

South Pacific Clarifications

- South Pacific comes with five sheets of pieces: 1, 2, 4 and two of the aircraft sheet. Sheet 3 is not included (it's Midway-only).
- Under US Submarine Data, there should be six slots for S-boats (use two of the Gato lines) and each should have but three torpedoes.
- Don't try to import rules from other games, even similar ones on the same topic. South Pacific is its own game.
- When the scenario calls for a type of plane that has both land-based (L) and carrier-based (C) versions, always put type L planes on land bases and type C planes on carriers unless the instructions explicitly state otherwise.
- Japanese A6M2 and A6M3 aircraft may double their endurance (not range) when using drop tanks (Axis player's choice).
- There are a few instances where ship ID and name don't agree between the pieces and the scenarios. Always go by the ship name.
- Unless specified as RNZAF, Hudson type aircraft are always RAAF.
- Use Japanese F1M pieces whenever the setup calls for F1M2.
- The American AVP seaplane tenders have a capacity of 2.
- All airbases are available unless the special rules say otherwise (some, like Buin, were built before aircraft were stationed there and thus the player has the option to use them).
- Task forces that enter the Ironbottom Sound Tactical Map from Sea Zone AF 25 do so through Ironbottom Sound hexes 0301 through 1301 (inclusive). Those that enter from Sea Zone AG 25 do so through hexes 0201 through 0110 (inclusive). Those that enter from Sea Zone AG 27 do so through hexes 2306 through 2314 (inclusive, but see the Eastward Passage special rule).
- Ships unloading cargo (9.7) on the Ironbottom Sound are placed in hexes adjacent to the shore of Guadalcanal, within two hexes of Hex 1715 (inclusive). Any warships escorting them are placed within six hexes of Hex 1715 (inclusive). A stationary task

force that's not unloading and is contacted by an enemy task force sets up within two hexes of Hex 1608 (inclusive).

- If opposing task forces enter the Ironbottom Sound map from Sea Zones AF 25 and AG 25, they enter as described above (an exception to 6.34), but may not enter at a hex within four hexes of an enemy entry hex. If opposing task forces enter from the same Sea Zone (per 6.34) their entry direction is not altered; roll for initiative and the task force with the initiative sets up within six hexes of Hex 1608 while the other enters as described above.
- In Operational Scenario One, delete the H6K4 that begins at Rabaul.
- In Battle Scenario One, the Allied Complacency rule applies to each hex individually. These rules no longer apply with the start of the fifth round of combat. Also, ignore the Night Vision special rule and use normal spotting ranges (four hexes for the Axis, thanks to Exceptional Spotters, and three hexes for the Allied player).
- In Battle Scenario Five, note that more than one ship can set up in the same hex. This is true only for this scenario; resolve air strikes arising from operational scenarios using the standard procedure.
- In Battle Scenario Eleven, the Japanese fighters should be A6M2, not A6M3 (this has no effect on play).
- In Operational Scenario Five, place DD94 Amatsukaze and DD95 Tokitsukaze in Sea Zone A 17. Place DD353 Dale in Sea Zone AS 38.
- In Operational Scenario Six, place DD94 Amatsukaze and DD95 Tokitsukaze in Sea Zone AA 27. Place DD353 Dale in Sea Zone AH 31.
- In Operational Scenario Six, place DD459 Laffey in Sea Zone AS38.
- In Operational Scenario Eight, place DD99 Tanikaze at least one but no more than three zones from Truk (F 8).
- In Operational Scenario Eleven and Thirteen, place DD102 Maikaze in Sea Zone AC19.