

Ships:  
Default Brain Stack  
and Create Syntax  
Reference

For Artemis Spaceship Bridge Simulator v. 2.1.1

10/2015

T. L. Ford, [www.Cattail.Nu](http://www.Cattail.Nu)

# Arvonian Fighter

```
Y068 brainstack process  
--- BRAIN_CHASE_PLAYER 0 0  
Now targeting and chasing Artemis  
Pathfinding turned on.  
--- BRAIN_CHASE_AI_SHIP 0 0  
Now targeting and chasing R049  
Pathfinding turned on.  
--- BRAIN_CHASE_STATION 0  
Now targeting and chasing N023  
Pathfinding turned on.  
--- BRAIN_CHASE_AI_SHIP 20000 5000  
--- BRAIN_CHASE_PLAYER 20000 5000  
--- BRAIN_FIGHTER_BINGO
```

The screenshot shows a game interface with a top navigation bar containing tabs for OPTN, ENGINR, SCIENCE, LRS, and VIS. The ENGINR tab is active. A central panel displays the details for an Arvonian Fighter (Y068):

- Arvonian Fighter (Y068) DIR 311 RANGE 82K**
- F Shields 15**
- R Shields 15**
- Displacement: 0.015 kt. Armament: 2 light beams.**

Below the details is a tactical map with several icons and labels: Q040, C067, Y068 (with coordinates 311 82415), ERG 309, RNG 77957, T032, Y033, Y036, Y077, Q048, and N041. A blue arrow points from the fighter details to the Y068 icon on the map.

```
MISS_try.xml - MISS_try  
<!-- ..... Enemy: Arvonian Fighter - 3F679_1_CBEE5_48 -->  
<create type="enemy" x="75000" y="55" z="5000" angle="272" name="Y068"  
raceKeys="Arvonian enemy" hullKeys="Fighter fighter" sideValue="1" fleetnumber="3" />
```

# Arvonian Light Carrier

```
N053 brainstack process
--- BRAIN_TRY_TO_BECOME_LEADER
--- BRAIN_CHASE_PLAYER 0 0
Now targeting and chasing Artemis
Pathfinding turned on.
--- BRAIN_CHASE_STATION 0
Now targeting and chasing R060
Pathfinding turned on.
--- BRAIN_CHASE_AI_SHIP 3000 500
--- BRAIN_CHASE_PLAYER 3000 500
--- BRAIN_CHASE_ANGER
--- BRAIN_LEADER_LEADS
I'm the commander of this fleet.
Giving my fleet my own target and destination.
Fleet center is x: 77665, y: 0, z: 16254
Fleet width is 0
--- BRAIN_FOLLOW_LEADER
Assuming my fleet leader's target and destination.
--- BRAIN_LAUNCH_FIGHTERS 11000
Fighter timers: -172 -172 -172 -172
```

OPTN ENGINR SCIENCE LRS VIS

Arvonian Light Carrier  
(N053) DIR 317 RANGE 108K

F Shields 120  
R Shields 120


Displacement: 25 kt. Armament: 4  
medium beams. Compliment: 4  
fighters.

```
MISS_try.xml - MISS_try
<!-- ..... Enemy: Arvonian Light Carrier - 3F679_1_0586C_49 -->
<create type="enemy" x="80000" y="-101" z="5000" angle="278" name="N053"
raceKeys="Arvonian enemy" hullKeys="Light Carrier carrier" sideValue="1" fleetnumber="4" />
```

# Arvonian Carrier

R030 brainstack process  
--- BRAIN\_TRY\_TO\_BECOME\_LEADER  
--- BRAIN\_CHASE\_PLAYER 0 0  
Now targeting and chasing Artemis  
Pathfinding turned on.  
--- BRAIN\_CHASE\_STATION 0  
Now targeting and chasing R060  
Pathfinding turned on.  
--- BRAIN\_CHASE\_AI\_SHIP 3000 500  
--- BRAIN\_CHASE\_PLAYER 3000 500  
--- BRAIN\_CHASE\_ANGER  
--- BRAIN\_LEADER\_LEADS  
I'm the commander of this fleet.  
Giving my fleet my own target and destination.  
Fleet center is x: 80598, y: 0, z: 15760  
Fleet width is 0  
--- BRAIN\_FOLLOW\_LEADER  
Assuming my fleet leader's target and destination.  
--- BRAIN\_LAUNCH\_FIGHTERS 11000  
Fighter timers: -174 -174 -174 -174 -174 -174

OPTN ENGINR SCIENCE LRS VIS



Arvonian Carrier  
(R030) DIR 316 RANGE 110K

F Shields 140  
R Shields 140

Displacement: 45 kt. Armament: 6  
long-range beams. Compliment: 6  
fighters.

```
MISS_try.xml - MISS_try  
...  
<!-- ..... Enemy: Arvonian Carrier - 3F679_1_1FE0B_50 -->  
<create type="enemy" x="85000" y="1" z="5000" angle="277" name="R030"  
raceKeys="Arvonian enemy" hullKeys="Carrier carrier" sideValue="1" fleetnumber="2" />
```

