



Countermeasures

Weapon



DECOY

←



NOISE-  
MAKER

1



MAP  
OVERLAY  
toggle

2



FIRE  
STINGER  
SAM

3



LOAD  
TUBE

4



FIRE  
(or load)  
MK 48  
TORPEDO

5

I

Identify  
Periscope  
Image

P

Pause

A

Action  
Track  
On/Off

H

Help from  
Tactical  
Computer

R

Replay  
Battle

SHIFT



Vessel  
Signatures

A-Z

Select  
Vessel

\*

Confirm  
Choice

Z

ZOOM  
MAP



X

UnZOOM  
MAP



C

VIEW  
CONTACTS



V

WEAP  
LOAD











Map View

apons

Active Sensors

Navigation

							
FIRE (or load) SEA- LANCE	FIRE (or load) HARPOON	FIRE (or load) TOMA- HAWK	ACTIVE SONAR toggle	ACTIVE RADAR toggle	INCREASE SPEED	DECREASE SPEED	STRAFE & LEVEL
6	7	8	9	0	+	-	£

ONS  
OUT

B  
DAMAGE  
REPORT

N  
TORPEDO  
CONTROL

M  
THREAT  
WEAPONS

RUN  
SHALLOW

RUN  
DEEP

/  
ACTIVATE  
TORPEDO

Secondary Display

<  
LEFT  
SEARCH  
PATTERN

>  
RIGHT  
SEARCH  
PATTERN

?  
DROP  
TORPEDO

Torpedo Controls

ation

IGHT  
VEL



SET  
DEPTH



SET  
COURSE

CLR  
HOME

INST  
DEL

Enter  
Course  
Depth

CRSR



LEFT  
(Port)  
RUDDER

CRSR



RIGHT  
(Starboard)  
RUDDER

Emergency Navigation

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Break apart for C128 only

### Primary Display

F1

Tactical Display

F2

Compare Sonar

F3

Weapon Control

F4

Sea Conditions

F5

Defense Display

F6

Periscope

F7

Acoustic Signature

F8

Ship Data Base