

As the captain, yours is the ultimate responsibility for the success of the mission. Decisive and inspiring leadership will bind your crew to a common purpose and elicit peak performance.

- **Be clear and direct.** Give concise orders, including the crew member's name or position.
- **Minimize fraternization with the crew.** While civility is always valued, don't let your feelings get in the way of what needs to be done.
- **Focus on the big picture.** Each crew member focuses on his or her immediate task. It's your responsibility to look at the ship and mission as a whole.
- **Accept input.** Your crew has valuable information and they are your only source. Listen to them.
- **Make decisions.** There's a time for weighing options and hearing suggestions, but the crew looks to you for the final word.
- **Trust your crew.** Your officers are highly trained and work best when given room to shine.
- **Set the tone.** Model the calm, optimistic, and professional behavior you'd like to see in your bridge crew.

Captain:

I've prepared an briefing of each crew member's duties to assist you on the bridge.

-Will

Communications: Taunt enemies to draw their attention. Demand surrender from damaged enemy ships. Request assistance from allies. Relay mission objectives.

Engineering: Monitor damage and repairs to the ship. Boost system performance through energy allocation.

Helm: Set bearing and velocity. Execute evasive maneuvers. Change main bridge display. Raise and lower shields.

Science: Obtain the most accurate information about distant objects. Identify unknown ships. Track shield strength and frequency and system damage on both enemy and friendly ships.

Weapons: Monitor weapon supplies. Track range of enemy and friendly weapons. Attack enemies. Change main bridge display. Raise and lower shields.

- A** The Communications Officer facilitates communication between your ship and the TSN fleet, space stations and other vessels, both friendly and hostile.
- A** Comms receives and relays distress calls, new orders from the TSN fleet and offers of assistance. In multi-ship play, Comms coordinates movement of other vessels and relays tactics and ships' status.
- A** Comms and Science work closely together, relaying intelligence briefings about enemies and other ships.
- A** On the Comms screen, select Player (in multi-ship play), Enemy, Station, Other Ship. Vessels and stations are sorted by distance. Identification & designation of unknowns appear after Science scans the vessel. Message options are displayed vessel/station once the asset is selected.

Space station status report. Comms can request more ordinance to be built, request docking, etc.

Civilian vessel status report. Will occasionally report an emergency and request assistance.

The screenshot displays the 'COMMS' interface with tabs for 'OPTN', 'COMMS', 'LRS', and 'VIS'. A 'RED ALERT' indicator is active in the top right. Below the tabs are four selection buttons: 'Player' (1), 'Enemy' (2), 'Station' (3), and 'Other Ship' (4). The main area shows several status reports:

- DS1**: Artemis, our shields are at 400 (100%). Our stores are: 19 of Type 1 Homing, 1 of Type 4 Nuke, 20 of Type 6 Mine, 0 of Type 9 EMP. We're currently building another Type 1 Homing. It will be complete in 2 minutes.
- Destroyer R33**: Our shields are at 120 (100%), 100 (100%). Patrolling this sector. Standing by to assist.
- A46**: All hands, proceed to destroy the enemy!
- R33 TSN Destroyer**: Help us help you. First, rendezvous with B45 and download some data we need. Then, rendezvous with us, and we'll give you two more nuclear torpedoes. (1 min ago)
- Transport R07**: Our shields are at 104 (100%), 104 (100%). We're moving cargo between the stations in this sector.

Sound the alarm!

TSN vessel status report

Enemy!

Joint mission offer from a TSN vessel.

- A** When an enemy is identified, your Captain may wish to draw their attention (away from a civilian vessel or towards a hazard) by issuing taunts. Enemies may ignore your taunts; but each taunt is designed to enrage a specific race. Intelligence briefs provided by Science will help you choose an effective taunt. The Captain may also request that an enemy vessel surrender. If they accept surrender, be sure to inform the captain and weapons immediately!



