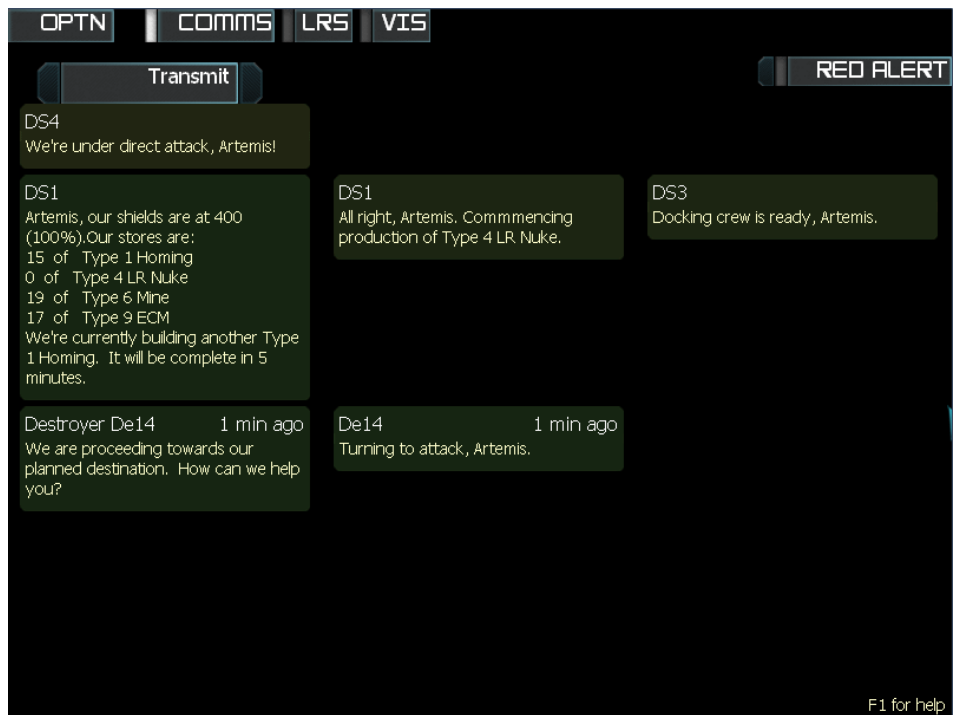


Comms: Abilities and Responsibilities

- Comms can do the following things
 - Contact Star bases and
 - request their status (available armament, shields, etc)
 - request they focus on building specific armaments (torpedoes, nukes, mines)
 - Contact Enemy ships and request they surrender
 - Contact Friendly ships and request they
 - Set a specific bearing
 - Set their bearing to the Artemis' position
 - Engage enemy ship by numeric designation
 - Monitor communications between
 - Internal Artemis stations for damage reports and whether systems are online, damaged, or disabled
 - Friendly ships and star bases reporting enemy contact, shield status, side missions, and availability of new weapons
 - Enemy ships, reporting their status, intentions, and whether they have surrendered



Comms: Basic Play

Situational awareness: If the Comms Officer is silent, they aren't doing their job. Lots of info comes into the comms station, and the Captain needs to know about it. The comms station is not for someone who just wants to say "Aye, Captain" - an important part of the Comms Officer's job is to let the crew know about things happening elsewhere in the game.

Fleet Coordination: The Comms Officer can issue orders to neutral ships. These orders can be used to get ships to safety or to position ships for defense or attack. Therefore, it is common for the Comms Officer to have the responsibility of coordinating fleet actions. This means that the Comms Officer needs to know which ships are where, and be able to efficiently issue orders to them.

Taunting and Demanding Surrender: the Comms Officer can communicate with enemy ships. You can either:

- Taunt the enemy - if you choose the correct taunt, this will get the selected enemy to stop whatever it is doing and chase Artemis. Useful for saving a beleaguered base or drawing enemy ships through minefields.
- Demand surrender - if the enemy is heavily damaged, they will occasionally surrender rather than be destroyed. In a protracted fleet engagement, this can save precious time and missiles.

Red Alert: currently plays a sound file and turns a few interface elements red. Still pretty cool, though.

Build requests: Star bases build and store mines, torpedoes, and nukes. The Comm Officer can request that a certain star base build a certain type of weapon. Star bases can only build one type of weapon at one time, and it can take several minutes to complete a single build, depending on which weapon is being built. Therefore, planning is often necessary for effective use of this ability. The table below shows build times and storage limits.

Star Base Production and Storage

Torpedo	Rate	Capacity
Homing	3 min	36+
Nuclear	10 min	6+
Mines	4 min	33+
ECM	5 min	15+

Side missions: Friendly ships and stations will, at random intervals, transmit chatter alerting you to possible side missions that can improve the Artemis in various ways.

- The errands and rewards vary, but typically involve meeting with two ships or stations in turn and receiving a benefit upon arrival at the second rendezvous.
- A typical mission might be "DS4 USFP Base: Help us help you. First, rendezvous with De38 and download some data we need. Then, dock with us and we'll double our production speed." Other known available retrofits include the ability to carry more nukes and extra Engineering coolant.
- Be on the lookout for these announcements, make a note of them, and look for ways to take advantage of them without deviating too far from the main mission.
- A successful rendezvous will result in a success message and the target ship breaking off on an away heading.
- If you are left with only one station and at least one neutral ship, you can have a very easy time completing missions, since all missions will involve meeting the ship and the station, or vice versa. Order the ship to defend the station, and you will have multiple rewards waiting for you frequently.
- If you complete the rendezvous part while docked to a base you're supposed to dock to complete the mission, you have to disengage dock and request dock again to complete the mission

Full list of commands:

- Enemy: Surrender; three taunts
- Other Ship: Report status; turn to heading (0, 90, 180, 270); turn (left, right) (10, 25) degrees; attack nearest enemy, proceed to your destination; go defend: (star base, Artemis, other ship)
- Station: Stand by for docking; report status; request construction of (torpedoes, nukes, ECMs, mines)