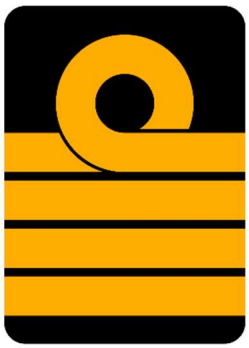
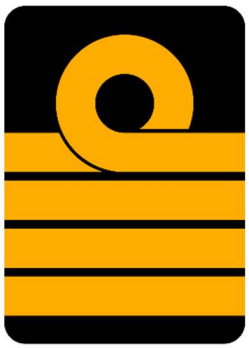


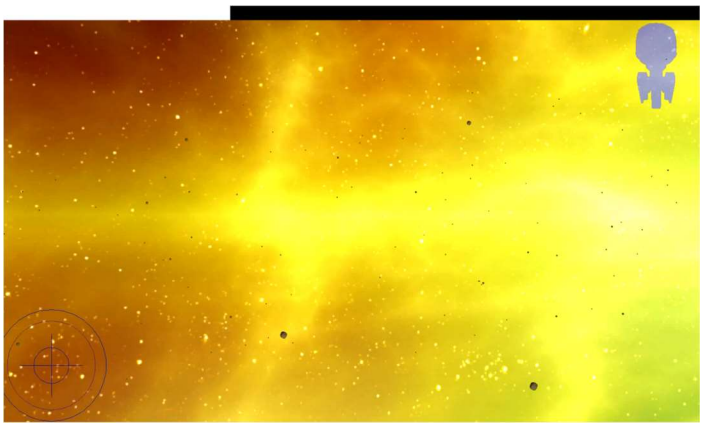
Artemis

CAPTAIN

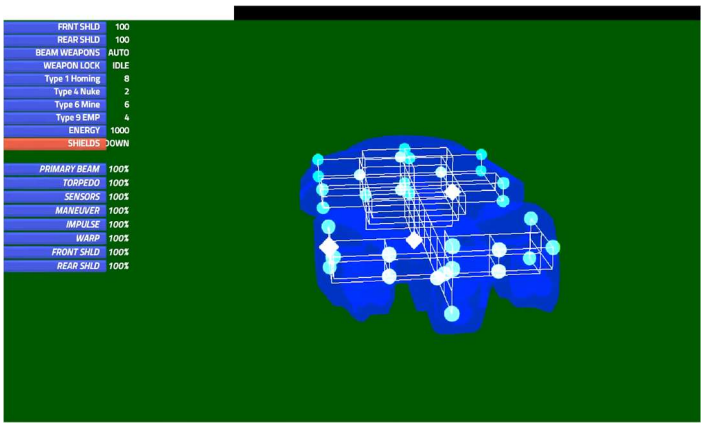


Main Screen Views (requested from Helm or Weapons)

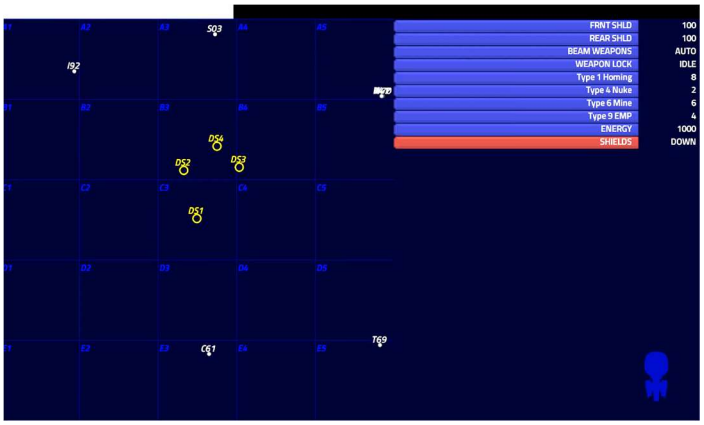
Front, Left, Right, Rear, Cam



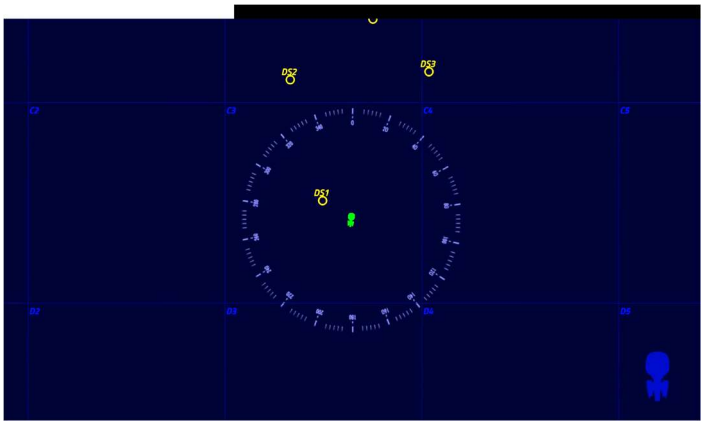
Info Screen (See damage)