# Torgoth Goliath

```
R059 brainstack process
--- BRAIN_TRY_TO_BECOME_LEADER
--- BRAIN_CHASE_PLAYER 0 0
Now targetting and chasing Artemis
Pathfinding turned on.
--- BRAIN_CHASE_STATION 0
Now targetting and chasing R060
Pathfinding turned on.
--- BRAIN_CHASE_AI_SHIP 3000 500
--- BRAIN_CHASE_PLAYER 3000 500
--- BRAIN_CHASE_ANGER
--- BRAIN_LEADER_LEADS
I'm the commander of this fleet.
Giving my fleet my own target and destination.
Fleet center is x: 85429, y: 0, z: 16117
Fleet width is 0
--- BRAIN_FOLLOW_LEADER
Assuming my fleet leader's target and destination.
```

OPTN ENGINE SCIENCE LRS VIS

Torgoth Goliath  
(R059) DIR 314 RANGE 113K

F Shields 454  
R Shields 454

Displacement: 80 kt. Armament: 6  
medium beams, 1 drone launcher.



```
MISS_try.xml - MISS_try
<!-- ..... Enemy: Torgoth Goliath - 3F679_1_37E0D_51 -->
<create type="enemy" x="90000" y="157" z="5000" angle="325" name="R059"
raceKeys="Torgoth enemy" hullKeys="Goliath small" sideValue="1" fleetnumber="12" />
```

# Torgoth Leviathan

```
Y088 brainstack process
--- BRAIN_TRY_TO_BECOME_LEADER
--- BRAIN_CHASE_PLAYER 0 0
Now targeting and chasing Artemis
Pathfinding turned on.
--- BRAIN_CHASE_STATION 0
Now targeting and chasing R060
Pathfinding turned on.
--- BRAIN_CHASE_AI_SHIP 3000 500
--- BRAIN_CHASE_PLAYER 3000 500
--- BRAIN_CHASE_ANGER
--- BRAIN_LEADER_LEADS
I'm the commander of this fleet.
Giving my fleet my own target and destination.
Fleet center is x: 89681, y: 0, z: 19157
Fleet width is 0
--- BRAIN_FOLLOW_LEADER
Assuming my fleet leader's target and destination.
```

The interface features a top navigation bar with buttons for OPTN, ENGINR, SCIENCE, LRS, and VIS. On the right, a status box for the Torgoth Leviathan (Y088) displays its location (DIR 311, RANGE 114K) and stats: F Shields 400, R Shields 400. Below this, it lists its displacement (90 kt) and armament (4 medium beams, 1 heavy beam, 1 drone launcher). The central tactical map shows several ships: Y088 (red) at 311 114846, R059 (red), R030 (red), N053 (red), and B2 (blue) at 1044. A yellow label at the bottom of the map indicates ERG 310 and RNG 111647.

```
MISS_try.xml - MISS_try
<!-- ..... Enemy: Torgoth Leviathan - 3F679_1_A08F3_52 -->
<create type="enemy" x="95417" y="-164" z="8542" angle="289" name="Y088"
raceKeys="Torgoth enemy" hullKeys="Leviathan medium" sideValue="1" fleetnumber="13" />
```

# Torgoth Behemoth

J044 brainstack process  
--- BRAIN\_TRY\_TO\_BECOME\_LEADER  
--- BRAIN\_CHASE\_PLAYER 0 0  
Now targeting and chasing Artemis  
Pathfinding turned on.  
--- BRAIN\_CHASE\_STATION 0  
Now targeting and chasing R060  
Pathfinding turned on.  
--- BRAIN\_CHASE\_AI\_SHIP 3000 500  
--- BRAIN\_CHASE\_PLAYER 3000 500  
--- BRAIN\_CHASE\_ANGER  
--- BRAIN\_LEADER\_LEADS  
I'm the commander of this fleet.  
Giving my fleet my own target and destination.  
Fleet center is x: 80257, y: 0, z: 15638  
Fleet width is 0  
--- BRAIN\_FOLLOW\_LEADER  
Assuming my fleet leader's target and destination.

OPTN ENGINR SCIENCE LRS VIS

A2

R030 N053

J044  
316 110498

ERG 318  
RNG 105604

F056

Q031

B022

**Torgoth Behemoth  
(J044) DIR 316 RANGE 110K**

**F Shields 600  
R Shields 600**

**Displacement: 150 kt. Armement: 10  
standard beams, 1 drone launcher**

```
MISS_try.xml - MISS_try  
<!-- ..... -->  
<!-- ..... Enemy: Torgoth Behemoth - 3F679_1_D45EC_53 -->  
<create type="enemy" x="83125" y="-125" z="10000" angle="39" name="J044"  
raceKeys="Torgoth enemy" hullKeys="Behemoth large" sideValue="1" fleetnumber="11" />
```

# Skaraan Defiler

```
W057 brainstack process
--- BRAIN_TRY_TO_BECOME_LEADER
--- BRAIN_CHASE_PLAYER 0 0
Now targetting and chasing Artemis
Pathfinding turned on.
--- BRAIN_CHASE_STATION 0
Now targetting and chasing R057
Pathfinding turned on.
--- BRAIN_CHASE_AI_SHIP 3000 500
--- BRAIN_CHASE_PLAYER 3000 500
--- BRAIN_CHASE_ANGER
--- BRAIN_LEADER_LEADS
I'm the commander of this fleet.
Giving my fleet my own target and destination.
Fleet center is x: 32501, y: 0, z: 38650
Fleet width is 0
--- BRAIN_FOLLOW_LEADER
Assuming my fleet leader's target and destination.
--- BRAIN_ELITE_AI
Active ability 0, Timer 14
```



```
MISS_try.xml - MISS_try
<!-- ..... Enemy: Skaraan Defiler - 3F679_1_AF50A_54 -->
<create type="enemy" x="32292" y="167" z="10833" angle="35" name="W057"
raceKeys="Skaraan enemy" hullKeys="Defiler small" sideValue="1" fleetnumber="8" />
```



