Training Kneeboards

Captain's Kneeboard (Training)

Flight

Name	
Date / Time	
Ship Name	
Ship Type	
Operation Name	
Mission Sectors	

Orders

Mission Notes

Aboard

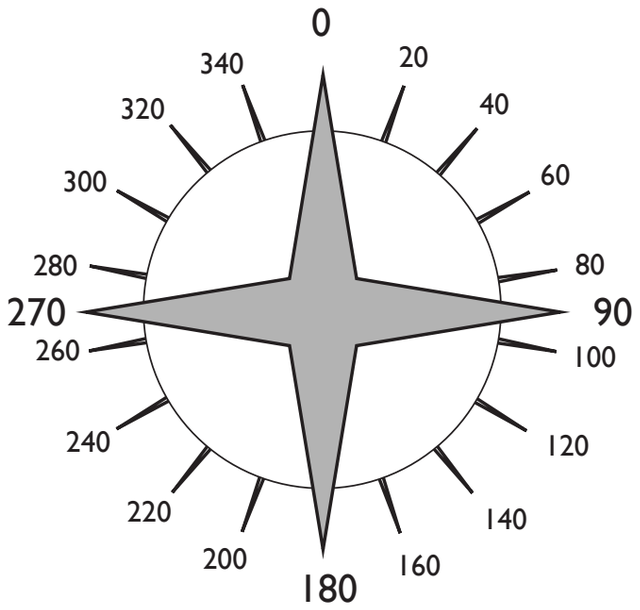
	Name	Console(s)	Standard
Captain			*Captain's*
XO			*Science*
Crew			*Helm*
Crew			*Weapons*
Crew			*Engineering*
Crew			*Comms*
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			

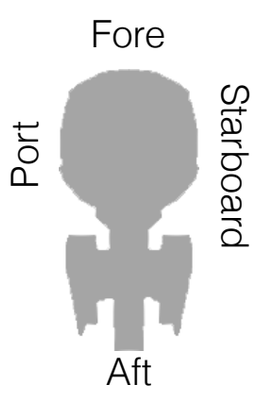
Hot Keys

F1	Help
F9	Previous Console
F10	Next Console

Distances

500	Trigger Mine
600	Mine Deployment
1000	Blast Radius EMP/Nuke/Mine
5000-5400	Torpedo Max Range
7500	Visible on Main





High Density Power Cell	+500 Energy
Vigoranium Nodule	Heals Damcon (ENG)
Secret Code Case	Instant Surrender, 5k, 5 min. (COM)
Cetrocite Crystal	Coolant more effective 5 min. (ENG)
Infusion P-Coils	Warp/Impulse boost 5 min. (HLM)
Lateral Array	Fast scanning 5 min. (SCI)
Tauron Focusers	Recharge/damage rate 5 min. (WEA)
Carapaction Coils	Shield boost 5 min. (WEA)
Space Junk	Takes up Cargo Space

Crew Evaluation

Who	Action	Good/Improve

Helm Kneeboard (Training)

Flight

Name	
Date / Time	
Ship Name	
Ship Type	

Aboard

	Name	Console(s)	Standard
Captain			*Captain's*
XO			*Science*
Crew			*Helm*
Crew			*Weapons*
Crew			*Engineering*
Crew			*Comms*
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			

Mission Notes

Infusion P-Coils Upgrade Warp/Impulse Boost

Hot Keys (speed)

W or UP	Impulse Up
S or DOWN	Impulse Down
1-4	Warp
PAGE UP	Increase Warp
PAGE DOWN	Decrease Warp
SPACE	All Stop
ESCAPE	Toggle Reverse
RETURN	Initiate/Confirm Jump

Hot Keys (maneuver)

R	Request Dock
DELETE	Dive
INSERT	Climb
A or LEFT	Rudder Left
D or RIGHT	Rudder Right
RETURN	Rudder Center
TAB	Tab

Sightings Log

Asteroids	
Mines	
Nebula	
Kraliens	
Torgoths	
Skaraans	
Whales	
Charybdis	
Classic ZZ	
Dragon	
NSect	
Piranha	
Shark	
Whale	
Wreck	

Hot Keys (helm & weapons)

K	Raise Shields
L	Lower Shields

F1	Help

Y	Zoom In
T	Zoom Out

Distances

100	Refit Commences
500	Trigger Mine
600	Request Dock
600	Mine Deployment
1000	Blast Radius EMP/Nuke/Mine
~1200 - 2400	Zoom 1 (camera closest)
~2400 - 3600	Zoom 2 - 3
5000	Zoom 4 (maximum visibility)
5000	White Ring: Max Visibility for Weapons / Helm
5000-5400	Torpedo Max Range
7500	Visible on Main

Weapons Kneeboard (Training)

Flight

Name	
Date / Time	
Ship Name	
Ship Type	

Aboard

	Name	Console(s)	Standard
Captain			*Captain's*
XO			*Science*
Crew			*Helm*
Crew			*Weapons*
Crew			*Engineering*
Crew			*Comms*
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			

