

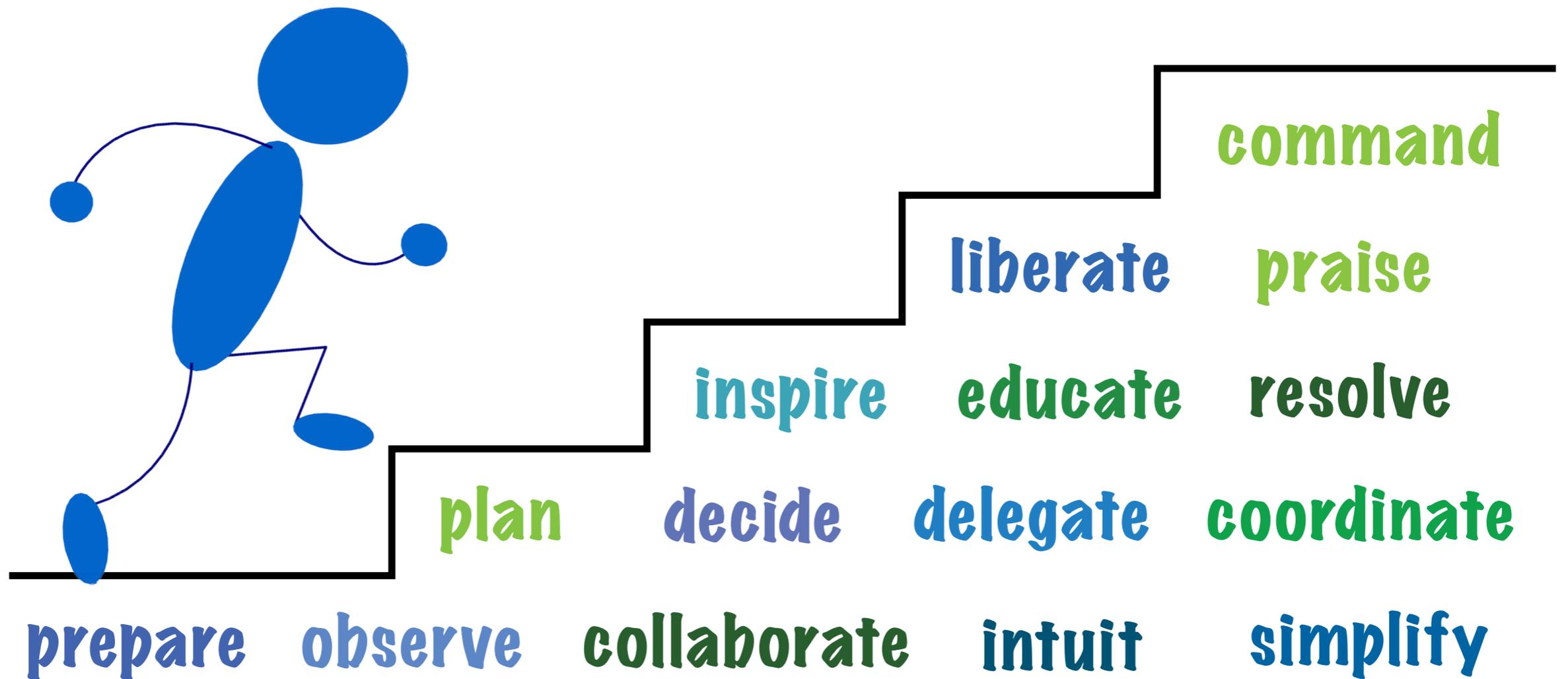


Artemis Spaceship Bridge Simulator

CAPTAIN

It's not just about telling people what to do.

steps to good captaining



GOALS

- Primary:
Crew has fun. Artemis is more fun with a full crew, so make sure your crew has fun so they come back and play again.
- Secondary:
Crew gains skill. Artemis is more fun with a skilled crew, so help people become skilled.
- Tertiary:
Mission success. Artemis is more fun when the mission succeeds (whatever the mission is - save stations, save friendlies, stay alive, kill all enemies, complete custom mission).

While the primary goal is to have fun, definition varies widely, and it's your job to figure out what needs to be done to accomplish that goal. Are the expectations "military role play", "star trek spoof", "super efficient kills", or "teach me how to play"?

LEADERSHIP

“Adapt to your crew. Do not expect your crew to adapt to you.”



HOW TO BE A GREAT CAPTAIN

OVERVIEW

PART 1 Slides 6-14

- **Basic Knowledge**
- **Characteristics**
- **Be a Leader**
- **Prepare**
- **Situational Awareness**
- **Community**
- **How to Level Up**
- **Quotes From Crew**

PART 2 The Rest of the Slides

- **Siege Analysis**
 - **Version 1**
 - **Version 2**
- **Double Front Analysis**
 - **Version 1**
 - **Version 2**

BASIC KNOWLEDGE

- **Know the Ship Consoles**

You don't have to be an expert, but you need to be able to answer questions and be a backup if the crew member needs to step away.

Helm, Weapons, Engineering, Science, Comms, Fighter.

- **Know Combat Tactics and When to Use Them**

Don't rely on just one, two, or three maneuvers. EMP+Nuke(s), EMP+Mine(s), Homing, Beams, PShocks. Be able to stack attacks into elegant combinations.

“Don't forget, captaining decisions and tactics are highly dependent on type of ship.”

CHARACTERISTICS

- **Be Direct**

Give clear, decisive, concise commands. Show confidence in the face of indecision.

“Helm, set heading 230. Warp 1.”

State your expectations and of the crew and standard operating procedures at the start.

“Comms, don’t taunt unless specifically directed; we’re going to need them later.”

- **Be Responsible**

If it goes wrong on your ship, it’s your fault. Crew skill, crew preparation, crew coordination, crew motivation, crew loyalty - you are responsible for creating and maintaining these. Use the crew’s skill level (whatever that is) to succeed.

- **Be a Role Model**

Have integrity. Speak your truth quietly and clearly and listen to others. Be competent. Inspire.

- **Be Consistent**

Use the same words when giving orders. Don’t micromanage a crew member and then expect the crew member on that console to use initiative.

“Weapons, raise shields.” is different than “Weapons, whenever we enter combat range, I expect you to raise shields without waiting on my order.”

BE A LEADER

- **Coordinate**

Encourage crew to talk with each other and state their station needs.

“Weapons, request power to torpedoes when you are loading.”

Encourage crew to provide needed services without being asked.

“Engineer, when you see the ship turning on Main, boost power to Maneuver.”

- **Delegate**

Focus on overall strategy; don't get lost in the details.

“XO, take the ship to sector A2 and kill that enemy group with beams.”

Use your crew's skills.

“Helm, call the mine drop. 2 mines.”

- **Motivate**

Praise in public, critique in private. (Some communities prefer public feedback so everyone can benefit - understand the expectations.)

“Weapons, nice job getting that incoming missile.”

- **Teach**

Provide timely tips for less experienced crew.

“Weapons, you can toggle auto-beams with the ‘B’ key instead of pushing the button.”

Feedback is necessary for people to gain skill, but don't insult the player, and certainly not publicly.

PREPARE

- **Know the Mission**

Where are you going? What are you doing? How long do you have? Share this with the crew.

- **Know your Ship's Capabilities**

How many tubes? What type of weapons? What are the beam arcs? How strong are the shields?

- **Know your Crew**

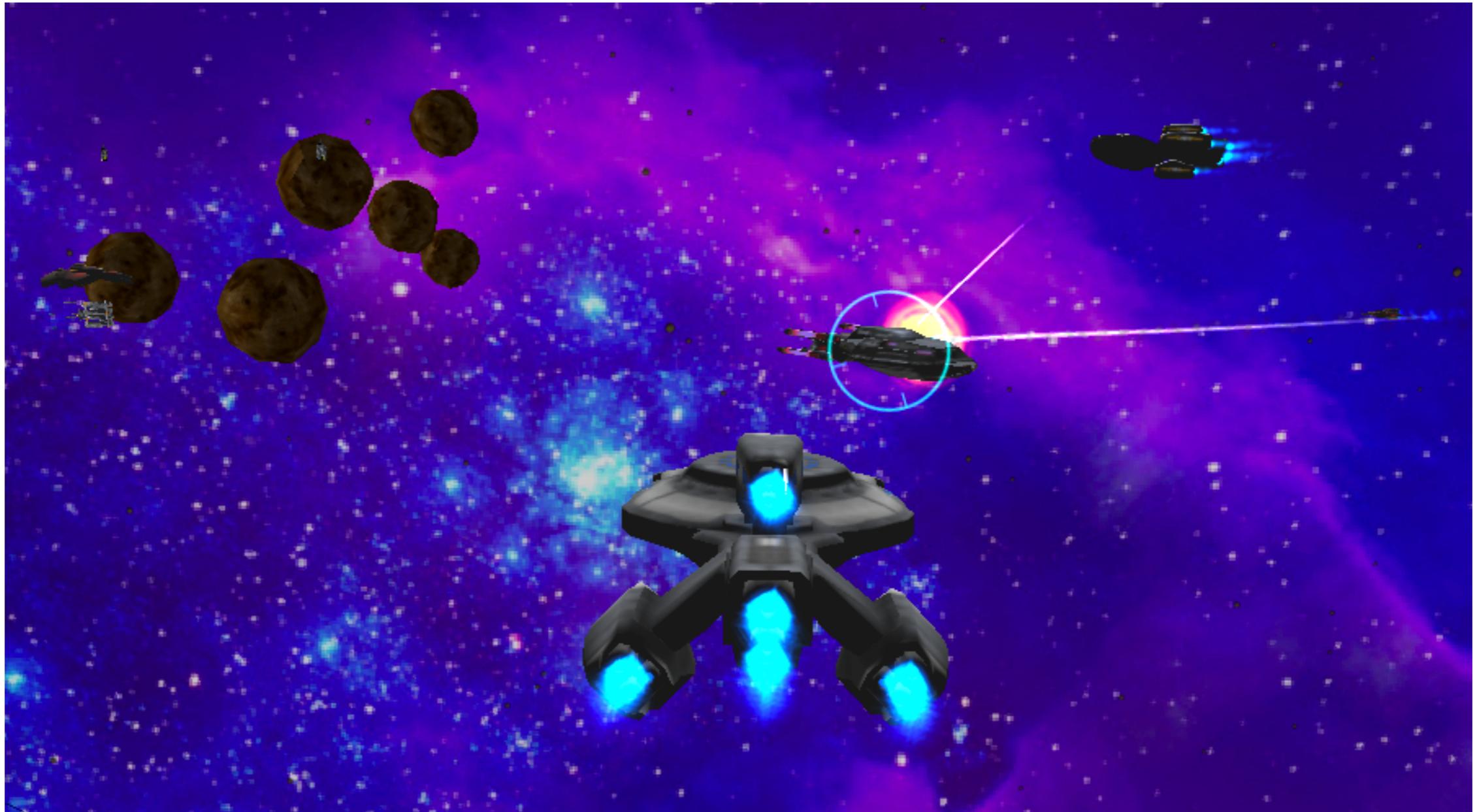
How skilled are they? How fast do they respond? What sort of communication style works best for them? What can you do to give them the most game fun? What maneuvers are they capable of performing? How long does it take for Helm to respond to a “get us out of here!” order when the ship is taking too much damage? Which of your crew are using multiple screens and will have more information available to them?

- **Communicate your Plan**

Your crew will perform better if they know what to expect and what you expect. Designate a 2nd officer who can take over if you have to leave suddenly.

AWARENESS & STRATEGY

*“Two sides of strategy: Knowing it and executing it.
And all the strategy in the ‘verse ain’t gonna help you
if you ain’t aware of your ship, crew, and the big picture.”*



SITUATIONAL AWARENESS

- **Analyze the Big Picture**

What's the most immediate threat? What are the next 3 threats? Where are the best places to deploy your heaviest ordnance? Is there useful lethal terrain?