# Skaraan Enforcer

```
J036 brainstack process
--- BRAIN_TRY_TO_BECOME_LEADER
--- BRAIN_CHASE_PLAYER 0 0
Now targeting and chasing Artemis
Pathfinding turned on.
--- BRAIN_CHASE_STATION 0
Now targeting and chasing P053
Pathfinding turned on.
--- BRAIN_CHASE_FLEET 200000
Now chasing fleet 5, commanded by J033
Pathfinding turned OFF.
--- BRAIN_CHASE_STATION 60000
Now targeting and chasing P053
Pathfinding turned on.
--- BRAIN_CHASE_AI_SHIP 3000 500
--- BRAIN_CHASE_PLAYER 3000 500
--- BRAIN_CHASE_ANGER
--- BRAIN_LEADER_LEADS
I'm the commander of this fleet.
Giving my fleet my own target and destination.
Fleet center is x: 52498, y: 0, z: 40121
Fleet width is 0
--- BRAIN_FOLLOW_LEADER
Assuming my fleet leader's target and destination.
--- BRAIN_ELITE_AI
Active ability 0, Timer 55
```

The screenshot shows a game interface with a top navigation bar containing tabs for OPTN, ENGINR, SCIENCE, LRS, and VIS. The ENGINR tab is active. A central panel displays the status of a ship named "Skaraan Enforcer (J036) DIR 318 RANGE 73K". Below this, it lists "F Shields 300" and "R Shields 150". A description states: "Displacement: 50 kt. Armament: 4 standard beams. Usually travels alone." To the right, a tactical map shows several ships: J033, J036 (with "318" and "RNG 69769" nearby), Y068, Y077, Q040, C067, and T032. The map is overlaid with a grid and various colored markers.

```
MISS_try.xml - MISS_try
<!-- ..... Enemy: Skaraan Enforcer - 3F679_1_B3FE5_55 -->
<create type="enemy" x="31667" y="-125" z="17083" angle="317" name="J036"
raceKeys="Skaraan enemy" hullKeys="Enforcer medium" sideValue="1" fleetnumber="9" />
```

# Skaraan Executor

```
F056 brainstack process
--- BRAIN_TRY_TO_BECOME_LEADER
--- BRAIN_CHASE_PLAYER 0 0
Now targeting and chasing Artemis
Pathfinding turned on.
--- BRAIN_CHASE_STATION 0
Now targeting and chasing N023
Pathfinding turned on.
--- BRAIN_CHASE_FLEET 200000
Now chasing fleet 6, commanded by Q031
Pathfinding turned OFF.
--- BRAIN_CHASE_STATION 60000
--- BRAIN_CHASE_AI_SHIP 3000 500
--- BRAIN_CHASE_PLAYER 3000 500
--- BRAIN_CHASE_ANGER
--- BRAIN_LEADER_LEADS
I'm the commander of this fleet.
Giving my fleet my own target and destination.
Fleet center is x: 59265, y: 0, z: 16976
Fleet width is 0
--- BRAIN_FOLLOW_LEADER
Assuming my fleet leader's target and destination.
--- BRAIN_ELITE_AI
Active ability 0, Timer 51
```

OPTN ENGINR SCIENCE LRS VIS

Skaraan Executor  
(F056) DIR 324 RANGE 96K

F Shields 350  
R Shields 300

Displacement: 70 kt. Armament: 2  
super-heavy beams, 1 medium  
beam. Very dangerous.



```
MISS_try.xml - MISS_try
<!-- ..... Enemy: Skaraan Executor - 3F679_1_2E9AA_56 -->
<create type="enemy" x="33333" y="16" z="5417" angle="334" name="F056" raceKeys="Skaraan
enemy elite" hullKeys="Executor large" sideValue="1" fleetnumber="10" />
<set_object_property name="F056" property="eliteAbilityBits" value="9"/>
<set_object_property name="F056" property="eliteAIType" value="0"/>
```

# Kralien Cruiser

```
Q031 brainstack process
--- BRAIN_TRY_TO_BECOME_LEADER
--- BRAIN_CHASE_PLAYER 0 0
Now targeting and chasing Artemis
Pathfinding turned on.
--- BRAIN_CHASE_STATION 0
Now targeting and chasing N023
Pathfinding turned on.
--- BRAIN_CHASE_AI_SHIP 3000 500
--- BRAIN_CHASE_PLAYER 3000 500
--- BRAIN_CHASE_ANGER
--- BRAIN_LEADER_LEADS
I'm the commander of this fleet.
Giving my fleet my own target and destination.
Fleet center is x: 59425, y: 0, z: 13630
Fleet width is 0
--- BRAIN_FOLLOW_LEADER
Assuming my fleet leader's target and destination.
```

OPTN ENGINR SCIENCE LRS VIS

A3

Kralien Cruiser (Q031) DIR 325 RANGE 98K

F Shields 40  
R Shields 40

Displacement: 9 kt. Armament: 2 x standard beams. The most common vessel in the known universe.