Mission Notes

Hot Keys (Load/Fire)

8	Select Tag
7	Select Probe
6	Select Beacon
5	Select PShock
4	Select EMP
3	Select Mine
2	Select Nuke
1	Select Torpedo

SHIFT 4	Fire Tube 4
SHIFT 3	Fire Tube 3
SHIFT 2	Fire Tube 2
SHIFT 1	Fire Tube 1

0	Load / Unload Tube 4
9	Load / Unload Tube 3
8	Load / Unload Tube 2
7	Load / Unload Tube 1

Tauron Focusers Upgrade Recharge/Damage Rate Deployed

Carapaction Coils Upgrade Shield Boost Deployed

Hot Keys (helm & weapons)

K	Raise Shields
L	Lower Shields

F1	Help

Y	Zoom In
T	Zoom Out

Hot Keys

RIGHT	Higher Frequency
LEFT	Lower Frequency

SHIFT I	Energy to Torpedo
SHIFT U	Torpedo to Energy

B	Toggle Auto Beams

Distances

500	Trigger Mine
600	Mine Deployment
1000	Blast Radius EMP/Nuke/Mine
~1200 - 2400	Zoom 1 (camera closest)
~2400 - 3600	Zoom 2 - 3
5000	Zoom 4 (maximum visibility)
5000	White Ring: Max Visibility for Weapons / Helm
5000-5400	Torpedo Max Range
7500	Visible on Main

Science Kneeboard (Training)

Flight

Name	
Date / Time	
Ship Name	
Ship Type	

Aboard

	Name	Console(s)	Standard
Captain			*Captain's*
XO			*Science*
Crew			*Helm*
Crew			*Weapons*
Crew			*Engineering*
Crew			*Comms*
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			

Mission Notes

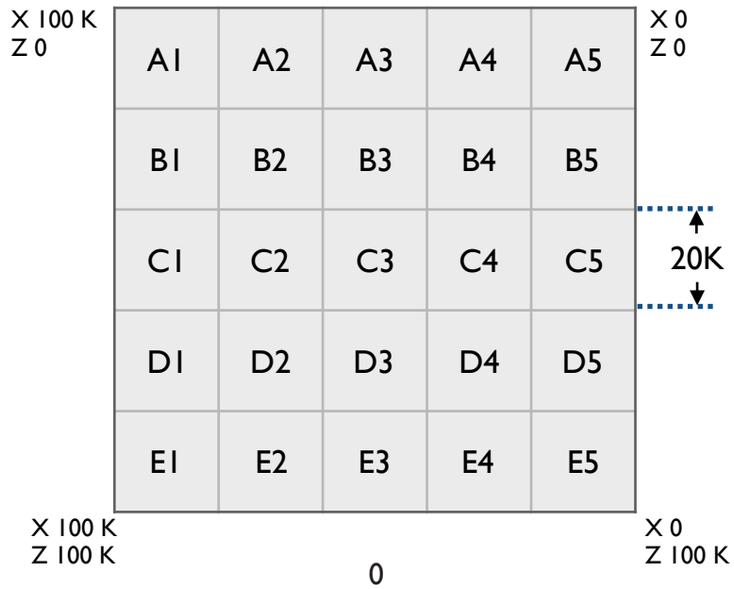
Hot Keys

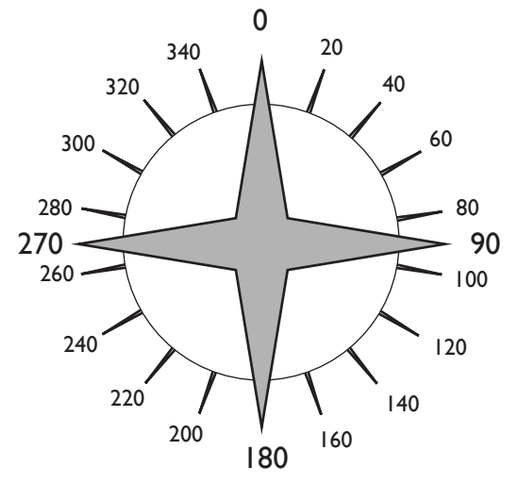
UP	Map Zoom In
DOWN	Map Zoom Out
A	Map Move Left
D	Map Move Right
W	Map Move Up
S	Map Move Down

Y	Select Closest Contact
U	Select Next Contact
I	Select Previous Contact
RETURN	Scan Contact

F1	Help

Lateral Array Upgrade Scan Boost Deployed





Distances

5000	Visible to Helm/Weapons
7500	Visible on Main

Available Ordnance

Station / Ship	Torpedo	Nuke	Mine	EMP	Pshock	Beacon	Probe	Tag	Fighters

Communications Kneeboard (Training)

Flight

Name	
Date / Time	
Ship Name	
Ship Type	

Aboard

	Name	Console(s)	Standard
Captain			*Captain's*
XO			*Science*
Crew			*Helm*
Crew			*Weapons*
Crew			*Engineering*
Crew			*Comms*
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			

How to Taunt Successfully

Get intel from Science, select a taunt topic that DOES NOT MATCH.

