



NavyFIELD

- Submarine Manual-

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1. How to get Submarine

Select the submarine ship line from the ship tree in order to buy the submarine.

The ship tree for each nation divides from the ships noted below:

Nation	US	UK	JPN	GER
BO Iv.	Lv 38	Lv 37	Lv 38	Lv 37
Ship tree	CL. Atlanta	CL. Dido	DD. Simakaze	CL. Koenigsberg



After choosing the ship tree, the submarine shows up on the ship list.



Purchase the sub by paying with credits.



- You will need enough dock space in order to buy the Submarine.
- You will not be able to buy the Submarine if you already have a same model in your Dock.

2. Armaments of Submarine

I. Weapon

All weapons on the Submarines are fixed, and are not able to be sold or changed.

1) Torpedo Launcher

Submarines have one torpedo launcher on each mounts.

2) Sub-weapons

Submarines also have sub-weapons besides the torpedo launcher.

Mine Launcher	Submarines that have mine launchers can use mines during the battle. The mine launchers on the submarine can lay mines very fast, but due to the structure, the mine quantity is very low.
Deck Gun	Guns which are equipped on the deck of the Submarine. This depends on which submarine you are using. Not all for types of subs are available guns.
Aircraft	Some submarines can launch aircrafts when it is on surface. If the submarine is diving, the aircraft will unable to be returned to the submarine.

II. Engine (Power Plant)

The engine of a submarine has poor efficiency in compare to normal ships in NF.

III. FCS (Fire Control System)

Not like ship's FCS, the FCS of the submarine can only do basic calculation for operation, so the Accuracy ability is much lower than other FCS.

IV. Torpedo and other armaments

Torpedo	Torpedoes used on Submarines are basically much faster and stronger than torpedoes used on normal ships.
Ammo	The shell damage of the deck guns is stronger than the shells of normal ships which use the same caliber.
Mine	Same with the original mine used on Scouts or normal ships. (You need to purchase the Naval Mine Item in NF Store)
Aircraft	Aircrafts on the submarines are remodeled ones which takes much weight.

3. Submarine Crews

- I. Sailor slots on the submarine are much more limited than on normal ships.

*Sailor slots for the 1st Submarines.

Nation	Sailor Number			
	Bridge Operator	Torpedo Sailor	Gunner	Support Sailor
US	1	1	1	2
UK	1	1		3
JPN	1	1	1	3
GER	1	2		2

- II. IJN submarines have 1 more support slot than other nation submarines.

- III. The weight on the sailors will decrease when you drag them on the submarine.

This is a setup explaining only a part of the crews of that sailor are boarding on that Submarine.

- IV. The new two types of sailor (Sonarman, Planesman) are located under Support Sailor Section and they are necessary for operating the submarine properly.

- You may not load them, but it will give you an amount of risk.

- You can put the new types of sailor on R or T slot, but they will NOT give you any ability or any help, all they will get is just the EXP for leveling.
- The new types of sailor can tradable in game.

i. Planesman



- The Submarine request air when it is traveling under water, so the planesman is part of the crew that can improve the speed for the air refresh on surface and also have influence on the time that a submarine needs to dive..
- You can prepare air without planesman, but the quality is poor without them.
- The main ability which a planesman is Potential.

Nation	Up-class Level		
	2nd Planesman	1st Planesman	Chief Planesman
US	30	57	79
UK	30	56	80
JPN	30	56	79
GER	30	55	78

ii. Sonarman



- Sonarman increases the sight of the submarine during under water, and detects other submarines that are under water.
- Submarines have very limited sights when they are under water without a sonarman.
- Submarines cannot detect other enemy submarines which are under water without a sonarman.
- The ship classes which are able to detect submarines with the sonarman are FF, DD, CL, SS Classes. Ship classes above those, are not able to detect submarines due to the ship noise.
- If a ship is using overheat, although it is suitable to detect submarines, it won't be able to detect one.
- The main ability a sonarman is potential.

- The underwater sight range and submarine detect range is based on the Sonarman's ability, but there is a cap on these ranges.






Nation	Up-class Level		
	2nd Sonarman	1st Sonarman	Chief Sonarman
US	12	43	69
UK	12	45	70
JPN	12	46	72
GER	12	44	71

4. Displacement of Submarines

- The displacement of submarines are very low due to historical evidences.
- This set up is a safeguard to prevent high ability sailors being used on submarines and ruining the balance of the game.

5. Entering the Battle Room with Submarine

- The Submarines are limited in entering the Battle Rooms.