Q031  
325 98964  
BRG 327  
RNG 95122

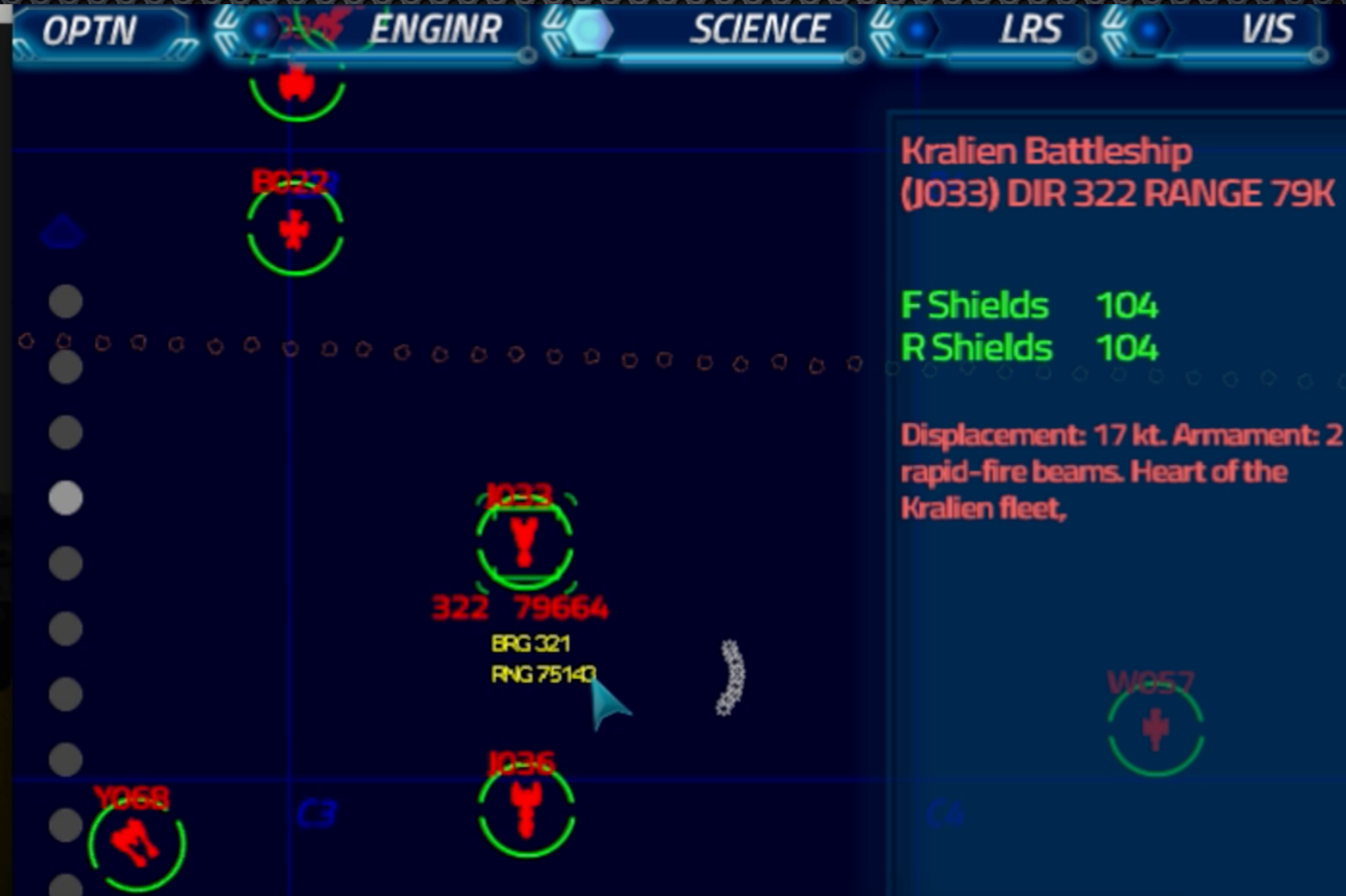
B022

MISS\_try.xml - MISS\_try

```
<!-- ..... Enemy: Kralien Cruiser - 3F679_1_77D3C_45 -->
<create type="enemy" x="57500" y="92" z="7500" angle="235" name="Q031" raceKeys="Kralien
enemy" hullKeys="Cruiser small" sideValue="1" fleetnumber="6" />
```

# Kralien Battleship

```
J033 brainstack process  
--- BRAIN_TRY_TO_BECOME_LEADER  
--- BRAIN_CHASE_PLAYER 0 0  
Now targetting and chasing Artemis  
Pathfinding turned on.  
--- BRAIN_CHASE_STATION 0  
Now targetting and chasing P053  
Pathfinding turned on.  
--- BRAIN_CHASE_AI_SHIP 3000 500  
--- BRAIN_CHASE_PLAYER 3000 500  
--- BRAIN_CHASE_ANGER  
--- BRAIN_LEADER_LEADS  
I'm the commander of this fleet.  
Giving my fleet my own target and destination.  
Fleet center is x: 52525, y: 0, z: 32447  
Fleet width is 0  
--- BRAIN_FOLLOW_LEADER  
Assuming my fleet leader's target and destination.
```



```
MISS_try.xml - MISS_try  
<!-- ..... Enemy: Kralien Battleship - 3F679_1_10BD4_46 -->  
<create type="enemy" x="55625" y="89" z="18750" angle="51" name="J033" raceKeys="Kralien  
enemy" hullKeys="Battleship medium" sideValue="1" fleetnumber="5" />
```