Example

Science Intel: does not practice the Kralien religion faithfully

Religious intel

Religious taunt will NOT work

Possible Taunts:

Hey wormface! Can I borrow your Holy Scroll of Amborax? I need to wipe my stinky feet! — **Fails**

You call that a warship? I could crush that toy with my bare hands. — **Works**

You're so ugly that your wife will thank me for killing you! — **Works**

Hot Keys

F1	Help
R	Red Alert
CTRL + 1-9	Action
CTRL + 0	Menu Back

Missions Log

From	To	For	Done

Secret Code Case Upgrade Double Agents Deployed

Mission Notes

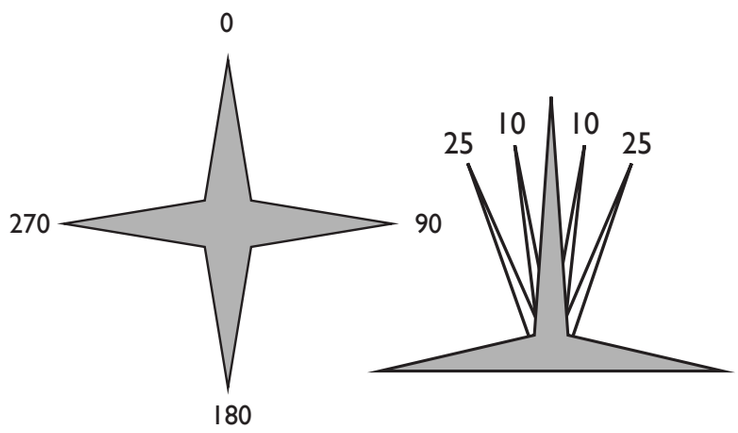
Dock Permission Earned as Pirate Vessel

Communications Channels

Hot Key	Recipients

Communications Log

To/From	Message



Engineering Kneeboard (Training)

Flight

Name	
Date / Time	
Ship Name	
Ship Type	

Aboard

	Name	Console(s)	Standard
Captain			*Captain's*
XO			*Science*
Crew			*Helm*
Crew			*Weapons*
Crew			*Engineering*
Crew			*Comms*
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			

Mission Notes

Cetrocite Crystal Upgrade Coolant 2x Effective Deployed

Hot Keys

SHIFT 1 - 0	Save Energy Preset
1 - 0	Recall Energy Preset

F1	Help
F9	Previous Console
F10	Next Console

A	Previous System
D	Next System
W	Power Up
S	Power Down
E	Coolant Up
C	Coolant Down
ENTER	Reset Coolant
SPACE	Reset Energy
Double-SPACE	Reset Energy & Coolant

Less Coolant =
Overheat Condition

Allocated Energy	Desired Coolant
300	**11**
274	10
261	9
248	***8***
235	7
220	6
205	5
200	***5***
189	4
171	3
151	2
127	1
100	***0***
25	0
0	0

System	Power	No Power
Beams	Affects beam cooldown rate.	Beams will not fire.
Torpedoes	Affects tube reload speed.	Tubes cannot be loaded or unloaded.
Sensors	Affects science scanning speed.	Long Range Sensors screens are unavailable.
Maneuver	Affects turning rate.	Ship cannot turn.
Impulse	Affects impulse speed.	Ship cannot use impulse.
Warp	Affects warp speed.	Ship cannot use warp.
Jump Drive	Affects jump warm-up and system recovery time. Ximni / Pirate: Affects Combat Jump recharge.	A jump requires 30 seconds to warm up.
Front Shield	Affects shield effectiveness and recharge rate.	Front shield cannot be raised.
Rear Shield	Affects shield effectiveness and recharge rate.	Rear shield cannot be raised.

Fighter Kneeboard (Training)

Flight

Name	
Date / Time	
Ship Name	
Ship Type	

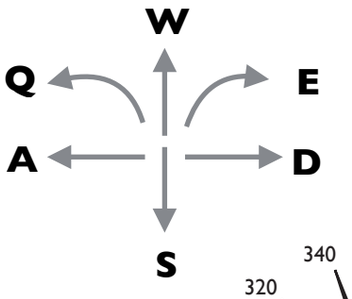
Aboard

	Name	Console(s)	Standard
Captain			*Captain's*
XO			*Science*
Crew			*Helm*
Crew			*Weapons*
Crew			*Engineering*
Crew			*Comms*
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			

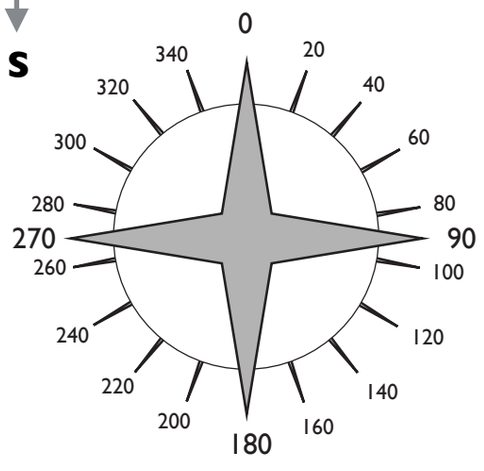
Mission Notes

Hot Keys

SPACE	Fire Beams
RETURN	Launch Missile
R	Board Carrier
INSERT	Boost Speed
DELETE	Break
W	Pitch Up
S	Pitch Down
D	Yaw Right
A	Yaw Left
E	Roll Right
Q	Roll Left
F1	Help