- **Plan Your Ship's Flight Path**

What are your 3 next steps? When are you going to refit at a base? Try not to let the crew wait on orders.

- **Always Know Your Ship's Status**

How much energy remains? How much ordnance remains? What damage does the ship have?

- **Work With Other Ships When Available**

Are there friendly ships that can be directed? Can you form a battle group? What joint tactics can be used with multiple ships?

- **Be Flexible**

The map is always changing. Adapt and plan constantly.

COMMUNITY

- **Contribute, build, engage.**

Use forums, chat channels, attend meetings and events. You'll gain tips, techniques, find crew, and be able to share your own ideas.

- **Perform Your RPG Duties**

Follow the protocols and procedures of the community you are playing with.

Examples from TSN (outdated – get the current from TSN's admins):

“Should any ship outside of another ship's combat zone need to move into that combat zone, they must report to the captain that they want to enter their combat zone, whether in the same battlegroup or in separate battlegroups.”

<https://docs.google.com/document/d/1IOifub03qtDGx5194YH2M8ocs0PXWfhcEVqTUZ9n9tc/edit>

“The Command Officer has a number of clerical duties to attend to. These duties include recording audio mission logs, reviewing mission reports and maintaining officer's records.”

https://docs.google.com/document/d/1nz_-fAGrC1-XyFCbkE-kLjO5CApdFhFnuXIar3_TDrk/edit

HOW TO LEVEL UP

- **Study and Practice Leadership Skills**

<http://www.inc.com/peter-economy/top-10-skills-every-great-leader-needs-to-succeed.html>

- **Study and Practice Communication Skills**

<https://www.thebalance.com/communication-skills-list-2063779>

<https://www.kent.ac.uk/careers/sk/communicating.htm>

- **Study and Practice Combat Strategy**

[https://docs.google.com/document/d/](https://docs.google.com/document/d/1BK1efor3SRDK2AA6JN18f51m4p09BLyETEZNGwXzuY4/edit#)

[1BK1efor3SRDK2AA6JN18f51m4p09BLyETEZNGwXzuY4/edit#](https://docs.google.com/document/d/1BK1efor3SRDK2AA6JN18f51m4p09BLyETEZNGwXzuY4/edit#)

- **Memorize the Kneeboards**

http://cattail.nu/artemis/artemis_kneeboards.pdf

“Competency will build your own confidence and your crew’s trust.”

QUOTES FROM CREW

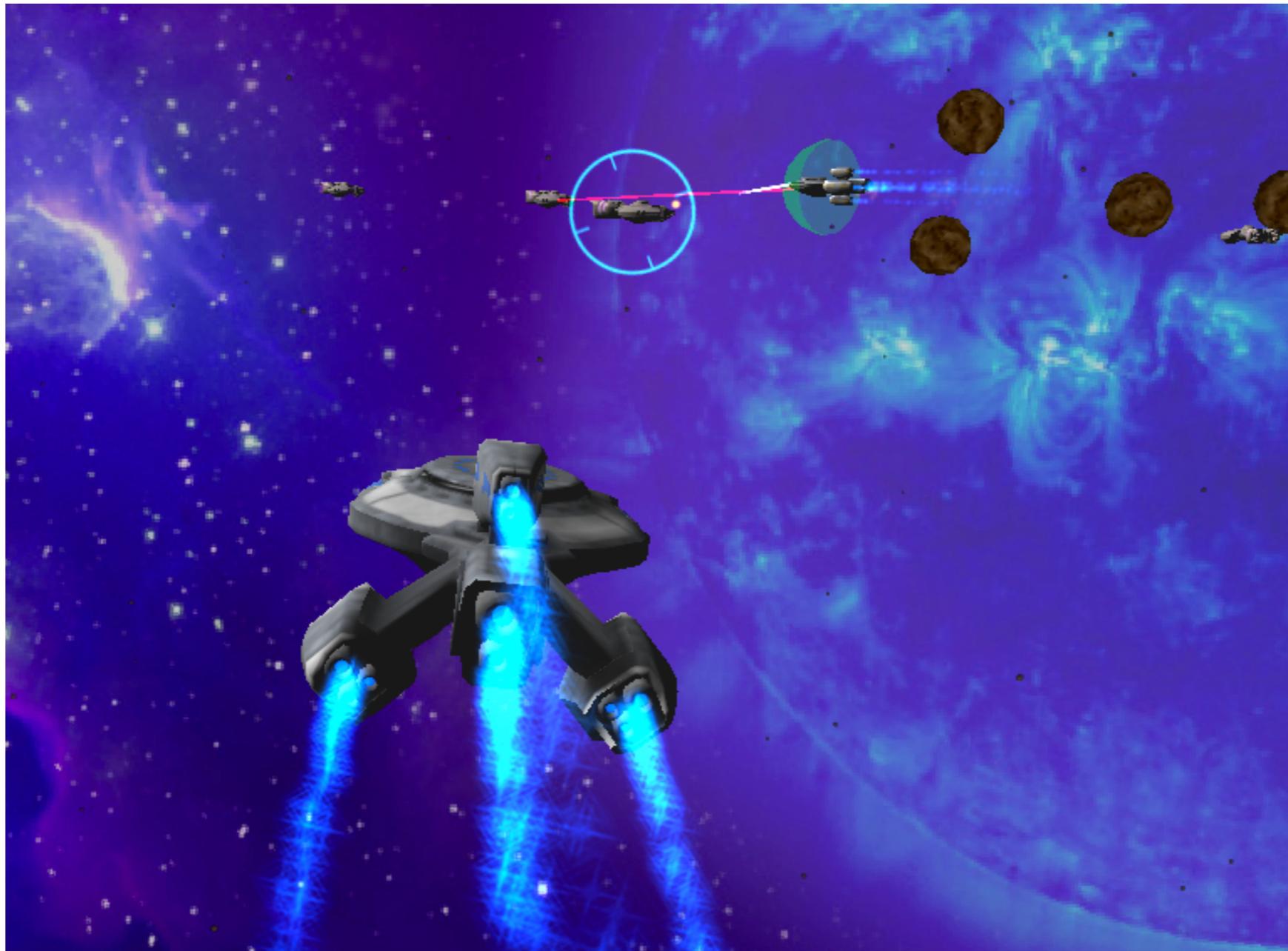
“One of the things I like about the captains I've served with is when they don't micromanage. It's great when a captain gives the crew an idea of his/her tactical strategy and lets the crew implement it, with the captain providing nudges as the encounter unfolds. Of course, that's dependent on the ability level of the crew.”

“How to be a captain: Don't suck, and don't lose your ship. Hundreds of lives are counting on you, not including those poor souls on the space station that are probably exploding as you're having an existential in the ready room.”

“The most important part of being a Captain is being able to read the scenario and plan in advance, in an ever moving scene, the priority that you should execute now and afterward.”

“As long as your officers actually know what they are doing you should not order them around too much. You just give them the gist of what should be done at that very moment and they do it. At no moment do you have direct control.”

SIEGE ANALYSIS



SIEGE ANALYSIS - SHIP

The screenshot displays a ship's status and weapon loadout. On the left, a status panel shows:

ENERGY	997
FRNT SHLD	100
REAR SHLD	100
BEAM WEAPONS	AUTO
WEAPON LOCK	IDLE
Type 1 Homing	8
Type 4 Nuke	2
Type 6 Mine	6
Type 9 EMP	4
Type 8 Pshock	2
SHIELDS	--

Below this, a weapon loadout menu shows:

- Type 8 Pshock 2
- Type 9 EMP 4
- Type 6 Mine 6
- Type 4 Nuke 2
- Type 1 Homing 8

At the bottom, two weapon tubes are visible:

- LOAD Tube 2
- LOAD Tube 1

On the right, a circular radar display shows a target labeled 'DS2' at the 90-degree mark. The radar has a scale from 0 to 360 degrees and a range scale from 0 to 300. A green arc indicates the ship's field of view.

You are flying a standard light cruiser.

You can expect to refit for energy approximately every second combat, depending on engineer efficiency. Close combat will be better served with energy to beams/shields than beams/shields/maneuver, unless the enemy has HET.

SIEGE ANALYSIS - RESOURCES

DS1 Terran Industrial Base

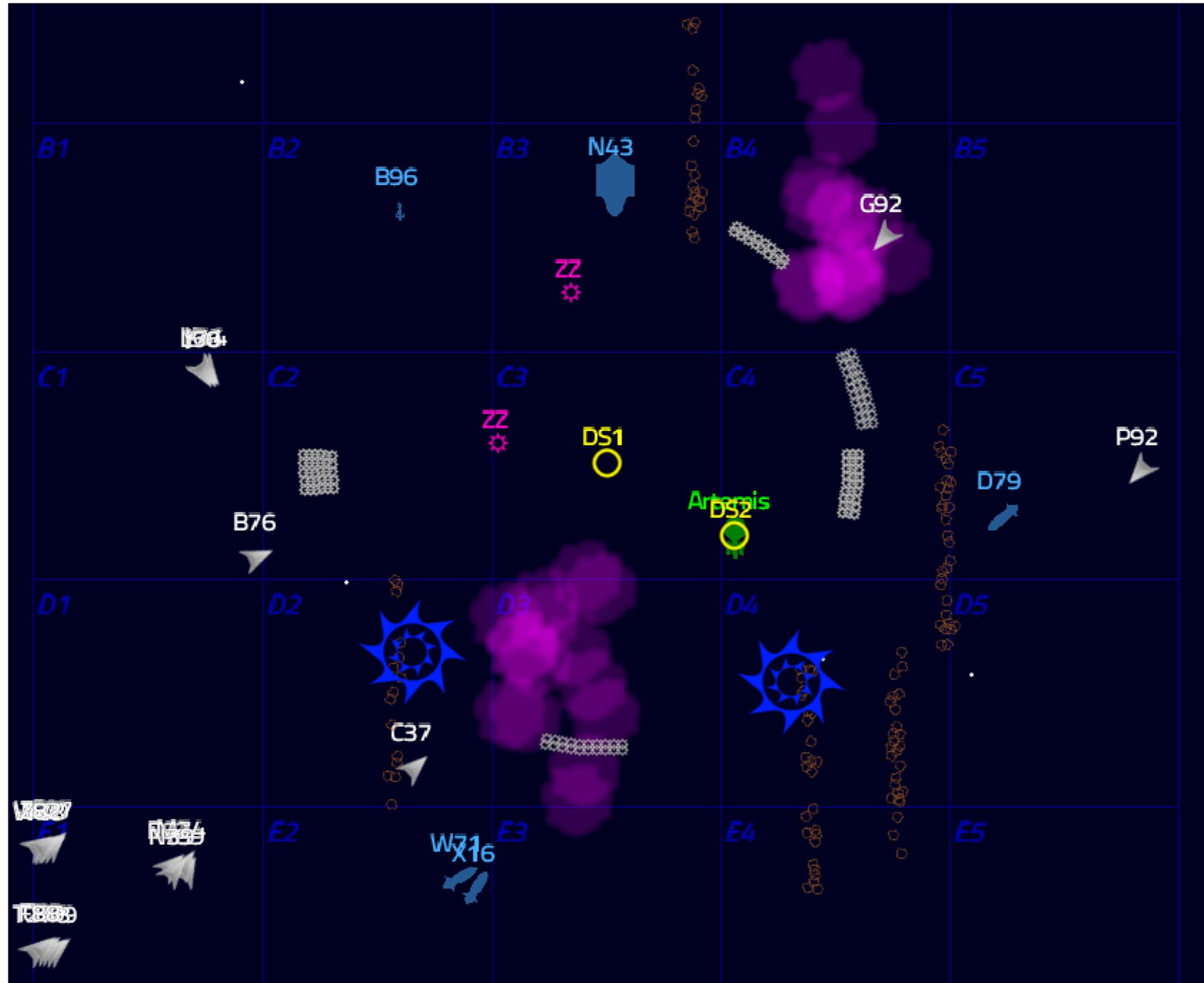
Artemis, our shields are at 400 (100%). Our stores are:
20 of Type 1 Homing
1 of Type 4 Nuke
20 of Type 6 Mine
12 of Type 9 EMP
0 of Type 8 Pshock
and 6 replacement fighters.
We're currently building another Type 1 Homing. It will be complete in 3 minutes.

