Retrieved from "Thirtiary weapon: Harpoon

Weapons

The situation quickly becomes worse when you're facing a number of hostile ships, though.

These can only be carried one at a time on heloes, but is the only ASM available on them. Can be used to attack targets outside your own range, or from otherwise difficult angles, etc. Best

Disadvantages:

CIWS

Therefore, the path of the second shot must be 8500 meters less to enable, presuming they enable at the same time.

Does the most damage per shot, and does not require you to radiate. Can be made to approach target from another direction. Can work on a target not yet visible/detected.

Should getting away not be an option, two things might help. First, the nixie towed decoy. This will create a racket when in the water, so should not be deployed when not needed. (Todo:

The best thing is to get out of its path. These are nearly always fired on a solution, and maneuvering to invalidate the solution it was fired on will then make it miss - unless its fired from

If it does get on your trail, your best chances will be with maneuvering, though this may be an exercise in futility.

If fired into the wake you've just created, on the other hand, they're coming for you. Unless the torpedo will need too much time getting to it, so that it expires before then.

The wakehoming torpedo

The CIWS principle is simple: spray as many bullets as possible in the path of the missile to hit and destroy it. In practice, it's even simpler, just put it to auto and it will engage any incoming

CIWS

missiles. This missile will randomly miss. (as in not detonate, as well as some problems maneuvering at close range, etc.)

Shooting down an enemy missile, using weapons to defend against weapons.

your main or only opponent will be a heat-seeker armed human-controlled P-3 (v.1.01 that's all they have) then choosing all flares instead is not a bad idea.

lifetime of CMs)

6 Ciws range

sea state and other environmental problems.

The best solution to the missile problem is not to get fired on in the first place. That way there will be no possibility of damage. This will happen because:

First of all, it provides radar coverage even while you're keeping your own radars off. It provides farther radar coverage than your own ship, especially against surface ships who are below

your radar horizon. It will also alert you to the exact location of any hostile aircraft approaching, such that they are not alerted to your identity (or your SAM capabilities) until well within

The helicopter

For the most part, you'll want to deploy these using the helicopter.

Highest speed at which it doesn't wash out: 19 knots. Once it hits 20 you start losing your contacts.

Towed Array

Sonar

There have been reports that Air Search Radar cannot be seen from subs. Also there has been claims that the surface search radar is useless against anything but ships. The latter, and

not apply for AI. Preliminary observations point to this being the source of long range identification by AI.)

Ceiling= surface OR with modified doctrines below surface traffic if neutrals nearby

May send some shots in stray directions, especially neutrals/friendlies near the target may suffer.

Illuminates target with radar, without using the return. (Using surface radar anyway mostly cancels this out) (I don't believe radar illumination takes place until you "unhold".

Set off missile alarms in all platforms friendly and hostile in the general direction.

Can be chaffed. (todo: verify)

Note: In high seas the bullets will exit the gun at an entirely wrong elevation. And not only did they include such a "feature", they made it reverse. I call it bug.

4.6.4 For the desperate: Machinegun

Once out of shells, takes a 20 minutes to reload. (Without cheat)

I don't believe radar illumination takes place until you "unhold".

Sets off missile alarms in all platforms friendly and hostile in the general direction.

Can be chaffed. (todo: verify)