Engineering

The engineer makes sure the entire ship is running at peak performance and efficiency. Boost power to boost performance, but don't let systems overheat. Deploy Dam Con teams to damaged systems. For more information, see: <http://goo.gl/uG3xO3>

System Info

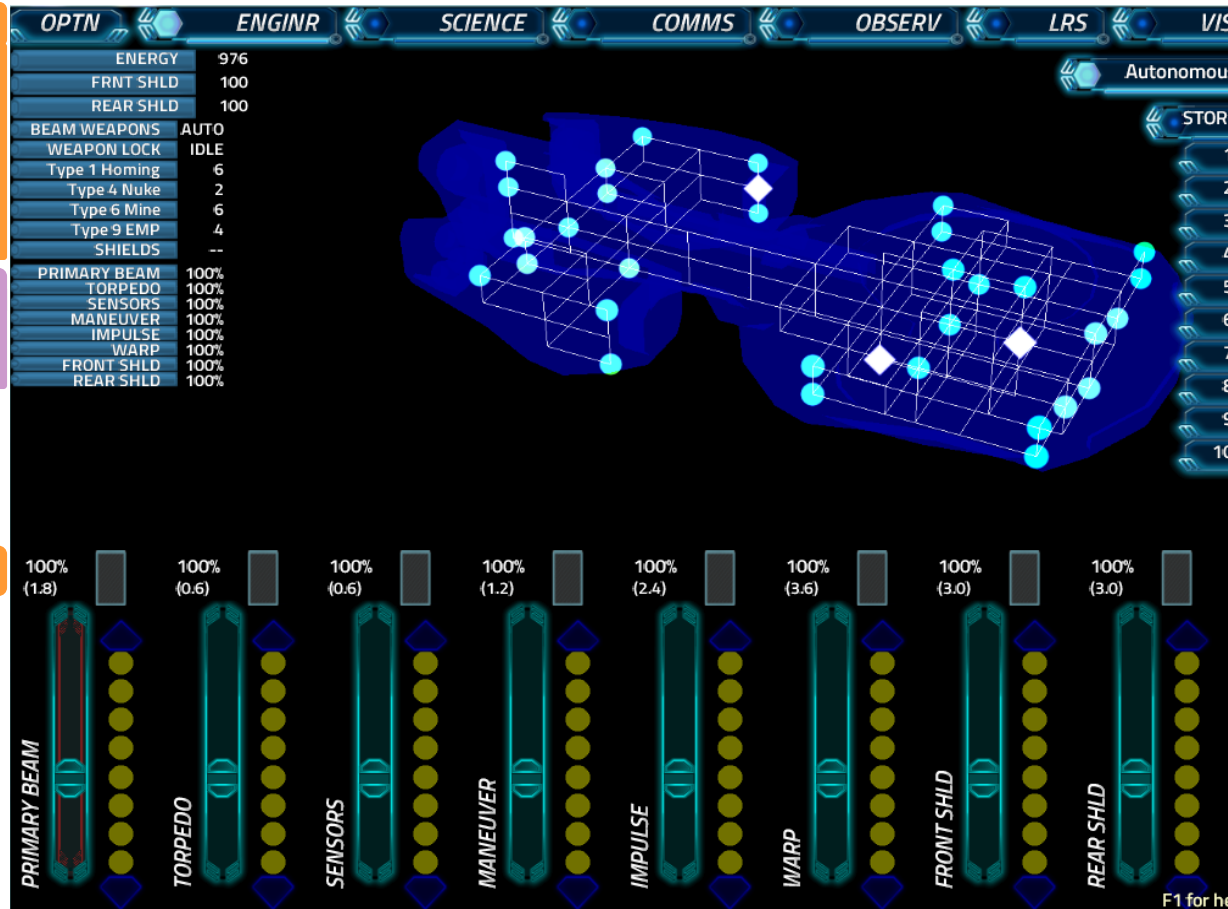
A lot of this information can be seen by other stations, but keep an eye on it just in

System Status

Shows the extent at of system damage. Systems below 100% work poorly and cease entirely at 0%.

Ship Layout

Each circle represents a room in the ship. Mouse over a room to see which system it contains. Pink rooms have been damaged. Diamonds are Dam Con teams. Click a team to select it then click a room to deploy the team. Teams will deploy to damaged rooms automatically, but can be directed specifically if desired.



