

ATTRIBUTES OF FIGHTING SHIPS

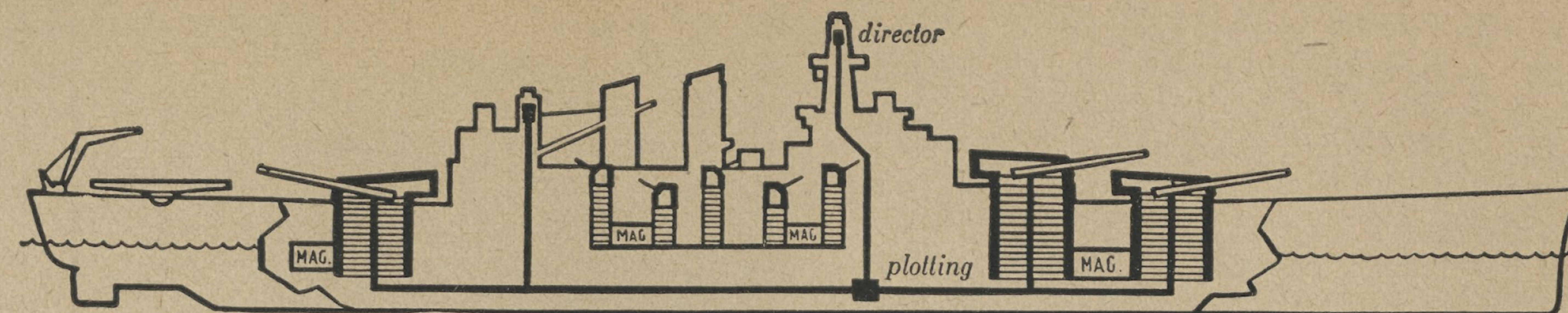
A ship, to be classed as a *fighting ship*, must be capable of inflicting damage and of sustaining or avoiding damage. She must possess sufficient speed and maneuverability to execute her mission and the capacity to proceed independently to a scene of action. The *type* of a warship is determined by the degree to which each of these qualities has been stressed in her design.

ARMAMENT

Capacity to "dish it out" is a primary attribute of fighting ships. Ships may be designed to inflict damage by *shells* from their guns, *torpedoes* from their tubes, *bombs* from aircraft they may carry, or by *depth charges* or *mines*. Battleships and cruisers are essentially *gun ships*,

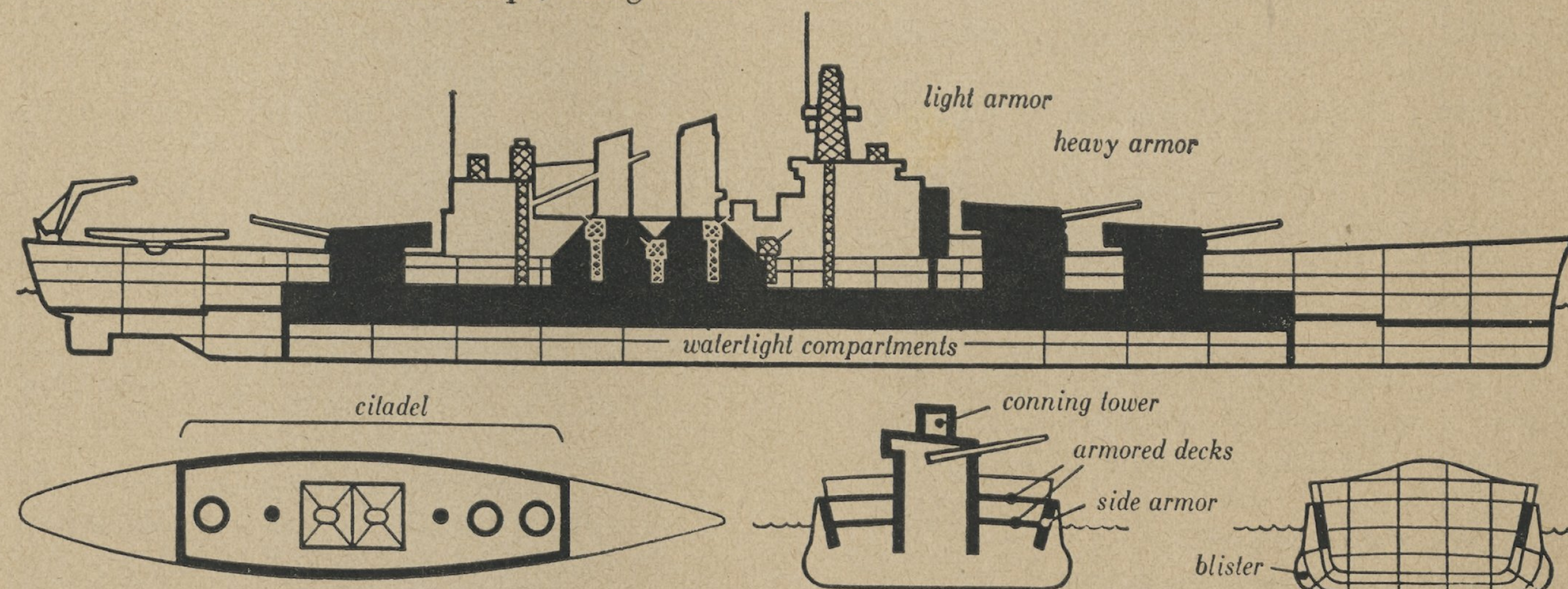
PROTECTION

A fighting ship must also be able to "take it." A ship may be designed to absorb punishment, to mitigate its effect, or to avoid it. She may be provided with *armor*: heavy steel plate around vital parts to defeat shells, bombs, and torpedoes. Her hull will be subdivided into separate spaces, or provided with bulges or blisters, to confine the effects of flooding and explosion. This is called *compartmentation*. *Damage control* systems consisting of provisions for counterflooding, fire fighting, etc., are developed in varying degree in all types. Speed and



although they carry other weapons. Carriers, minelayers, and torpedo boats are designed for special attack functions, with guns provided largely for defense, while destroyers and submarines are dual armament ships, using either

guns or torpedoes. Larger types carry secondary batteries, primarily intended for defense against destroyers or submarines, or, if "dual purpose," for protection from attack from the air.



maneuverability in themselves constitute factors of protection in smaller types in which armament and protection have been sacrificed for these

qualities, while submarines depend for protection largely on their ability to make themselves invisible by submerging.