# Kralien Dreadnought

```
B022 brainstack process
--- BRAIN_TRY_TO_BECOME_LEADER
--- BRAIN_CHASE_PLAYER 0 0
Now targetting and chasing Artemis
Pathfinding turned on.
--- BRAIN_CHASE_STATION 0
Now targetting and chasing N023
Pathfinding turned on.
--- BRAIN_CHASE_AI_SHIP 3000 500
--- BRAIN_CHASE_PLAYER 3000 500
--- BRAIN_CHASE_ANGER
--- BRAIN_LEADER_LEADS
I'm the commander of this fleet.
Giving my fleet my own target and destination.
Fleet center is x: 59581, y: 0, z: 18735
Fleet width is 0
--- BRAIN_FOLLOW_LEADER
Assuming my fleet leader's target and destination.
```

**OPTN** **ENGINR** **SCIENCE** **LRS** **VIS**

**Kralien Dreadnought (B022) DIR 324 RANGE 94K**

**F Shields 120**  
**R Shields 120**

**Displacement: 25 kt. Armament: 2 rapid fire beams, 1 heavy beam. The most dangerous Kralien ship.**

**B022**  
**324 94881**  
**BRG 324**  
**RNG 90585**

**MISS\_try.xml — MISS\_try**

```
<!-- ..... Enemy: Kralien Dreadnought - 3F679_1_FD5EC_47 -->
<create type="enemy" x="58125" y="-175" z="12292" angle="125" name="B022"
raceKeys="Kralien enemy" hullKeys="Dreadnought large" sideValue="1" fleetnumber="7" />
```

# Biomech Stage 1

```
GO20 brainstack process
--- BRAIN_TRY_TO_BECOME_LEADER
--- BRAIN_CHASE_PLAYER 0 0
Now targeting and chasing Artemis
Pathfinding turned on.
--- BRAIN_CHASE_STATION 0
Now targeting and chasing P053
Pathfinding turned on.
--- BRAIN_CHASE_AI_SHIP 3000 500
--- BRAIN_CHASE_PLAYER 3000 500
--- BRAIN_CHASE_ANGER
--- BRAIN_LEADER_LEADS
I'm the commander of this fleet.
Giving my fleet my own target and destination.
Fleet center is x: 62448, y: 0, z: 64033
Fleet width is 71891
--- BRAIN_FOLLOW_LEADER
Assuming my fleet leader's target and destination.
```

The screenshot shows a game interface with a top navigation bar containing buttons for OPTN, ENGINR, SCIENCE, LRS, and VIS. A central panel displays information about a "BioMech Stage 1 (GO20)" enemy, including its coordinates (DIR 314, RANGE 61K), shield levels (F Shields 50, R Shields 50), and a description: "Infant stage of BioMech development. Typically docile, occasionally aggressive." The background shows a 3D space environment with various objects and labels like "067", "T032", "0220", "314 61238", "ERG 313", "FNG 58173", "R021", "N041", "Q048", "C4", and "D4".

```
MISS_try.xml - MISS_try
<!-- ..... Enemy: Biomech Stage 1 - 3F679_1_038D0_57 -->
<create type="enemy" x="16042" y="30" z="20000" angle="306" name="G020"
raceKeys="BioMech biomech" hullKeys="Stage 1 small asteroideater" sideValue="1" />
```

# Biomech Stage 2

```
NO41 brainstack process
--- BRAIN_TRY_TO_BECOME_LEADER
--- BRAIN_CHASE_PLAYER 0 0
Now targeting and chasing Artemis
Pathfinding turned on.
--- BRAIN_CHASE_STATION 0
Now targeting and chasing P053
Pathfinding turned on.
--- BRAIN_CHASE_AI_SHIP 3000 500
--- BRAIN_CHASE_PLAYER 3000 500
--- BRAIN_CHASE_ANGER
--- BRAIN_LEADER_LEADS
--- BRAIN_FOLLOW_LEADER
Assuming my fleet leader's target and destination.
```

OPTN ENGINE SCIENCE LRS VIS

**BioMech Stage 2**  
**(N041) DIR 319 RANGE 61K**

**F Shields 150**  
**R Shields 50**

**A BioMech in the childhood stage.**  
**Will eventually mature into an adult.**

N041  
R021  
319 61484  
G020  
BRG 318  
RNG 58183

```
MISS_try.xml - MISS_try
<!-- ..... Enemy: Biomech Stage 2 - 3F679_1_C9343_58 -->
<create type="enemy" x="11667" y="132" z="16875" angle="201" name="N041"
raceKeys="BioMech biomech" hullKeys="Stage 2 medium asteroideater" sideValue="1" />
```