LRS (Long Range Scanner)



TAC (Tactical Screen)



"Aye, Captain" : Ask your crew to acknowledge orders.

"{Station}, {Order}" : Call your crew by station name, and *only* give orders when preceded by their callsign

HELM: Set Speeds(Warp + Impulse) & Heading. They also set your screen, shields and request docking.

WEAPONS: Load Tubes with torps, convert spare torps to & from energy, lock on target. Also set your view.

SCIENCE: Details on ships. Get bearings, distances & intel from science. Anything of interest on map.

COMMS: Will tell you enemies taunting us, available missions, requests for help. You can ask to send taunts, request weapons to be made, and request docking, check stock levels for nukes at certain stations. They can also issue commands to friendly ships.

CAPTAIN
LIGHTING GUIDE

The lighting of Artemis can also give you some hints

There are three main lights that give you important information:

The Left Vertical Bar

This shows your ships current energy level.

All green is fully charged, all red and pulsing means you are under 20%

The Right Vertical Bar

This is your hull integrity.

If you start seeing red on here act fast as you are taking structural damage. Full red is imminent destruction.

If you see a purple/orange light ascending to the heavens, one of your damcon team members has died.

If it shows some orange lights immediately before this, it was due to a system overheating (engineers fault)

The Centre Horizontal Bar

Left is Front Shields, Right is Rear Shields.

Bright blue is full shields. If they start pulsing continuously they are overheating.

If the shields are hit by anything they will flicker.

If there is a blinking red light in the centre, one of your systems is overheating.

If the full bar flashes 5 times, you have just been hit by something:

Yellow is a collision (Helm!), Red is an Enemy Ship, Purple is Lightening

There are ore lighting cues, but you should be able to figure them out.

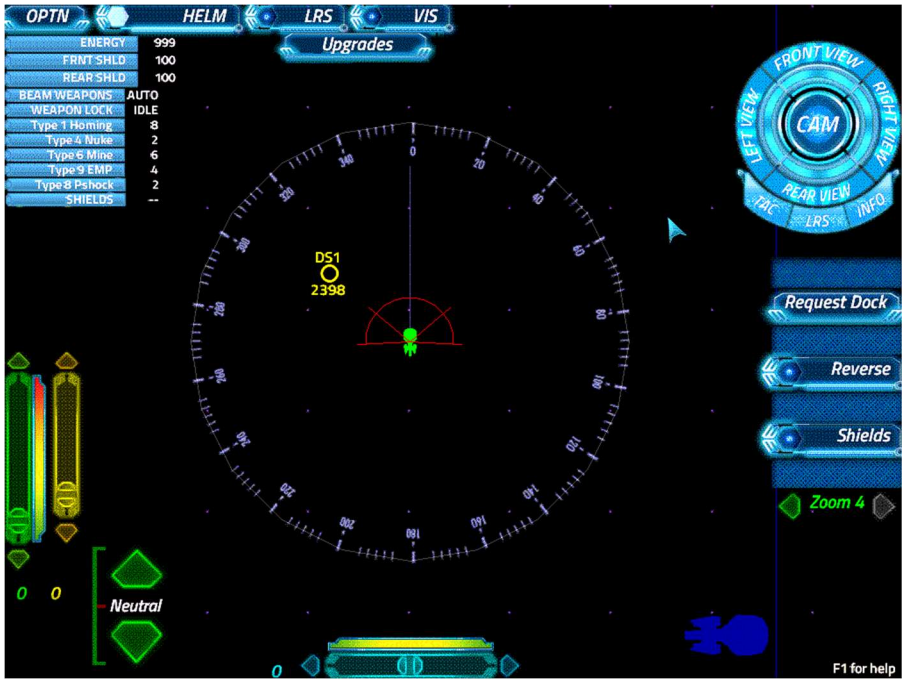
HELM

Energy Level

Shield Level

Torpedo Count

Warp and Impulse Speeds



Controls what screen the captains view.