Fire : Space
Torp : Return



BASIC STRATEGY

For information on how to use this chart visit:
www.blackjackapprenticeship.com

Never Take Insurance or Even Money

Pair Splitting

	Dealer's Upcard									
	2	3	4	5	6	7	8	9	T	A
(A,A)	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
(T,T)	N	N	N	N	N	N	N	N	N	N
(9,9)	Y	Y	Y	Y	Y	N	Y	Y	N	N
(8,8)	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
(7,7)	Y	Y	Y	Y	Y	Y	N	N	N	N
(6,6)	Y/N	Y	Y	Y	Y	N	N	N	N	N
(5,5)	N	N	N	N	N	N	N	N	N	N
(4,4)	N	N	N	Y/N	Y/N	N	N	N	N	N
(3,3)	Y/N	Y/N	Y	Y	Y	Y	N	N	N	N
(2,2)	Y/N	Y/N	Y	Y	Y	Y	N	N	N	N

Key:	
Y	Yes, Split the pair.
N	No, Don't split the pair.
Y/N	If Double After Split is allowed / If Double After Split is not allowed

Soft Totals

	Dealer's Upcard									
	2	3	4	5	6	7	8	9	T	A
(A,9)	S	S	S	S	S	S	S	S	S	S
(A,8)	S	S	S	S	Ds	S	S	S	S	S
(A,7)	Ds	Ds	Ds	Ds	Ds	S	S	H	H	H
(A,6)	H	D	D	D	D	H	H	H	H	H
(A,5)	H	H	D	D	D	H	H	H	H	H
(A,4)	H	H	D	D	D	H	H	H	H	H
(A,3)	H	H	H	D	D	H	H	H	H	H
(A,2)	H	H	H	D	D	H	H	H	H	H

Key:	
H	Hit
S	Stand
D	Double if allowed; If not, hit.
Ds	Double if allowed; If not, stand.

Hard Totals

	Dealer's Upcard									
	2	3	4	5	6	7	8	9	T	A
17	S	S	S	S	S	S	S	S	S	S
16	S	S	S	S	S	H	H	H	H	H
15	S	S	S	S	S	H	H	H	H	H
14	S	S	S	S	S	H	H	H	H	H
13	S	S	S	S	S	H	H	H	H	H
12	H	H	S	S	S	H	H	H	H	H
11	D	D	D	D	D	D	D	D	D	D
10	D	D	D	D	D	D	D	D	H	H
9	H	D	D	D	D	H	H	H	H	H
8	H	H	H	H	H	H	H	H	H	H

Key:	
H	Hit
S	Stand
D	Double if allowed; If not, hit.

Hard Totals - Late Surrender

	Dealer's Upcard									
	2	3	4	5	6	7	8	9	T	A
17										
16								Sur	Sur	Sur
15									Sur	
14										

Key:	
Sur	If the casino offers surrender and these are your first two cards then surrender.

Expert Kneeboards

Captain's Kneeboard

Flight

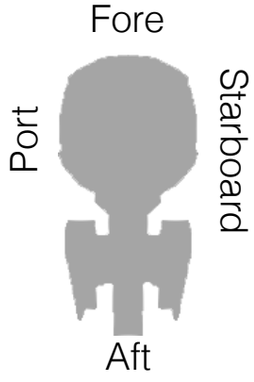
Name	
Date / Time	
Ship Name	
Ship Type	
Operation Name	
Mission Sectors	

Orders

Mission Notes

Aboard

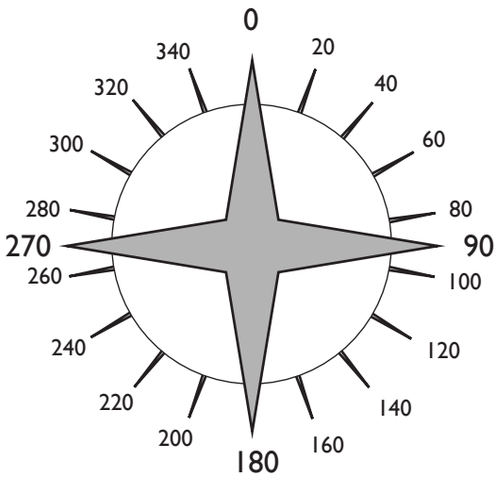
	Name	Console(s)	Standard
Captain			*Captain's*
XO			*Science*
Crew			*Helm*
Crew			*Weapons*
Crew			*Engineering*
Crew			*Comms*
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			