DS2 Terran Command Base

Artemis, our shields are at 800 (100%). Our stores are:
29 of Type 1 Homing
0 of Type 4 Nuke
13 of Type 6 Mine
4 of Type 9 EMP
0 of Type 8 Pshock
and 4 replacement fighters.
We're currently building another Type 1 Homing. It will be complete in 3 minutes.

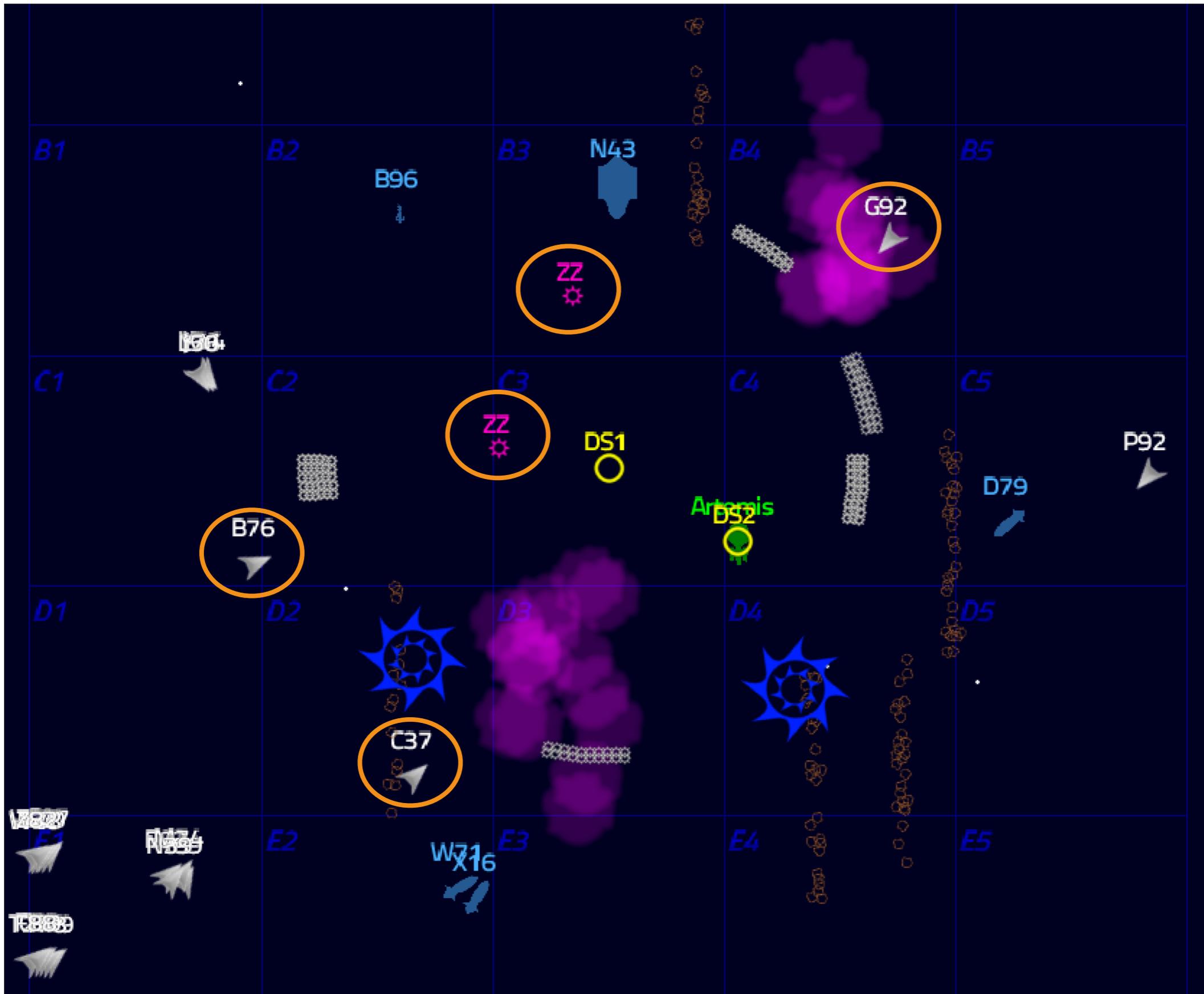
You have 3 nukes available (2 on your ship, 1 at stations), 20 EMPs, 39 mines. If the stations build nukes, you might get 2-4 more, depending on how long the mission lasts. You also might get lucky and get a nuke mission (probability is higher if Comms can keep the friendlies alive and moved to a station).

SIEGE ANALYSIS - MAP



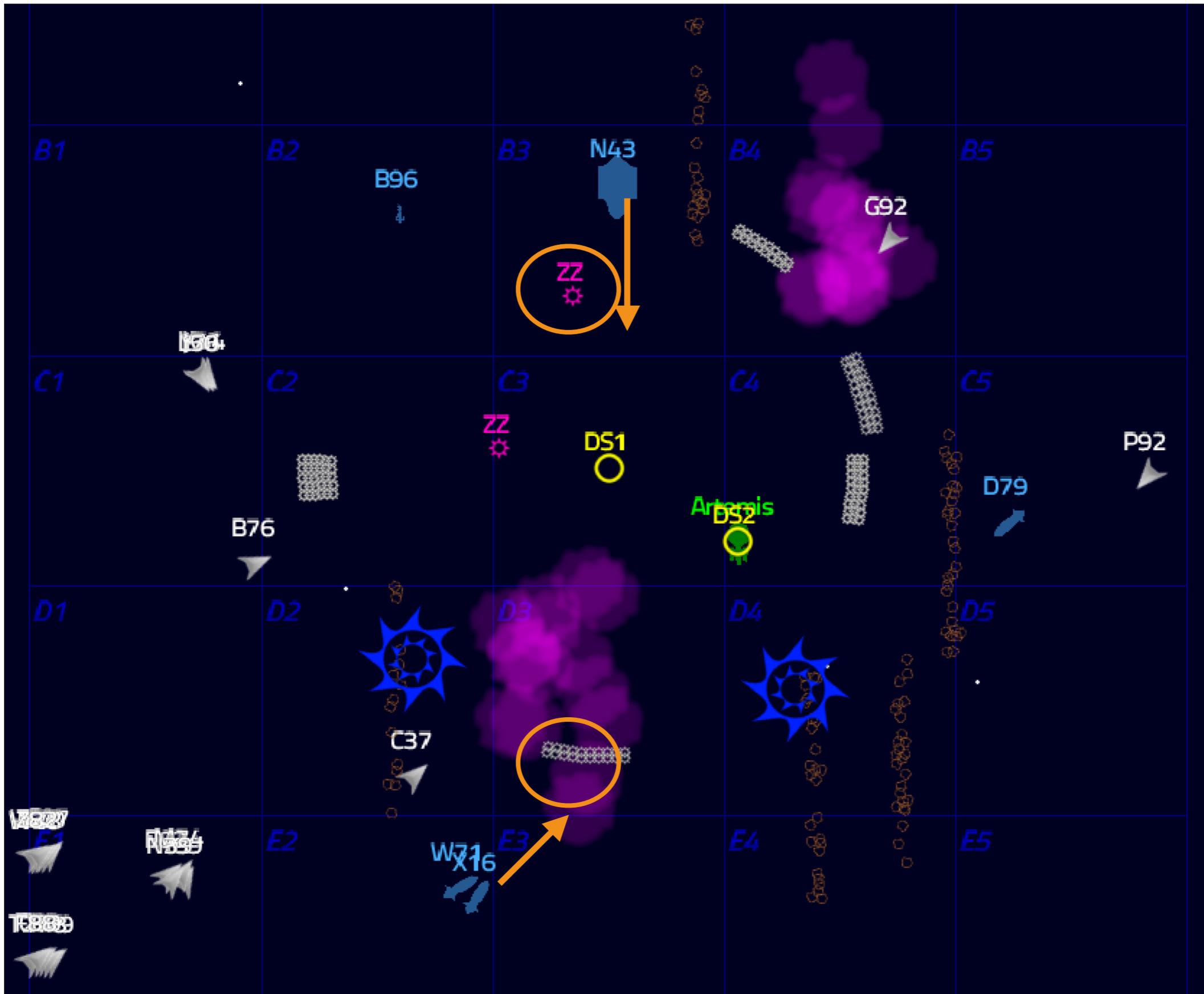
VERSION 1

SIEGE ANALYSIS - POSSIBLE IMMEDIATE THREATS



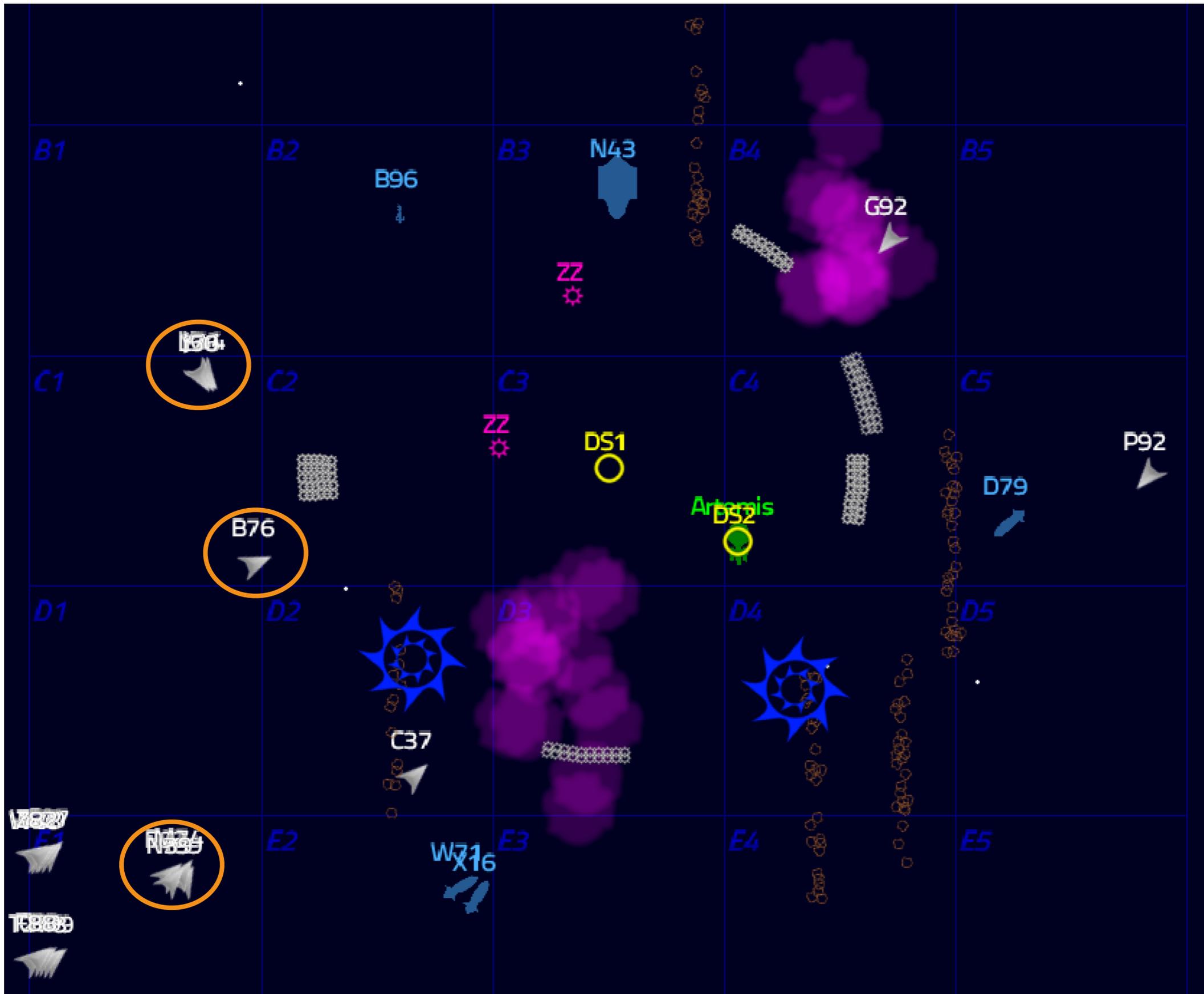
The 3 enemies need to be judged based on traveling speed and jump capability. The two monsters can be classified as “danger to station/friendlies” or “possibly helpful ZZ”. Science should scan those 5 things before anything else.