# Biomech Stage 3

```
Q048 brainstack process
--- BRAIN_TRY_TO_BECOME_LEADER
--- BRAIN_CHASE_PLAYER 0 0
Now targeting and chasing Artemis
Pathfinding turned on.
--- BRAIN_CHASE_STATION 0
Now targeting and chasing R057
Pathfinding turned on.
--- BRAIN_CHASE_AI_SHIP 3000 500
--- BRAIN_CHASE_PLAYER 3000 500
--- BRAIN_CHASE_ANGER
--- BRAIN_LEADER_LEADS
--- BRAIN_FOLLOW_LEADER
Assuming my fleet leader's target and destination.
```

OPTN ENGINE SCIENCE LRS VIS

**BioMech Stage 3**  
(Q048) DIR 326 RANGE 62K

F Shields 350  
R Shields 350

Young adult BioMech. This is the most aggressive stage of development. Proceed with caution.

Y077  
C6  
Q048  
326 62466  
ERG 325  
RNG 58197  
R041  
R021  
G020

```
MISS_try.xml - MISS_try
<!-- ..... Enemy: Biomech Stage 3 - 3F679_1_74E10_59 -->
<create type="enemy" x="6875" y="-97" z="12917" angle="11" name="Q048" raceKeys="BioMech
biomech" hullKeys="Stage 3 large asteroideater" sideValue="1" />
```



# Biomech Stage 4

```
Y077 brainstack process
--- BRAIN_TRY_TO_BECOME_LEADER
--- BRAIN_CHASE_PLAYER 0 0
Now targeting and chasing Artemis
Pathfinding turned on.
--- BRAIN_CHASE_STATION 0
Now targeting and chasing R057
Pathfinding turned on.
--- BRAIN_CHASE_AI_SHIP 3000 500
--- BRAIN_CHASE_PLAYER 3000 500
--- BRAIN_CHASE_ANGER
--- BRAIN_LEADER_LEADS
--- BRAIN_FOLLOW_LEADER
Assuming my fleet leader's target and destination.
```

OPTN ENGINE SCIENCE LRS VIS



**BioMech Type 4**  
**(Y077) DIR 328 RANGE 69K**

F Shields	550
R Shields	550

Full grown adult BioMech. Capable of reproduction and communication.

```
MISS_try.xml - MISS_try
<!-- ..... Enemy: Biomech Stage 4 - 3F679_1_11468_60 -->
<create type="enemy" x="10000" y="146" z="6042" angle="78" name="Y077" raceKeys="BioMech biomech" hullKeys="Type 4 large sentient asteroideater" sideValue="1" />
```

# TSN Bulk Cargo

```
T053 brainstack process  
--- BRAIN_PROCEED_TO_EXIT  
Now moving towards x: 154590, y: 0, z: -64477  
Throttle is 1  
Pathfinding turned on.  
--- BRAIN_FOLLOW_COMMS_ORDERS  
--- BRAIN_DEFEND 1000 3000
```

OPTN ENGINE SCIENCE LRS VIS

TSN Bulk Cargo  
(T053) DIR 288 RANGE 36K

F Shields 30  
R Shields 30

A B C D E

An unarmed bulk freighter, slowly moving cheap cargo between the stars.  
Intel: The captain is uncultured.

```
<!-- ..... TSN Ship: Bulk Cargo - 3F679_1_FC992_42 -->  
<create type="neutral" x="31458" y="-27" z="93125" angle="322" name="T053" raceKeys="TSN  
friendly" hullKeys="Bulk Cargo cargo" sideValue="2" />
```

# TSN Destroyer

```
Q037 brainstack process  
--- BRAIN_PROCEED_TO_EXIT  
Now moving towards x: -95979, y: 0, z: 23011  
Throttle is 1  
Pathfinding turned on.  
--- BRAIN_FOLLOW_COMMS_ORDERS  
--- BRAIN_DEFEND 1000 3000
```

