











TIER	DP	DP	977													
1/70	98	KTS	32													
2/80	195	Engine Rm	2	32	18	0	0	0	0	0	Standard Turn		Target Sz			
3/75	293	Prop/Shaft	3	32	25	8	0	0	0	0	60		1			
4/85	391	Boiler Rm	3	32	26	11	0	0	0	0	Emergency Turn		Searchlights			
5/80	489										90		Port   Stbd			
6/90	576															
7/85	664	Speed	00-09 kt	10-16 kt	17-20 kt	21-23 kt	24-25 kt	26+ kt					Crew			
8/95	752	Increase	10.0	7.0	4.0	3.0	2.0	1.0								
9/90	840															
10	928	Bridge Command Rating											Damage Control (DCR)			
10	987												2			

Fuel Code	CS3C		
<b>ARMOR</b>	<b>0.82</b>	Actual	
1H DECK	<b>0.8</b>		1.0
2H TURRET	<b>0.0</b>		0.0
3H SUPERSTR	<b>0.3</b>		0.3
4V CON	<b>0.0</b>		0.0
5V BELT MID	<b>1.9</b>		2.3
6V BELT END	<b>0.0</b>		0.0
7V BARBETTE	<b>0.0</b>		0.0
8V TURRET	<b>0.8</b>		1.0
9V SUPERSTR	<b>0.4</b>		0.5

T#	DE #	SEVERITY	DESCRIPTION

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	CODE	ORDER
																				AF	Obey signals from Flagship
																				AI	Independent Action
																				AX	Battle Stations!
																				AA	Abandon ship!
																				AZ	Strike colors
<b>COURSE AND SPEED</b>																					
																				CA	Midships steady
																				CP #	Alter course to PORT
																				CS #	Alter course to STARBOARD
																				SF	Ahead full
																				SR#	Revolutions for # knots
																				SA	Full astern
																				SS	All stop
<b>ILLUMINATION AND EVASION</b>																					
																				EX	Evasive action
																				KX	Lay smoke
																				IS ##	Illuminate using starshell
																				IL #	Illuminate using searchlight
<b>TORPEDO AND AIRCRAFT</b>																					
																				TR (X)	Prepare to launch torpedoes to (X)
																				TL (X)	Launch torpedoes to (X)
																				VL	Prepare to launch aircraft
																				VX	Launch aircraft
<b>PRIMARY BATTERY</b>																					
																				B1D	Directed fire as range permits
																				B1V	Coordinated fire
																				B1L	Local control as range permits
																				B1P	Split fire
																				B1C	Change target
																				B1B	Barrage fire as range permits
<b>RF BATTERY</b>																					
																				R5B	Barrage fire as range permits
																				R6B	Barrage fire as range permits
																				R7B	Barrage fire as range permits

LOSS OF SPEED DURING TURNS																TURNING SEGMENTS					
KTS	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	DEG OF TURN	SEGMENTS
STD	3.0	4.5	6.0	7.5	9.0	10.5	12.0	13.5	15.0	16.5	18.0	19.5	21.0	22.5	24.0	25.5	27.0	28.5	30.0	TO 15	2 Segments*
E/EA	NA	NA	NA	NA	6.0	7.0	8.0	9.0	10.0	11.0	12.0	13.0	14.0	15.0	16.0	17.0	18.0	19.0	20.0	16 TO 45	2 Segments
																				46 TO 90	3 Segments
																				91 TO 135	4 Segments
																				136 TO 180	5 Segments

SHIPBOARD FIRE TRACKING							
T#	Fire	Current Severity		T#	Fire	Current Severity	

FIGHTING SHIPBOARD FIRES			
NO DAMAGE CONTROL		DAMAGE CONTROL	
ROLL	EFFECT ON FIRE	ROLL	EFFECT ON FIRE
01-03	-20 from severity	01-05	Fire extinguished
04-12	-10 from severity	06-15	-30 from severity
13-50	No change	16-45	-20 from severity
51-85	+10 to severity	46-75	-10 from severity
86-95	+30 to severity	76-90	No change
96-00	+40 to severity	91-00	+10 to severity