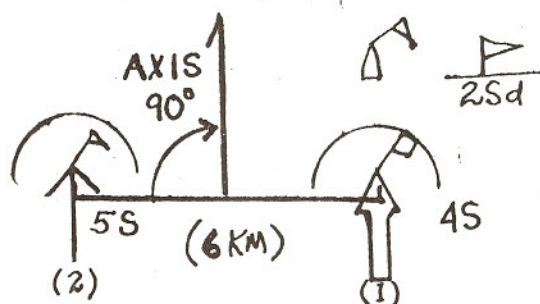
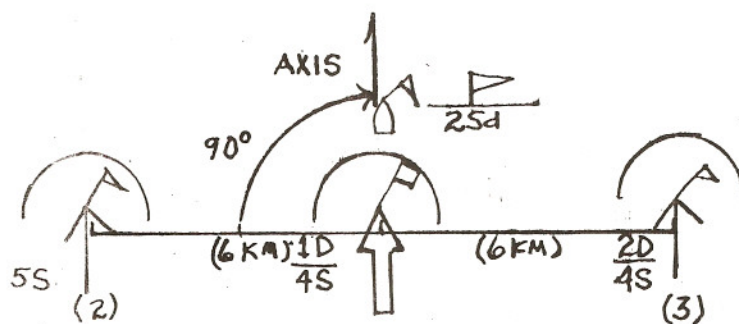


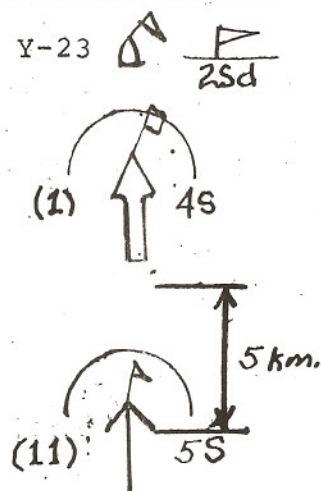
ORDER FOR CRUISING UNDER ALERT Y-21



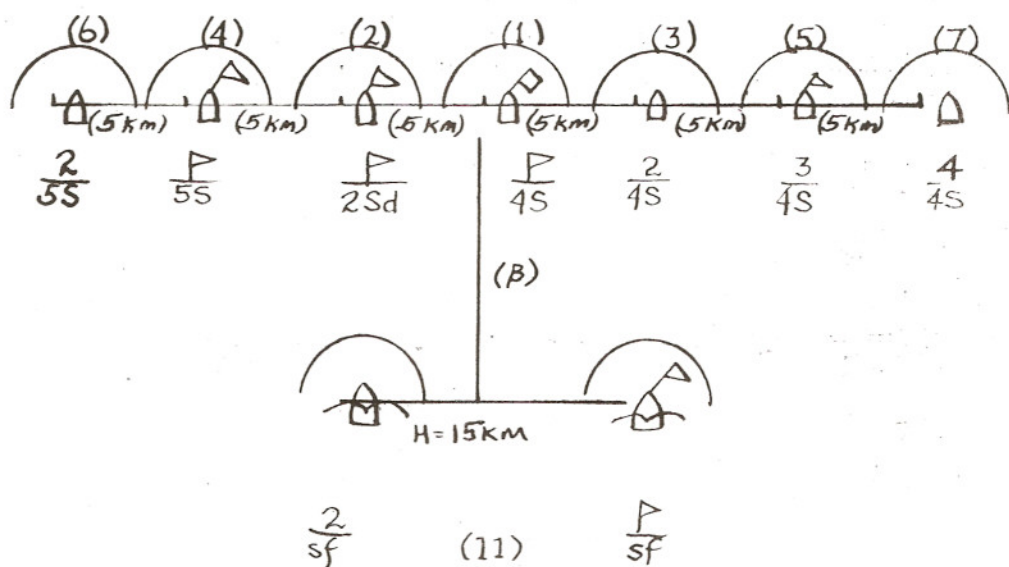
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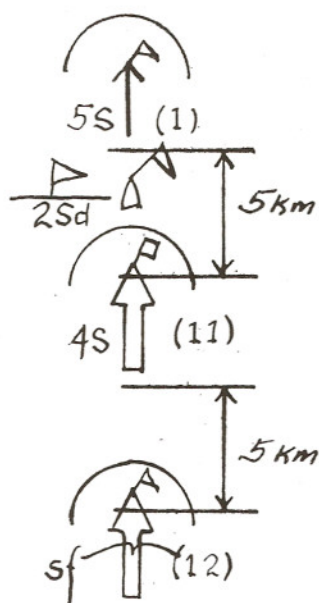
ORDER FOR CRUISING UNDER ALERT Y-23



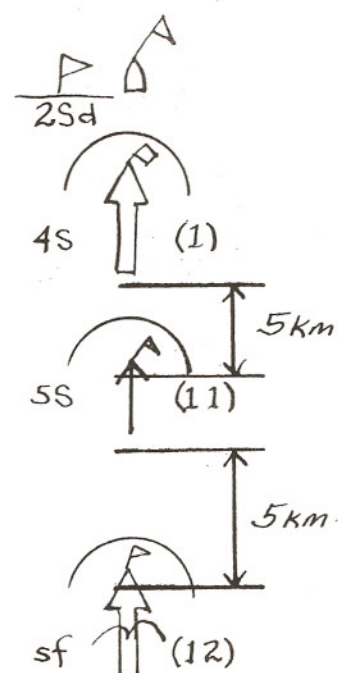
ORDER FOR CRUISING UNDER ALERT Y-26



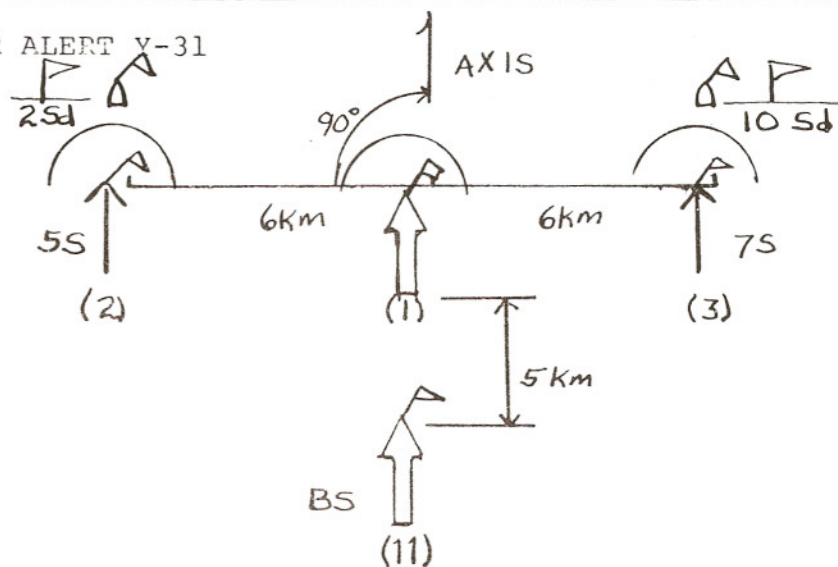
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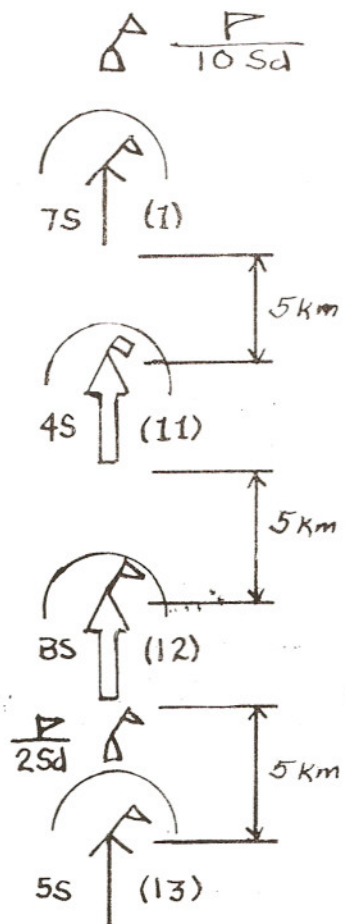
ORDER FOR CRUISING UNDER ALERT Y-27



