

Sonalysts Combat Simulations
Dangerous Waters™
Combined
User Manual Errata

COMBINED ERRATA

Each available errata update is accessed by selecting the appropriate bookmark in this file.

S.C.S. – DANGEROUS WATERS USER MANUAL ERRATA

This document contains information that is missing or in error in the printed and/or electronic versions of the *Sonalysts Combat Simulations – Dangerous Waters™ User Manual*.

688(I) STATIONS

Ship Control Station: *Page 13-9 in both printed and pdf. (p.495 in PDF.)*

Text in the description of the towed array is in error:

- ⇒ Click PORT or STARBOARD to select that array to be streamed.
Only one towed array **can be** deployed at a time.

The bolded text should read:

- ⇒ Click PORT or STARBOARD to select that array to be streamed.
Only one towed array **need be** deployed at a time.

Additional information: The 688(I)'s towed arrays can be deployed at the same time; however, this is not recommended in shallow water.

- ❑ Data seen in the Sonar Station displays come from the array currently selected at the 688(I)'s Ship Control Station. Only the array selected at the Ship Control Station is selectable in the Orders or Ownship Menus' *Array* option.
- ❑ A static representation of the last data viewed remains on the Broadband (PBB) and Narrowband (PNB) screens if the array switch is toggled from a deployed array to an array that is not deployed. If the data in the PBB or PNB appears to be frozen, check to make sure that the game is not paused, then check in Ship Control to make sure that the array that is selected is actually deployed.

APPENDIX D: IN-GAME SENSORS

The following information was omitted from the printed manual. (These radar entries were added to the PDF version of the manual and are available in the Ownship Sensor data in the USNI Browser during gameplay.)

Missing entries on *Pages D-1 and D-2 of printed manual:*

688(I):	AN/BPS-15	Radar
Seawolf:	AN/BPS-16	Radar
Akula:	MRK-50	Radar
Kilo:	MRK-50	Radar

FFG STATIONS

FFG Machine Gun Station: Page 7-84 in both print and pdf (p. 223 in PDF.)

Under **Firing the Machine Gun**, step 2., seen bolded below, should be removed entirely. (The black circle has been removed.)

2. Position the gunsight on the target. When the target is in the center of the gun sight the reticule becomes a black circle.

ALL SUBS: TORPEDO WIRE GUIDE CONTROLS

Text under *Torpedo Wire Guide Controls* is in error in the manual in the following locations:

Kilo Stations: Printed: *page 1-36* (PDF: *pages 10-34/35*)

Akula Stations: Printed and PDF: *page 11-36*

Seawolf Stations: Printed and PDF: *pages 12-39/40*

688(I) Stations: Printed: *page 13-35* (PDF: *pages 13-35/36*)

Text in error is bolded below:

Pre-Enable: Click to return an enabled weapon to its pre-enabled state without shutting the weapon down entirely. If you want to wire guide a weapon that has already enabled and started its search, click this option. The red enable cone disappears. **Once the weapon detects a contact and begins homing, it can no longer be pre-enabled. It can only be shutdown.**

Corrected text is bolded below:

Pre-Enable: Click to return an enabled weapon to its pre-enabled state without shutting the weapon down entirely. If you want to wire guide a weapon that has already enabled and started its search, click this option. The red enable cone disappears. **Once the Kilo's Test-71ME-NK detects a contact and begins homing, it can no longer be pre-enabled. It can only be shutdown. All other wire-guided torpedoes can be pre-enabled even after they start homing.**

TMA

Misleading text in Time History Right-Click Menu in the TMA Station portions of the manual as noted below:

Kilo TMA Stations: Printed and PDF: *page 10-44* (p. 346 in PDF.)

Akula TMA Stations: Printed and PDF: *page 11-45* (p. 405 in PDF.)

Seawolf TMA Stations: Printed and PDF: *page 12-52* (p. 472 in PDF.)

688(I) TMA Stations: Printed and PDF: *page 13-43* (p. 59 in PDF.)

The following text is misleading: “As long as a tracker is tracking, bearing information is sent to TMA in two-minute intervals.”

Change to: Once a contact is marked and a tracker is assigned, bearing information is sent to TMA. The first returns are time-averaged so the second line of bearing does not appear on the TMA Plot until four minutes after the contact is designated. Thereafter bearing information is sent to TMA in two-minute intervals as long as a tracker is assigned and the contact is still detected.

