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Subject: Renegade Alert Submarine Test #2  
Posted by [Aircraftkiller](#) on Sun, 30 May 2004 02:43:27 GMT  
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Work is progressing great on Submarines. They dive, surface, and fire Torpedoes. The screen turns a watery color when you dive underwater.

You can only hit Allied boats by surfacing, since the torpedoes launch in a straight line. They can, and will, drop Depth Charges on you to retaliate.

The Submarine propeller cavitates, a Navy term for "creates air bubbles", due to the speed of the propeller in water that isn't dense enough to prevent air from being released.

Keep in mind, that is a simple test level and isn't anything representative of the final product.