Initiate Docking

Go Backwards

Shields On/Off

You can zoom in and out the main window area

Climb/Dive

Direction

Damage

You set speed and direction. There is height too but not really used.

At the top of the screen LRS and VIS changes your view only.

You can also raise shields and set the Captains view.

Tips

- Clicking a heading in the circle will bring the ship to that heading and stop turning.
- Ships make tighter turns at lower speeds.
- For fast turn ask engineering for boost to manouvering
- Flickering pixels are anomalies and will give you 1000 energy
- Nebulas restrict speed to warp 1.

HELM
COMBAT MANEUVERS

- **The J-hook** is a simple technique.
    i. raise shields, since you're going to pass the enemies closely
    ii. warp past the enemy and then drop to impulse
    iii. coordinate with the engineer to perform a High Energy Turn back towards the enemy you just passed
    iv. warp right up to the enemies' back door

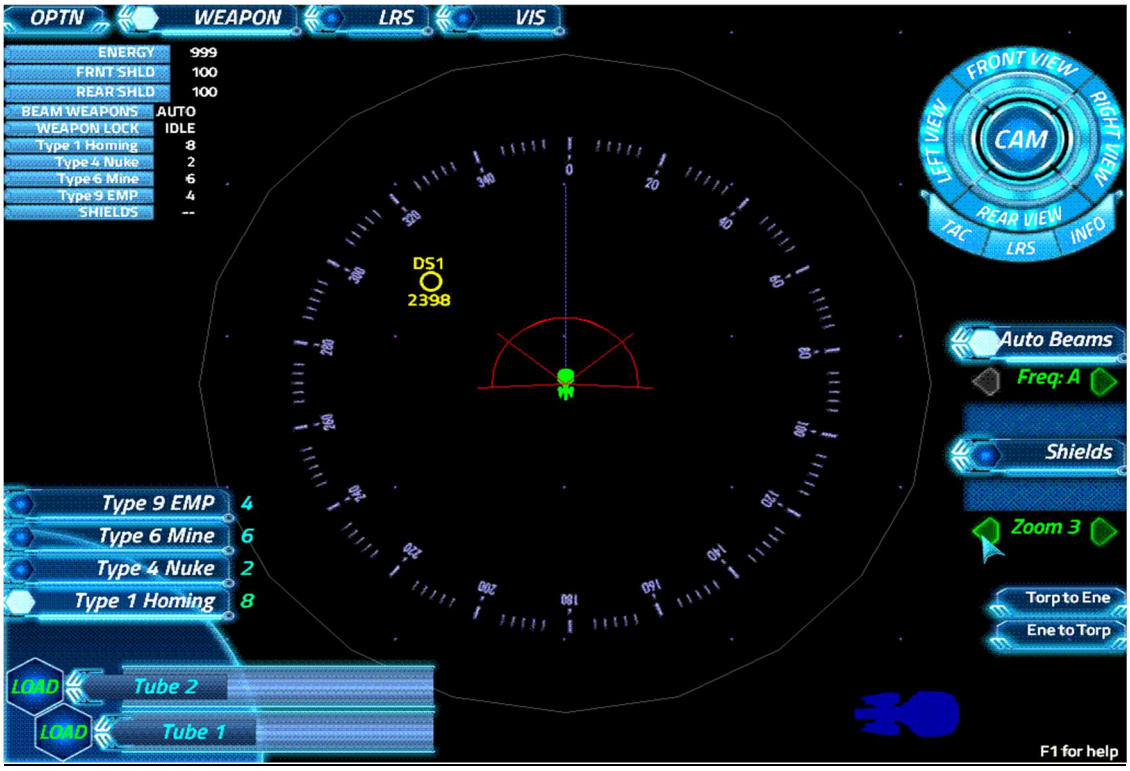
- **Kiting** takes advantage of the enemy AI, which will generally head in a straight line towards the Artemis. Use this to lead enemies into minefields, asteroids, space monsters or even singularities.