Hot Keys

F1	Help
F9	Previous Console
F10	Next Console

Self-Destruct Sequence
Lower shields Bring ship to a stop Have engineering reduce all power to 0 Have engineering drop all coolant to 0 Have engineering give warp full power



Map Grid Location Mark *Subgrid*			
	1	2	3
	4	5	6
	7	8	9

Distances

500	Trigger Mine
600	Mine Deployment
1000	Blast Radius EMP/Nuke/Mine
~1200 - 2400	Zoom 1 (camera closest)
~2400 - 3600	Zoom 2 - 3
5000	Zoom 4 (maximum visibility)
5000	White Ring: Max Visibility for Weapons / Helm
5000-5400	Torpedo Max Range
7500	Visible on Main

High Density Power Cell	+500 Energy
Vigoranium Nodule	Heals Damcon (ENG)
Secret Code Case	Instant Surrender, 5k, 5 min. (COM)
Cetrocite Crystal	Coolant more effective 5 min. (ENG)
Infusion P-Coils	Warp/Impulse boost 5 min. (HLM)
Lateral Array	Fast scanning 5 min. (SCI)
Tauron Focusers	Recharge/damage rate 5 min. (WEA)
Carapaction Coils	Shield boost 5 min. (WEA)
Space Junk	Takes up Cargo Space (Notify Quartermaster)

Crew Evaluation

Who	Action	Good/Improve

Helm Kneeboard

Flight

Name	
Date / Time	
Ship Name	
Ship Type	

Aboard

	Name	Console(s)	Standard
Captain			*Captain's*
XO			*Science*
Crew			*Helm*
Crew			*Weapons*
Crew			*Engineering*
Crew			*Comms*
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			

Map Grid Location
Mark
Subgrid

1	2	3
4	5	6
7	8	9

Mission Notes

Infusion P-Coils Upgrade Warp/Impulse Boost

Hot Keys (speed)

W or UP	Impulse Up
S or DOWN	Impulse Down
1-4	Warp
PAGE UP	Increase Warp
PAGE DOWN	Decrease Warp
SPACE	All Stop
ESCAPE	Toggle Reverse
RETURN	Initiate/Confirm Jump

Hot Keys (Maneuver)

R	Request Dock
DELETE	Dive
INSERT	Climb
A or LEFT	Rudder Left
D or RIGHT	Rudder Right
RETURN	Rudder Center
TAB	Tab

Sightings Log

Asteroids	
Mines	
Nebula	
Kraliens	
Torgoths	
Skaraans	
Whales	
Charybdis	
Classic ZZ	
Dragon	
NSect	
Piranha	
Shark	
Whale	
Wreck	

Hot Keys (helm & weapons)

K	Raise Shields
L	Lower Shields
Q	Toggle Shields

F1	Help
F9	Previous Console
F10	Next Console

Y	Zoom In
T	Zoom Out

F2	Main to Front
F3	Main to Left
F4	Main to Right
F5	Main to Rear
F6	Main to Tactical
F7	Main to Long Range
F8	Main to Status

Distances

100	Refit Commences
500	Trigger Mine
600	Request Dock
600	Mine Deployment
1000	Blast Radius EMP/Nuke/Mine
~1200 - 2400	Zoom 1 (camera closest)
~2400 - 3600	Zoom 2 - 3
5000	Zoom 4 (maximum visibility)
5000	White Ring: Max Visibility Weapons / Helm
5000-5400	Torpedo Max Range
7500	Visible on Main
20000^2	Sector Grid Block

Weapons Kneeboard

Flight

Name	
Date / Time	
Ship Name	
Ship Type	

Aboard

	Name	Console(s)	Standard
Captain			*Captain's*
XO			*Science*
Crew			*Helm*
Crew			*Weapons*
Crew			*Engineering*
Crew			*Comms*
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			

Hot Keys

8	Select Tag
7	Select Probe
6	Select Beacon
5	Select PShock
4	Select EMP
3	Select Mine
2	Select Nuke
1	Select Torpedo

SHIFT 4	Fire Tube 4
SHIFT 3	Fire Tube 3
SHIFT 2	Fire Tube 2
SHIFT 1	Fire Tube 1

0	Load / Unload Tube 4
9	Load / Unload Tube 3
8	Load / Unload Tube 2
7	Load / Unload Tube 1

RIGHT	Higher Frequency
LEFT	Lower Frequency

SHIFT I	Energy to Torpedo
SHIFT U	Torpedo to Energy

B	Toggle Auto Beams

Hot Keys (helm & weapons)

K	Raise Shields
L	Lower Shields
Q	Toggle Shields

F1	Help
F9	Previous Console
F10	Next Console

Y	Zoom In
T	Zoom Out

F2	Main to Front
F3	Main to Left
F4	Main to Right
F5	Main to Rear
F6	Main to Tactical
F7	Main to Long Range
F8	Main to Status

