

SHIP'S CHARACTERISTICS, ORGANIZATION, AND ROUTINE

I. Ship's General Characteristics

A. Aircraft Carriers:

1. Characteristics and Functions:

- a. Used as scout to locate and observe enemy forces.
- b. Launch long range attack by the use of planes against enemy forces.
- c. The center of modern naval tactics unit.
- d. The chief function is to carry, launch and handle aircraft quickly and effectively.
- e. Attack all assigned targets within range of their aircraft providing tighter protection for the task force and furnishing air support for an amphibious assault.

2. Data:

- a. Displacement.....89,600 tons
- b. Flight deck Beam.....252 feet
- c. Length.....1,102 feet
- d. Speed.....34 knots plus
- e. Complement.....4000 officers and men
- f. Planes.....90

B. Battleships (BB):

1. Characteristics/Functions:

- a. To engage and sink any and all types of enemy ships by long range gunfire.
- b. To deliver heavy continuous bombardment against enemy harbors and shore installations.

2. Data:

- a. Carry the guns of the fleet.
- b. Heavily armored ship from 12 to 18 inches thick.
- c. Armaments range from 12-18 inches guns that can throw more than a ton of projectile against a target 20 miles away.
- d. Displacement.....32,000 to 57,000 tons
- e. Length.....624 to 887 feet
- f. Beam.....108 to 114 feet
- g. Speed.....30 to 32 knots
- h. Complement.....over 1,500 officers and men

C. Cruisers: CG (N); CG;CA

1. Characteristics/Functions:

- a. General utility ship of the navy. They can operate alone, in group or with the battleships.
- b. Medium size ships with high speed, medium caliber guns, large cruising radius and excellent sea keeping ability.
- c. Act as protective screen against destroyer attack and furnish artillery support for amphibious operations.
- d. Heavy and light cruisers refer to the size of the gun they carry. Guns over 6 inches in diameter are classified as heavy while those with guns 6 inches and below are classed as light cruisers.

2. Data:

- a. Guided Missile Cruisers (Nuclear) -CGN
 - 1. Displacement.....6247 tons
 - 2. Length.....721 feet
 - 3. Beam.....73 feet
 - 4. Complement.....1,100 officers and men
 - 5. Speed.....30 knots

D. Destroyer

1. Characteristics/Functions

- a. Designed primarily for anti-submarine warfare operations.
- b. Multi purpose ship of the navy which is useful in various kinds of naval operations.
- c. Their primary features are armament and speed.
- d. They act as screens against attack by larger ships and aircraft.
- e. Their torpedoes are used in making hit and run attack against enemy's submarines and ships.
- f. They escort convoys and support landing operations.

2. Data:

- a. Displacement.....3,000 to 4,500 tons
- b. Length.....372 to 473 feet
- c. Beam.....45 feet
- d. Speed.....over 30 knots
- e. Armament.....Terrier and tartar missiles, ASROC; Torpedoes, 5 or 3 inch guns

E. Submarines SSB (N); SS (N); SS

1. Characteristics/Functions

- a. Operates on or underwater
- b. Designed for defense against sneak attack on station beneath the sea.
- c. Ready to answer such an attack with immediate and devastating counter punch.
- d. Assigned secondary mission in surveillance and reconnaissance, landing force support, mine laying and rescue.
- e. Their main job is to attack enemy ships and submarines.
- f. However, fleet ballistic missile submarines have nuclear propulsion and are designed to accommodate and fire ballistic missiles with nuclear warheads. They can stay under the sea for a long period of time.

2. Data

a. Conventional Submarine

- 1. Length.....320 to 386 feet
- 2. Displacement.....2,500 to 6,400 tons
- 3. Speed.....over 30 knots
- 4. Armament.....torpedoes
- 5. Complement.....over 100 officers and men

b. Fleet Ballistic missile (nuclear) submarines

- 1. Displacement.....6019 to 7320 tons
- 2. Length.....320 to 386 feet
- 3. Speed.....Over 20 knots

4. Armament.....Torpedoes, nuclear missiles

F. Amphibious Warfare Ships:

They are more specialized and designed for the purpose of getting troops, cargoes and vehicles ashore to seize enemy territory.

