	NA	2	2	None
11	6	3	2	2	2	2
12	6	4	2	2	2	2
13	7	4	2	2	2	2
14	7	4	3	2	2	2
15	8	5	2	2	2	2
16	8	5	3	2	2	2
17	9	5	3	2	2	2
18	9	6	3	2	2	2