Stored Settings

Click Store and then a number to save your settings. Click the number to load the settings.

Keep an eye and ear on the rest of the crew. Anticipate their actions and give power before they ask for it. If you're doing it right, everyone looks like a seasoned veteran and only you know why.

Power and Coolant Controls

The light blue sliders control power levels for each system. A setting above 100% performs better but produces heat. A setting below 100% performs poorly but conserves power. You have 8 units of coolant with which to prevent overheating. The dark blue arrows add or remove coolant from a system. White circles show allocated coolant. Tan circles show remaining available coolant. The bars above each system show temperature, ranging from green to red. When a system heats to red, it takes damage. Systems cool when power is reduced and coolant added.

Helm

The Helm officer is responsible for getting Artemis around and for the fancy flying that will keep her in one piece during combat. No pressure, but if you fly into a black hole, you will destroy the ship.



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 - in order to stop turning, you must reset the maneuvering bar to the center.

Ship only has impulse speed in reverse.

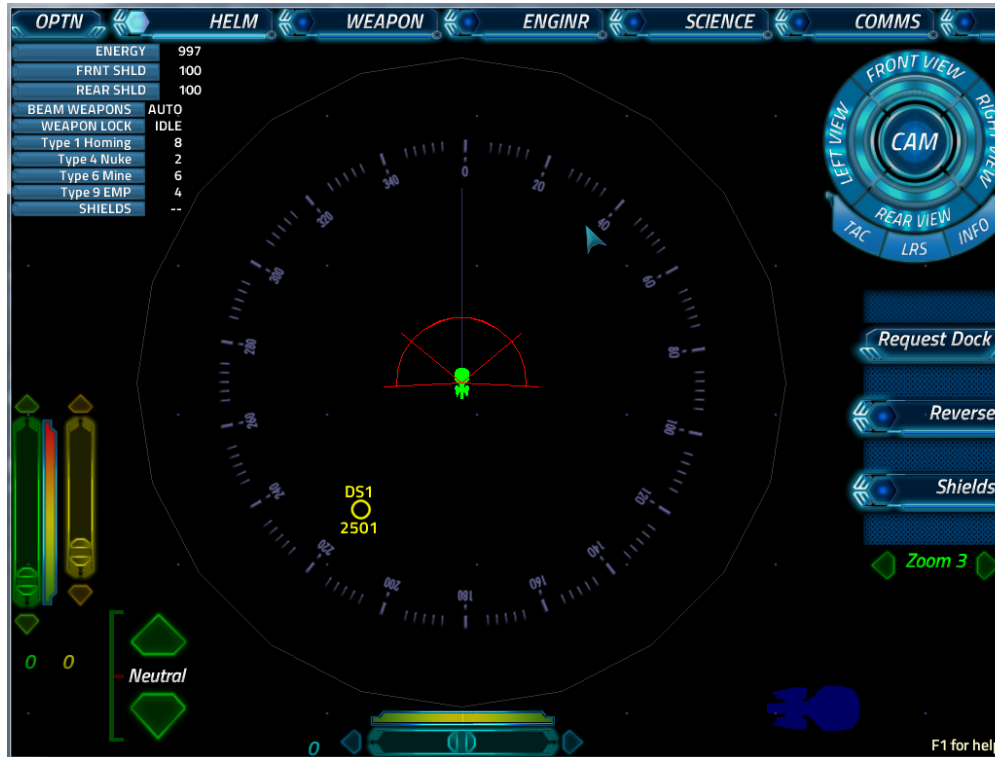
Clicking a heading will bring the ship to that heading and stop turning, give or take network lag.

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.

Space bar on keyboard = All Stop, can also be achieved by dragging impulse and warp to zero.



DOCKING: To dock with a space station move within **600 meters** and click "request dock" or hit the "R" key. The tractor beam is slow, so move in closer if you want to dock faster. To break dock simply engage the impulse or warp drive. You can't dock if there are enemy ships within 1500 meters of station.