SIEGE ANALYSIS - IMMEDIATE FRIENDLY THREATS



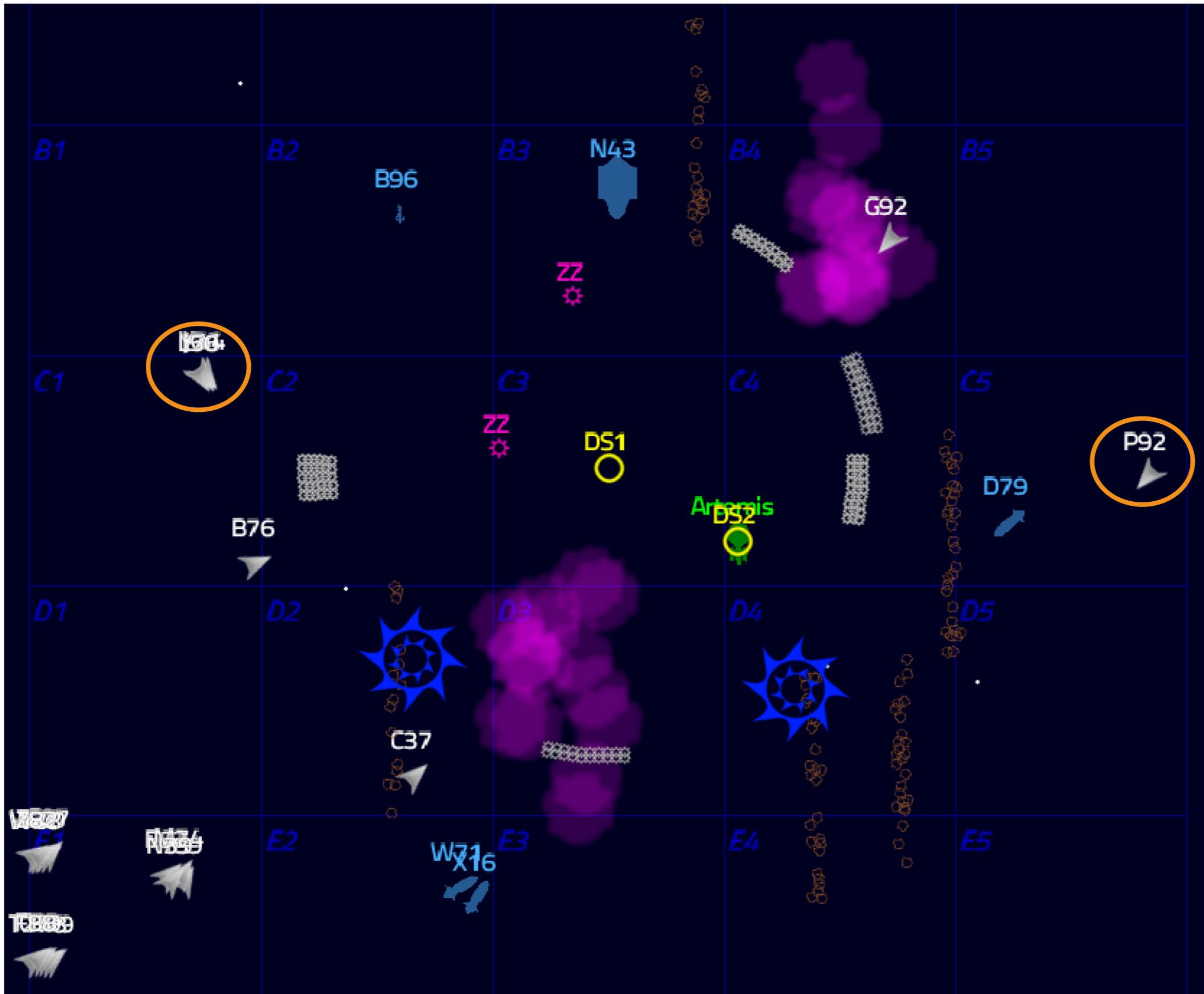
You should have already told your Comms officer what you expect stations to build, and trained him/her on how to hail/navigate ships so you can focus on other things.

SIEGE ANALYSIS - BEST NUKE DEPLOYMENT



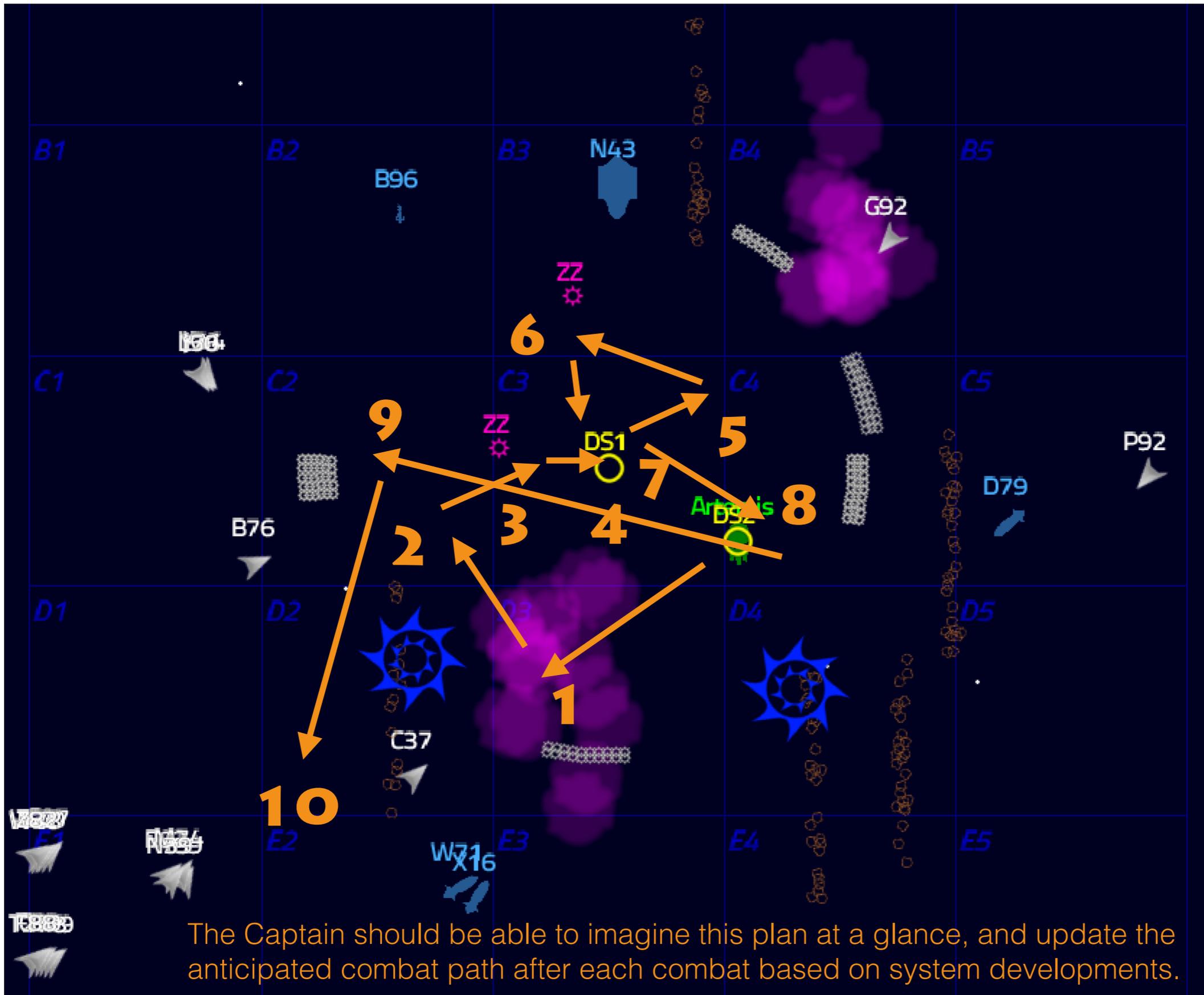
You'll need a nuke on B76, G92, or C37 (one that is NOT anti-torp), for the sake of speed.

SIEGE ANALYSIS - EXPECTED SECOND WAVE



The first 5 threats need to be dealt with before these arrive.

SIEGE ANALYSIS - ANTICIPATED COMBAT PATH



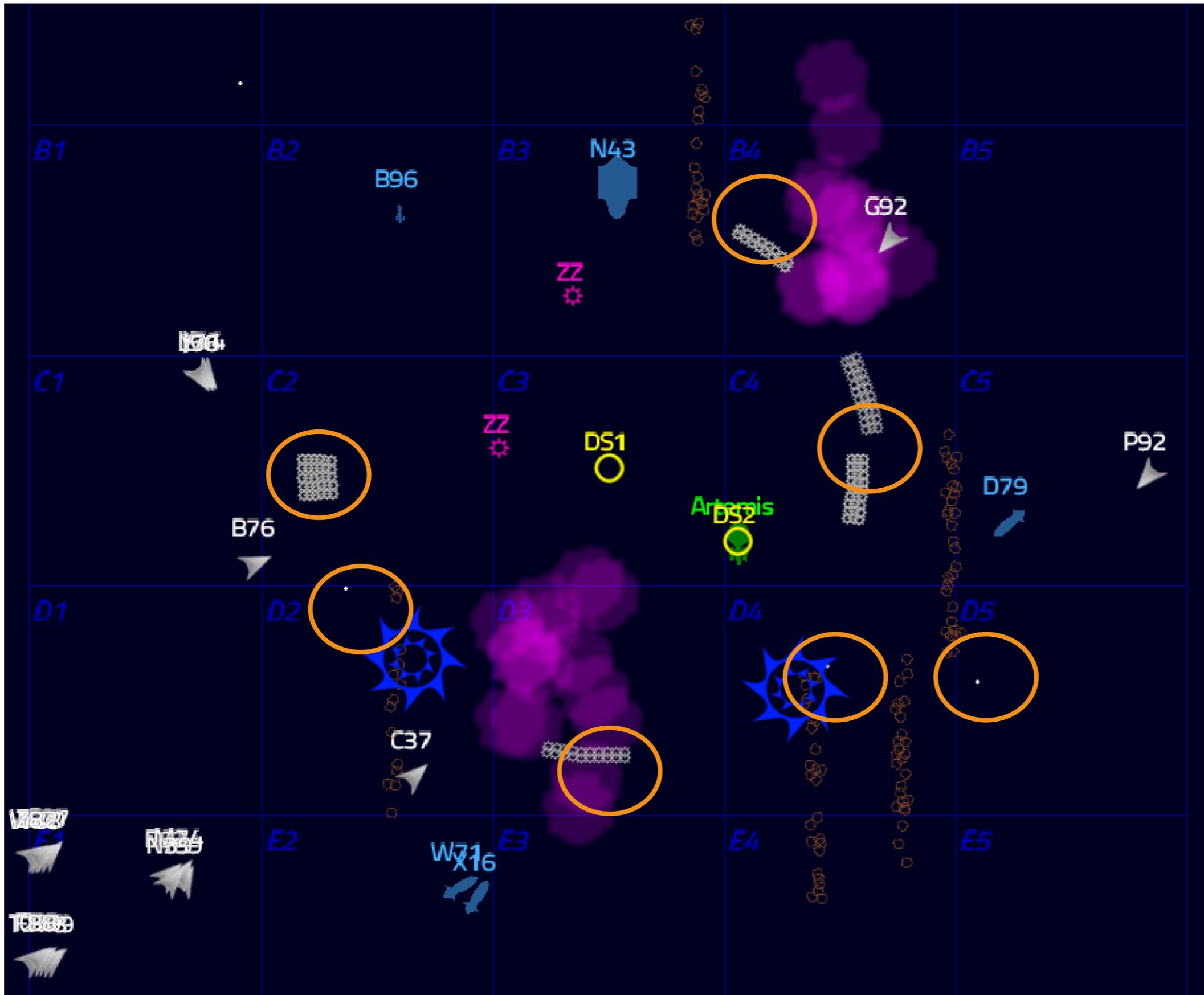
- 1 - C37
- 2 - B76
- 3 - (ZZ if hostile)
- 4 - refit
- 5 - G92
- 6 - (ZZ if hostile)
- 7 - refit
- 8 - P92, then refit at DS2
- 9 - Fleet in C1
- 10 - cleanup with remaining nuke and mines.

