

C. Gunnery Engagements

1. Day gunnery engagements

a. Gunnery engagements will be opened at the most extreme range promising good results.

b. Although the main function of the flagship normally is considered to be the directing and ordering of fire, this will be left to the discretion of the individual ship captains where rapid antiaircraft or antisubmarine fire is necessary at a time when the flagship is itself firing.

c. Firing by destroyers will be left to the discretion of the commanding officers.

2. Night gunnery engagements

a. In case enemy ships, boats or airplanes are discovered at night, normally they will be avoided insofar as possible. However, under certain circumstances, an attack, with the aid of illumination, will be made.

b. Normally illumination and gunfire will be executed by order, but, when speed is necessary, it will be left to the discretion of the ship captains (commanders).

D. Torpedo Engagements

1. Torpedo engagements, except those carried out by airplanes, will be carried out by destroyers.

2. Standard plan for destroyer torpedo attacks.

	TORPEDO FIRING DATA			SIGHTING RANGE (Meters)
	Torpedo speed (knots)	Distance setting (meters)	Depth setting (meters)	
Day	32	9,500	Against capital ships - 6 m	4,000
Night	36	6,000	Against cruisers - 4 m	2,000

E. Depth Charge Action

1. Destroyers will carry out depth charging.

V. PROCEDURE

A. Battle Speeds

The battle speeds for a given unit will be as follows:

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7. Standard of weapons used in attack will be as follows:

ATTACK OBJECTIVE		BOATS		TORPEDOES
Surface Craft	Battleships	No 20	Ordinary	Torpedoes will be used against cruisers and above according to special orders. Data Fixed speed - 42 knots Fixed depth For battleships - 6 m For cruisers - 3.5 m
	Aircraft carriers	No 25	Ordinary	
	Cruisers	No 26	Ordinary	
	Submarines	No 3	Mt 2	
	Small warships (shipping) other than those listed above	No 6	Ordinary	
Land Objective	Especially strong buildings, etc	No 23	Land	
	Airfields	No 6	Land	
	Others	No 1	Mt 6	
		No 6	Land	