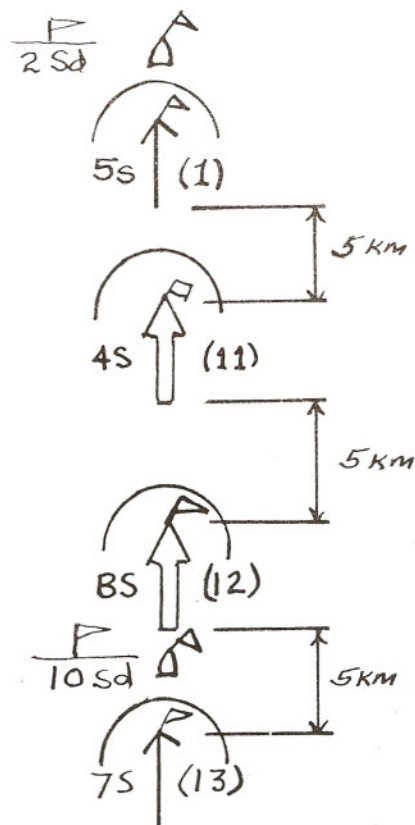
ORDER FOR CRUISING UNDER ALERT Y-31



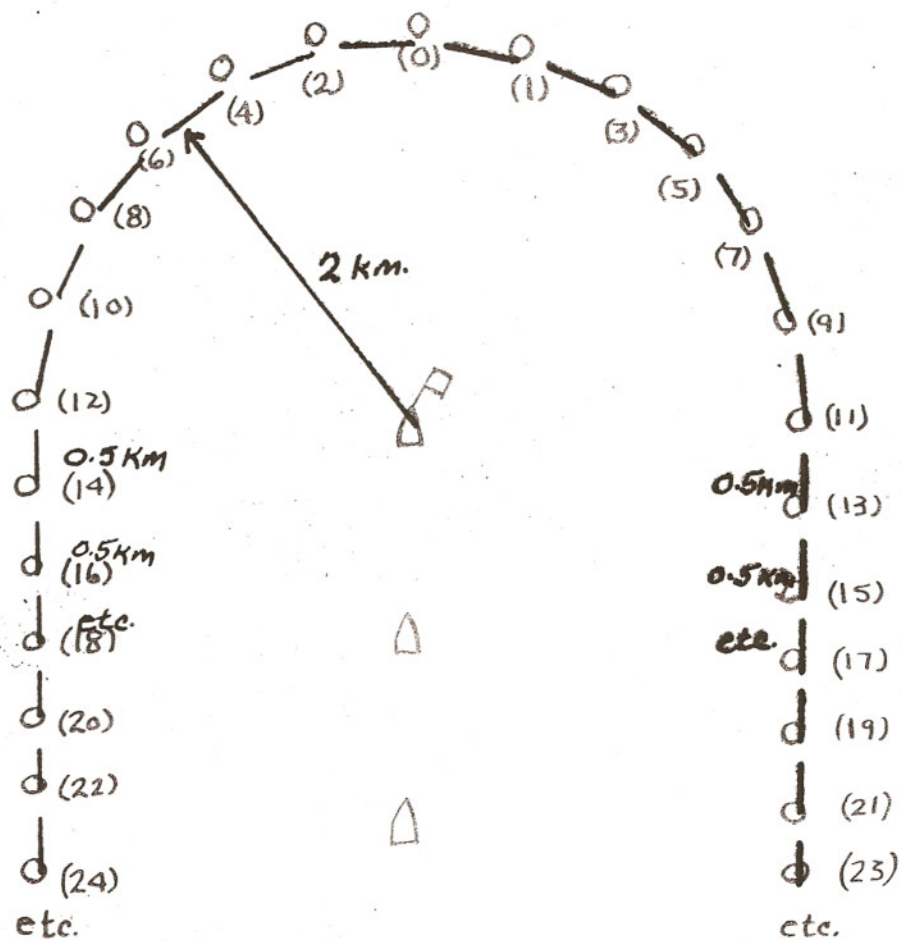
ORDER FOR CRUISING UNDER ALERT Y-32



ORDER FOR CRUISING UNDER ALERT Y-33



STANDARD DIRECT ESCORT DISPOSITION



C. APPROACH DISPOSITIONS-The basic types of APPROACH DISPOSITIONS are shown in the series of sketches entitled ORDER OF APPROACH. The stations are determined by direct reference to the sketch or to the signal STANDARD ORDER OF APPROACH issued by the senior officer. The direct escort rules are the same as those employed in Alert Cruising Dispositions. The method for signalling Approach Dispositions is as follows:

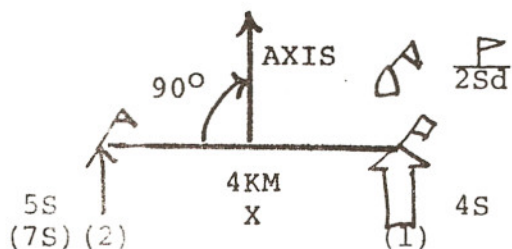
F
 TAKE STATION IN ORDER OF APPROACH
 1 GUIDE
 2 ORDER #
 3 AXIS
 4 COURSE
 5 SPEED
 6 X _____
 7 Y _____

During the Approach phase the senior officer will signal the Order of Battle thus:

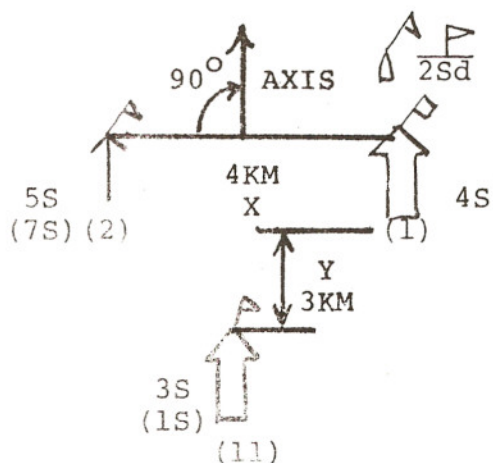
Order of Battle	1	2	3	4	5	6
Order	DESRON	CRURON	DESRON	DESRON	CRURON	CRURON
in	CRURON	DESRON	CRURON	CRURON	DESRON	DESRON
Line	CRURON	CRURON	DESRON	CRURON	CRURON	DESRON
of			CRURON	BATRON	DESRON	CRURON
BATTLE			BATRON	DESRON	BATRON	BATRON
			CRURON	CRURON	CRURON	CRURON

- Notes:
- The station of the individual cruiser squadron and destroyer squadron in each order of battle depends on the station order at the time.
 - The standard interval between units will be 4 km. This will be shortened as much as possible.
 - The aircraft carriers will maneuver skillfully in a position suitably distant from the enemy.

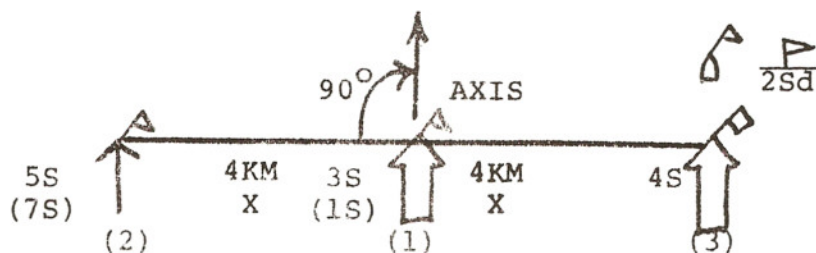
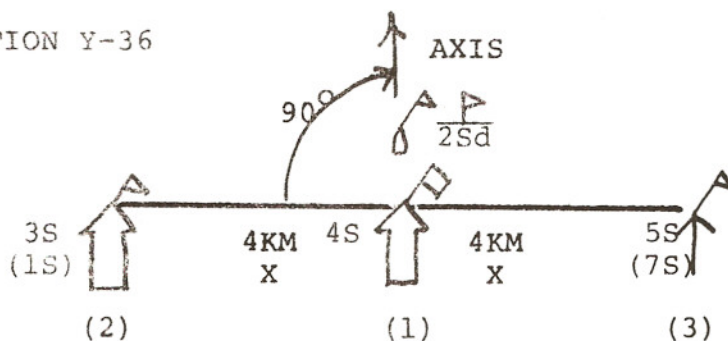
APPROACH DISPOSITION Y-31