P92 could be killed by Comms on the mines, if taunted at steps 2-7.

The C1 Fleet could be taunted into mines at steps 1 & 2, but there's a risk of bringing it in before G92 can be dealt with. As a nuke is planned for it, the risk isn't worth it.

The Captain should be able to imagine this plan at a glance, and update the anticipated combat path after each combat based on system developments.

SIEGE ANALYSIS - POSSIBLE RETREAT LOCATIONS



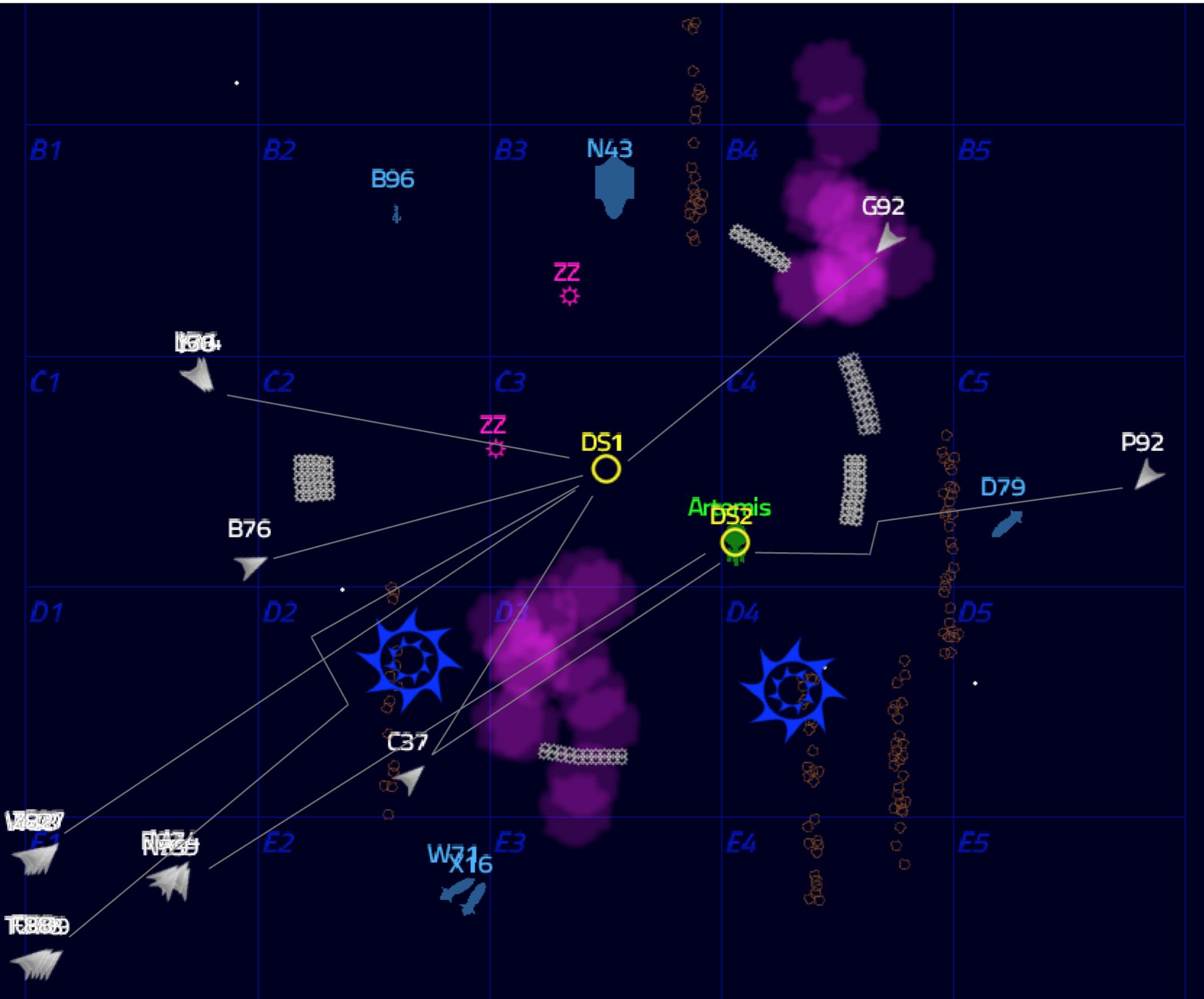
D5 anomaly only if it is a high dense power cell.

Which are the best?
Why?

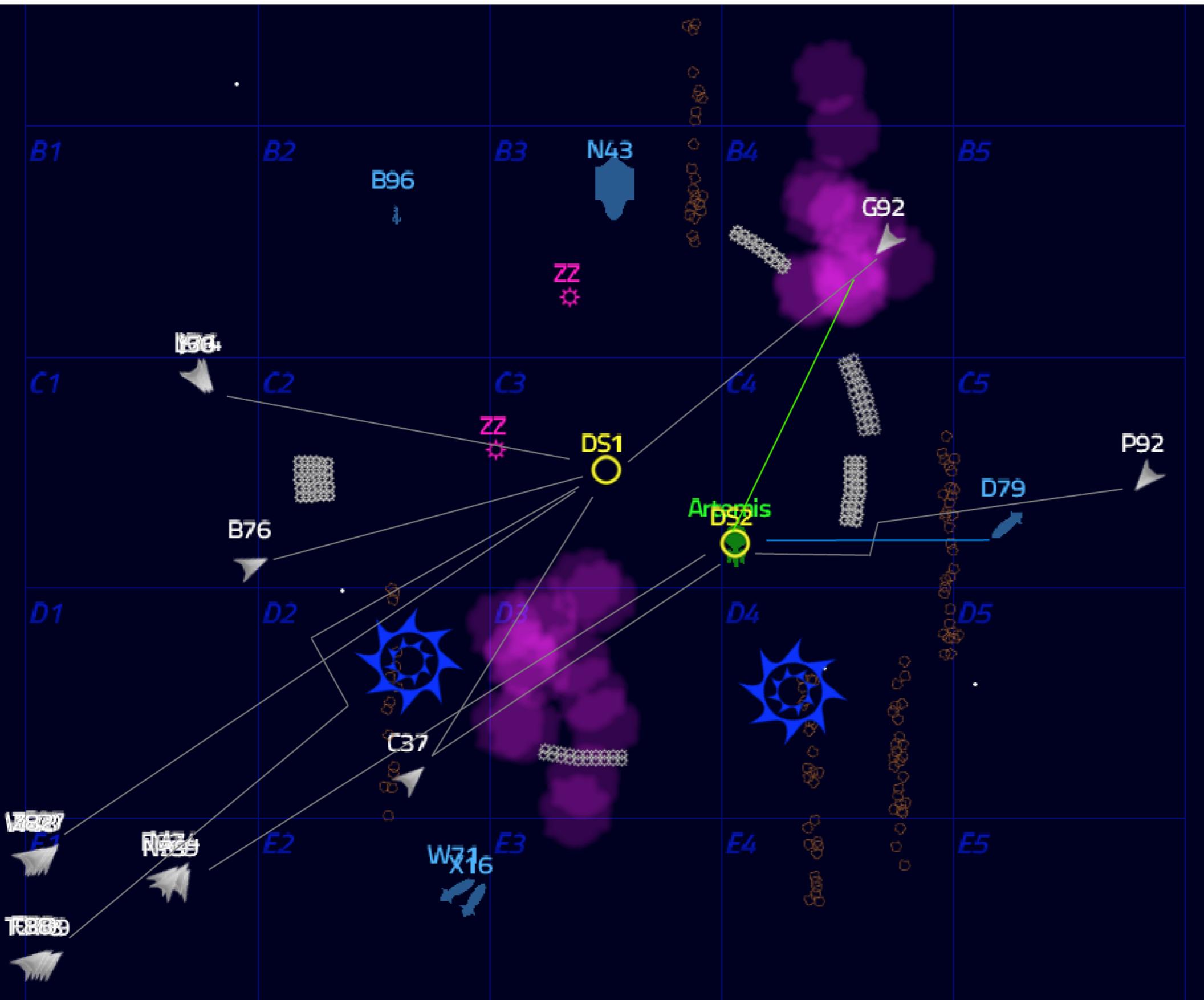
VERSION 2

SIEGE ANALYSIS - ENEMY MOVEMENT

First stage:
Think where
enemies will
move.

