

4 September 03

**SAW // Errata**

Page 126. Annex M2. The comment for the \* reads "AQA-4 can process....". It should read "AQA-3".

Page 129, Sonar conditions. The formula should be  $7+D6 * 10\%$  and not D10.

*Thanks to Tim Drost*

## Annex N1 South Atlantic Environment

The weather, lighting conditions, and sonar conditions may be specified by a scenario, agreed on by both players, or randomly generated. The parts of a complete environment description are: The time of day, sea state, wind direction, clouds, visibility, and sonar conditions.

### Time of Day

Time is recorded using the 24-hour military clock: midnight is 0000 or 2400 hours; noon is 1200 hours; 7:30 PM is 1930 hours. 1959 hours (7:59 PM) is followed by 2000 hours.

Generate a random time of day by using D6 rolls. First roll for the quarter of the day, rerolling a 5 or 6. Then roll again, adding that number to the value for the quarter in parentheses. This is the hour of the day in military time.

### RANDOM TIME GENERATION

<u>Die Roll</u>	<u>Quarter</u>
1	First (0)
2	Second (6)
3	Third (12)
4	Fourth (18)
5	Reroll
6	Reroll

### Sea State & Wind Speed

Sea State is a standard method of describing wave height. The table below provides a method for determining wave height. Sea state can affect gunnery, flight operations, or other naval evolutions.

### RANDOM SEA STATE & WIND

<u>SS</u>	<u>World Average</u>	<u>South Atlantic</u>	<u>Height of Seas (ft)</u>	<u>Wind (kts)</u>	<u>Beaufort Scale</u>	<u>Description</u>
0-2	01-11	01	Dead Calm	0	0 & 1	Glassy
	Note <sup>1</sup>	Note <sup>1</sup>	0	5	2	Rippled
	Note <sup>1</sup>	Note <sup>1</sup>	2	10	3	Wavelets
3	12-43	02-25	4	15	4	Slight
4	44-83	26-65	6	20	5	Moderate
5	84-96	66-90	9.5	25	6	Rough
6	97-99	91-95	13.5	30	7	Very Rough
	Note <sup>2</sup>	Note <sup>2</sup>	18	40	8	Very Rough
	Note <sup>2</sup>	Note <sup>2</sup>	23	45	9	Very Rough
7 <sup>3</sup>	00	96-00	29	50	10	High Seas
8 <sup>3</sup>	<0.5	<0.5	37	60	11	Very High Seas
9	--	--	45	65+	12	Phenomenal

Note The Beaufort scale provides more levels of gradation than the Sea State scale. Also, some chances of Sea State are less than 1%. Use the following notes to resolve wind speeds at sea states 0-2 and 6 and the chance of sea State 8:

Note 1: Roll 2D6: 2-3: Sea State/Beaufort 0, 4-6: Sea State/Beaufort 1, 7-12: Sea State/Beaufort 2.

Note 2: Roll 2D6: 2-7: Beaufort 7, 8-10: Beaufort 8, 11-12: Beaufort 9.

Note 3: If the Sea State rolled is seven, Roll D10. The chance of Sea State 8 is 1 in World Average, 1-2 in the South Atlantic

### Wind Direction

<u>Direction</u>	<u>% Roll</u>
North	01-16
Northeast	17-23
East	24-25
Southeast	26-28
South	29-35
Southwest	36-53
West	54-75
Northwest	76-99
Calm	100