Distances

500	Trigger Mine
600	Mine Deployment
1000	Blast Radius EMP/Nuke/Mine
~1200 - 2400	Zoom 1 (camera closest)
~2400 - 3600	Zoom 2 - 3
5000	Zoom 4 (maximum visibility)
5000	White Ring: Max Visibility Weapons / Helm
5000-5400	Torpedo Max Range
7500	Visible on Main

Mission Notes

Carapaction Coils Upgrade Shield Boost Deployed

Tauron Focusers Upgrade Recharge/Damage Rate Deployed

Hot Keys (Ben's Rapid Fire Mod)

SHIFT 8	Load / Fire Tubes 3-6
SHIFT 7	Load / Fire Tubes 1-6
SHIFT 6	Load / Fire Tube 6
SHIFT 5	Load / Fire Tube 5

Science Kneeboard

Flight

Name	
Date / Time	
Ship Name	
Ship Type	

Aboard

	Name	Console(s)	Standard
Captain			*Captain's*
XO			*Science*
Crew			*Helm*
Crew			*Weapons*
Crew			*Engineering*
Crew			*Comms*
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			

Mission Notes

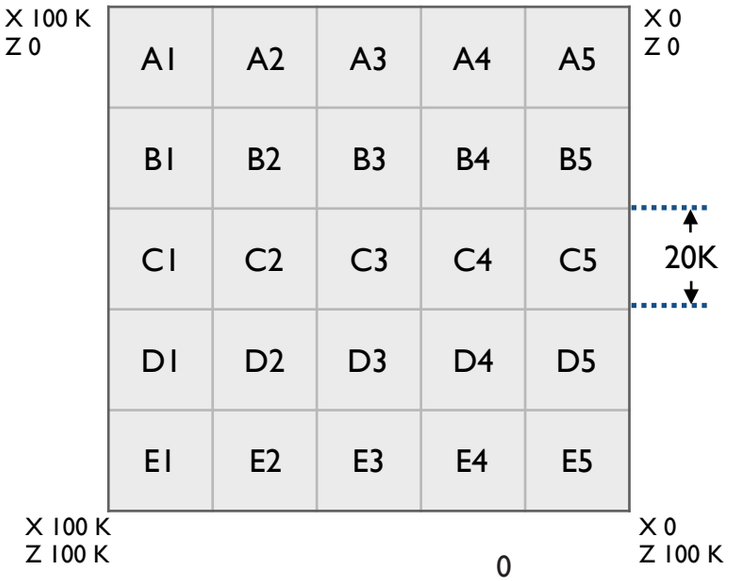
Hot Keys

UP	Map Zoom In
DOWN	Map Zoom Out
A	Map Move Left
D	Map Move Right
W	Map Move Up
S	Map Move Down

Y	Select Closest Contact
U	Select Next Contact
I	Select Previous Contact
RETURN	Scan Contact

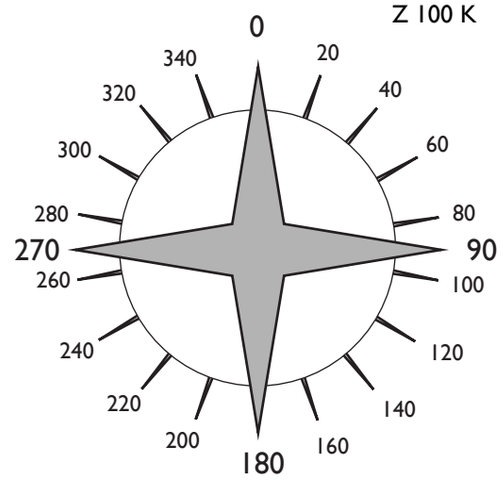
F1	Help
F9	Previous Console
F10	Next Console

Lateral Array Upgrade Scan Boost Deployed



Map Grid Location
Mark
Subgrid

1	2	3
4	5	6
7	8	9



Distances

2600	Helm / Weapons for LowVis Detection
5000	Visible to Helm/Weapons
7500	Visible on Main
20000^2	Sector Grid Block

Available Ordnance

Station / Ship	Torpedo	Nuke	Mine	EMP	Pshock	Beacon	Probe	Tag	Fighters

Communications Kneeboard

Flight

Name	
Date / Time	
Ship Name	
Ship Type	

Aboard

	Name	Console(s)	Standard
Captain			*Captain's*
XO			*Science*
Crew			*Helm*
Crew			*Weapons*
Crew			*Engineering*
Crew			*Comms*
Fighter Pilot			*Map Grid*
Fighter Pilot			*Location*
Fighter Pilot			Mark
Fighter Pilot			*Subgrid*
Fighter Pilot			

1	2	3
4	5	6
7	8	9

How to Taunt Successfully

Get intel from Science, select a taunt topic that DOES NOT MATCH.