- **Monster-baiting** is a dangerous technique but one which can pay dividends if used correctly. Fly at a medium warp factor past a space monster and keep your shields up - it will start following you. Fly near or through an enemy formation and increase warp to disengage. The space monster and enemy ships will often start attacking each other while you deal with other matters.

- **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. (this will not damage the hull or shields of either ship, although some monsters deal damage in this way)

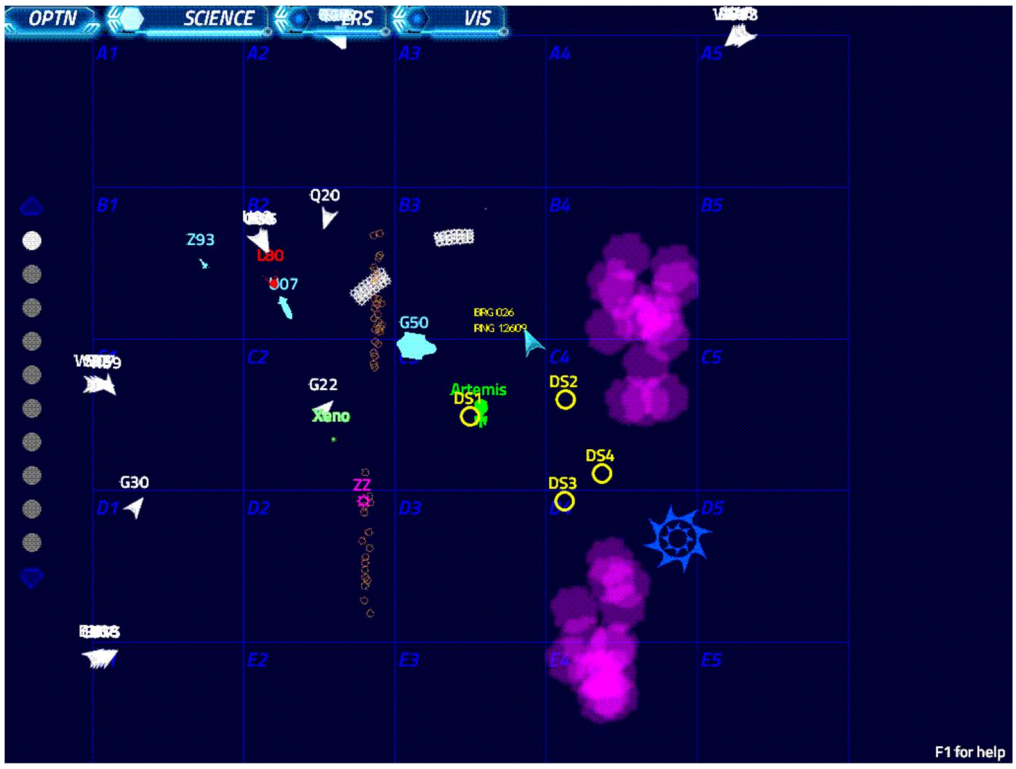
- **Hovering** close to a singularity is possible if you face away from it just outside the blue ring on the display, and engage approximately quarter impulse. Experiment to find out what works for your position and ship. You can also use the fact that the singularity pulls you towards it to make tighter turns. This technique is particularly useful in PvE because the AI is not good at dealing with singularities, though beware of Skaraan ships jumping away from the event horizon!

