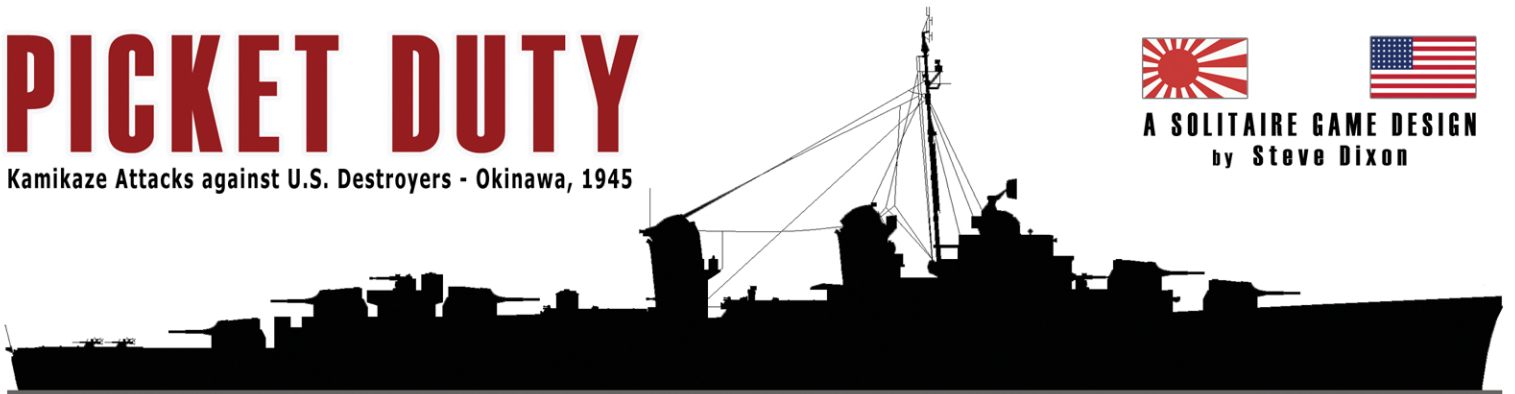


# PICKET DUTY

Kamikaze Attacks against U.S. Destroyers - Okinawa, 1945



A SOLITAIRE GAME DESIGN  
by Steve Dixon



## SECONDARY COMPARTMENTS HIT SHEET

<b>Sail Locker</b> □ □	<b>Crew Quarters 2</b> □ □	<b>Torpedo Ord.</b> □ □	<b>Sea Cabin</b> □ □	<b>Gun Crew Shelter</b> □ □	<b>Crew Quarters 3</b> □ □
<b>Equipment Room</b> □ □	<b>Locker, Fan</b> □ □	<b>Laundry</b> □ □	<b>Equipment Room</b> □ □	<b>Bread Locker</b> □ □	<b>Mess Room</b> □ □
<b>Crew Quarters 1</b> □ □	<b>Galley</b> □ □	<b>Repair Stores</b> □ □	<b>Alcohol</b> □ □	<b>Prov. Supplies</b> □ □	
<b>Dressing Station</b> □ □	<b>Medical Stores</b> □ □	<b>Tracking Room</b> □ □	<b>Plot Room*</b> □ □	<b>CPO Quarters</b> □ □	
<b>Crew Head</b> □ □	<b>Passage</b> □ □	<b>Trunk</b> □ □	<b>Shower, Head</b> □ □	<b>CPO Mess</b> □ □	
<b>Gun Crew Shelter</b> □ □	<b>Battery Charging</b> □ □	<b>Windless Room</b> □ □	<b>Chain Locker</b> □ □	<b>Trune</b> □ □	

ABOVE WATERLINE ▲ **AFT** **MIDSHIP** **FORWARD** ▼ **BELOW WATERLINE**

<b>Trunk</b> □ □	<b>Storeroom 1</b> □ □	<p>* If the Plot Room is destroyed, a one (1) column shift to the left is applied on Table 8.1.</p>	<b>Dressing Station</b> □ □	<b>Boatswain Stores</b> □ □	<b>Provisions</b> □ □
<b>Ord. Storeroom</b> □ □	<b>Storeroom 2</b> □ □		<b>Storeroom 1</b> □ □	<b>Cold Storage</b> □ □	<b>Fruits, Vegetables</b> □ □
<b>Crew Quarters 3</b> □ □	<b>Storeroom 3</b> □ □		<b>Sound Room</b> □ □	<b>Storeroom 2</b> □ □	<b>Crew Quarters</b> □ □

### DAMAGE NOTES

<b>Wardroom Stores</b> □ □	<b>Sound Room 2</b> □ □	<b>Provisions 2</b> □ □
<b>Ice Machine</b> □ □	<b>Inflammable Stor.</b> □ □	<b>Storeroom 3</b> □ □
<b>Small Arms Mgz.</b> □ □	<b>Crew Quarters 2</b> □ □	<b>Repair Stores</b> □ □
<b>Projector</b> □ □	<b>Storeroom 4</b> □ □	<b>Supply Stores</b> □ □

Players should photocopy this sheet before play.

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