Example

Science Intel: does not practice the Kralien religion faithfully

Religious intel

Religious taunt will NOT work

Possible Taunts:

Hey wormface! Can I borrow your Holy Scroll of Amborax? I need to wipe my stinky feet! — **Fails**

You call that a warship? I could crush that toy with my bare hands. — **Works**

You're so ugly that your wife will thank me for killing you! — **Works**

Hot Keys

F1	Help
F9	Previous Console
F10	Next Console
R	Red Alert
CTRL + 1-9	Action
CTRL + 0	Menu Back

Missions Log

From	To	For	Done

Secret Code Case Upgrade Double Agents Deployed

Mission Notes

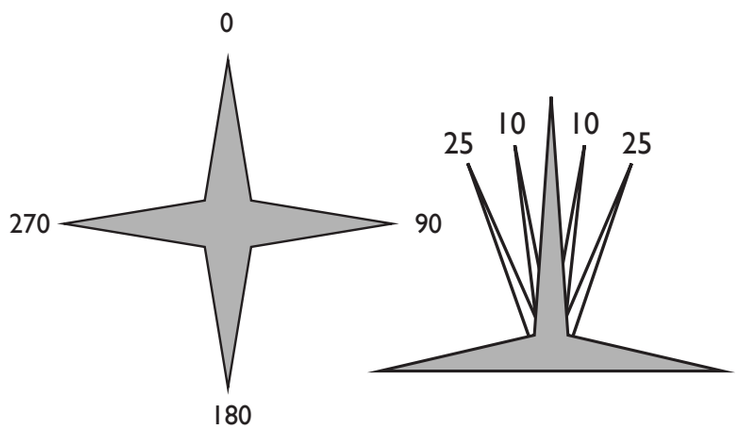
Dock Permission Earned as Pirate Vessel

Communications Channels

Hot Key	Recipients

Communications Log

To/From	Message



Engineering Kneeboard

Flight

Name	
Date / Time	
Ship Name	
Ship Type	

Aboard

	Name	Console(s)	Standard
Captain			*Captain's*
XO			*Science*
Crew			*Helm*
Crew			*Weapons*
Crew			*Engineering*
Crew			*Comms*
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			

Mission Notes

Cetrocite Crystal Upgrade Coolant 2x Effective Deployed

System	Power	No Power	Relative Energy Drain
Beams	Affects beam cooldown rate.	Beams will not fire.	x3
Torpedoes	Affects tube reload speed.	Tubes cannot be loaded 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. Ximni / pirate: Affects Combat Jump recharge.	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

Hot Keys

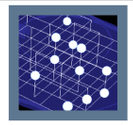
SHIFT 1 - 0	Save Energy Preset
1 - 0	Recall Energy Preset

F1	Help
F9	Previous Console
F10	Next Console

Locate your Damcon teams in the safest part of the ship when they are not working.

A	Previous System
D	Next System
W	Power Up
S	Power Down
E	Coolant Up
C	Coolant Down
ENTER	Reset Coolant
SPACE	Reset Energy
Double-SPACE	Reset Energy & Coolant

Less Coolant = Overheat Condition



Allocated Energy	Desired Coolant
300	**11**
274	10
261	9
248	***8***
235	7
220	6
205	5
200	***5***
189	4
171	3
151	2
127	1
100	***0***
25	0
0	0

	@25 Energy	@100 Energy	@200 Energy	@300 Energy	
Beams Fire Rate	25	100	200	300	Percent
Manual Beams Fire Rate	6.25	100	400	900	Percent
Torpedoes Load Every	60	15	7.5	5	Seconds
Scans Complete Every	42	10.5	5.25	3.5	Seconds
Shields Take	100%	100%	50%	33%	Damage
Light Cruiser Shields Regenerate 10% Every	80	20	10	6.7	Seconds
Light Cruiser Turns 180 Deg In	244.1	35.6	16.7	10.9	Seconds
Light Cruiser Impulse Travels 2K In	133.3	33.3	16.7	11.1	Seconds
Light Cruiser Warp 1 Travels 20K In	66.7	33.3	20	14.3	Seconds
Desired Coolant	0	0	5	11	

Fighter Kneeboard

Flight

Name	
Date / Time	
Ship Name	
Ship Type	

Aboard

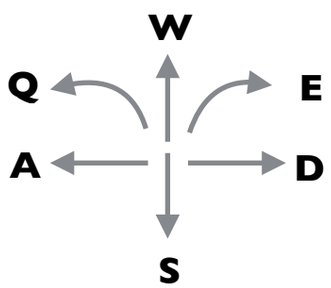
	Name	Console(s)	Standard
Captain			*Captain's*
XO			*Science*
Crew			*Helm*
Crew			*Weapons*
Crew			*Engineering*
Crew			*Comms*
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			
Fighter Pilot			

Mission Notes

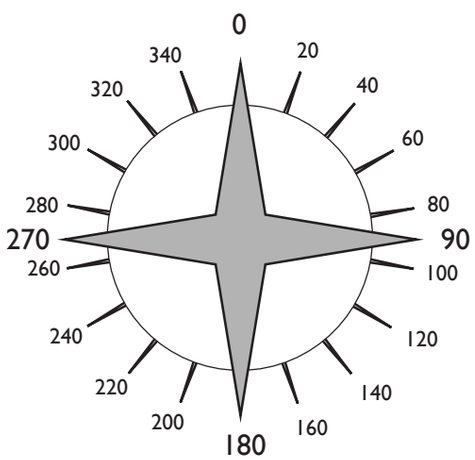
Hot Keys

SPACE	Fire Beams
RETURN	Launch Missile
R	Board Carrier
INSERT	Boost Speed
DELETE	Break
W	Pitch Up
S	Pitch Down
D	Yaw Right
A	Yaw Left
E	Roll Right
Q	Roll Left
F1	Help
F9	Previous Console
F10	Next Console