WEAPONS



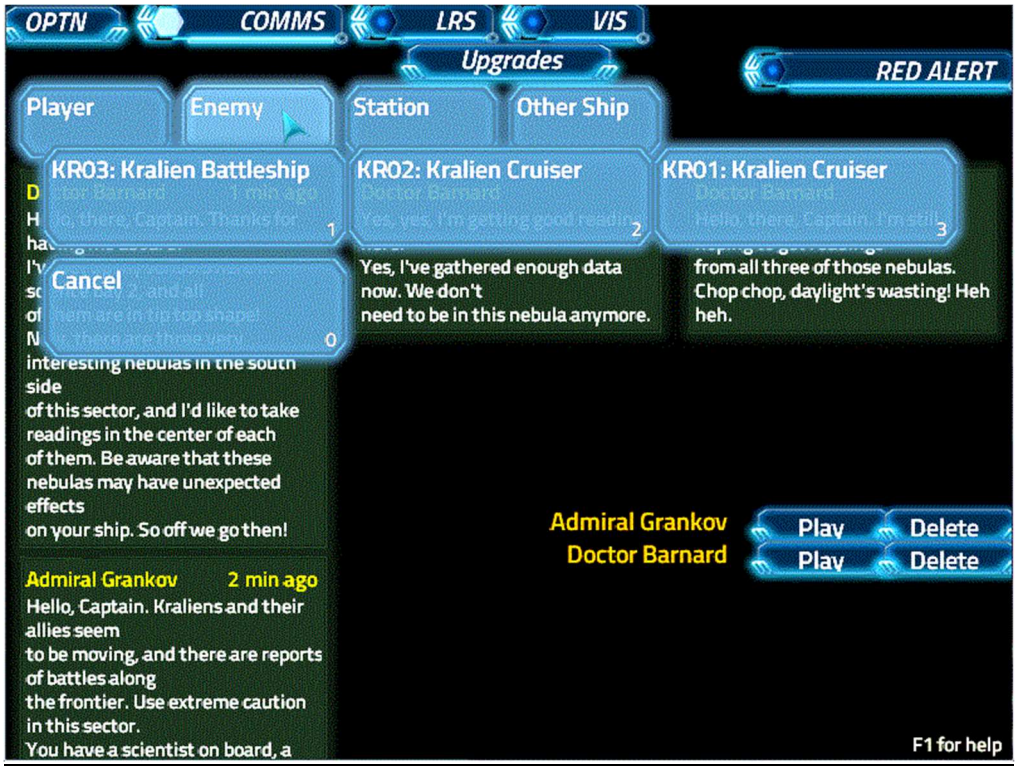
- Set Captains Cam with the top right control.
- Beams will only fire if a ship is targeted.
- Adjust Beam Frequency based on intel from Science.
- Raise / Lower Shields.
- You can convert unused torpedos into 100 energy if the ship needs it.
- Or convert 150 energy into torpedoes.
- Load/Unload tubes Fire weapons/Deploy mines
- Red arc shows range of beams. Target ships by clicking on them.
- Nukes and Torpedoes have a range of 5400.
- Nukes blast radius is 1000m and are the most deadly.
- EMPs take down shields in explosion radius.
- Ask engineering to put more power to torpedoes for faster loading.
- Turning off Auto Beams allows you to target specific areas of enemy ship.
- Indestructible means indestructible. If target says this, it is.

SCIENCE



- Distance and bearings to Shps/Bases/Enemies/Monsters/Friendlies/Anything.
- Science can see ships that have the ability to hide from Long range Scan.
- Scan unidentified objects to get information.
- Scan again to get more information.
- Find enemies shield frequencies to give to weapons.
- Get info on enemies ships captains to give to comms for best taunt etc...
- Bearing and heading will always show on cursor.
- Cruisers are weakest, Battleships are in the middle, Dreadnoughts are the strongest.
- Asking engineering to increase power to sensors will increase scan speed.
- Preempt and scan. You will see more than the captain so keep him updated on enemy clusters etc.

COMMS



PLAYER: is for other players (real life players in other ships)

