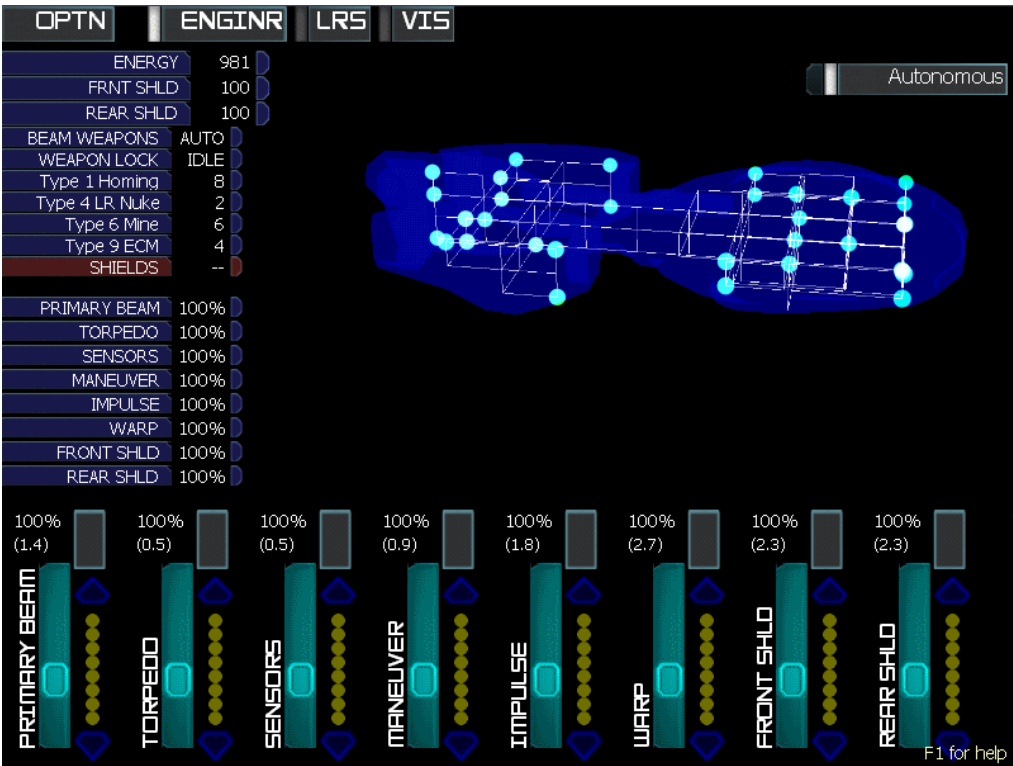


Engineering: Abilities and Responsibilities

Engineering controls the energy allocation and the Damage Control (DamCon) teams. On the middle right you see the ship with lines representing corridors, dots representing systems, and diamonds representing DamCon teams. Red dots indicate internal ship damage. You can click and drag to rotate the ship.

In Autonomous mode, DamCon teams will circulate around the ship repairing the closes damage. To direct teams to prioritize specific repairs, click on a DamCon team to select it then click on a spot on the ship to direct the DamCon team to that location. Knowing which nodes belong to which system BEFORE you get into a crisis will help you effectively repair them and save the ship.



DamCon teams can suffer casualties, if they are close to a point of the ship that is damaged by enemy fire or overloads. Replenish your DamCon teams by docking with a space station.

The eight controls on the bottom of the screen adjust how much of the ships energy goes to each system. Pumping more energy into a system will make it perform better but heat up. The power settings of one system don't affect the power available to other systems.

If a system gets too hot it will overload and burn out one of the ship's systems. Control the heat of a system by adding up to eight dots of coolant. Coolant helps keep overcharged systems cool. You only have a limited amount of coolant to share between all systems. The following table shows roughly how many units of coolant are required to keep a system cool for a given level of over-powering:

|      |      |      |      |      |
|------|------|------|------|------|
| 0    | 2    | 4    | 6    | 8    |
| 100% | 150% | 190% | 220% | 250% |

The number keys on the keyboard can be used to save and restore entire sets of power settings. To store the current energy settings, hold SHIFT and press a number key. To retrieve the setting, just press the number key. Configure a "Travel mode" with high power to warp/impulse/maneuver, and a "Red alert" mode with increased power to shields, beams, and torpedoes. Press SPACE to reset all systems to 100%.

## Energy Production and Allocation

The ship starts with 999 energy, which is used to operate the ship's systems. When the ship runs out of energy, beams and warp/jump drive, become inactive, making refueling necessary. The current energy level is displayed on the helm, tactical and engineering screens.

### Energy Production

The ship's energy can be restored in the following ways:

- Docking with a star base restores the energy to full
- Navigating over an anomaly gives a large boost to energy but can result in systems overheating
- If power to all systems to 0%, energy will recover slowly
- The Weapons Officer can convert an unloaded homing torpedo to 100 units of energy.

### Energy Consumption

All systems drain energy when their engineering power slider is set to more than 0%. This is true even if the system is not currently in use. (eg. beams drain power even when they aren't firing, engines drain power even when you're not moving, etc). The current power drain of each system is shown in brackets above the power slider.

Energy allocation affects how effectively the various systems perform, at the cost of increasing heat and total energy consumption. Energy allocation is controlled by sliders. Putting more power toward a particular system means that it performs better in one of several ways. Here is a breakdown of the effect of power allocation on the various systems:

| System              | Primary Beam   | Torpedo                              | Sensors        | Maneuver     | Impulse       | Warp       | Jump Drive                | Front or Rear Shield            |
|---------------------|----------------|--------------------------------------|----------------|--------------|---------------|------------|---------------------------|---------------------------------|
| <b>Powered</b>      | cool down rate | reload speed                         | scanning speed | turning rate | impulse speed | warp speed | warm-up and recovery time | effectiveness and recharge rate |
| <b>No Power</b>     | will not fire  | cannot be loaded, fired, or unloaded | no LRS screens | cannot turn  | no impulse    | no warp    | 30 seconds to warm up     | no shield                       |
| <b>Drain Factor</b> | x3             | x1                                   | x1             | x2           | x4            | x6         | x6                        | x5                              |

The rate of power drain depends on the following factors:

- The higher the engineering power slider, the faster the energy drain
- The following activities also drain energy:
  - Firing beams
  - Having the shields up
  - Travelling at warp. The higher the speed, the faster the energy drain.
  - Using the jump drive. Energy used =  $0.9 * \text{distance}$

The placement of coolant doesn't impact energy drain.