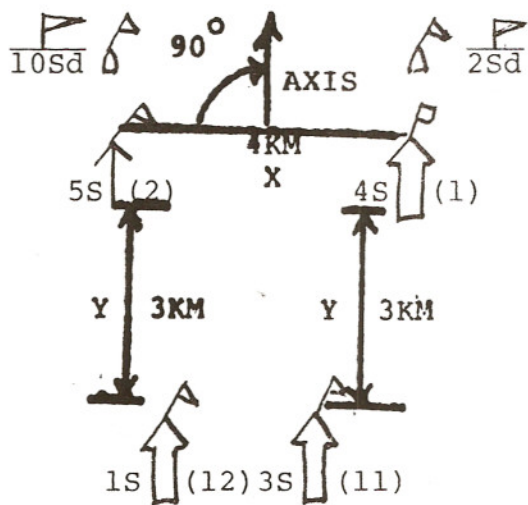
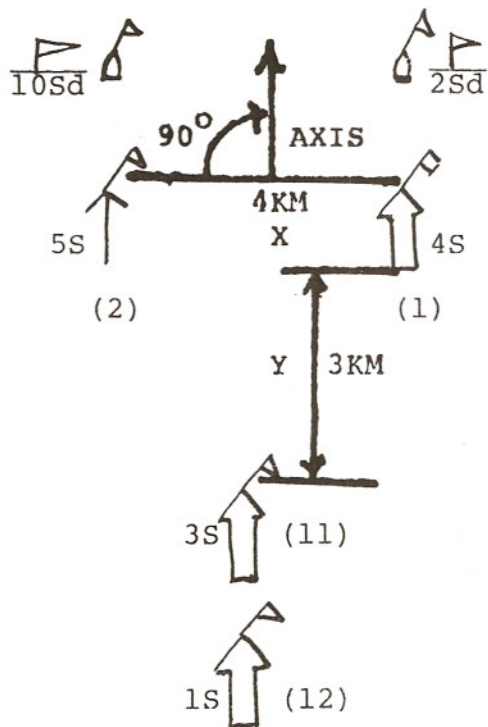
APPROACH DISPOSITION Y-35



