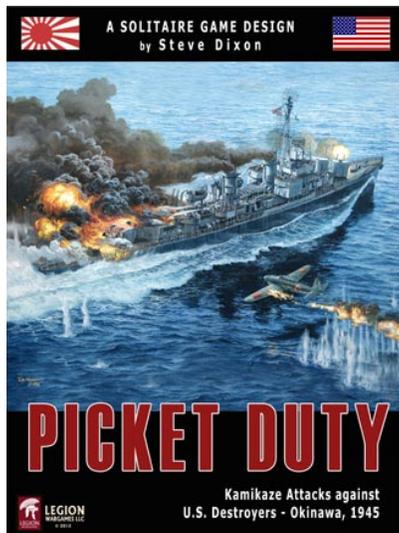


# PICKET DUTY

Errata – Dec. 7, 2013



## Game Rules

### Section 2.0 GAME SET UP

2.0.G Add the following lines – The Land Radar marker is placed in the zero space on the Land Radar Activation Level track. As Land radar stations become active, the marker is moved one space to the right for each station that becomes active. The marker is moved to the left as stations become inactive. The values underneath the numbered spaces indicate the column shift when determining if Japanese attack on Table 8-1. (See Rule 5-3)

### Section 6.0 THE PHASES

#### 6.5 Air Fire Support (AFS)

A. "Tables 7-1 through Table 7-4..." should read "Tables 7-1 through 7-3..."

B. All tables should read 7-1 for all dates.

#### 6.10 Special Attacks

6.10.F Add – Ammo expended is subtracted from the ammo track during the End of Turn Maintenance Phase (8.2 Ammunition Supply)

### Section 7.0 SHIP DAMAGE & REPAIRS

7.1.F should read “After attacks in a wave have been resolved, the player then resolves Special Attacks assigned to that wave. If more than one plane is involved in a Special Attack, determine the damage -- if any -- that may occur before firing at the second Special Attack plane.

#### 7.7.1 Deck Fires

7.7.1 B (Deck fires): "If the result is a 1, 2, 3, 4 all fire markers are removed...if water lines are out, one is subtracted from the roll" should be one is ADDED to the roll.

#### 7.7.2 Compartment, Radar and Gun Director Repairs

7.7.2.G – “...next turn should read next phase.”

7.7.2.J Secondary compartments, color coded in gray or blue on the secondary compartment hit sheet depending on how the player printed out his sheet, may be flooded voluntarily even if they have no damage, in order to offset list and trim caused by flooding of primary and other secondary compartments. Simply mark off both boxes in the compartment/s. The compartment/s become/s flooded and is/are considered destroyed. Move the flood marker one space toward zero on the Flood Track for each compartment flooded. Place list and trim markers as necessary to bring your ship to an even keel (both sides with an equal value).

7.7.2.K DELETE this section.

7.7.2.M should read “Repair chiefs and crews in compartments destroyed by flooding (involuntary or otherwise) may be reassigned per rule 7.7.2.F.

7.7.7.O – Magazines: Add “If the magazine is not destroyed as a result of a roll on the appropriate damage table, place a hit marker in the appropriate magazine. See specific Notes under Table 11 (Forward, Midship and Aft). Remember that once a magazine is destroyed/flooded, the weapon/s it supplies may no longer fire. It does not affect ammunition expenditure when determining ammo usage during the end of turn maintenance phase (8.2). This was a design decision.

7.7.3 Repairing Secondary Compartments Ω 7.7.3.H Replace first line – Should the player receive damage to his waterlines in the Forward, Midship or Aft Sections, do not place repair crewmen in the Secondary Compartment Hit Box on the map, located at the top center.

Add at end: Water lines can take three hits before being destroyed and non-repairable. The moment when three hit markers occupy the water lines box in the Secondary Compartment Hit Box on the map, the water lines are considered destroyed. Further hits to water lines are ignored.

## **Section 8.0**

### **END OF TURN MAINTENANCE**

#### **8.2 Ammunition Supply**

8.2.C should read "These boxes are in addition to the box used during special attacks." Delete the rest of 8.2.C.

## **Charts & Tables**

**Table 9-2 US DEFENSIVE FIRE TABLES** for 5", 40 mm, and 20 mm.

All Tables read Level when they should say LOW. For all Tables, add to Note A: Do not roll for hit on ship, plane considered obliterated.

#### **Table 11/FORWARD SECTION**

Row 0/Column 5 and Row 7/Column 5: Add Mk 37 5" Gun director hit. See Note B

Row 6/Column 6 be should read "Storeroom #4 Hit (SEC) (A)".

Note B: Add the following for the 40mm Gun tubs: Roll 1d6: 1-3 Gun director for tub damaged. Result 4-6 Gun director for tub destroyed. Then roll for Gun damage as noted. If rolling for Mk 37 5" Gun controller: roll 1d6: 1-4, damaged, 5-6 destroyed.

NOTE B: If 5" gun is damaged as a result of a roll, it loses its bonus for the Mk37 gun controller and must be fired manually in future turns.

#### **Table 11/MIDSHIP SECTION**

Note D: Add the following for the 40mm Gun tubs: Roll 1d6: 1-3 Gun director for tub damaged. Result 4-6 Gun director for tub destroyed. Then roll for Gun damage as noted.

#### **Table 11/AFT SECTION**

The following results are incorrect. The first number is 1d0, 2nd number 1d6: 2,2 -- 5 in Mgz. Aft #3 Hit (D) 3,6 - 5 in Mgz. Aft #4 Hit (D) 5,4 -- 5 in Mgz. Aft #5 Hit (D)

Note B: Add the following for the 40mm Gun tubs: Roll 1d6: 1-3 Gun director for tub damaged. Result 4-6 Gun director for tub destroyed. Then roll for Gun damage as noted. Add Note I: Roll 1d6: 1-3 lines damaged, 4-6 lines destroyed. Note that the 20mm and 40mm AFT magazines also supply the 40mm and 20mm guns in the Midship section. Should the Aft 20mm and 40mm magazines be lost, the 20mm and 40mm guns in the Midship section may no longer fire.

#### **Table 12-2 Bomb**

Results 3-4 and 10-11 should read roll on Near Miss Table 11.1

#### **Table 14-1 Hull Integrity Point Loss**

Result for 11 should read 10 - 11

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