TERRAIN: Nebulae restrict you to Warp 1 and obscure sensors. Asteroids will damage ship if you collide with them. Mines will explode if you get too close. Singularities will pull you towards them and suck you in. Most enemies cannot escape singularities.

PRO TIP : Decide in advance which station is responsible for raising shields before you start the game!

ABILITIES & RESPONSIBILITIES

Priorities:

- Set Heading
- Set impulse speed
- Set warp speed
- Use jump drive
- Initiate docking & undocking with space stations

Other stations can take care of the following if needed:

- Raise shields
- Control the main screen
- Monitor player shield strength
- Monitor player torpedo count
- Monitor player energy level

HEADING: Set by clicking on desired heading, or with the drag bars, or the left & right arrow keys

WARP: can be controlled with drag bar or more efficiently with number keys 1-4.

JUMP DRIVE: if enabled can be used by selecting a heading with the blue horizontal bar, and distance with the green vertical bar. Click initiate then confirm. Ship will jump after 10 seconds.







3D Flying: the ship can fly over and under enemies, asteroids, black holes etc. Click green up arrow to go over, green down arrow to go under.



Science


The Science officer's primary function is to scan the sector for bearings on enemy ships, friendly ships, starbases and anomalies (black holes, mines, space whales, etc.).

What You See On Your Screen

-  Purple dots or ZZ = Space Monster
- Clusters of white dots = Mines
-  Lines of orange rings = Asteroids
- Tiny flickering dots = Anomalies
-  Blue circle = Black Holes
-  Xeno = Space Whales
-  Yellow Circle = Starbase
-  Purple clouds = Nebulae

Enemy ships can hide in Nebulae!

A more difficult and interesting setting means more enemies and anomalies on your screen.

 Your ship is the **green** bug looking thing.

Enemy ships and Friendly ships can be hard to distinguish. Scan and recognize shapes. Enemies are **Kralien**, **Skaraan**, **BioMechs** and **Torgoths**.

Additional information on the enemy ships can be more entertaining than helpful.



Scanning

Scan each entity twice, the first time will give **Type of Vessel**, **Direction (DIR)** and **Range**, the second scan gives the **Beam Frequency**.

Beam Frequency will be **A B C D E**
Choose the letter with the **lowest** bar

A green circle will appear around the entity while scanning.

Zoom in on clusters of ships to scan each ship individually.

Immediately start scanning the closest contacts when game begins. Write down info on each enemy ship if that helps.

Keyboard shortcuts:

ENTER = Scan,
Y = Closest Contact,
U = Next Closest Contact,
I = Previous Contact

What to tell Captain & Helm

Enemy ship number (i.e. N26)
Type of ship (i.e. Skaraan Enforcer)
Dir (i.e. 344)
Range (i.e. 29K)
Additional ship/captain information if requested

What to tell Weapons

Enemy ship number (i.e. N26)
Front Shield strength
Rear Shield strength
Beam Frequency



WEAPONS: (for more detailed information go to <http://artemiswiki.pbworks.com/w/page/44188987/Station%20overviews>)

