

# *Islands of the Damned*

Addenda as of May 5, 2015

## **Before you begin:**

The counters for both games are set very firmly in their trees. Great for surviving being shipped, but possibly hard to punch out. Best to use scissors and just cut them out.

## **Utmost Savagery (Peleliu)**

### **The Rules:**

**6.3 Burnout Segment, third line** (addition): Please add "Fortified" after "Airfield".

### **The PAC:**

**Time Chits Table, Supply** (clarification): The expenditure of 2 SPs returns the battalion at full strength.

## **Given Up for Dead (Wake Island)**

**3.3.9** (correction): "Beach" should be "Coastal".

**4.1.2** (clarification): Remove any damage markers on shore batteries before starting the 2nd Invasion

**4.1.3b** (clarification): These ships come back in an undamaged state.

**Optional Repair Rule:** Instead of automatically flipping from Fire to Smoke or removing a Smoke marker, roll a die. If the result is equal to or less than the strength of the ship or battery, flip the Fire marker or remove the smoke marker, otherwise the damage marker stays as it is on the ship/battery. Batteries have a strength of 3.