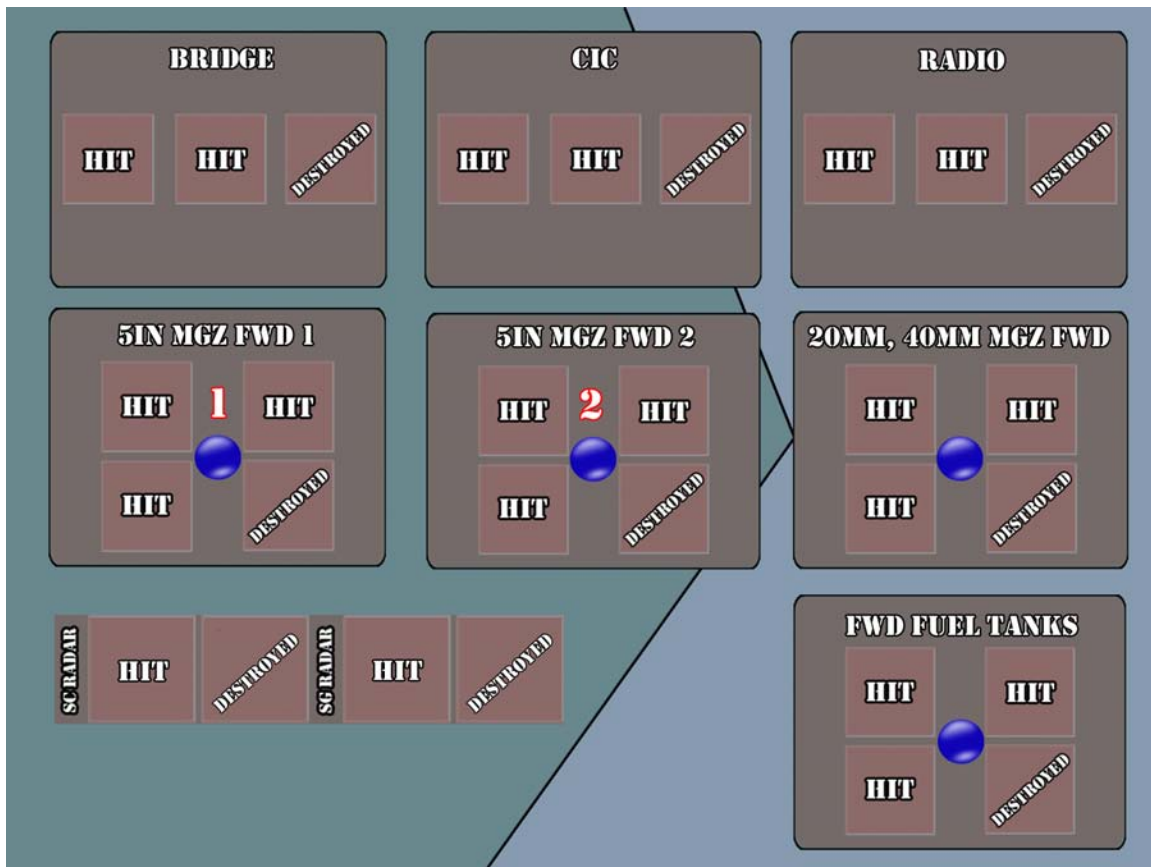


## Damage Control in Picket Duty

Besides trying to down incoming kamikazes, damage control will be another of your problems. The following is an introduction as to how damage control works in Picket Duty. It's a broad overview; the rules will be more specific.

For gaming purposes the ship is divided into three sections – forward, midship and aft. Each of these sections has several compartments: primary compartments are depicted on a map and secondary compartments are on a separate sheet.

Keep in mind all graphics used in this illustration *are not final!*



The diagram above depicts the primary compartments in the forward section. The numbers in the magazine compartments correspond to the 5in turrets the magazines supply. Needless to say, you lose the magazine, the turret can no longer fire. The blue dots represent compartments that can be flooded either because they are below the waterline or by choice to possibly put out a catastrophic explosion. The SC and SG radar are also represented, the main mast being closer to the forward section. Each primary compartment has an inherent damage control value of 1.

Most primary compartments take four hits before being destroyed, some three and two hits.

Each section has a finite number of damage control personnel in order to control and repair damage:

Section	Team	Number of personnel	Leader
Forward	Repair Team 1	14	Chief
Midship	Repair Team 2	10	Chief
Aft	Repair Team 3	13	Chief

The number of personnel in each repair team is based on naval document “Standard Organization for 2100 ton Destroyer,” dated September, 1943.