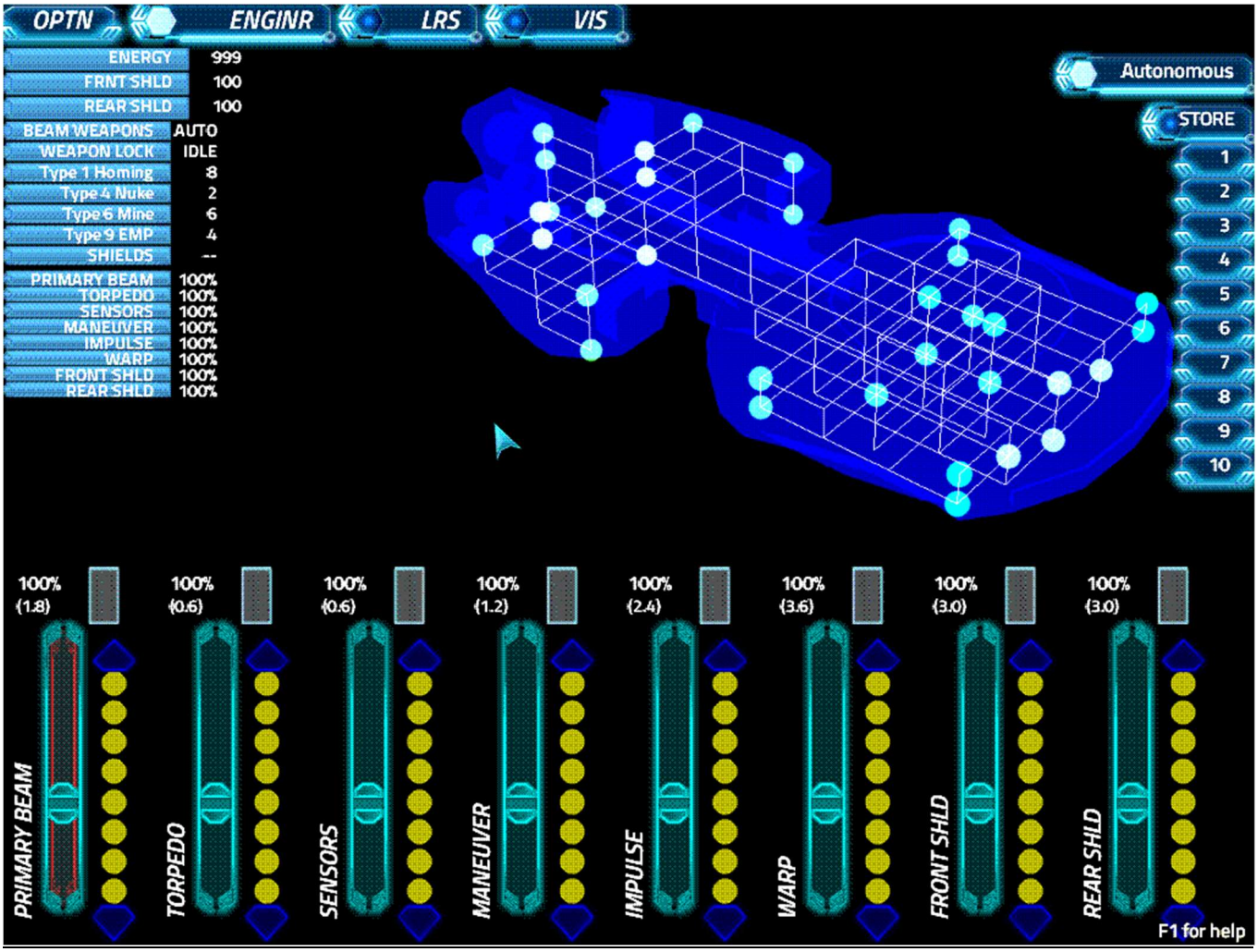
ENEMY: is for the red targets for taunting and requesting surrender

STATION: is for ordering stock and requesting docking (quicker docking)

OTHER SHIP: is for our friendlies.

- Contact stations to request specific weapons and get current stock levels.
- Request docking to make docking faster.
- Contact enemies ships to request surrender or taunt.
- Find out from science what taunt to use to bring ship to us.
- Contact friendly ships to issue commands (Head here, Engage this baddy, Defend this)
- Comms also gets replies, status updates, request for help, missions.
- Set Red Alert on Captains command.

ENGINEERING



- Set power levels – systems above 100% will generate heat.
- When increasing power, coolant can be applied to prevent overheating. .
- There are 8 units of coolant that can be shared across the systems.

  Click on the yellow pips to lower and raise.
- Monitor shield levels and energy levels.
- Damage Control - click on the team.

  (click on diamond, then on the location for them to focus on)
- If a damage team is in an area that gets hit, they can get injured or killed.

Artemis

ENGINEERING POWER CHARTS

System	Function when powered	No Power	Energy Drain
Primary Beam	Affects beam cooldown rate.	Beams will not fire.	x3
Torpedo	Affects tube reload speed.	Tubes cannot be loaded, fired, or unloaded.	x1
Sensors	Affects science scanning speed.	Long Range Sensors screens are unavailable.	x1
Maneuver	Affects turning rate.	Ship cannot turn.	x2
Impulse	Affects impulse speed.	Ship cannot use impulse.	x4
Warp	Affects warp speed.	Ship cannot use warp.	x6
Jump Drive	Affects jump warm-up and system recovery time.	A jump requires 30 seconds to warm up.	x6
Front Shield	Affects shield effectiveness and recharge rate.	Front shield cannot be raised.	x5
Rear Shield	Affects shield effectiveness and recharge rate.	Rear shield cannot be raised.	x5