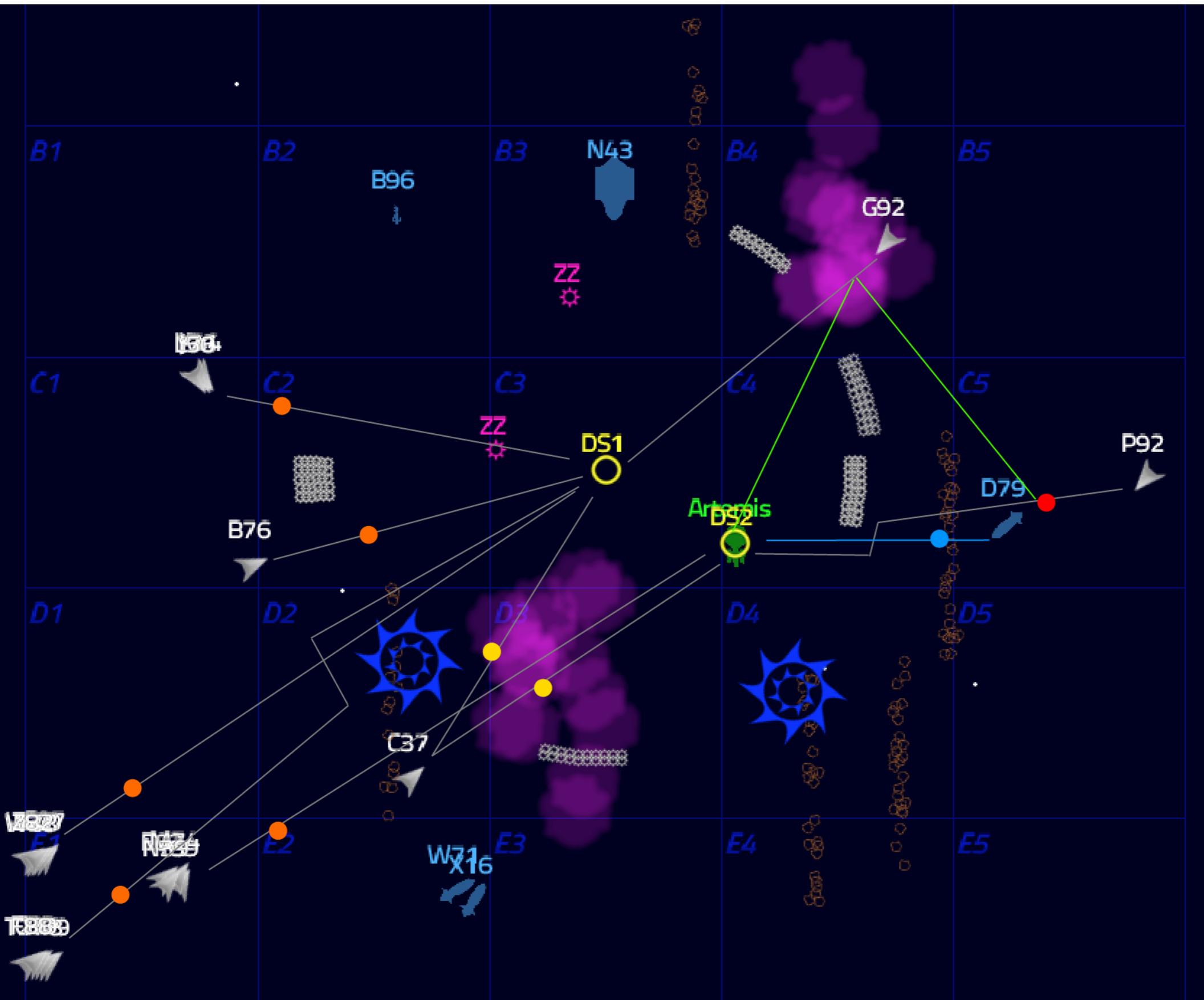


SIEGE ANALYSIS - FIRST MOVE



Assuming a decent enemy speed and that loners are elites of some sort, and that Comms sent the transport away, you can start by ordering your first move.

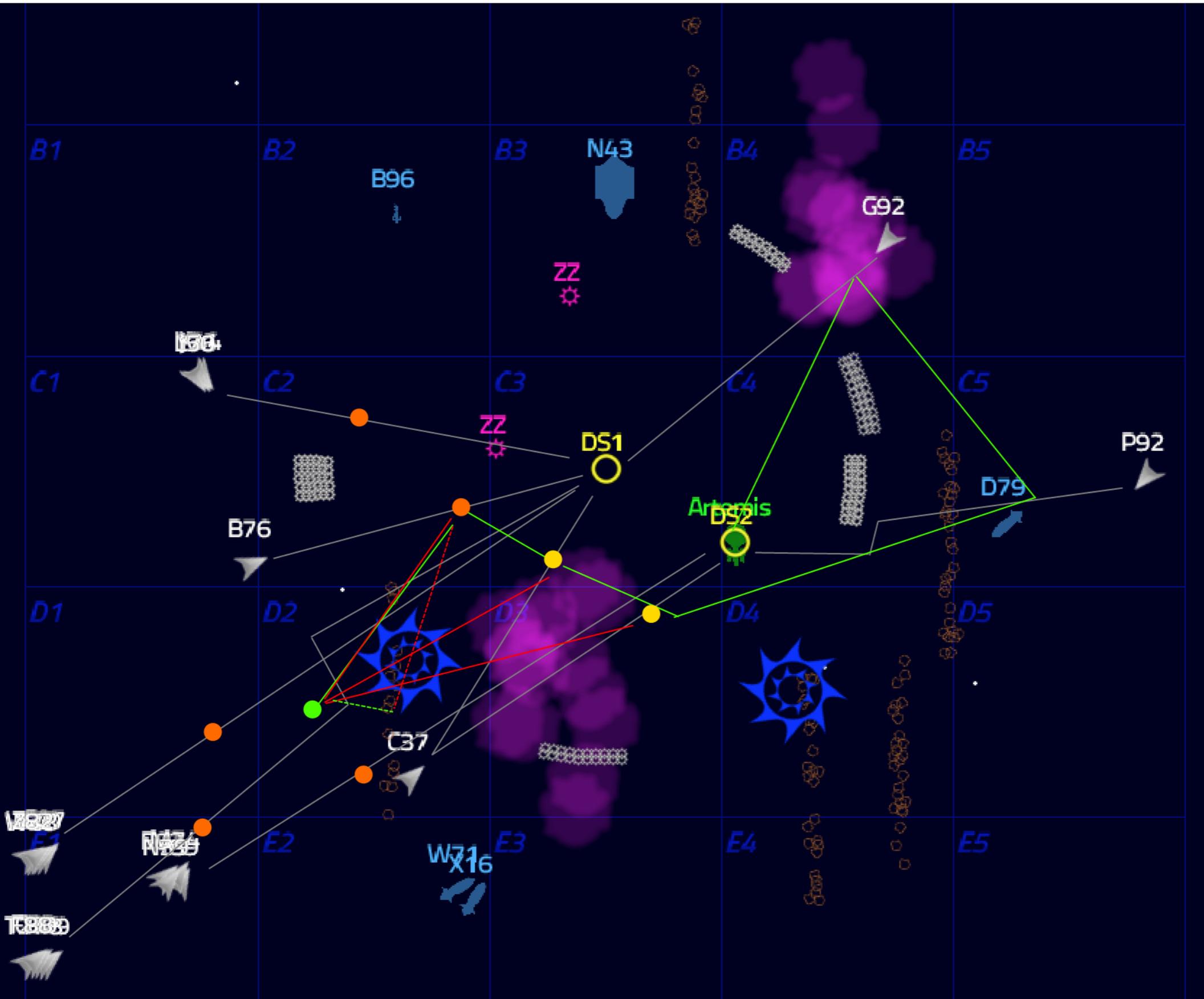
SIEGE ANALYSIS - SECOND COMBAT



After the second engagement, expect the map to shift a bit like this, which mostly clears the eastern front.

c37 is ambiguous, could either attack DS1 or 2, but given the distances that's mostly irrelevant.

