

20 April 2023

Harpoon V, Second Printing (1 June) Errata

Page 2-4, section 2.3.3 Tactical turn Sequence

- In the Planned Fire Phase Section, in the third paragraph, change “Surface to surface missiles launched...” to “Surface to surface missiles and torpedoes launched...”
- In the Reaction Fire Phase Section, change the first sentence of the fourth paragraph to “Homing torpedoes fired in the Reaction Fire Phase move half their normal distance in the following turn’s Movement Phase, and normally in later turns.”

Page 3-6, 3rd sentence, after “the” change “Movement Phase of the turn it surfaces” to “following turn.”

Page 4-3, section 4.6.4, Launching and Recovering Aircraft. In the second paragraph, change “crash on takeoff” to “crash on landing or takeoff.”

Page 4-3, 4.6.4.1, section Catapults and Arresting gear. Delete the sentence “For a ship with four catapults this is six aircraft every Tactical Turn.” It is incorrect.

Pages 4-3 and 4-4, Change "25% of maximum speed" to "25% of full power speed" and change “100 meters altitude” to “Low altitude” in:

- 4.6.4.1 Catapults and Arresting gear, both paragraphs
- 4.6.4.2 Fly-off
- 4.6.4.3 Pad Launch
- 4.6.5 Sea Surface Landings and Takeoffs

Page 4-4, section 4.6.5 Sea Surface Landings and Takeoffs, delete the last sentence, “The safe sea state for landing and takeoffs is Sea State 3.”

Page 5-5, on the Radar Clutter Values table, in the header for the right-hand column, change “Airborne AS, SS, Ship AS, LAS” to “Airborne AS, 3D, SS, Ship AS, 3D, LAS”

Also, in the note after the Precipitation section, Change “Ship AS radars...” to “Ship AS and 3D radars...”

Page 5-10, in the right column, under Active Sonar Detection Modifiers, change the modifier for pack ice from “+3” to “-3.”

Page 5-15, in the right column, in the last sentence of 5.4.6.3, change “...must be laid at Low altitude...” to “...must be laid at Low or Medium altitude...”

Page 5-18, in the lower right column, change to the Passive Convergence Zone Capability Table.

For all frequency column for Very Quiet and Extremely Quiet, change “0” to “-1.” This is the modified table:

Passive Convergence Zone Capability

| <u>Target Noise Rating</u> | <u># of CZs by Sonar Type</u> | | | |
|----------------------------|-------------------------------|------------|-----------|------------|
| | <u>MF*</u> | <u>LME</u> | <u>LF</u> | <u>VLE</u> |
| Loud | 1 | 1 | 2 | 2 |
| Noisy | 1 | 1 | 1 | 2 |
| Quiet | 0 | 0 | 0 | 0 |
| Very Quiet | -1 | -1 | -1 | -1 |
| Ext Quiet | -1 | -1 | -1 | -1 |

Page 8-1, sections 8.1.1, Radar-guided Surface-to-Air Missiles, in the example in Step 3, on the fourth line, change “a delay of four turns” to “a delay of four increments.”

Page 8-4, section 8.1.6 Receding Air Targets. The example is wrong. The original number of shots, “M-2S-P,” is correct, but the Shift to medium 2 becomes “2M-2S,” which is then halved to “M-S.”

Page 9-4, Section 9.6.4 Glide Bombing. Change “They must start at Medium altitude” to “They must start at **Low or** Medium altitude.”

Page 14-1, section 14.1, bullet point for the Resolution Phase: In the example, the flooding damage is applied immediately, because it is from a torpedo. The fire damage is applied in the Resolution Phase of Turn 1209.

Page 14-7, section 14.4, Fire & Flooding Critical Hits. In the example, the 10 points of fire damage on the destroyer is inflicted in the Resolution phase of Turn 1515, not the Plotting phase.

Thanks to Matt Masisonville and Tom Niedzinski.