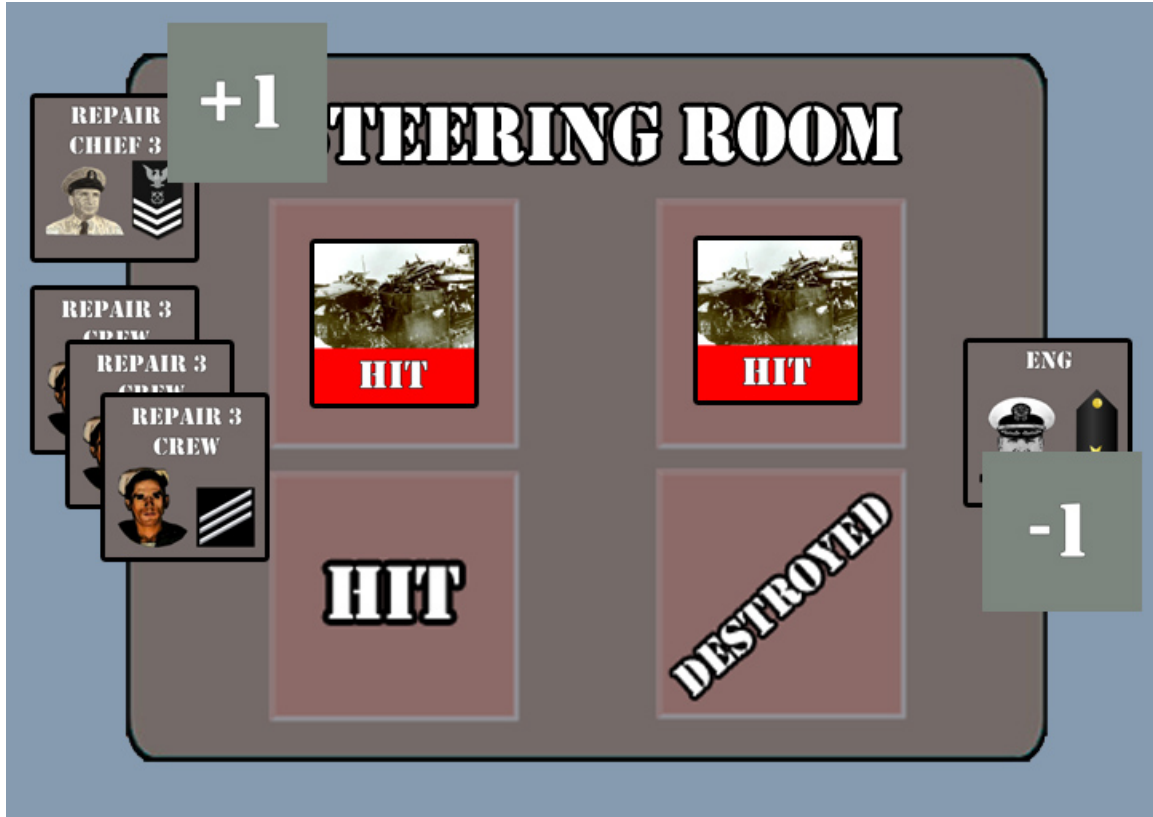
Repair Team 1 personnel can only be placed in the forward section, Repair Team 2 personnel in the midship section and Repair Team 3 personnel in the aft section.

No more than three repair personnel, excluding certain officers, can be placed in a specific compartment. Repair chiefs are placed in their section.

Personel	Rating	Placement
Repair personnel	Each has a value of 1	No more than 3 in a compartment in their section
Repair chief	Rating is chit picked at beginning of game.	Place in section only. Rating is used to modify damage repair attempts <i>all</i> compartments of the section.
Executive Officer	Rating is chit picked at beginning of game.	Placed in one compartment. Rating is used to modify damage repair attempts in that compartment.
Damage Control Officer	Rating is chit picked at beginning of game.	Applies his rating to all repair attempts in <i>one section only</i> .
Engineering Officer	Rating is chit picked at beginning of game	Apply his rating in any one of the following compartments: forward or aft engine rooms, forward or aft fire (boiler) rooms or steering room.

Keep in mind that a rating can be a positive or negative number. Thus crew members in each game will always be different, leading to different placement strategies. There are only two items that *always* give a negative modifier when it comes to damage control: a negative morale number and damaged or destroyed water mains.

So then, let's go through a sample repair attempt.



The steering room in the aft section has taken two hits. I apply the maximum number of repair personnel to the compartment, the chief and the Engineering officer. I add up all the numbers: 1 for the compartment, 1 for each repairman, 1 for the chief and I subtract the engineering officer's rating. This gives me a total of +4. Since two hit markers are present I now subtract four. This leaves "0" which is the column I will use to resolve damage control on Table 20.

**Table 20 - Damage Control Repair Attempts ■ ■**

Roll	-2 or <	-1,0	+1	+2 or >
2 - 4	Unsuccessful	Unsuccessful	Unsuccessful	Unsuccessful
5	Unsuccessful	Unsuccessful	Unsuccessful	Successful
6	Unsuccessful	Unsuccessful	Successful	Successful
7	Unsuccessful	Successful	Successful	Successful
8 - 12	Successful	Successful	Successful	Successful

**Notes –**

- A. If water lines have been damaged or destroyed, then 1 is subtracted from the roll.
- B. If a repair attempt is successful, roll 1d: Roll 1-2= 1 hit marker removed; Roll 3-5= 2 hit markers are removed; Roll 6= all hit markers removed.
- C. Add +1 to roll if Morale Track is a positive number; if negative subtract -1 from roll

In our example, the morale is considered positive and water lines are functioning. I roll two dice, getting a 7. Repair attempts are successful. I now roll one die to see how many hit markers are removed. I roll a 1, removing one hit marker. While still damaged, it should be easier to repair the next time.

That's it in a nutshell. If you want more, you'll just have to buy the game!