

## **Supplies-**

Supplies can be used by a DCT in phases 1, 5, and 6 only to make repairs. The presence of a DCT does not alone stop damage, you must spend a supply to stop the damage. If you use supplies in Phase 1 you then take the benefit of the compartment you are in. Each time you use a supply reduce the dice down 1 level, regardless of the number of leaks/fires you put out. If assigned to the Aft Fire Room (#9), it counts as if your DCT is assigned to all adjacent compartments (5, 6, 8, and 10) and can use Supplies for any/all of those compartments.

## **Damage-**

Damage is NEVER erased. You can put out a fire/seal a leak, but then it will be debris for the rest of the game.

If a DCT is in the Target Compartment the DCT is injured and must move to the Battle Dressing Station where it will stay for all the next round.

Damage that occurs in Phase 4 (7,8,9,10 die results) will be in the Target Compartment.

If the Bridge is the Target Compartment you cannot take Bridge actions this turn.

Explosions. An Explosion puts debris in the Target Compartment AND each surrounding compartment.

Destroyed Compartments.

If damage is to occur in an already destroyed compartment the damage is ignored.

If the Battle Dressing Station is destroyed, and a DCT is sent to this location due to a Japanese attack, the DCT is gone for the rest of the game.

## **4's and 5's (AAA and 5"inch guns)-**

When you resolve a die assigned to a 4 (AAA) or 5 (5") location you will score 1 hit for each die assigned. Example: You have 3 dice assigned to 4 (AAA), you will mark off 3 hits against the next Japanese aircraft.

5" Guns. Splitting 5 results. If you have to resolve a die on an adjacent aircraft but that plane(s) is already destroyed, the die will be resolved against the next plane still flying. It is your choice which side you choose for your adjacent aircraft to hit.

## **Clear Skies-**

As a bridge action you can mark 1 star in a Clear Skies box. When that box fills the red die moves to the center of the "Aircraft Attack" box (with the Rising Sun flag) and next turn there will not be a Phase 2 attack. The rest of the turn plays as normal (which means you can attack Japanese planes as well).

## **Reminders-**

You cannot assign a DCT to the Bridge two rounds in a row.

A Bridge Action die can be resolved as either a WILDS or BRIDGE ACTION.

A 6 result doesn't do anything unless the Forward Fire Room penalty is in effect.

A 10 result on either side of the ship hits the same compartment (Fuel Tanks printed on the Aft pad).

Only 1 DCT can go to a compartment each round.