S.C.S. – DANGEROUS WATERS USER MANUAL ERRATA

S.C.S. – *Dangerous Waters*™ User Manual Errata V.2.0 contains information that is missing or in error in the printed and/or electronic versions of the *Sonalysts Combat Simulations – Dangerous Waters*™ User Manual that is not contained in the previous version of S.C.S. – *Dangerous Waters*™ User Manual Errata.

FFG STATIONS

FFG Weapons Control Station: *Page 7-70 in both printed and pdf (p. 210 in PDF)*

Additional information in step 4 of *To Launch an SM-2 Missile* is seen bolded below:

4. Once a fire control radar is assigned to the target, the FIRE button is activated. Click FIRE. The CONFIRM VAB appears. (If a radar is assigned to the target before the missile is loaded, the fire button enables as soon as the missile loads.) If the FIRE button never enables when you have a target assigned, the target may have already been destroyed **or the assigned contact may be out of range of the fire control radar. The range of the fire control radar varies by the size of the contact. Ships are detected at a greater range than helicopters or missiles. Once the target is acquired, the FIRE button enables. The range of the missile exceeds the range of the fire control radar in the controllable FFG.**

MH-60R STATIONS

MH-60R MAD/ESM Station: *Page 8-33 and 8-34 on both printed and pdf (p. 259 in PDF)*

In *Using MAD/SAD Effectively*, the units listed in the bolded text are in error.

- ☐ The MAD sensor has an effective range of about **1000 yds.**
- ☐ The SAD sensor is similar to the MAD sensor but has a more limited range of around **750 yards.**

The bolded text should read:

- ☐ The MAD sensor has an effective range of about **1000 feet.**

And

- ☐ The SAD sensor is similar to the MAD sensor but has a more limited range of around **750 feet.**
-

P-3C STATIONS

P-3C MAD/ESM Station: *Page 9-15 in both printed and pdf (p. 281 in PDF)*

In *Using MAD/SAD Effectively*, the units listed in the bolded text are in error.

- ❑ The MAD sensor has an effective range of about **1000 yds.**
- ❑ The SAD sensor is similar to the MAD sensor but has a more limited range of around **750 yards.**

The bolded text should read:

- ❑ The MAD sensor has an effective range of about **1000 feet.**

And

- ❑ The SAD sensor is similar to the MAD sensor but has a more limited range of around **750 feet.**

S.C.S. – DANGEROUS WATERS USER MANUAL ERRATA

S.C.S. – *Dangerous Waters™ User Manual Errata* V.3.0 contains information that is missing or in error in the printed and/or electronic versions of the *Sonolysts Combat Simulations – Dangerous Waters™ User Manual* that is not contained in the previous version of S.C.S. – *Dangerous Waters™ User Manual Errata*.

FFG STATIONS

FFG Navigation Station> FFG Contact Menu: *Page 7-35 in both printed and pdf versions. (p. 175 in pdf.)*

A typo incorrectly lists the Mk 48 ASW Torpedo as one the FFG's helicopter's torpedos. This should read Mk 46 ASW Torpedo.

Text in Error is Bolded Below

MK 50 Torpedo or **MK 48 ASW Torpedoes**: The MK 50 can target subs and surface ships within range of the in-flight helicopter. The torpedo is set to circle search. The FFG's AI driven helo also carries one **MK 48** AWS torpedo that can only target submarines. When this option is selected the in-flight helo flies to and engages the selected target. The helicopter carries two MK 50 torpedoes and one **MK 48** ASW torpedo when ASW is assigned as the loadout in HELO STATUS.

- ✓ **Note:** the only way to launch the FFG's embarked helicopter's missiles is with this command. Only the **MK 48s** carried by the AI driven helo are restricted to submarine targets. All other **MK 48** Torpedoes can target surface ships as well as submarines. Hellfire missiles launched by player controlled MH-60s can target surface ships as well as land targets. Only the Hellfire's on the AI driven helo are restricted to Strike only.