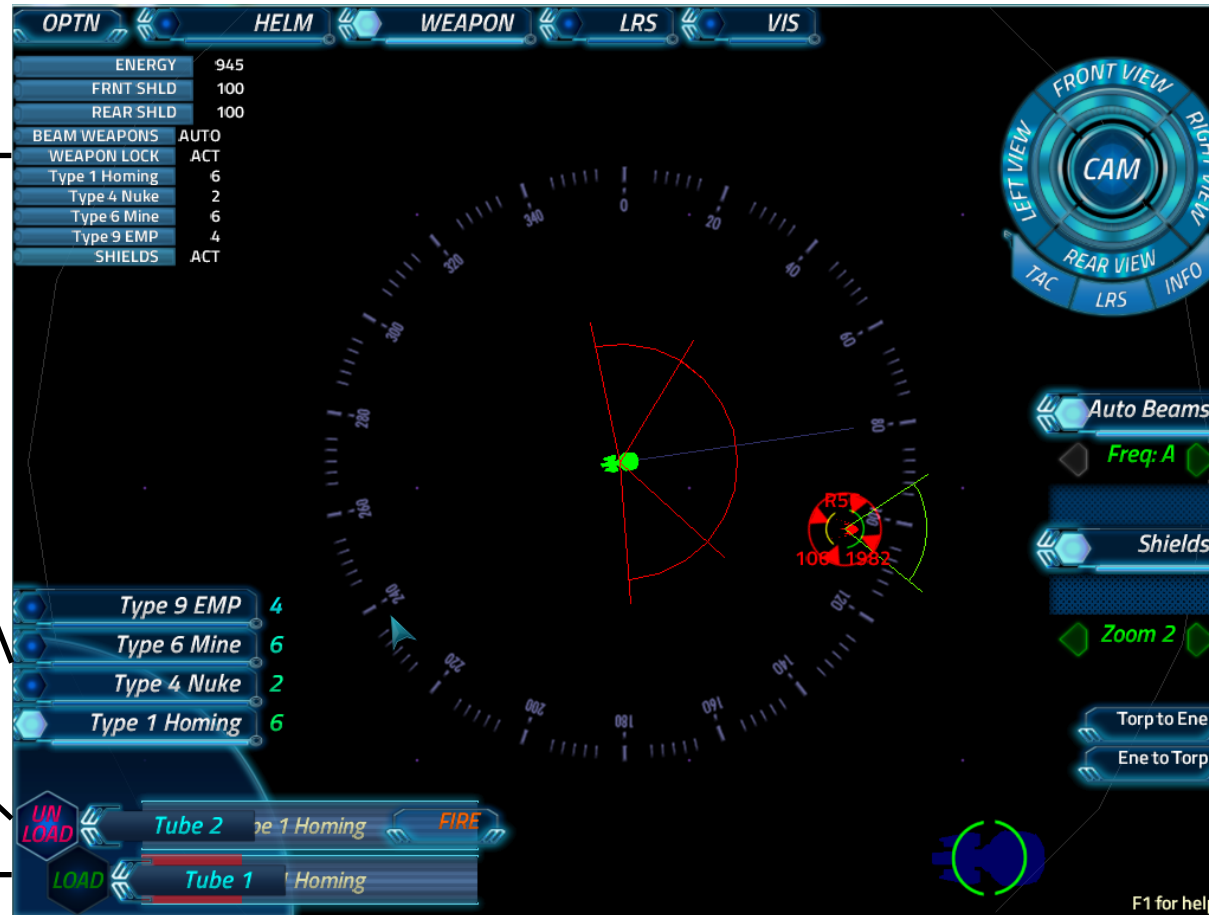
The Weapons officer's primary function is to target and fire on enemy targets. This station can also control the shields and the view on the main screen.

This menu displays statuses for ship systems. Much of it is redundant information.

This menu displays the status of your **munitions storage**. Homing missiles are currently selected for loading.

Tube 2 is currently loaded with a homing missile. Note the orange **fire** button. Tube 1 is currently **loading** a homing missile.

Try to give a **verbal alert** before you fire a weapon or load a missile tube. If your Engineering officer is able, they can speed these tasks. Less waiting, more explosions!



This menu allows you to change the **Main View Screen**. This does not change your screen. **Helm** also has this function.

Turn off **Auto Beams** for targeted fire. Ask **Science** for ideal **Beam Frequency**.

The **Shields** are currently engaged. **Helm** also has the ability to control shields.

Homing torpedoes can be created from ship's energy stores, or converted back into ship's energy.

Pink spots indicate areas of ship damage. This is Engineering's problem.

Your ship is green and always located in the **center** of your view. The red arc indicates your beam range. **Enemies are red**, but only after science has scanned them. Everything else is a distraction.

It is best to acquire a lock on a target before firing. A weapons lock is currently engaged on the enemy ship, which is outside of beam range. A **targeting lock** is acquired by clicking on the enemy.

If you target an enemy ship that is within your red beam range and you have **Auto Beams** disengaged, you will have access to a new view offering you control of **targeted Beam** firing. In this view, green indicates that your beams are fully charged.