1. Types, Characteristics and Functions

- a. Amphibious Force Flagships (AGC) - designed to serve as or floating headquarters and communications center for major commanders involved in planning and executing an amphibious assault landing.
- b. Attack Cargo Ship (AKSs) - the chief cargo carriers in an amphibious operations. It has a full load displacement of almost 18,000 tons. She can carry 505 troops and crew, 27 landing crafts and 300 vehicles ranging from jeeps to tanks.
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- d. Dock Landing Ship (LSD)
 - 1. Have a well deck that can be flooded to let loaded amphibious craft move out in their own power.
 - 2. Has also helicopter platforms.
 - 3. It carries large number of LCVP's, LCM's and LCU's (landing crafts).
- e. Amphibious Transport Deck (LPD)
 - 1. Land troops and equipment by either landing craft carried in a well deck and floated out through a stern gate or by helicopters operating from the flight deck.
 - 2. They are a combination of transport, cargo, ship dock, handling ship, and tank landing ship.
 - 3. Displacement.....14, 651 to 16, 900 tons
 - 4. Length.....521 to 569 feet
 - 5. Beam.....104 to 105 feet
 - 6. Complement.....474 officers and men plus 904 troops
- f. Tank Landing Ship (LST)
 - 1. The only large ship in her class with her relatively shallow draft, she carries heavy equipment such as tanks, trucks bulldozers to the beach area.
 - 2. Her bow doors open and her ramp laid into the beach.
- g. Landing Ship Medium (LSM) - designed to land combat troops on the beach and to supply the beach after the original landing. She is smaller that the LST.
- h. Utility Landing Craft (LCU) - designed to transport very heavy vehicles between a ship and a beach and to land troops to the beach. They are also transported in the assault area in the well deck on an LSD.
- i. Landing Craft Infantry (LCI) - designed primarily to ferry troops to the beach and to land troops after the initial wave has been landed.
 - 1. Length.....159 feet
 - 2. Displacement.....397 tons
 - 3. Troop Capacity.....192 Approximate
 - 4. Complement.....25 men
 - 5. Speed.....12 to 14 knots
- j. Mine Warfare Ships:

1. Mine Layers - lay mine fields to block shipping channels, protect harbor hazard trade routes and interrupt enemy actions.
 2. Minesweeper Coastal - her mission is to clear her own coastal water.
 3. Minesweeper Ocean (MSO) - has the primary mission of sweeping enemy waters.
- k. Patrol Vessels: Used mainly to screen convoys, hunt down and serve as general warning craft.
1. Patrol Craft (PC)
 - a. Length.....173 feet
 - b. Displacement.....397 tons
 - c. Troop Capacity.....192 Approximate
 - d. Speed.....18 to 20 knots
 - e. Armament.....One 3/50; one 40 MM; five 20 MM;
Four side thrower; two rocket launchers, two depth charge racks.
 - f. Complement.....65 officers and men
 2. Patrol Craft (PCE) - designed for general escort work near harbors and carry considerable amount of detecting and ranging gears for locating submarines.
 - a. Length.....180 feet
 - b. Speed.....15 knots
 - c. Displacement.....603 tons
 - d. Complement.....99 officers and men
 - e. Armament.....1-3/50 4-20MM 3-40MM 4-side throwers; 2 torpedo tube
 3. Destroyer Escort (DE) / Destroyer Escort Radar Picket (DER) - designed primarily for ASW operations, although the DER has been modified for radar picket duties. The primary mission of the DER is to provide ASW protection to merchant convoys.

Data

 - a. Displacement.....1140 to 1450 tons
 - b. Length.....296 to 306 feet
 - c. Beam.....35 to 37 feet
 - d. Speed.....19 to 24 knots
 - e. Complement.....About 200 officers and men
 4. Auxiliary Ship - provides the material and services which keep the fleet in its advanced bases of operation.
 - a. Tender and repair ship:
 1. Tenders - perform repair work, supply parts and render other services to the ship's they served.
 2. Repair ships - perform repairs and maintenance functions that are beyond the capabilities of the ship's own facilities and personnel. It is a floating ship with skilled men and many tools.
 - b. Oilers and Tankers - supply oil, gasoline, and water to the fleet.
 - c. Towing, Salvage and Rescue Ship - designed and equipped especially for towing, for salvage and for rescue operations.
 - d. Hospital Ship - by international laws and agreement, a hospital ship is clearly marked. As such war time, is normally not attacked. This ship is painted white, with green stripes along the side and red cross on the stock. It is well equipped as any shore hospital, for the treatment and care of the patients. There are chaplains, doctors, dentists, surgeons, specialist and navy nurses.