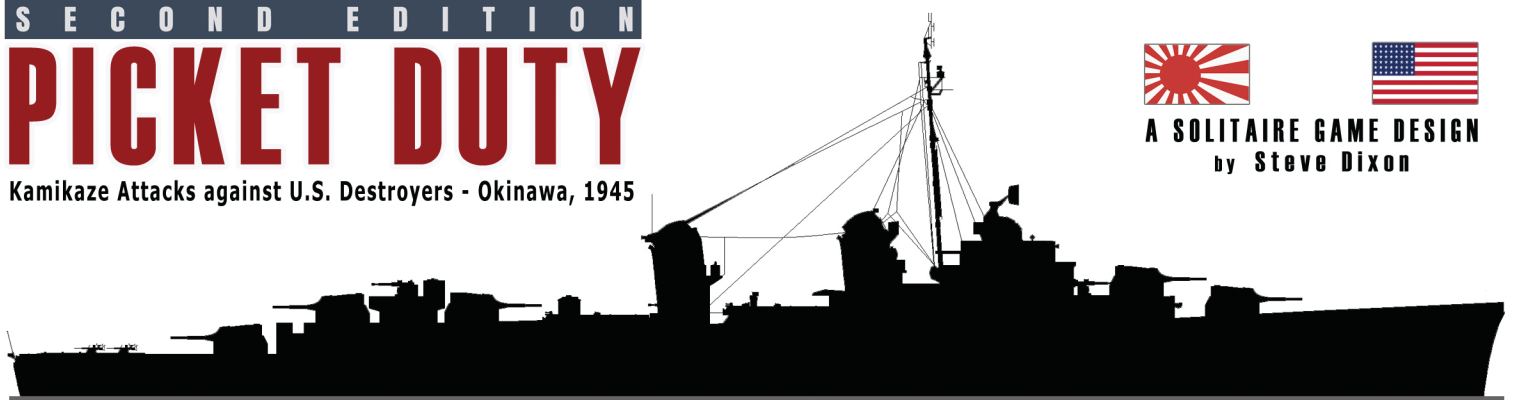


PICKET DUTY

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



A SOLITAIRE GAME DESIGN
by Steve Dixon



SECONDARY COMPARTMENTS HIT SHEET

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

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

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

DAMAGE NOTES

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