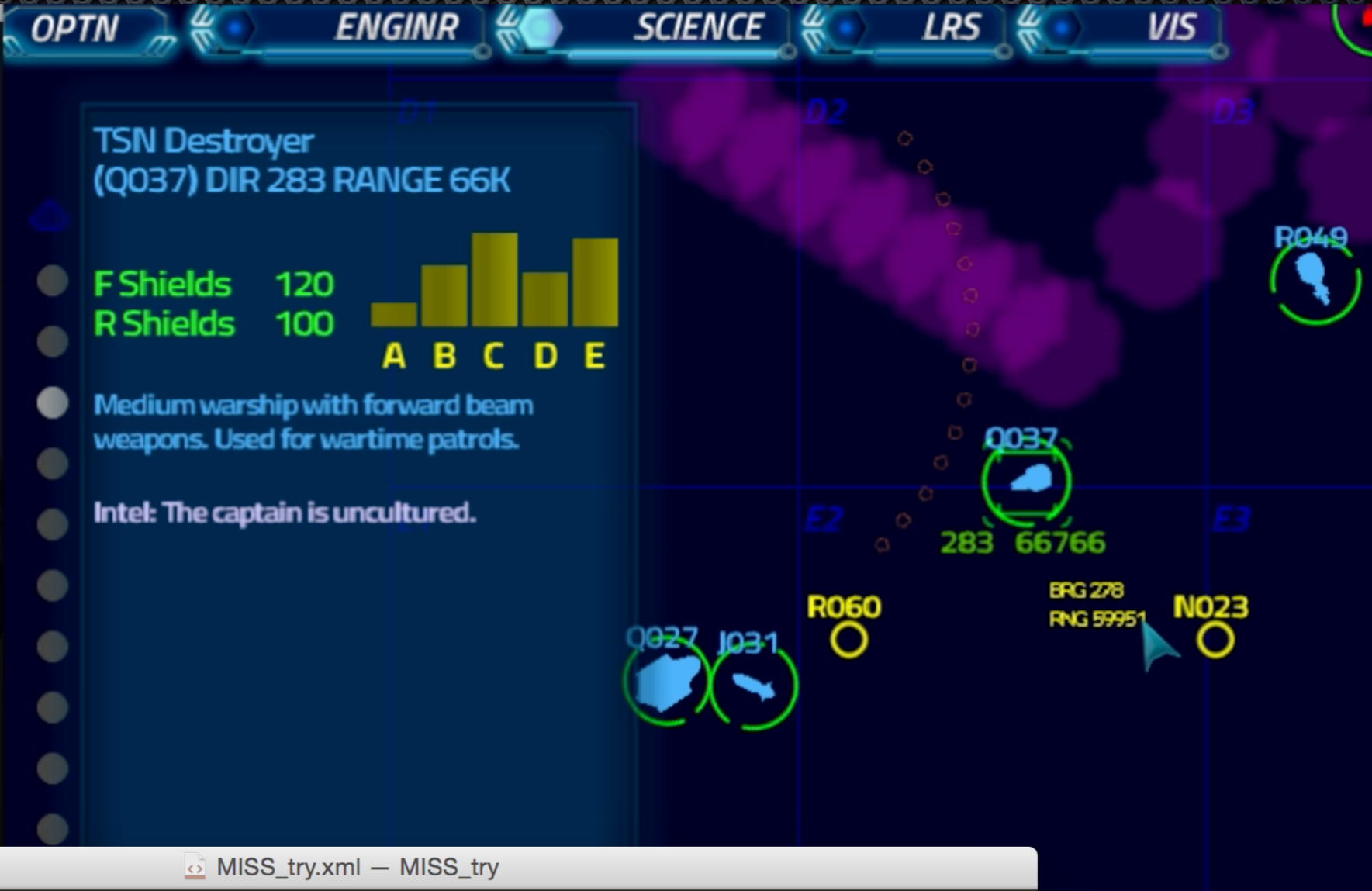
OPTN ENGINE SCIENCE LRS VIS

TSN Destroyer  
(Q037) DIR 283 RANGE 66K

F Shields	120	■	■	■	■	■
R Shields	100	■	■	■	■	■
		A	B	C	D	E

Medium warship with forward beam weapons. Used for wartime patrols.

Intel: The captain is uncultured.



```
MISS_try.xml - MISS_try  
<!-- ..... TSN Ship: Destroyer - 3F679_1_0D856_40 -->  
<create type="neutral" x="93125" y="81" z="88125" angle="71" name="Q037" raceKeys="TSN  
friendly" hullKeys="Destroyer medium warship" sideValue="2" />
```

# TSN Escort

```
R049 brainstack process  
--- BRAIN_PROCEED_TO_EXIT  
Now moving towards x: 128274, y: 0, z: -88345  
Throttle is 1  
Pathfinding turned on.  
--- BRAIN_FOLLOW_COMMS_ORDERS  
--- BRAIN_DEFEND 1000 3000
```

The interface features a top navigation bar with tabs for OPTN, ENGINE, SCIENCE, LRS, and VIS. The LRS tab is active. A central panel displays the status of the TSN Escort (R049), including its direction (DIR 296) and range (RANGE 56K). Below this, a bar chart shows F Shields and R Shields both at 40, with a sub-chart labeled A through E. A description identifies the ship as a light warship with forward beam weapons, used for escorting Earth's important cargos. Intel text states: "The captain is uncultured." The tactical map on the right shows various ships and locations, with R049 highlighted in a green circle. Other ships include G020, R060, N023, P053, T053, and R057. Grid coordinates E2, E3, E4, D3, and D4 are visible.

```
MISS_try.xml - MISS_try  
----- TSN Ship: Escort - 3F679_1_DDD79_39 -->  
<create type="neutral" x="43750" y="-182" z="92917" angle="335" name="R049"  
raceKeys="TSN friendly" hullKeys="Escort small warship" sideValue="2" />
```

# TSN Luxury Liner

```
J031 brainstack process  
--- BRAIN_PROCEED_TO_EXIT  
Now moving towards x: 255637, y: 0, z: 8809  
Throttle is 1  
Pathfinding turned on.  
--- BRAIN_FOLLOW_COMMS_ORDERS  
--- BRAIN_DEFEND 1000 3000
```

OPTN ENGINE SCIENCE LRS VIS

TSN Luxury Liner  
(J031) DIR 274 RANGE 78K

F Shields	30	■
R Shields	30	■

A B C D E

An unarmed travelling playground of the rich and powerful.