Corrected Text is Bolded Below

MK 50 Torpedo or **MK 46 ASW Torpedoes**: The MK 50 can target subs and surface ships within range of the in-flight helicopter. The torpedo is set to circle search. The FFG's AI driven helo also carries one **MK 46** AWS torpedo that can only target submarines. When this option is selected the in-flight helo flies to and engages the selected target. The helicopter carries two MK 50 torpedoes and one **MK 46** ASW torpedo when ASW is assigned as the loadout in HELO STATUS.

- ✓ **Note:** the only way to launch the FFG's embarked helicopter's missiles is with this command. Only the **MK 46s** carried by the AI driven helo are restricted to submarine targets. All other **MK 46** Torpedoes can target surface ships as well as submarines. Hellfire missiles launched by player controlled MH-60s can target surface

ships as well as land targets. Only the Hellfire's on the AI driven helo are restricted to Strike only.

MH-60R STATIONS

MH-60R Dipping Sonar>Deploying the Dipping Sonar:>Step 2: *Page 8-35 in both the printed and pdf versions. (p 261 in pdf.)*

The unit of measure was omitted from the description of the Dipping Sonar cable length.

Add feet following 400 as seen bolded below:

At the ATO Station [F2], stream the hydrophone. In S.C.S. - *Dangerous Waters* the cable is 400 **feet** long when fully deployed.

S.C.S. – DANGEROUS WATERS USER MANUAL ERRATA

S.C.S. – *Dangerous Waters*™ User Manual Errata V.3.0 contains information that is missing or in error in the printed and/or electronic versions of the *Sonolysts Combat Simulations – Dangerous Waters*™ User Manual that is not contained in the previous version of S.C.S. – *Dangerous Waters*™ User Manual Errata.

FFG STATIONS

FFG Navigation Station> FFG Contact Menu: *Page 7-35 in both printed and pdf versions. (p. 175 in pdf.)*

A typo incorrectly lists the Mk 48 ASW Torpedo as one the FFG's helicopter's torpedoes. This should read Mk 46 ASW Torpedo.

Text in Error is Bolded Below

MK 50 Torpedo or **MK 48 ASW Torpedoes**: The MK 50 can target subs and surface ships within range of the in-flight helicopter. The torpedo is set to circle search. The FFG's AI driven helo also carries one **MK 48** AWS torpedo that can only target submarines. When this option is selected the in-flight helo flies to and engages the selected target. The helicopter carries two MK 50 torpedoes and one **MK 48** ASW torpedo when ASW is assigned as the loadout in HELO STATUS.

- ✓ **Note:** the only way to launch the FFG's embarked helicopter's missiles is with this command. Only the **MK 48s** carried by the AI driven helo are restricted to submarine targets. All other **MK 48** Torpedoes can target surface ships as well as submarines. Hellfire missiles launched by player controlled MH-60s can target surface ships as well as land targets. Only the Hellfire's on the AI driven helo are restricted to Strike only.

Corrected Text is Bolded Below

MK 50 Torpedo or **MK 46 ASW Torpedoes**: The MK 50 can target subs and surface ships within range of the in-flight helicopter. The torpedo is set to circle search. The FFG's AI driven helo also carries one **MK 46** AWS torpedo that can only target submarines. When this option is selected the in-flight helo flies to and engages the selected target. The helicopter carries two MK 50 torpedoes and one **MK 46** ASW torpedo when ASW is assigned as the loadout in HELO STATUS.

- ✓ **Note:** the only way to launch the FFG's embarked helicopter's missiles is with this command. Only the **MK 46s** carried by the AI driven helo are restricted to submarine targets. All other **MK 46** Torpedoes can target surface ships as well as submarines. Hellfire missiles launched by player controlled MH-60s can target surface

ships as well as land targets. Only the Hellfire's on the AI driven helo are restricted to Strike only.

MH-60R STATIONS

MH-60R Dipping Sonar>Deploying the Dipping Sonar:>Step 2: *Page 8-35 in both the printed and pdf versions. (p 261 in pdf.)*

The unit of measure was omitted from the description of the Dipping Sonar cable length.

Add feet following 400 as seen bolded below:

At the ATO Station [F2], stream the hydrophone. In *S.C.S. - Dangerous Waters* the cable is **400 feet** long when fully deployed.