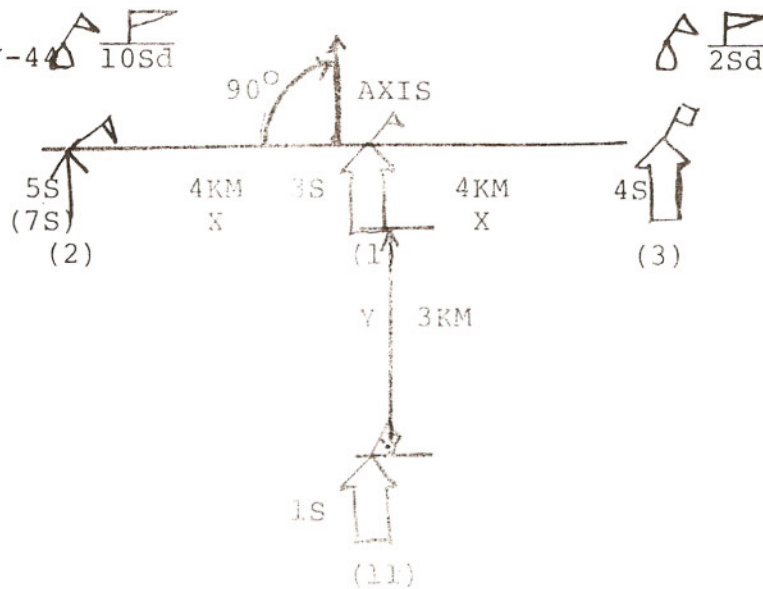
APPROACH DISPOSITION Y-36



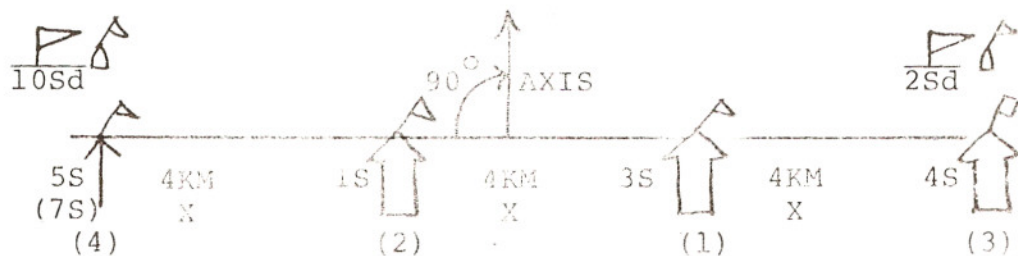
APPROACH DISPOSITION Y-41



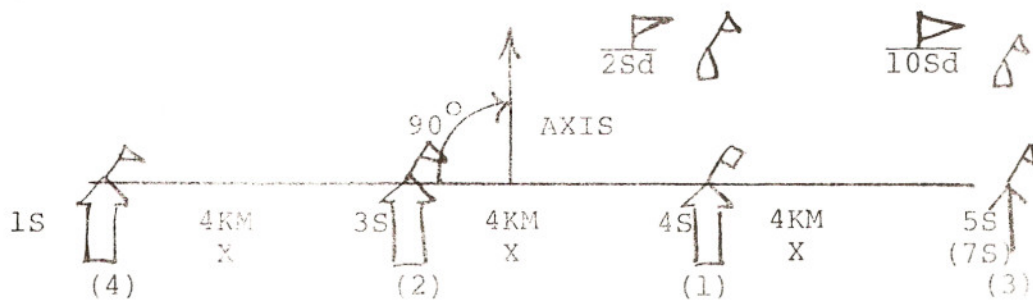
APPROACH DISPOSITION Y-44



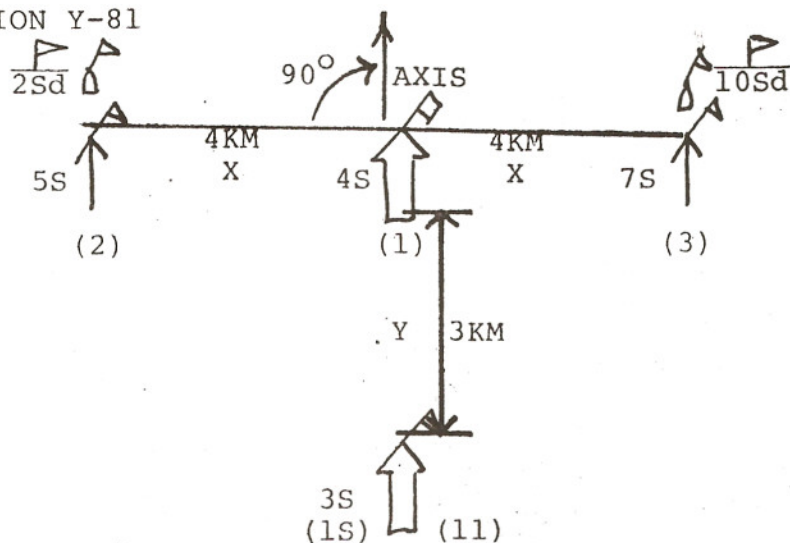
APPROACH DISPOSITION Y-45



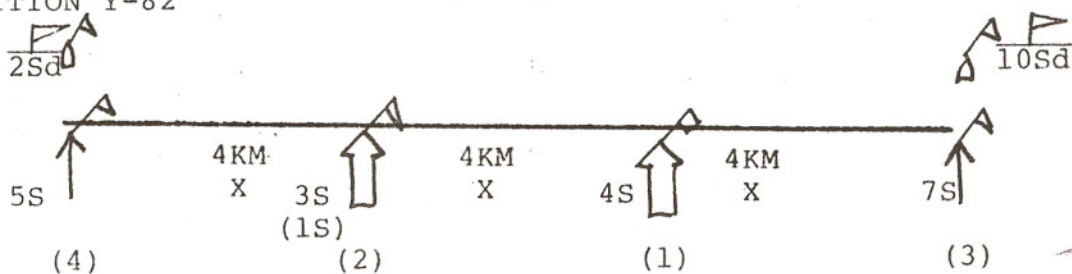
APPROACH DISPOSITION Y-46



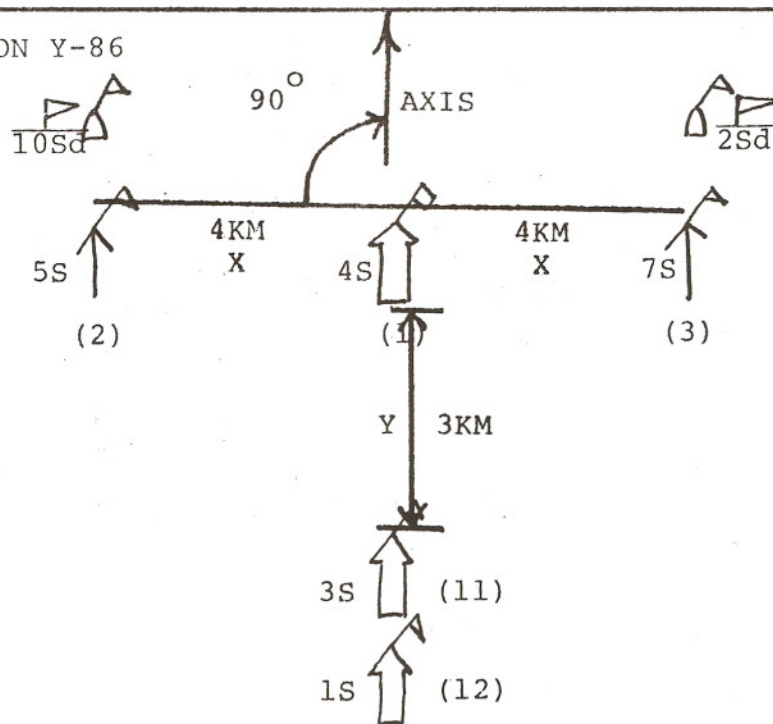
APPROACH DISPOSITION Y-81



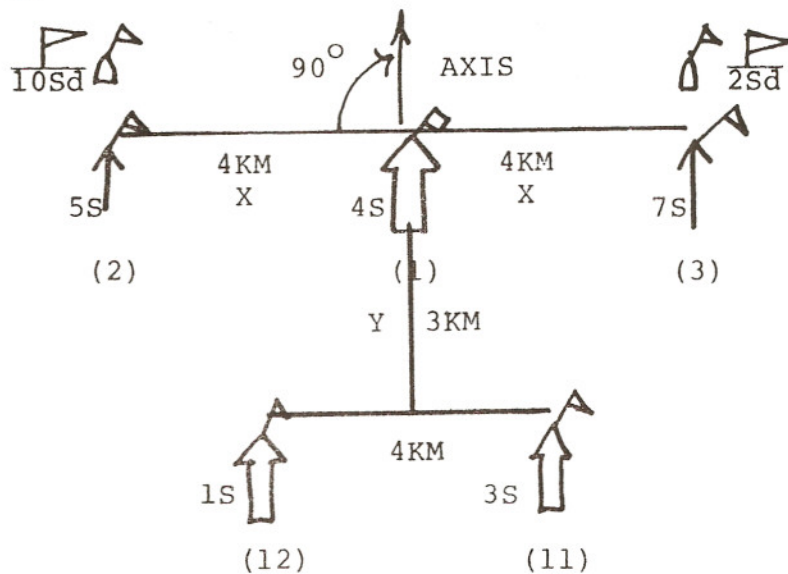
APPROACH DISPOSITION Y-82



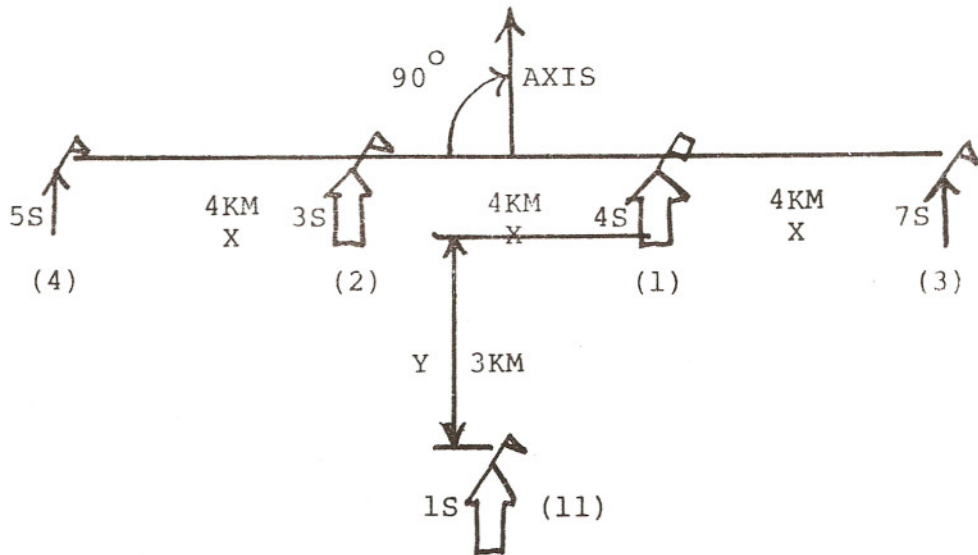
APPROACH DISPOSITION Y-86



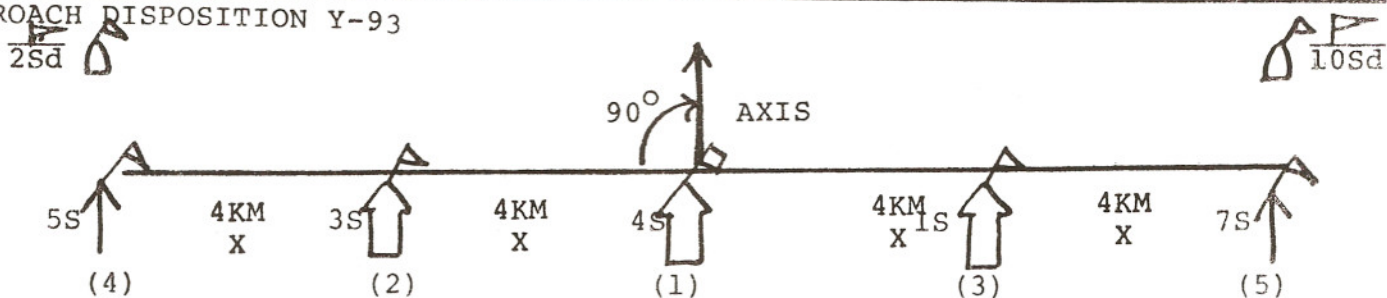
APPROACH DISPOSITION Y-87



APPROACH DISPOSITION Y-89

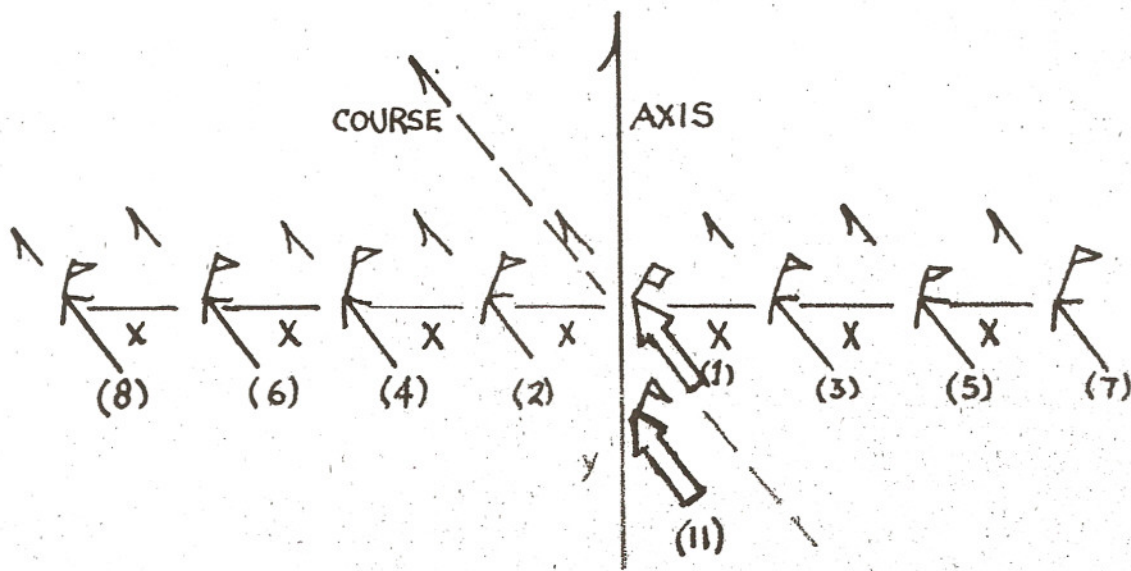


APPROACH DISPOSITION Y-93



STANDARD ORDER OF APPROACH

(This will be referred to as ORDER OF APPROACH 0)



In the absence of special orders X will be 4 KM and Y will be 3 KM

11 occupies the position behind the center

The direct escort deployed at 11 in Order of Cruising Under Alert will meet with Commander Destroyer Squadron Two

When a station number is missing, the formation will be shortened in the direction of the guide

The chart indicates when the AXIS of the formation and the COURSE differ

D. DIVERSION ATTACK FORCE COMBAT DOCTRINE-In Day Combat cooperation with air forces is highly desirable though if the tactical situation indicates it is proper surface combat without air cover might be sought. Day combat with enemy battleships and aircraft carriers is to be avoided unless an exceptionally good opportunity presents itself. In such a case long range torpedo warfare is preferred as the opening method. In attempts to break up invasion convoys surface forces are to remain outside air range until the invasion force is committed at which time a quick strike at close quarters is to be made.