Intel: The captain is uncultured.

```
MISS_try.xml - MISS_try  
  
<!-- ..... TSN Ship: Luxury Liner - 3F679_1_2BFEA_43 -->  
<create type="neutral" x="74375" y="-111" z="93333" angle="295" name="J031"  
raceKeys="TSN friendly" hullKeys="Luxury Liner luxury" sideValue="2" />
```

# TSN Science Vessel

G050 brainstack process  
--- BRAIN\_PROCEED\_TO\_EXIT  
Now moving towards x: 128966, y: 0, z: 280049  
Throttle is 1  
Pathfinding turned on.  
--- BRAIN\_FOLLOW\_COMMS\_ORDERS  
--- BRAIN\_DEFEND 1000 3000



OPTN SCIENCE LRS VIS

E3

N023

P053

R049

G050  
270 53998  
BRG 266  
RNG 52837

TSN Science Vessel (G050) DIR 270

F Shields 30  
R Shields 30

An unarmed, long range ship. The hull is a X

Intel: The captain

```
MISS_try.xml - MISS_try  
<!-- ..... TSN Ship: Science Vessel - 3F679_1_69F99_41 -->  
<create type="neutral" x="57292" y="85" z="93333" angle="201" name="G050" raceKeys="TSN  
friendly" hullKeys="Science Vessel science" sideValue="2" />
```


# TSN Transport

```
Q027 brainstack process  
--- BRAIN_PROCEED_TO_EXIT  
Now moving towards x: -74192, y: 0, z: -14761  
Throttle is 1  
Pathfinding turned on.  
--- BRAIN_FOLLOW_COMMS_ORDERS  
--- BRAIN_DEFEND 1000 3000
```

OPTN ENGINE SCIENCE LRS VIS

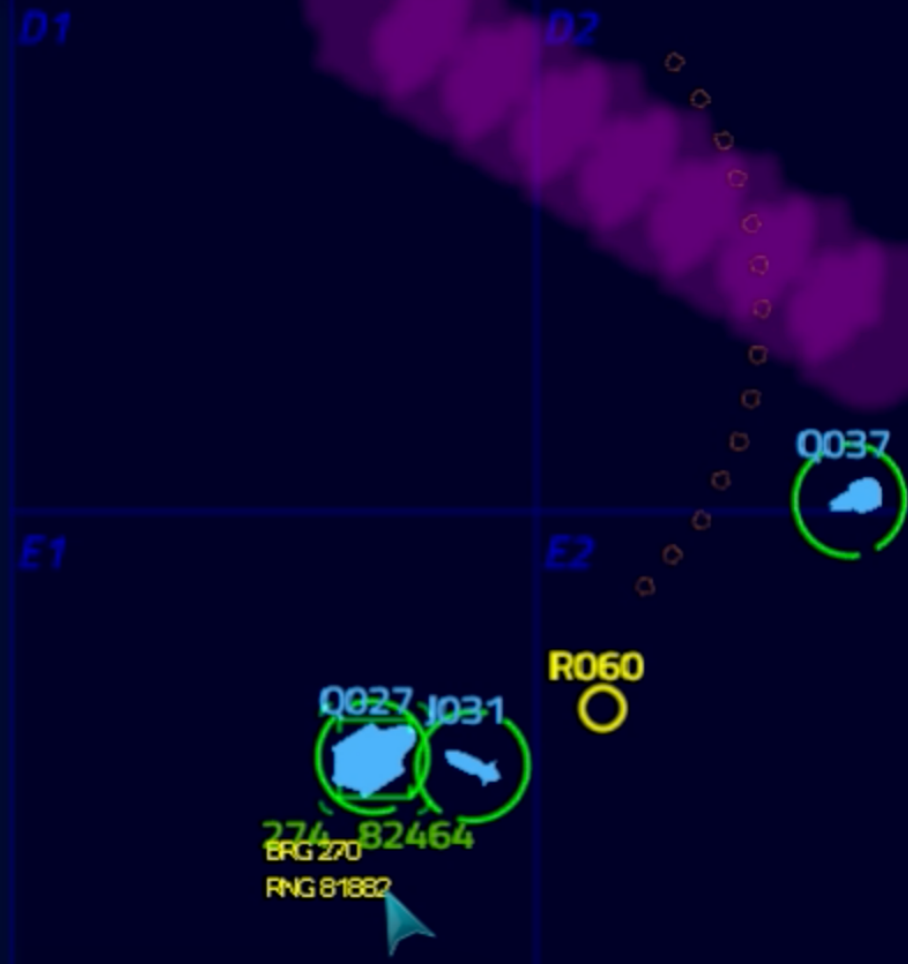
TSN Transport  
(Q027) DIR 274 RANGE 82K

F Shields 80  
R Shields 80



Category	Value
A	80
B	80
C	80
D	80
E	80

Intel: The captain is humble.



```
MISS_try.xml - MISS_try  
----- TSN Ship: Transport - 3F679_1_8F6C3_44 -->  
<!-- ..... TSN Ship: Transport - 3F679_1_8F6C3_44 -->  
<create type="neutral" x="93542" y="134" z="94167" angle="57" name="Q027" raceKeys="TSN  
friendly" hullKeys="Transport transport" sideValue="2" />
```

# Notes

- ✦ Fleet numbers were generated, 1 per ship. Multiple ships in 1 fleet will have the same fleetnumber value.
- ✦ There may be some randomness in the results - multiple iterations were not used/compared.