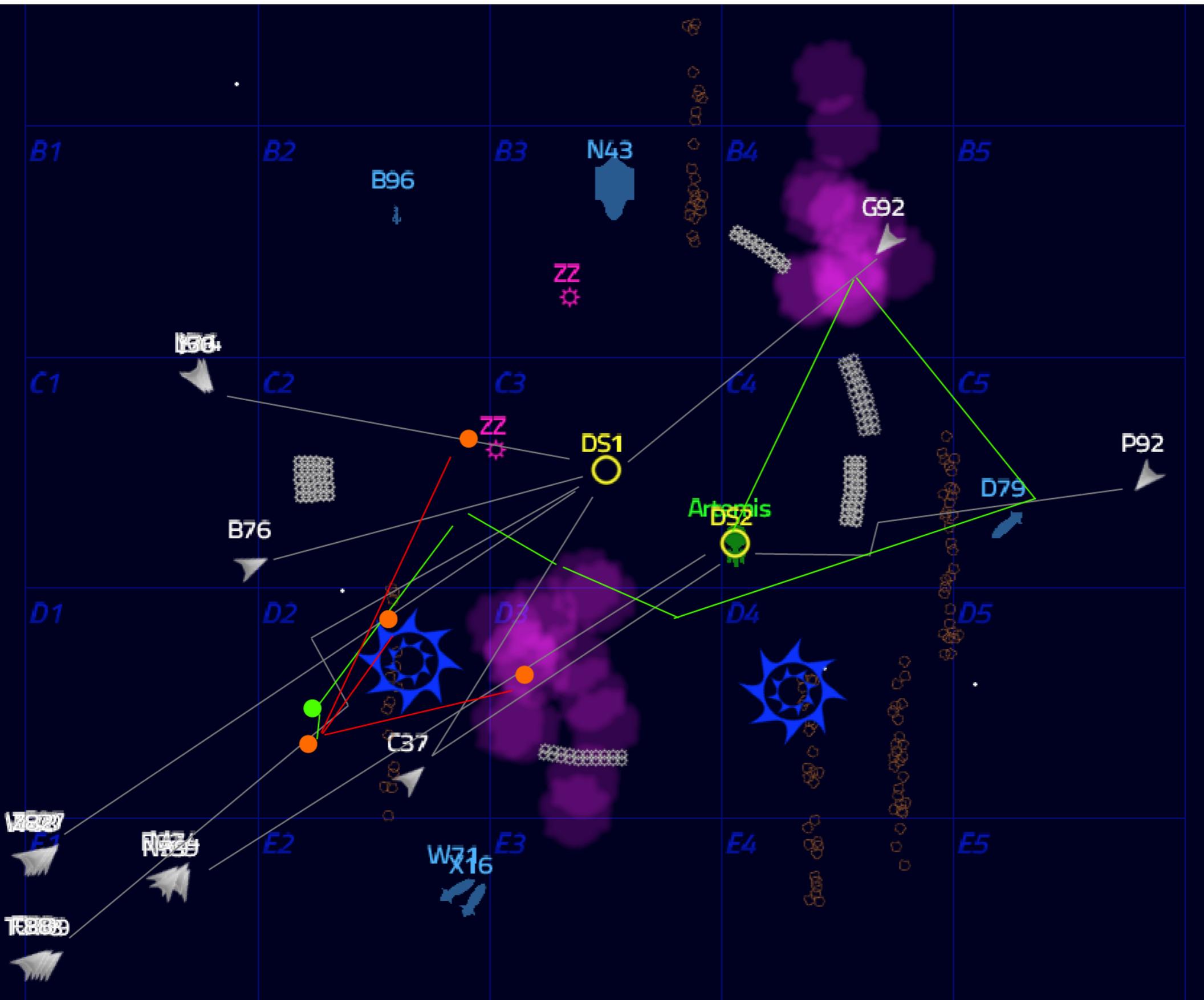
SIEGE ANALYSIS - MIDGAME



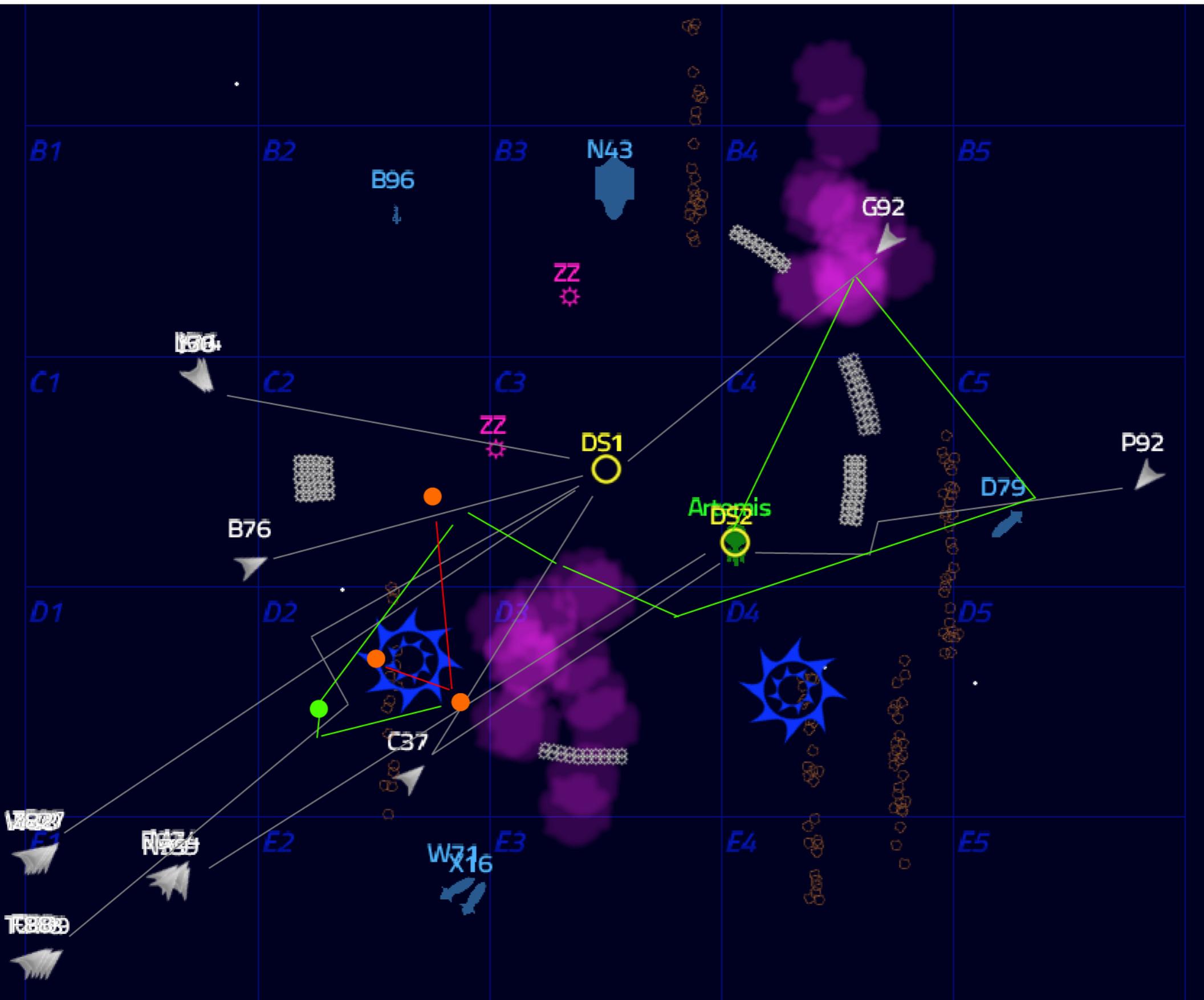
It starts to get complicated as you enter the middle stage of the game. Your assumptions could start to break down but still plan to kite the elites that actually threaten your stations into the singularity. Reposition and prepare attacks on the larger fleets (with added possible corrections for the singularity).

SIEGE ANALYSIS - DEPLOY NUKE

Start to taunt everything and use the first nuke hoping for a quick battle.



SIEGE ANALYSIS - MOP UP



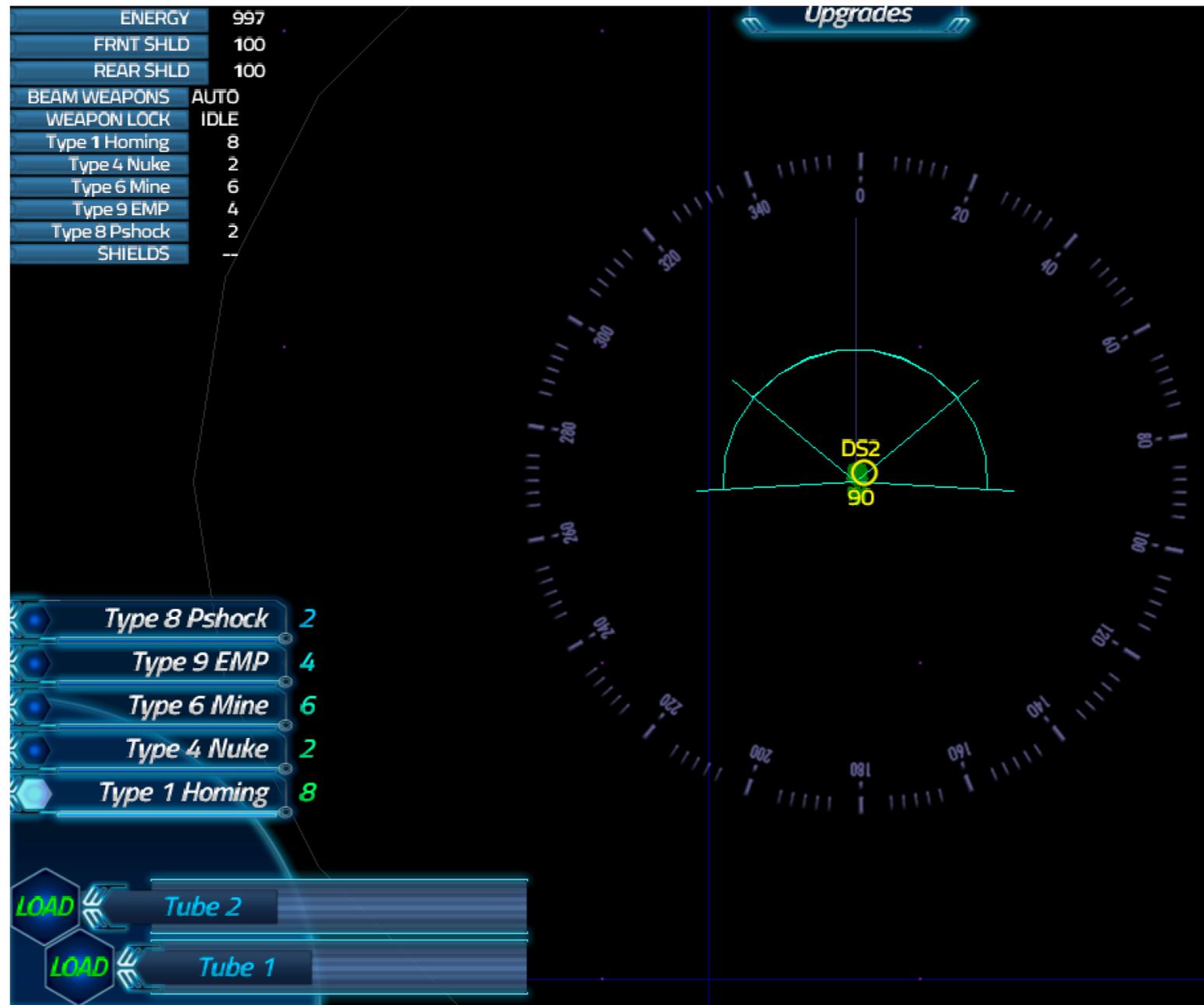
Use all homings or another nuke while hoping the ship position still work on this group.

After that, it's late game, so dock to replenish and mop up whatever survived.

DOUBLE FRONT ANALYSIS



DOUBLE FRONT ANALYSIS - SHIP



You are flying a standard light cruiser.

You can expect to refit for energy approximately every second combat, depending on engineer efficiency. Close combat will be better served with energy to beams/shields than beams/shields/maneuver, unless the enemy has HET.

DOUBLE FRONT ANALYSIS - RESOURCES

DS1 Terran Command Base

Artemis, our shields are at 800 (100%). Our stores are:
23 of Type 1 Homing
0 of Type 4 Nuke
25 of Type 6 Mine
2 of Type 9 EMP
0 of Type 8 Pshock
and 3 replacement fighters.
We're currently building another Type 1 Homing. It will be complete in 71583 minutes.

DS3 Terran Science Base

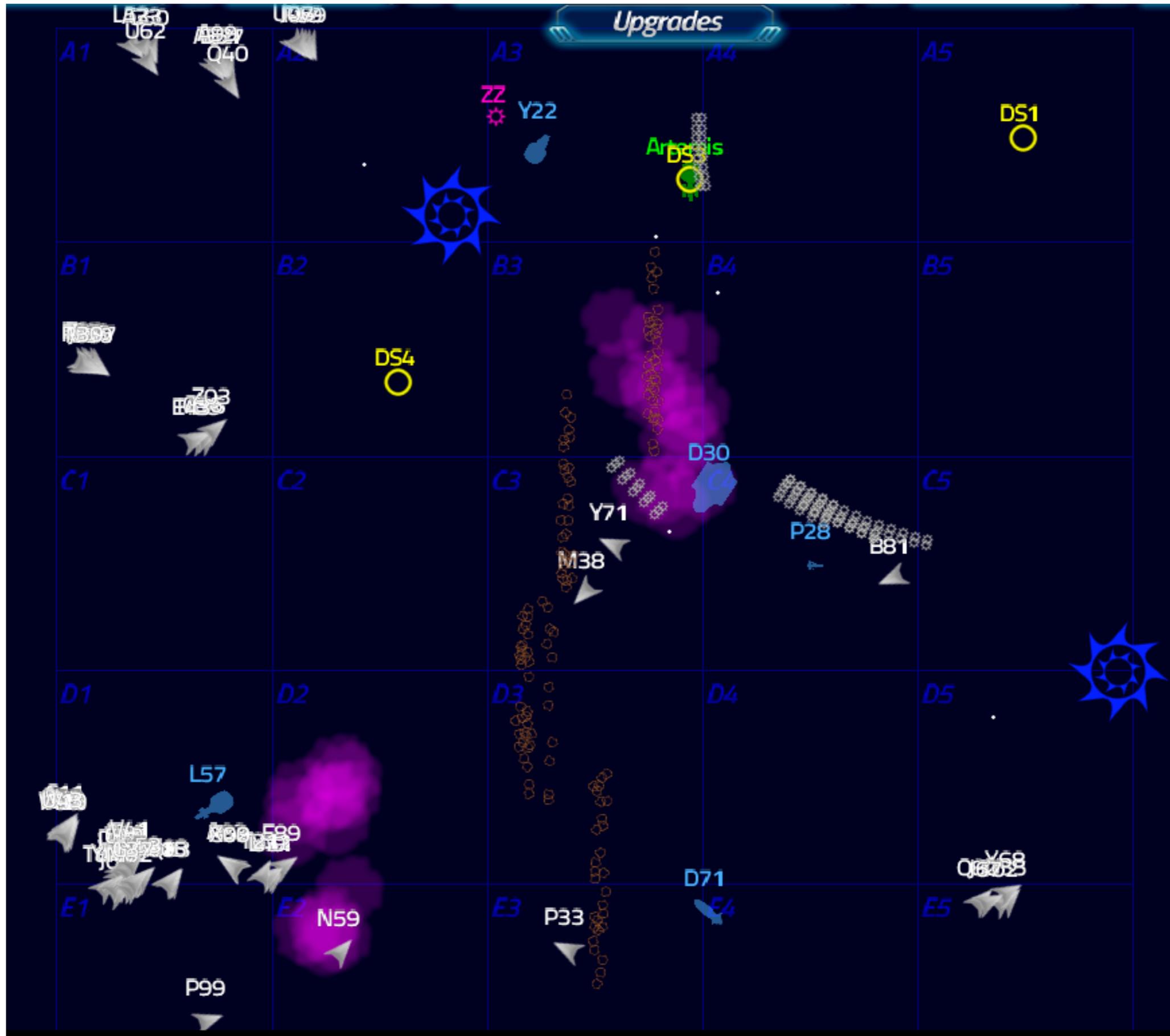
Artemis, our shields are at 400 (100%). Our stores are:
28 of Type 1 Homing
0 of Type 4 Nuke
21 of Type 6 Mine
10 of Type 9 EMP
0 of Type 8 Pshock
and 1 replacement fighters.
We're currently building another Type 1 Homing. It will be complete in 71583 minutes.

DS4 Terran Industrial Base

Artemis, our shields are at 400 (100%). Our stores are:
19 of Type 1 Homing
1 of Type 4 Nuke
16 of Type 6 Mine
12 of Type 9 EMP
0 of Type 8 Pshock
and 5 replacement fighters.
We're currently building another Type 1 Homing. It will be complete in 71583 minutes.