The Methods of Day Combat for 1-YB are:

A-The entire force will unite and approach the enemy swiftly and annihilate him
 B-While the enemy is being decoyed, he will be fired on from a distance. Then normally, when the torpedoes have had time to reach their targets, the shift to the attack will be made.

C-A long range bombardment will be carried out at dusk prior to the shift to a night attack.

D-A test of strength will be avoided and the enemy decoyed by a friendly force which does not commit itself, then a decisive attack will be made.

Method 1 will be on same course.

Method 2 will be on opposite course.

In surface mobile warfare(carrier fighting) antiaircraft is the most important type gunnery. Use of radar is recommended and all forces are admonished to be on the lookout for aircraft that are high flying, very low flying or using the sun or clouds for cover. All aircraft within 15km(9 miles)("the zone of fire") are to be taken under intense fire immediately. Outside 15km fighters are to be used(AIR COMBAT ZONE) though large caliber weapons will be fired outside the 15km zone under proper circumstances. The maximum opening ranges for guns in antiaircraft fire are:

a. Large caliber weapons(over 20cm)	25km(15 miles)
b. 20 cm guns	20km(12 miles)
c. 15 cm and 15.5 cm guns	15km(9 miles)
d. Dual purpose(HA/LA). guns	12km(7.25 miles)
e. 25mm guns	3.5km(2 miles)
f. 13mm guns	2.5km(1.5 miles)
g. 7.7mm guns	1 km (0.6 miles)

If the enemy aircraft are under attack by friendly fighters even in the ZONE OF FIRE they will not be fired upon unless they are threatening the ship taking them under fire or important friendly ships. Priority of AA targets is as follows:aircraft threatening or damaging the firing ship or important friendly ships; aircraft within gun range; and aircraft not under fire by friendly forces. When any aircraft approaches ships are to maneuver but avoid reduction in the effectiveness of fire. At close quarters the required movements will be executed if necessary without regard to the development of fire power. At night radar is to be used and maximum illumination and fire power will be brought to bear in an attempt to shoot down the enemy quickly.

A. GENERAL-Night combat doctrine is governed by the basic principal that all units will search diligently for the enemy, who will be tracked doggedly once discovered. Every attempt will be made to outflank enemy formations and new units if isolated from older units will be attacked first. Enemy carriers, battleships and cruisers are the prime targets in that order, with transports being given top priority in interception operations.

B. OPEN SEAS-Planned surprise attack is the basis for success in night operations, consequently all available techniques for discovering the enemy will be utilized. Battleships will use their superior firepower to break through enemy screens to support cruisers and destroyers in their attacks. Cruisers will support battleships in covering torpedo attacks, particularly with O HASSHA (Type 4 projectiles) and star shell illumination. Destroyers will rush in and destroy the enemy main body with torpedo attacks. Generally carriers will avoid night combat.

Identification of friendly forces information and devices will always be at the ready in night action.

Because of the dangers of night operations knowledge of the enemy and one's own forces is essential. The following reports are the standard required by Japanese Night Doctrine:

TYPE REPORT	ITEMS OF REPORT	ITEMS TO NOTE
When the enemy is discovered	Strength, position, course, speed, disposition, position relative to own forces, action to be taken by own forces (when necessary).	The discovery of the enemy will be quickly reported and then the foregoing items will be reported in succession
When the enemy disappears from sight	Conform to above	
(a) When there is a change in the situation (b) When help from friendly forces is requested. (c) When the occasions requires.	Enemy situation, course, speed, location, strength, disposition, and changes in the foregoing	Even when there is no extensive change in the enemy situation, it is permissible to report to that effect.
When dispositions have been made. When the situation requires.	Station of own unit, including location and range and bearing from the enemy.	
When preparations for the attack have been completed	Organization of preparation for attack (include station of own unit when necessary).	
When proceeding to the attack.	Proceeding to the attack when necessary arrangements for attack, attack course, direction of torpedo action and whether on same or opposite course.	
Moment when attack is completed	Attack completed.	
After attack completed	Combat situation; results of the attack, losses, station, movements of own unit.	

The types of NIGHT OPERATIONS are as follows:

TYPE	OUTLINE OF COMBAT
Night Op. KO	All forces combine and carry out night operations against a single objective
Night Op. OTSU	If the enemy is dispersed, generally our entire force will be used first to destroy his newest and most powerful units and then will engage his other units.
Night Op. HEI	When the enemy is dispersed, our force will also separate and carry out night operations.
Night Op. TEI	When the enemy is making a disorganized retreat he will be pursued and annihilated, using the outline of daytime pursuit action as a guide. One element will be assigned to destroy damaged enemy ships.
Night Op. BO	When there is an enemy screening force, it will be bypassed unobserved and night operations will be carried out against the enemy main body.

C. SCOUTING-Cruisers are the principal surface scouting vessel though destroyers and even battleships can be used if there are insufficient units to cover the assigned scout sectors. Cruisers will be accompanied by destroyers if enemy action is probable. Scouting units will avoid engagement, tracking, reporting and assembling friendly forces. In the event of counterattack by the enemy then the tracking unit may fight and then resume tracking. Cruiser divisions will not normally be reduced below a section (two ships) for scouting duties. Signals for Scouting Dispositions will normally include basic course, speed and disposition chosen. Scouting Dispositions are shown on the following pages.

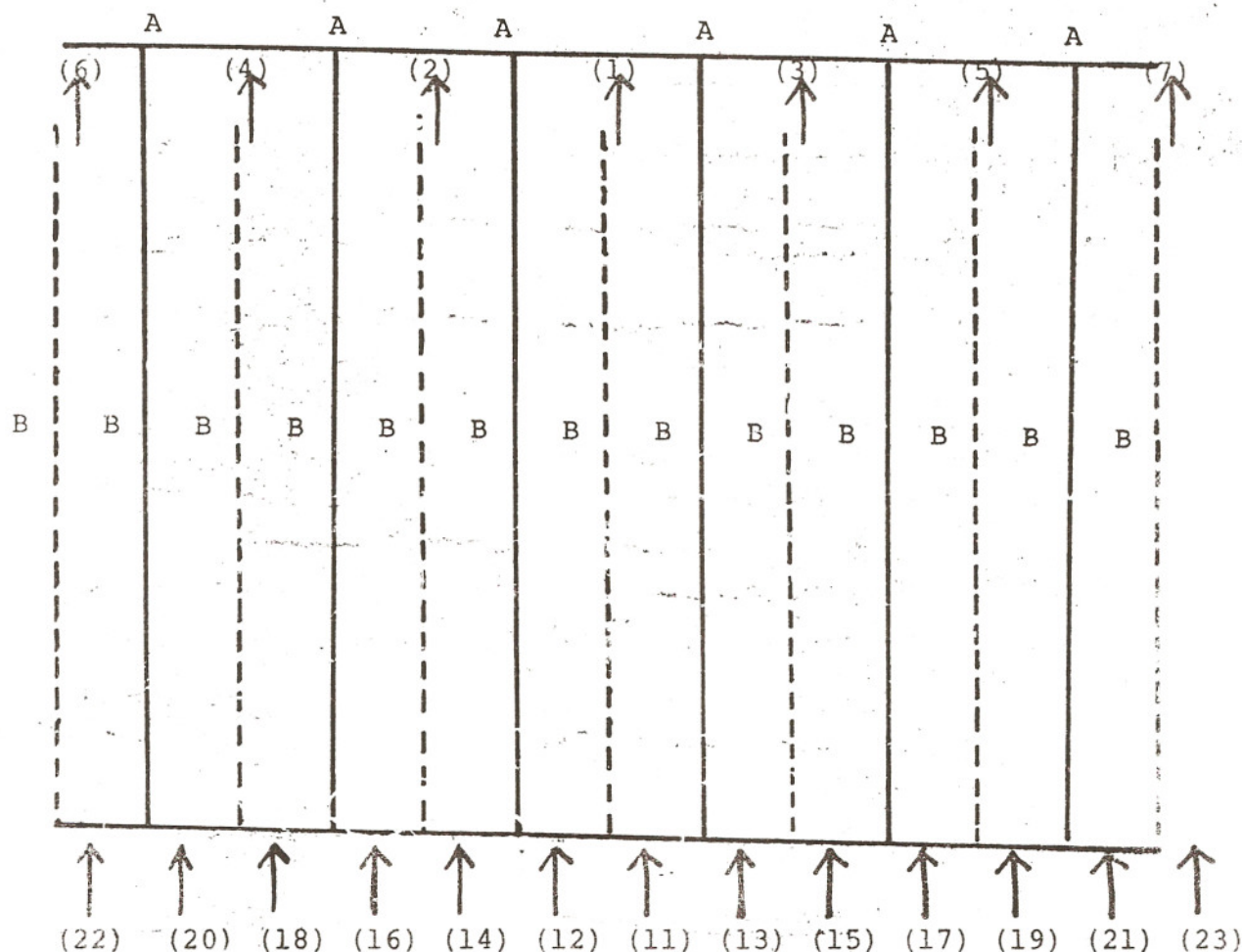
D. TRACKING-Cruisers are the principal tracking surface warships. The basic method for tracking is as follows:

