

## Weapons: Capabilities and Responsibilities

- Target enemy ships
- Load torpedo tubes
- Fire torpedoes
- Fire beams
- Adjust beam frequency
- Monitor enemy shields

### Targeting:

- Click on enemies to target them
- A target lock is **required** to fire beams.
- A locked torpedo will go active immediately and seek its target.
- Firing a torpedo *without* a lock means that it will fly straight until it passes near *any* vessel (including enemies, neutrals, friendlies, and star bases) at which point it will home in on that target.



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

Relative Display Mode: The Options button in the upper-left corner lets you change to Relative Display Mode. With RDM turned on, the top of your screen is no longer 'north'. Instead, the top of your screen is always in front of your ship. As you turn, your ship remains pointing up and the map rotates around it.

Showing Weapon Arcs: The Options button also lets you turn weapon arcs on or off.

### Kinetic Ordnance (torpedoes):

- The tubes can be loaded with homing, nuke and ECM torpedoes or mines.
- It takes time to load or unload the tubes, and the tubes must be powered and undamaged.
- Homing, nukes, ECMs and mines are fired manually by clicking the "Fire" button.

Shields: Raise shields by clicking the Shields button on the right side of the station view.

### Monitor enemy shields:

- With a few other stations, you have information on the state of the enemy shields. Shield state for fore and aft shields can be determined at a glance by looking for the colored hemispheres around enemy ships.
  - Green shields are above 75% strength.
  - Yellow shields are above 50% strength.
  - Red shields are above 25% strength.
  - Blinking shields mean they are taking damage

### Beams:

- **Beams** do not need to be fired manually; simply target a ship that is within your beam arc and click the Auto Beams button on the right side of the station screen. If the button is lit, the beam state is ON and beams will fire as rapidly as the current energy allocation allows.
- Beams can be targeted and fired manually by deselecting the "Auto Beams" button while a target is selected, which brings up the gun camera. Click off (deselect) a target to disengage the gun camera. When manual firing is engaged, the beams will not fire unless the Weapons Officer clicks.
- Firing beams consumes energy. The system will also drain energy at a constant rate when not firing.

Beam frequencies: Tuning your beams to a frequency that the shields are weak against can make a great deal of difference when in prolonged battles or when engaging multiple targets at once. If the Science Officer hasn't told you the frequency for the ship you are attacking, ask for it!

### Beam manual targeting:

- *How to:* To engage manual control of the beams, deselect "auto beams" on the right side of the weapons screen, then select a target. This will bring up the gun cam view. Manually targeted beams are subject to the same firing arc and range limitations as auto beams. When in the gun camera view, **you** will see the targeted ship regardless of its bearing to the Artemis and regardless of if it is in either of your beam arcs.
- *The reticle:* The circular targeting reticle controlled by the mouse will turn green when you are within range, the targeted ship is within the firing arc of at least one of your beams, and at least one of those beams is charged.
- *The arc and recharge diagram:* Below and to the right of the gun camera view is a schematic of the overlapping beam arcs as well as a red chevron indicating the relative position and heading of the targeted craft. When the red chevron is within one or both of the arcs, the active arc or arcs will turn green. Clicking will fire all weapons that have a shot, at which time the arc will turn red, rapidly shrink down, and then begin expanding again, giving a visual representation of the beam recharge time. When it reaches its full extent (assuming the enemy is still within range and arc) it will turn green, indicating that it is ready to be fired again.
- *Target points:* The gun camera view will indicate via differently colored crosses the points on the targeted vessel that are critical to the various shipboard systems of **maneuver**, **weapons**, **propulsion**. Highly accurate shots to these areas will do internal damage to these systems even despite the presence of shields.
  - Target points are shown no matter what side of the ship you are facing. If the point is located on the other side of the hull, it will still be shown, but hitting this point will not inflict a hit to the systems - since you are not hitting the system point, but a totally unrelated part of the hull.
  - If you click at the point that is located in the other half of the ship your beams will hit that shield facing. This means that a skilled weapons engineer can hit enemy rear shields even when approaching from front, which is very useful against ships that have powerful front shields and low rear shields.
- *Enemy subsystem mechanics:* A successful hit on a subsystem will destroy that subsystem for the whole ship, regardless which highlighted node you hit. A direct hit on any of the red Weapon nodes will take out both fore and aft beams. Further damage to a neutralized system doesn't make it any more broken.

