

Question: After successfully invading, does the land unit return to port like surface ships or stay there? For example, the Japanese invade Guadalcanal - do they put a garrison marker and return to Truk, etc.?

Worthington Answer: THE TRANSPORT CAN STAY OR RETURN TO ANOTHER PORT. THE KEY IS TO ESTABLISH CONTROL AND PLACE A CONTROL MARKER WHICH PER THE RULES IN SECTION 3 STATES "USED TO SHOW PLAYER CONTROL OF SEA AREAS, AND PORTS AND BASES. DURING COMBAT OF BASES, THEY ARE ALSO A 1 SP LAND UNIT (GARRISON)."

Question: Which brings me to – can a land unit move to an existing base? If so, does that mean it + the garrison defend? Or just the land unit?

Worthington Answer: YES

Question: Finally – why can't air units attack a garrison / defending land unit? Certainly they did so in the war, yes?

Worthington Answer: THEY DIDN'T HAVE THE SIGNIFICANT EFFECT ON LAND UNITS LIKE THEY DID ON THE NAVAL UNITS AT THIS SCALE.

Question: I assume Yokosuka can be captured by controlling the Sea of Japan at the beginning and end of a turn, just as Pearl Harbor can be captured by controlling the Hawaiian Islands. Correct? Are the Saigon, India, Singapore, or Australian ports uncapturable since each is attached to a land mass that can't be surrounded by sea areas on the mapboard?

Worthington Answer: CORRECT ON BOTH. UNDER RULE 10 SECOND PARAGRAPH THE KEY WORD IS "WITHIN".

Question: If Yokosuka or Pearl are controlled by the enemy, what happens to the reinforcements that are supposed to come in? Does it make a difference if the ports are controlled by the enemy but not the sea area?

Worthington Answer: THE NEXT CLOSEST FRIENDLY CONTROLLED PORT. IF THERE ARE NONE THEN YOU'VE LOST.

Question: I assume when one side withdraws from a battle, not all the units from the winning side have to pursue, e.g., three battle ships withdraw, the staying side has six battle ships, but can choose to pursue with only three ships, correct? And if so, I also assume that only the units that actually pursue would be subject to return fire from the withdrawing units.

Worthington Answer: CORRECT

Question: Re: surface combat against aircraft carriers and transports, the rule says: "Aircraft carriers and transports do not fire during surface combat and CAN NOT be targeted until the battle station position of the opposing side has no opposing ships in it." To be clear, does this mean only after all of the ships in the carrier/transport player's side have to have been destroyed or disabled can the carriers/transports be targeted, presumably in the next surface battle round? Or does it mean that if, for instance there are 4 surface ships in the battle station position on the carrier/transport player's

side, but the opposing player has more than 4 surface ships on his side, he can attack the carriers/transport?

Worthington Answer: AIRCRAFT CARRIERS AND TRANSPORTS CAN NOT BE TARGETED UNTIL THE BATTLE STATION POSITION OF THE OPPOSING SIDE HAS NO OPPOSING SHIPS IN IT.

Question: Are all units in a battle exposed before the Air/Surface combat preferences are made? Are they exposed before submarines declare their targets?

Worthington Answers: ALL UNITS EXCEPT AIRCRAFT CARRIERS AND TRANSPORTS ARE PLACED IN THE BATTLE STATION SECTION OF THE BATTLE BOARD. CARRIERS AND TRANSPORTS ARE PLACED IN THEIR BOX. ALL TASK FORCE BLOCKS ARE PLACED IN APPROPRIATE SECTIONS. THEN YOU PROCEED TO 1 ROUND OF SUBMARINE COMBAT AND THEN YOU DETERMINE AIR OR SURFACE.

ALL UNITS ARE EXPOSED ON THE BATTLEBOARD BEFORE ANY COMBAT TAKES PLACE.

Question: Can Land combat disable a unit? NO. If so can the garrison be disabled as well as the Marines?

Worthington Answer: NO PER RULES IN SECTION 8 UNDER LAND COMBAT STATES "ONCE LAND COMBAT BEGINS, REPEATED ROUNDS OCCUR UNTIL ONE SIDE IS ELIMINATED.

Question: Invasion of base. What happens to the air unit operating from the base? Disabled, destroyed, continue operations in area?

Worthington Answer: NO AFFECT. PER THE RULES IN SECTION 3 UNDER LAND BASED AIR IT STATES "THEY ARE KEPT OFF BOARD AND PLACED DURING MOVEMENT IN AREAS WHERE ALLOWED. PORT AND BASE CONTROL AFFECT WHERE THEY CAN BE PLACED." AIR UNITS NEVER "LAND" ON A BASE THEY ONLY CAN OPERATE FROM A BASE. AT THE END OF THE TURN AIR UNITS RETURNS OFF BOARD AND IF THEY LOSE THE LAND BASE THEN NEXT TURN THEY COULD NOT USE THE LAND BASE TO OPERATE IN ADJACENT SEA AREAS.

Question: When the marine unit destroys the garrison does it land?

Worthington Answer: YES TO ESTABLISH POSSIBLE CONTROL.

Question: Can a marine unit continue to attack other bases in the area?

Worthington Answer: NO.

Question: If it lands does it return with the other ship to port or stay on the base conquered?

Worthington Answer: THE TRANSPORT CAN STAY OR RETURN TO ANOTHER PORT. THE KEY IS TO ESTABLISH CONTROL AND PLACE A CONTROL MARKER WHICH PER THE RULES IN SECTION 3 STATES "USED TO SHOW PLAYER CONTROL OF SEA AREAS, AND PORTS AND BASES. DURING COMBAT OF BASES, THEY ARE ALSO A 1 SP LAND UNIT (GARRISON)."

Question: If a base is conquered, but, the area is not held, does the base revert to the original owner at the end of the turn?

Worthington Answer: BASE REVERTS TO WHOEVER CONTROLS THE SURROUNDING AREA OR AREAS. IF THE SEA AREA IS NOT CONTROLLED BY EITHER SIDE PER THE RULES SECTION 9 "ANY SEA AREA THAT HAS NO SURFACE SHIP OR LAND BASED AIR IN IT IS NEUTRAL, REMOVE ANY CONTROL MARKERS."

Question: Does a result of "1" which is normally a disable affect a garrison single point in land combat on defense?

WORTHINGTON ANSWER: NO

Question: If so, does that garrison point give up and the fight is over and the base changes ownership?

WORTHINGTON ANSWER: SEE ABOVE

Question: Does a result of "1", which is normally a disable result, affect an attacking transport land unit in land combat on offense?

WORTHINGTON ANSWER: NO

Question: If so, it is assumed that transport goes back to nearest port and it quits land combat for the base?

WORTHINGTON ANSWER: SEE ABOVE

Question: After a round of sea or air combat, land combat begins. Is there only one round of land combat allowed in this intermission? In other words, if the first round of land combat dice are indecisive, are other ground combat dice exchange rounds allowed to complete the land combat done prior to going back to next air/naval phase? Or is it a corresponding 1:1 situation?

WORTHINGTON ANSWER: LAST PARAGRAPH OF LAND COMBAT ON PAGE 6 "*ONCE LAND COMBAT BEGINS, REPEATED ROUNDS OCCUR UNTIL ONE SIDE IS ELIMINATED.*"