1. Enemy followed from station close to limit of rearward vision field (effective radar range) from astern or on his quarter.
2. Engagement with the enemy should be avoided if at all possible.
3. If attacked maneuver radically and make smoke and in proper circumstances counterattack.
4. If enemy lost in tracking resume scouting.

E. ATTACK-GENERAL-Disposition should be completed outside enemy vision based on reports of tracking units (aircraft and cruisers). Use of O HASSHA and progress of advance of destroyer squadrons should be reported. Generally the attack order should be given by the commander though all attack opportunities should be seized without awaiting signals. Fierce action at close quarters is recommended and units are advised to clear the battle area after they have delivered their blows returning only when the opportunity presents itself.

F. NIGHT ACTION IN NARROW WATERS-Governed by the same rules of engagement as in Diversion Attack Force Doctrine.

STANDARD SCOUTING DISPOSITION (To be called SCOUTING DISPOSITION 0)



When scouting dispositions other than those designated in doctrine are ordered, the position and station of each unit will be indicated by the numbers within parenthesis.

REMARKS:

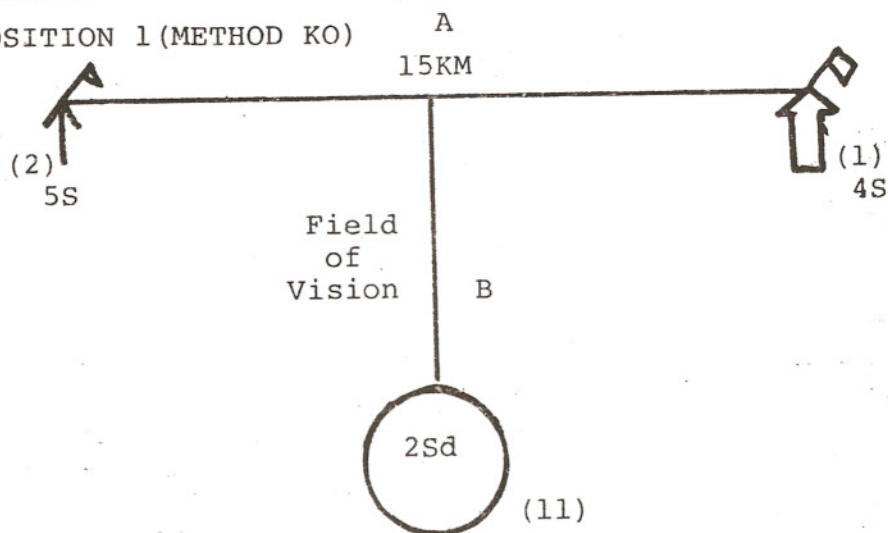
1. The interchanging of dispositions left and right (indicated within parenthesis) will be designated as Method OTSU. As an alternate method, destroyer divisions may be attached to cruiser (battleship) squadrons in the first line of search (standard station about 5 km in front). This will be designated by adding a B-flag and number flag (code) to the specified signals. Destroyer divisions which are to be attached to cruiser (battleship) squadrons will usually be dispatched from 10 Sd for 7S and 3S, and from 2 Sd for 4S and 5S. They will be designated by each force commander.

In the absence of special orders, A will be 15 km and B will be a suitable distance within the field of vision. However, units which find it difficult to come abreast of the guide unit will operate on the designated course and at the designated interval.

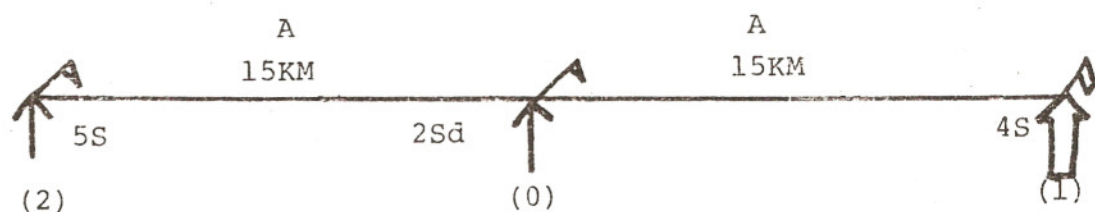
3. The line of search will be at right angles to the basic course.

4. Parenthesis in the scouting dispositions indicate alternate possibilities.

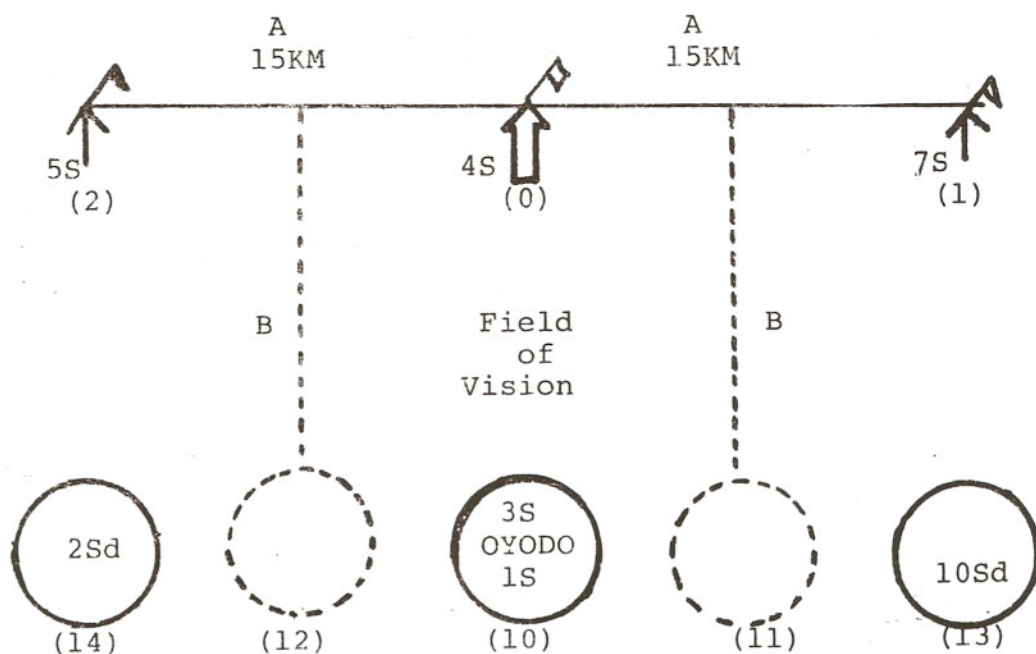
SCOUTING DISPOSITION 1 (METHOD KO)