NEW SONOBUOY PRESET DEPTHS IN S.C.S. – DANGEROUS WATERS VERSION 1.03

Prior to version 1.03 of *S.C.S. – Dangerous Waters* setting a sonobuoy to Shallow or Deep resulted in all buoys being set to 90 feet for shallow and 400 feet for deep. ***These depths have been changed in V 1.03 and now differ by buoy type.***

NEW SONOBUOY PRESET DEPTHS

The new preset depths now differ as follows:

DiCASS Shallow = 90 ft

DiCASS Deep = 800 ft

DiFAR Shallow = 90 ft

DiFAR Deep = 400 ft

VLAD Shallow = 600 ft

VLAD Deep = 1200 ft

The **bolded text** in these manual locations **is now in error**. Refer to the list above for the depths now being modeled.

MAIN MENU

Main Menu>Weapon Loadout>Rack Stowed Weapons Sonobuoys

Munitions: *Page 3-10 (p. 38 in PDF)*

Text in Error is Bolded Below

In *S.C.S. - Dangerous Waters* sonobuoys descend to preset depths designated **“Deep” (400 feet)** or **“Shallow” (90 feet)**. You can select sonobuoys of each preset type for your loadout. BT probes have no depth preset.

Correction: (See **New Sonobuoy Preset Depths** above.)

TRAINING

Training>Sonar School> Sonar Systems>Sonobuoys in S.C.S. – Dangerous Waters. Page 5-13 (P. 89 in PDF.)

- ❑ Depth: All buoys (except BTs) are designated either “Deep” or “Shallow” when selected for launch. **Shallow: 90 feet Deep: 400 feet**

Correction: See: **New Sonobuoy Preset Depths** earlier in this section.

FFG STATIONS

Orders Menu>FFG Task Bar>OTS Buoys: Page 7-8. (p. 148 in PDF)

Text in Error is Bolded Below

[Buoy name] **Shallow = 90 feet**

[Buoy name] **Deep = 400 feet**

Correction: See: **New Sonobuoy Preset Depths** earlier in this section.

MH-60R STATIONS

The erroneous sonobuoy information appears in three places in section 8.

MH-60R Task Bar>Orders Menu> Sonobuoy: page 8-6 (p. 132 in PDF)

Text in Error is Bolded Below

Sonobuoy: Displays a menu of the remaining sonobuoy stores. Select a buoy option to drop that sonobuoy immediately. **Shallow = 90 feet; Deep = 400 ft.**

Correction: See: **New Sonobuoy Preset Depths** earlier in this section.

MH-60R: ATO Station>Sonobuoy Launch Displays>To Launch a Sonobuoy: Page 8-18. (p. 244 in PDF)

Text in Error is Bolded Below

In Step 2: (Deep sets buoy depth at 400 ft, shallow sets buoy depth at 90 feet.)

Correction: (See **New Sonobuoy Preset Depths** above.)

MH-60R: ATO Station>Sonobuoy Launch Displays>To Place a Sonobuoy Waypoint: Page 8-18. (p. 244 in PDF)

Text in Error is Bolded Below

(Deep sets buoy depth at 400 ft, shallow sets buoy depth at 90 feet.)

Correction: See: **New Sonobuoy Preset Depths** earlier in this section.

P-3C ORION STATIONS

There are three locations containing erroneous sonobuoy depth information.

P-3C Task Bar>P-3C Orders Menu>Sonobuoys: *Page 9-6. (p 272 in PDF)*

Text in Error is Bolded Below

Sonobuoys: Displays a submenu of available sonobuoys. Select the desired Buoy type and depth (**Shallow = 90 feet; Deep = 400 feet.**)

Correction: See: **New Sonobuoy Preset Depths** earlier in this section.

P-3 TACCO>TACCO Sonobuoy Console>Internal Launch Tubes>To Launch an internal Sonobuoy: *Page 9-27 (p. 293 of PDF)*

Text in Error is Bolded Below

✓ Note: Buoys are preset to: Deep (400 ft) or Shallow (90 Feet).
--

Correction: See: **New Sonobuoy Preset Depths** earlier in this section.

P-3 TACCO>TACCO Sonobuoy Console>Internal Launch Tubes>To Launch an External Sonobuoy: *Page 9-27 (p. 293 of PDF)*

Text in Error is Bolded Below

Depth: Displays the default depth for the buoy, either **Deep (400 ft) or Shallow (90 Feet).**

Correction: See: **New Sonobuoy Preset Depths** earlier in this section.