Type	Able to enter or not	Explanations
Normal Room 	Able	-
Great Battle I 	Able	-
Night Battle 	Unable	Only BB and CV classes are able to join.
OP Convoy 	Unable	Slow Submarines would not fit in this type of game.
Blitzkrieg 	Unable	Submarine's attack power is much stronger than others.

- II. Submarines are also limited in entering Mission Rooms.
 - Currently the only mission a submarine can enter is the 'Test Mission'.
 - Missions for submarine will be added in the future.

6. Driving the Submarine

- I. Entering the Battle Room and waiting
 - i. The basic system driving a submarine is same with the current system.
 - ii. The submarine can only open a room that it can enter (Normal Room & Great Battle I).
 - iii. It is all same for the submarine before the battle starts.
- II. After the battle starts
 - i. New Panels



A. Aircraft Control Panel

- Submarines that have aircrafts will be able to use this panel.

B. Air Supply Gauge



- Gauge which shows the air supply left on the submarine.

- The red light on the right sides get enlighten when the remaining air supply goes down to a certain level.

C. Dive Control Panel



- The control switch on the left is the switch which commands Dive / Surface.

- The hot key for Diving is 'U'.

D. Critical Dive Button

- The button under the red letters on the right side is the critical dive button.
- Critical dive is not supported by hot key commands.
- The submarine needs to be on dive in order to use critical dive function.
- **DP will drop to maintain on this stage.**
- The green, orange, red panel on the upper part shows the status of the Submarine driving status.

Color	Green	Orange	Red
Status	Surface	Dive	Critical Dive
Notes	<p>-You can recharge air supply during surface status.</p> <p>-During surface status, submarines receive all attacks from other ships..</p>	<p>- Uses air supply to maintain Dive status.</p> <p>-Receives damage from only torpedo, mine, depth charge.</p> <p>-Can only be detected with ships that can detect submarines with sonarman on the ship. .</p>	<p>- Uses air supply + DP to maintain Critical Dive status.</p> <p>-During Critical Dive, the submarine is not detected, but also can't move.</p> <p>-During Critical Dive, the submarine does not receive any king of attack.</p>

ii. Basic Control

- The main weapon of the submarine, the torpedo, is equipped on the T mount. Not like other ships which uses R mount for the main weapon, the player will have to change to T mount to use torpedoes. - Hot Key 'T'.
- There are front / rear launchers on the submarine.
In order to use the launchers separately, press 'Z', 'C' to choose either the front or rear launcher.
- The launch angle of the torpedo launcher is fixed.
- Loadable torpedo number on the submarine is much less than other ships.
For this reason, if you use 'Max velocity shooting' mode, you will use all the

torpedoes in no time.

So if you press '**F4**' and change the shooting mode to '**Gradual Shooting Mode**', then you'll be able to use torpedoes more technically.

- E. The shooting accuracy of the submarine is not as accurate as other ships since the shooting method is detecting enemies with the sonar when the other ships shoots with eye detect.
- F. The speed of the submarine is much slower than other ships.
But also, it is much faster than historical facts. This is to balance the game since the torpedo power of submarines is quite strong.

7. Anti-Submarine Play

1) There are 3 methods to attack the Submarine.

A. When in surface status

Submarines on surface can be attacked the same way all ships are attacked

Gun attack, torpedo, mine, depth charge (only a certain amount of damage) are available.

B. When in dive status

Submarines in dive status does not receive damage from gun attacks.

However, depth charge attacks gives great damage to Submarines which are during Dive status.

Torpedo, mine, depth charge (only a certain amount of damage) are available.

C. When in critical dive status

Submarines during critical dive status does not receive any kinds of damage from attacks.

However the submarine receives damage which comes from the critical water pressure which continues to decrease the DP until the submarine releases the critical dive status.

2) New weapon for anti-submarine play

A. Depth charges are the new weapon to NavyField to stand against submarines. It request Torpedo Man crews to use in game.

B. Depth charges are used like mines but has time delay before it explodes. The explosion ratio is very large.

C. Depth charges are created to attack Submarines but ships which are in the explosion ratio also receives an amount of damage.

This is to prevent continuous attacks towards Submarines once one it detected.

(in actual battles, if the ship which launched a Depth Charge doesn't retreat from the area with full speed, it may receive critical damage from the Depth Charge)

D. Depth Charge information.

Type	Dropping type Depth Charge
Launcher type	Torpedo launcher
Method	Press the button where you manage to drop the Depth Charge
Image	Drum type
Reaction	Explodes in 6 seconds after it was dropped.
Explosion effect	A huge column of water goes up from the dropping point
Damage	Without accuracy issues, damage is caused to the ship if it is in the area of the explosion ratio, and receives larger damage if the ship was near the dropping area.
Ships on surface	Receives less damage than a submarine during diving