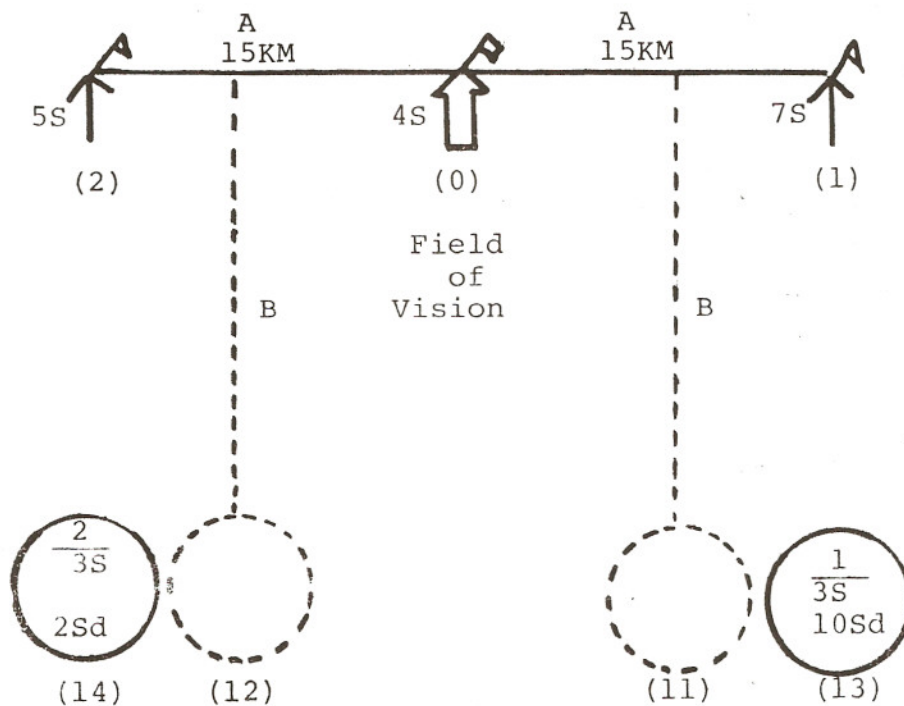
SCOUTING DISPOSITION 2 (METHOD KO) - Method Otsu reverse stations in all Dispositions.



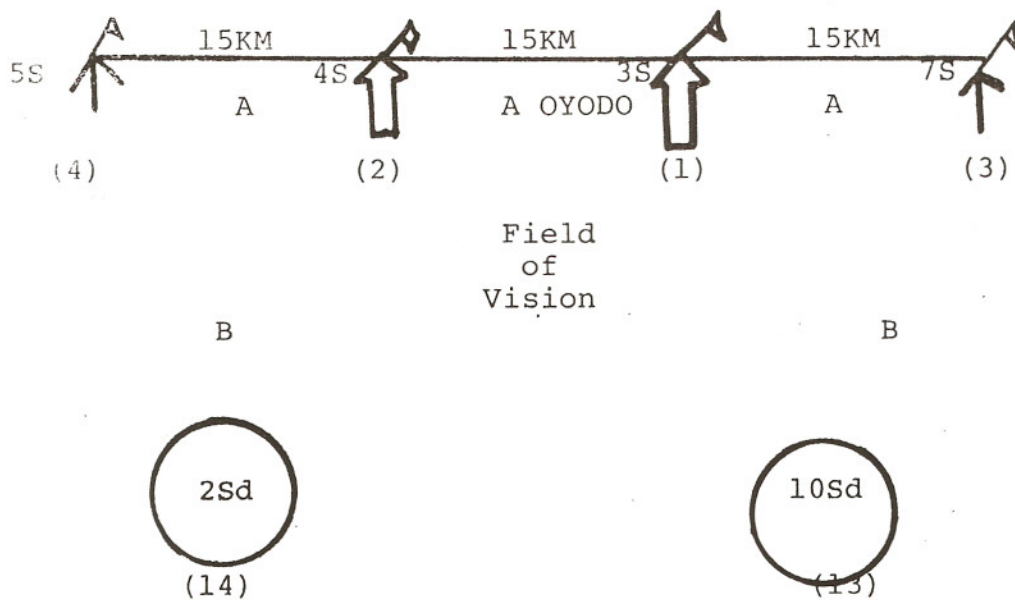
SCOUTING DISPOSITION 3 (METHOD KO)



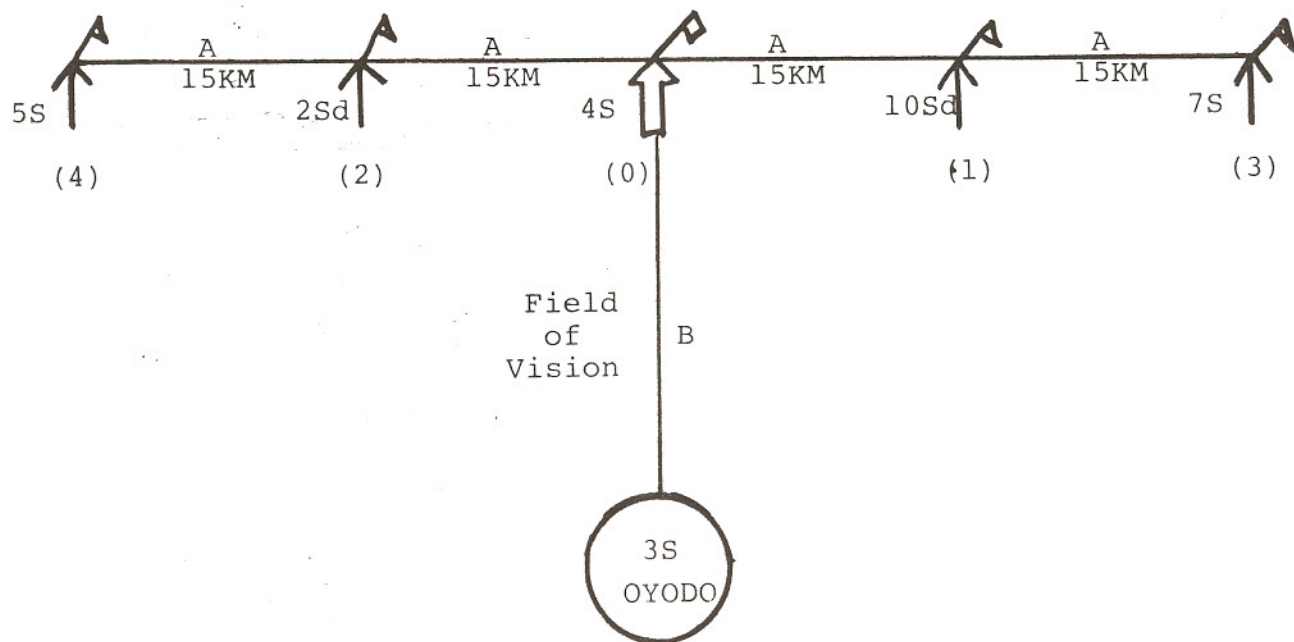
SCOUTING DISPOSITION 4 (METHOD KO)



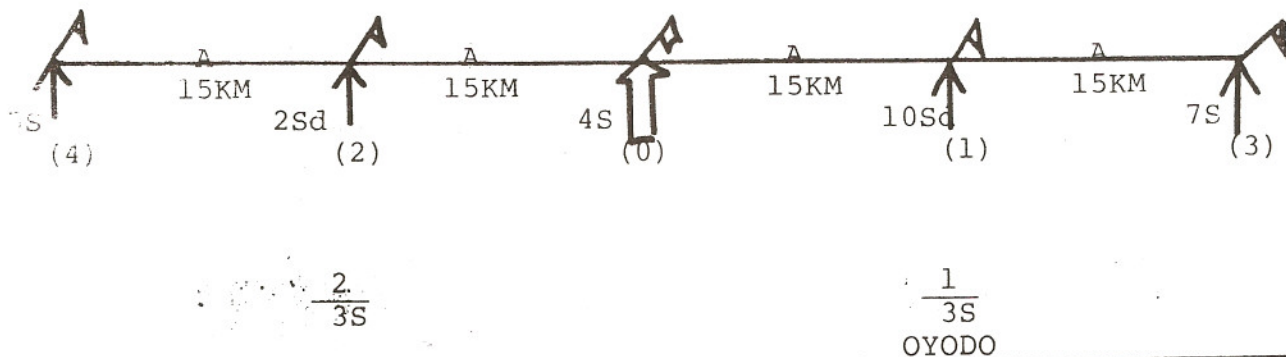
SCOUTING DISPOSTION 5 (METHOD KO)



