

Picket Duty
2nd Edition Errata

Map

1. Hit Table on Map – footnote “b”: Reference should be 6.8.B not 6.9B
2. Two of the 5” Magazines in the Aft section are mislabeled. 5” Magazine No. 1 should be No. 5 and 5” Magazine No. 2 should be No. 4.

Tables

1. Table 11.1 (Near Miss Damage Table) there's a blank entry for row 4 col. 1 which should be "No Damage."
2. Table 8.2 Footnote A clarification: "Place the appropriate plane marker in the Special Attack box on the map, then carry out the usual procedures for a Special Attack (6.8 and 7.2)."
3. Table 11.0 Aft Section: the result for D10 = 6, D6 = 3 should be shaded.
4. Table 11, Footnote E: Add at end: "No additional effect when that shaft is already bent."
5. Table 12.0 (all the Special Attack Tables): Note A should read Rule 2-5, not Rule 4
6. Table 14 – roll of 2-5: "...Refer to Rule 4 – Start Game Procedure" should read Rule 2-5
7. Table 15 – roll of 12: "...(Refer to Rule 4) should read Refer to Rule 2-5
8. Table 16 – roll of 2-4: Add after "Ship Sinks": -- Refer to Rule 2-5
9. Table 11 – Trune should read "Trunk 2" and "Trunk" should read "Trunk 1" – Trune was misspelled. The secondary hit card should also reflect the same change.

Detailed Sequence of Play

1. A.6 should ref 3.5.1 and A.7 should ref 5.3, not vice versa.
2. B.4.a.2 should ref 6.7.M, not 6.7.N.
3. B.6.a.2.c should ref 7.7.J, not 7.6.

Rules:

1. 1.1 Map Note add: "For 40MM Magazine exception, see 7.8.2.J Magazines."
2. 7.8.2.G should read: "If any hit markers remain in a compartment after the repair attempt, all damage crews, chiefs and officers assigned to the compartment must remain to repair the damage **after the next wave, which may be in the following phase. If no waves appear in this phase, the player may make one attempt at repairs.** Any bonus the compartment may have provided is lost until it is repaired."
3. 7.9.F – Last sentence should read "Subsequent repair attempts benefit from **-1** to the die roll."
4. **7.12 – The following changes resolve the conflict in this rule section: See next page after NOTES.**
5. 7.3.H should read ""Should the compartment be repaired, remove the fire and hit markers. Repair crews may be reassigned. See 7.8.2."

Cross Reference Corrections

1. 1.2.2 (Boxes): Weather Box entry should also ref 6.3.

2. Land Radar Activation Level should ref 5.3.1, not 5.3, and Ship Radar Level should ref 5.3, not 5.3.1.
3. 1.3.2.B (Damage Control Teams) should ref 7.7.H, not 7.6.H.
4. 1.4 (Markers and Chits): Land Radar Active Marker should ref 5.3.1, not 5.3.
5. 2.0.G (Game Set Up) should ref 5.3.1, not 5.3.
6. 6.3.B.3 (Weather -- Advanced Game: Storms) should ref 2.0 through 5.0, not just 4.0.
7. 6.4.D (Air Fire Support) should ref 6.7 and 6.8.
8. 6.4.F should not ref 7.2.
9. 7.3.A (Advanced Game Damage Results), ref to 7.3.G should be 7.3.F.
10. 7.3.Z should ref 7.3.B, not 7.2.B.
11. 7.8.2.M (Primary Compartment Repairs) should also ref sections 4 and 5, along with 2 and 3
12. 11.6 (Alternative Flooding Procedures) should ref 7.3.I, not 7.3.J.

NOTES: Number 3 under rules added August 7, 2019.

7.12 Water Line Repairs

A. *When the player receives damage to the water lines a hit marker is placed in the Waterlines box for each hit, whether the hit occurred in the Forward, Midship, or Aft sections. Hit markers are placed even if the "water lines out" random result (Table 15, entry "2") is currently in effect.*

B. *Water lines can take three hits before being **knocked out**. 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 **unusable until repaired**. Place a Destroyed marker in the water lines box. Further hits to water lines are ignored until they are repaired. When water lines are knocked out the "water lines out" random result (Table 15, entry "2") is ignored until the water lines are repaired.*

C. *Water line repair does not require the placement of a repair crewman in the Secondary Compartment Hit Box. To repair water lines, roll 1d6: 1, 2 - Lines Still Out; 3 – 6 Lines Repaired. There is no modifier for the roll. All hit markers are removed should the lines be repaired. **Damaged water lines have no effect on fighting deck fires. Knocked out waterlines do have an effect on fighting deck fires. If the water lines are knocked out one is added to the die roll to extinguish a fire.***

D. *The ship may be returned to port for repairs and replenishment if the water lines are **knocked out**. The ship would return to the anchorage at the end of the **phase** during which the lines were **knocked out**.*