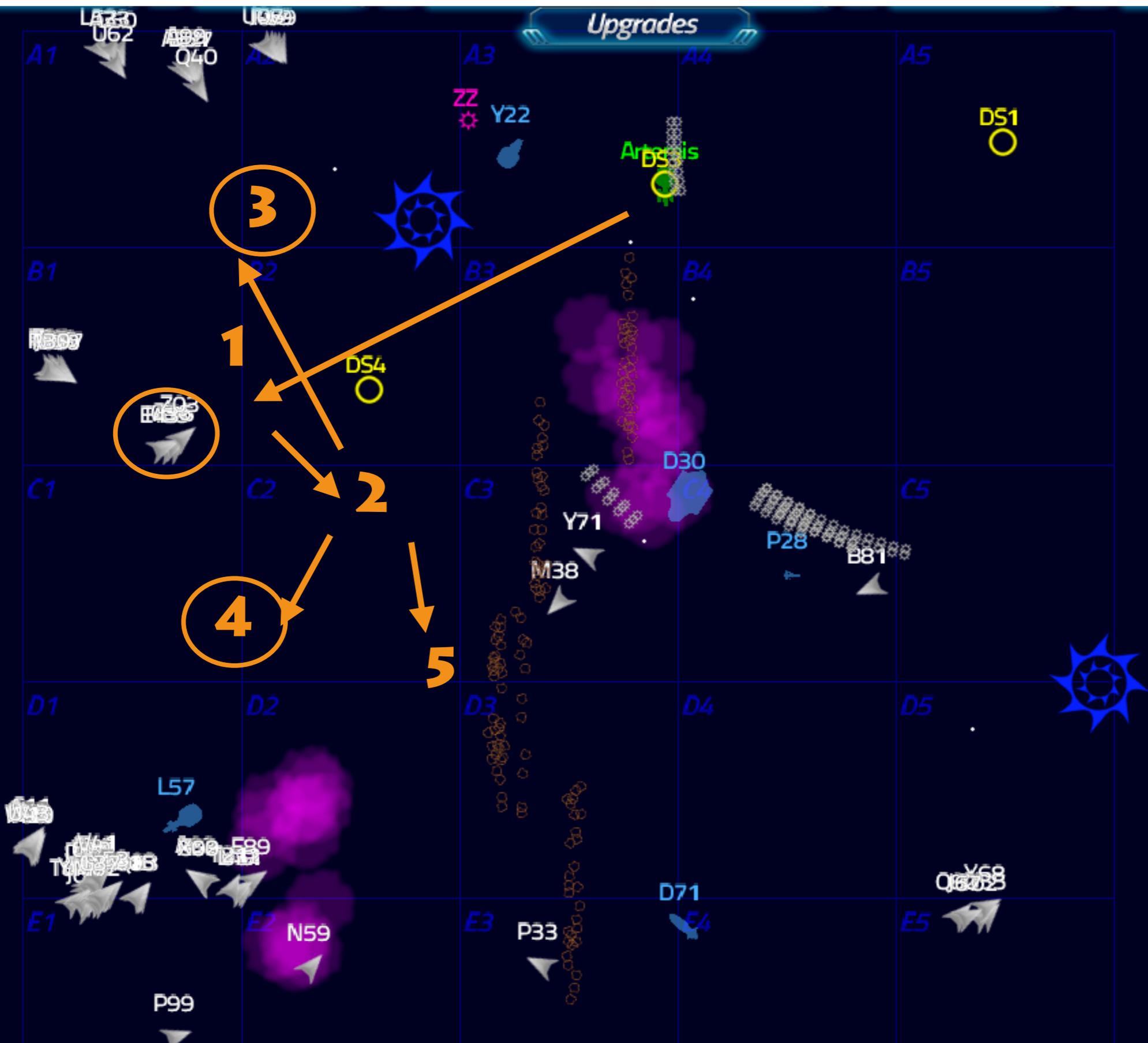
You have 3 nukes available (2 on your ship, 1 at stations).
If the stations build nukes, you might get 2-4 more, depending on how long the mission lasts. You also might get lucky and get a nuke mission (probability is higher if Comms can keep the friendlies alive and moved to a station).

DOUBLE FRONT ANALYSIS - MAP



VERSION 1

DOUBLE FRONT ANALYSIS - PLAN 2



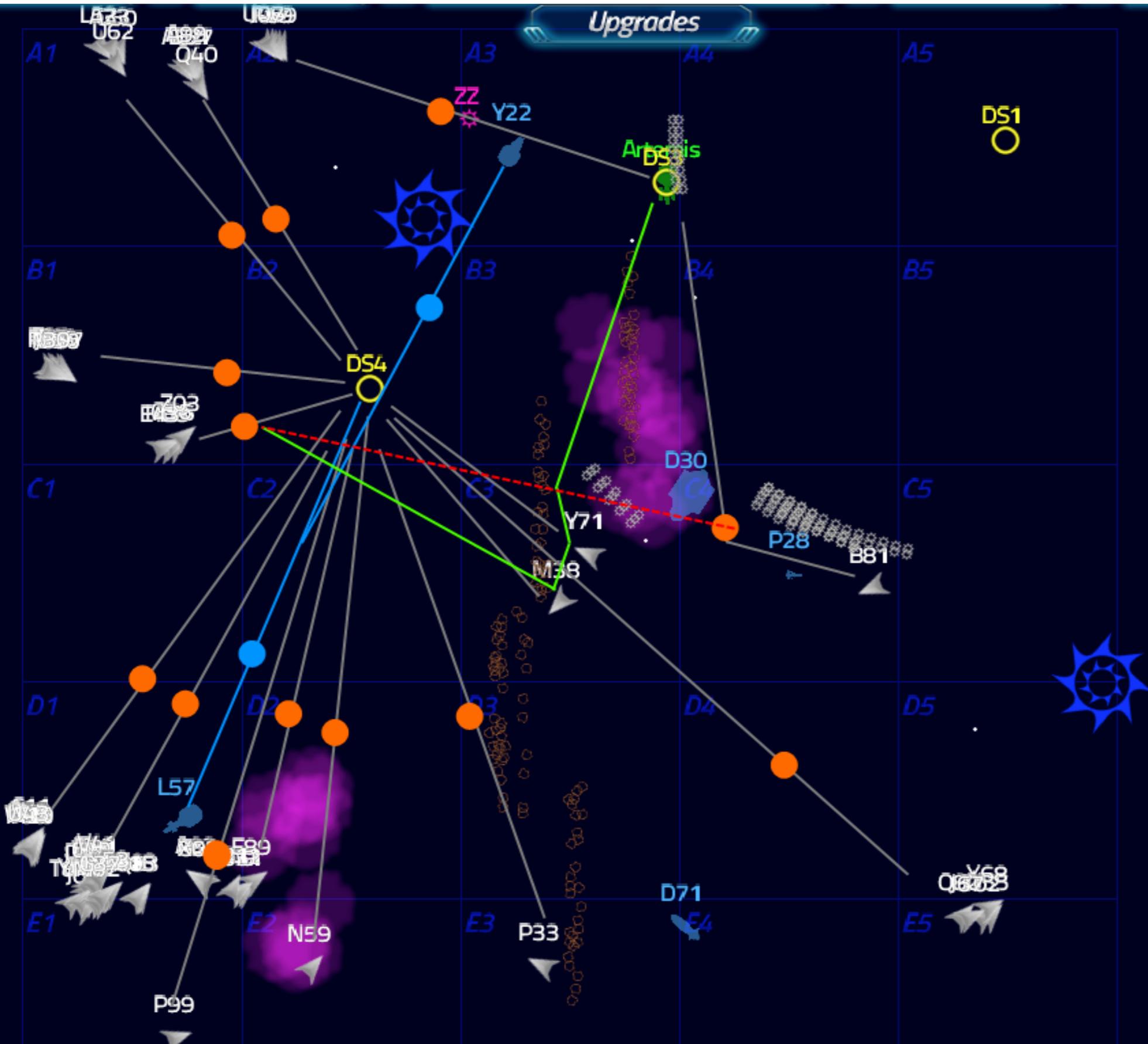
Refit between each combat in case DS4 falls.

Taunts should pull fleet in E5 toward combat area.

Circles indicate nuke deployments.

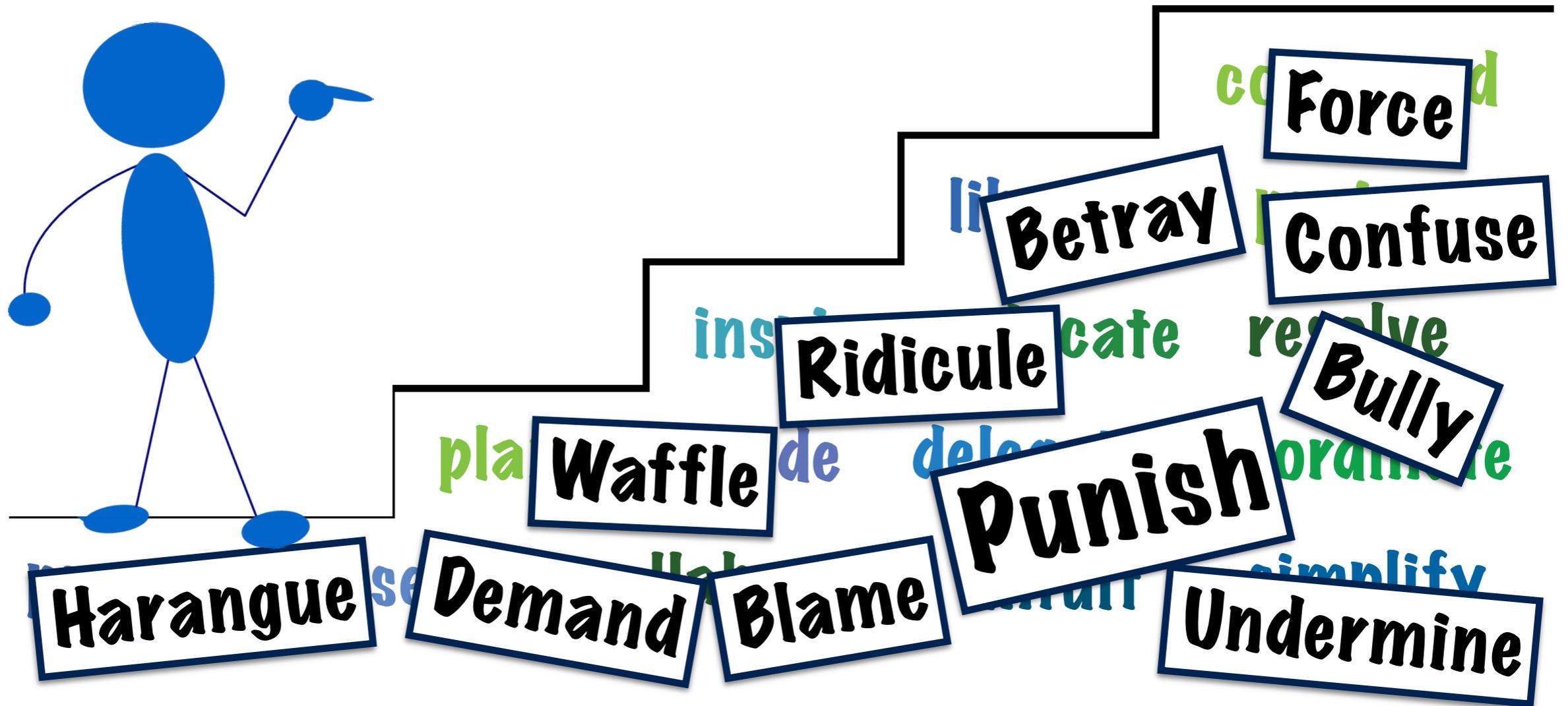
VERSION 2

DOUBLE FRONT ANALYSIS - MAP



At this point, use the two mines, then mop up. Taunt one of the elites into a minefield.

steps to **Bad** captaining



The Captain puts the "I" back in "Team".