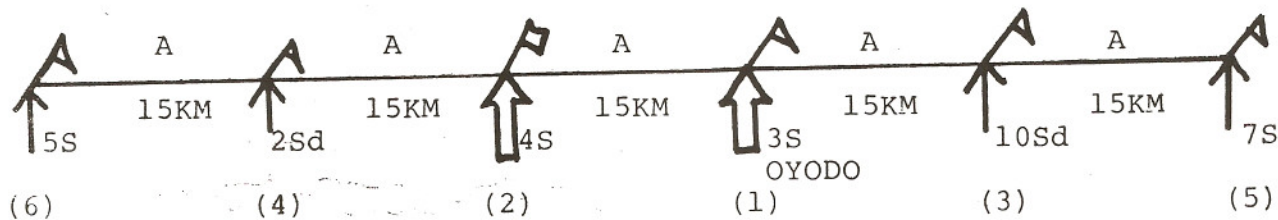
SCOUTING DISPOSITION 6 (METHOD KO)



SCOUTING DISPOSITION 7 (METHOD KO)



SCOUTING DISPOSITION 8 (METHOD KO)

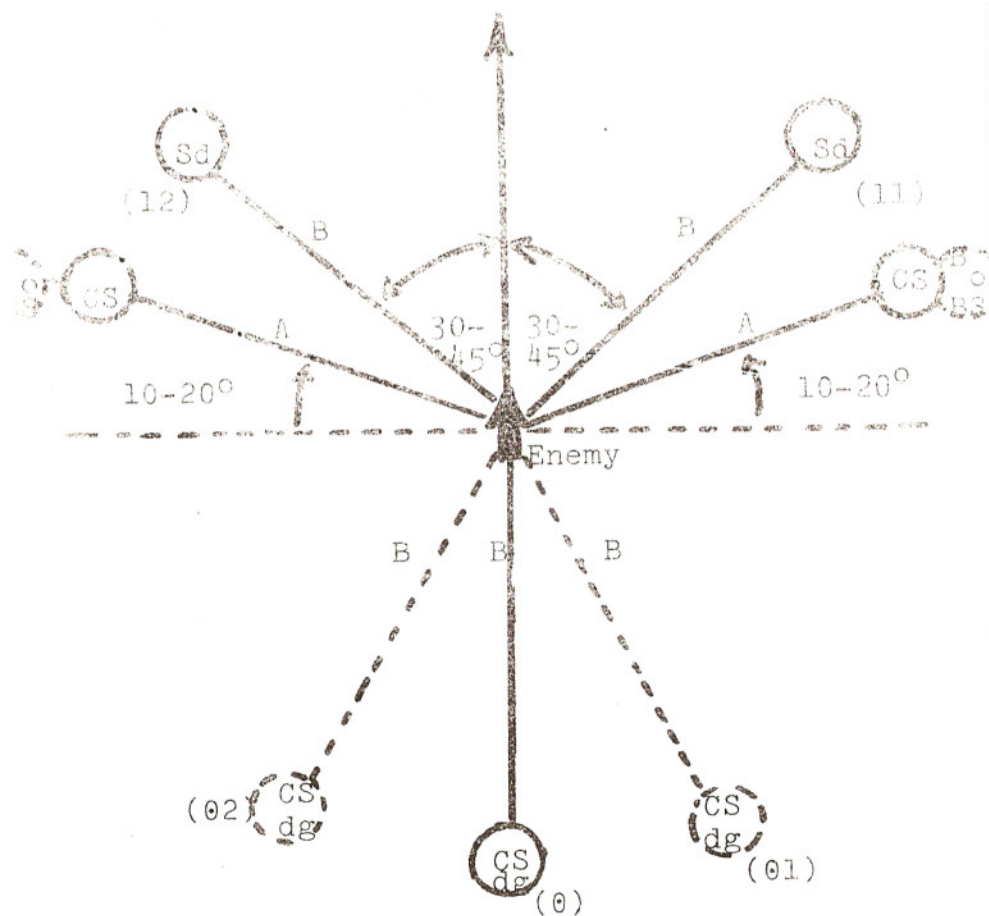


Night Operations Dispositions

Type	Disposition	Station of Each Unit	Outline of Combat
Night Operations Disposition 1	A=Limit of visibility or effective limit of radar search B=A+3 to 7 miles.	1. In Organization 1 (11)=2 Night Operations Unit (13)=1 Night Operations Unit 2. In Organization 3 (11)=Night Operations Unit and depending on the situation(15). (13)=1 Night Operations Unit	1. Cruiser divisions will concentrate their strength as much as possible. When they have proceeded close to the desired disposition point of the tracking destroyer squadron located near the limit of visibility(beyond effective radar range), they will O HASSHA. Then, closing in(They must be careful not to come too soon within the enemy's effective range of controlled firing range), they will carry out a surprise attack. 2. If the enemy's disposition is such that the divisions will take up stations on the right side of the cruiser divisions, or at some other suitable stations. Co-ordinating their attack with that of the cruiser divisions, they will fire upon the enemy with the aid of searchlight illumination and star-shell fire of their own and other ships 3. The destroyer squadron will proceed with the utmost secrecy to a point off the enemy's bow and will endeavor to carry out a surprise attack, taking advantage of the effects of O HASSHA by the cruiser division and the effect of the bombardment by the battleships and cruiser division. Generally the unit stationed to the rear will attack in concert with the units stationed to the fore.

Type	Disposition	Station of Each Unit	Outline of Combat
Night Operations Disposition 1(continued)			4. In accordance with orders, the enemy will be destroyed at one blow by an all out attack. 5. When the full scale attack begins, tracking planes will endeavor to drop flare continuously over the enemy and will promptly report enemy movements.
Night Operations Disposition 2	The diagram illustrates the disposition of units during a night operation. A central point is labeled 'Enemy' with an arrow pointing upwards. A dashed line extends from the enemy point towards the bottom-left, labeled 'B'. A solid line extends from the enemy point towards the bottom, labeled 'B'. A solid line extends from the enemy point towards the top-left, labeled 'B', with an angle of $30^{\circ}-45^{\circ}$ indicated. A solid line extends from the enemy point towards the top-right, labeled 'A', with an angle of $10^{\circ}-20^{\circ}$ indicated. A solid line extends from the enemy point towards the bottom-right, labeled 'A', with an angle of $10^{\circ}-20^{\circ}$ indicated. A dashed line extends from the enemy point towards the bottom-right, labeled 'A', with an angle of $10^{\circ}-20^{\circ}$ indicated. Units are represented by circles: 'Sd (11)' at the top-left, 'CS (13)' and 'BS (21)' at the top-right, 'Sd (15)' at the bottom-right, and 'CS dg+ (0)' at the bottom. A dashed line connects the enemy point to 'Sd (15)'.	In Organization 5 (11)=2 Night Operations Unit and depend on the situation, at (15). (13)=1 Night Operations Unit. (0) or (0z)=3 Night Operations Unit. (21)=Support Unit.	1. One part will track at the enemy's rear or off his bow and will report the enemy situation. 2. Same as outline for combat for Night Operations Disposition 1. 3. When tracking units see friendly units going over to the attack, they will fire star shells and play searchlights, and will promptly report enemy movements.

Application
Night
Operations
Disposition
3



8 (12) (13) = 1 Night Operations Unit.
(11) (13) = 1 Night Operations Unit.
(12) (14) = 2 Night Operations Unit.
(21) or (22) = Support Unit.
In Organization 4
(11) (13) = 1 Night Operations Unit.
(12) (14) = 2 Night Operations Unit.
(21) or (22) = Support Unit.
In Organization 6
(11) (13) = 1 Night Operations Unit.
(12) (14) = 2 Night Operations Unit.
(0) = 3 Night Operations Unit.

1. The greater part of the force will attempt to encircle the enemy from both sides. One part of the force will track to the rear or off the quarter.

2. In accordance with orders the units on both sides will carry out a simultaneous attack. If a good opportunity presents, the tracking unit will attack with those units.

3. The outline for combat for each unit will conform to Night Operations Dispositions 1 and 2.

Night
Operations
Disposition
4



Scouting dispositions or other disposition at the time.

When encountering the enemy, units in the scouting disposition or other dispositions will attack quickly and then become tracking units. Other units will attack in conformity with Outline for combat in Night Operations 2 or 3.