

Helm: Abilities and Responsibilities

- Set heading
- Set impulse speed
- Set warp speed
- Use jump drive
- Raise shields
- Initiate docking and undocking with star bases
- Rendezvous with a ship
- Control the main screen
- Monitor player Shield strength
- Monitor player Torpedo count
- Monitor player energy level

Helm: Basic Play

Basic controls:

- *Heading* can be set by clicking on the desired heading, or with the drag bars, or the left and right arrow keys, or a USB joystick.
- *Warp* (if enabled) can be controlled with the drag bar, or more efficiently, with the number keys 1-4, or with joystick buttons. Warp 4 is as fast as you can go. Clicking on the same number key a second time will immediately take you out of warp and leave you at full impulse speed. You can use the drag bar or the up and down arrow keys to increase and decrease impulse respectively.
- The *jump drive* (if enabled) can be used by selecting a heading with the blue horizontal bar, and distance with the green vertical bar, then clicking "Initiate" and confirming. After a warm up of default 10 seconds, the ship will jump. All screens will black out and return after a few seconds.
- *All stop*: When at warp, pressing space will immediately bring you out of warp and leave you at full impulse. When at impulse, space will bring you to all stop.

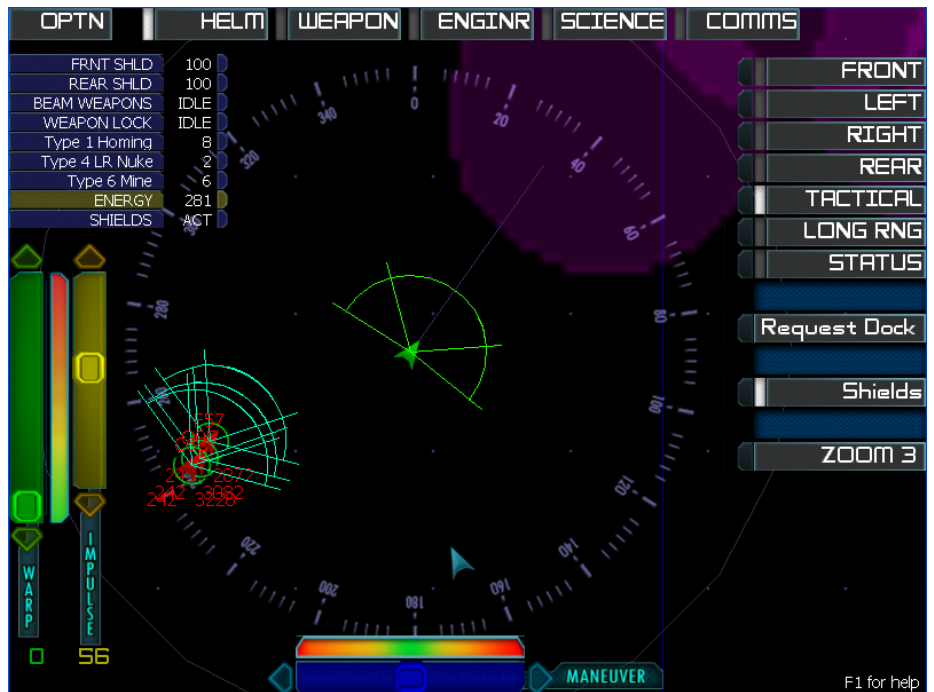
Zoom Ranges: At the different zoom levels, the compass ring has the following approximate radius:

Zoom 1	Zoom 2	Zoom 3	Zoom 4
1200m	2400m	3600m	5000m

Docking: To dock with a star base move within 600 meters and click "Request Dock" or hit the "D" key.

- The base will drag you in with a tractor beam, which is much slower than your engines. If you are in a hurry you should move closer before clicking "Request Dock".
- The base will refuse to allow you to dock if enemies are within **1,500** meters of the base. Communications will receive a message explaining that "enemies are to close."
- As you dock, the ship will be rotated until it is facing away from the base. If you are in a hurry, try to dock from the side you want to depart from.
- Docking recharges the ship's energy, reloads weapons from the base's supplies, and replenishes damage control teams. Have Comms radio ahead to get a bonus to the speed at which this happens.
- While you are docked you cannot get a weapon lock or initiate a jump.
- To break dock, simply engage impulse or warp.

Rendezvous: To rendezvous with a ship as part of a mission simply move within about 500 meters of it.



Combat Maneuvering

- If flying using keyboard or joystick, or if you are dragging the maneuvering bar manually, the ship will continue to turn at whatever rate you leave it at. To stop turning, you must reset the maneuvering bar to the center.
- Clicking a heading will bring the ship to that heading and stop turning.
- Ships make tighter turns at lower speeds.
- Artemis's rate of turn is affected by damage to the maneuvering system and the amount of power that Engineering has allocated to maneuvering.
- The Artemis is generally more maneuverable and faster than enemy ships. Typical enemies seem to move at roughly half impulse, but Elites are faster. Enemies typically will not use warp drive in combat.

Terrain

- Nebulae restrict you to Warp 1, and obscure sensors.
- Asteroids will damage your ship if you collide with them.
- Mines will explode if you approach them too closely (500 meters).
- Singularities will pull you towards them and destroy the ship if you get sucked in. Most enemies cannot escape a singularity. A gutsy captain with a skilled helmsperson can bring a warp-enabled ship close to a singularity and live to tell the tale. This can be an effective tactic for escaping anything but another warp-enabled ship. Only an insane captain would order a jump drive ship to attempt this maneuver.

Hotkeys

- 1-4: Warp toggle
- Arrow keys: impulse speed/heading
- Space: Cancel warp/All stop
- S: Shields
- D: Docking

Concepts & Techniques

Warp 1 isn't very fast (or inefficient) for a reason; an experienced helms officer should be spending a good deal of time using warp 1 to control the battle. You should be literally running rings around the enemy.

Helms and Weapons should be working together closely with Engineering, since unfocused blasts to the enemy's shields will do nothing. You should choose one side and try and keep the weapons locked solidly on that half of the shield.

High Energy Turns require co-ordination with Engineering. Put maneuvering to a short burst of 300%, turn quickly, and then resume normal operations. Often used with other techniques, this can help gain a significant positional advantage.

Kiting takes advantage of the enemy AI, which will generally head in a straight line towards the Artemis. Use this to lead enemies into minefields, asteroids, space monsters or even singularities.

Bait a monster by flying by a space monster at a medium warp so it will follow you. Fly near enemies and increase warp to disengage. The space monster and enemy ships will often start attacking each other.

Ramming can actually be quite effective if you need to separate a group of enemies before you engage, as you will literally push the other ships aside.

Hovering close to a singularity is possible if you face away from it just outside the blue ring on the display and engage approximately quarter impulse. You can also use the fact that the singularity pulls you towards it to make tighter turns.