Designated Fighter(s)



Fire : Space
Torp : Return



BASIC STRATEGY

For information on how to use this chart visit:
www.blackjackapprenticeship.com

Never Take Insurance or Even Money

Pair Splitting

	Dealer's Upcard									
	2	3	4	5	6	7	8	9	T	A
(A,A)	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
(T,T)	N	N	N	N	N	N	N	N	N	N
(9,9)	Y	Y	Y	Y	Y	N	Y	Y	N	N
(8,8)	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
(7,7)	Y	Y	Y	Y	Y	Y	N	N	N	N
(6,6)	Y/N	Y	Y	Y	Y	N	N	N	N	N
(5,5)	N	N	N	N	N	N	N	N	N	N
(4,4)	N	N	N	Y/N	Y/N	N	N	N	N	N
(3,3)	Y/N	Y/N	Y	Y	Y	Y	N	N	N	N
(2,2)	Y/N	Y/N	Y	Y	Y	Y	N	N	N	N

Key:		
	Y	Yes, Split the pair.
	N	No, Don't split the pair.
	Y/N	If Double After Split is allowed / If Double After Split is not allowed

Soft Totals

	Dealer's Upcard									
	2	3	4	5	6	7	8	9	T	A
(A,9)	S	S	S	S	S	S	S	S	S	S
(A,8)	S	S	S	S	Ds	S	S	S	S	S
(A,7)	Ds	Ds	Ds	Ds	Ds	S	S	H	H	H
(A,6)	H	D	D	D	D	H	H	H	H	H
(A,5)	H	H	D	D	D	H	H	H	H	H
(A,4)	H	H	D	D	D	H	H	H	H	H
(A,3)	H	H	H	D	D	H	H	H	H	H
(A,2)	H	H	H	D	D	H	H	H	H	H

Key:		
	H	Hit
	S	Stand
	D	Double if allowed; If not, hit.
	Ds	Double if allowed; If not, stand.

Hard Totals

	Dealer's Upcard									
	2	3	4	5	6	7	8	9	T	A
17	S	S	S	S	S	S	S	S	S	S
16	S	S	S	S	S	H	H	H	H	H
15	S	S	S	S	S	H	H	H	H	H
14	S	S	S	S	S	H	H	H	H	H
13	S	S	S	S	S	H	H	H	H	H
12	H	H	S	S	S	H	H	H	H	H
11	D	D	D	D	D	D	D	D	D	D
10	D	D	D	D	D	D	D	D	H	H
9	H	D	D	D	D	H	H	H	H	H
8	H	H	H	H	H	H	H	H	H	H

Key:		
	H	Hit
	S	Stand
	D	Double if allowed; If not, hit.

Hard Totals - Late Surrender

	Dealer's Upcard									
	2	3	4	5	6	7	8	9	T	A
17										
16								Sur	Sur	Sur
15									Sur	
14										

Key:		
	Sur	If the casino offers surrender and these are your first two cards then surrender.

Game Master Kneeboard

Flight

Name	
Date / Time	
Ship Name	
Ship Type	
Operation Name	
Mission Sectors	

Communications Channels

Hot Key	What	Ship	Officer

Aboard

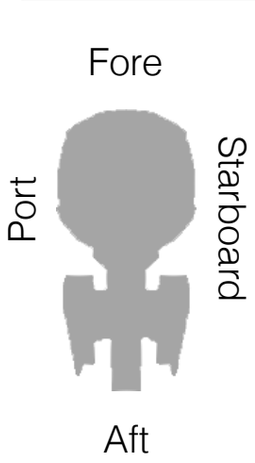
Ship	Aboard

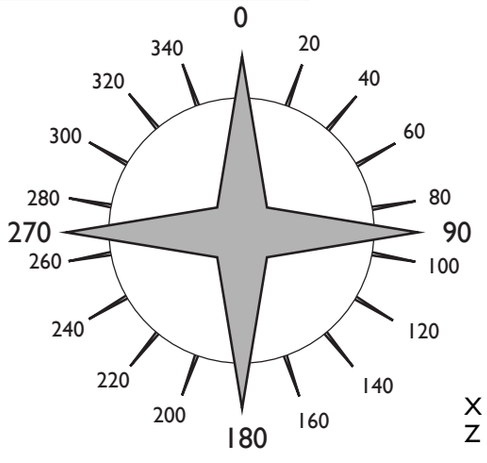
Hot Keys

F1	Help
F9	Previous Console
F10	Next Console

Mission Notes NPCs, Stations, Ships

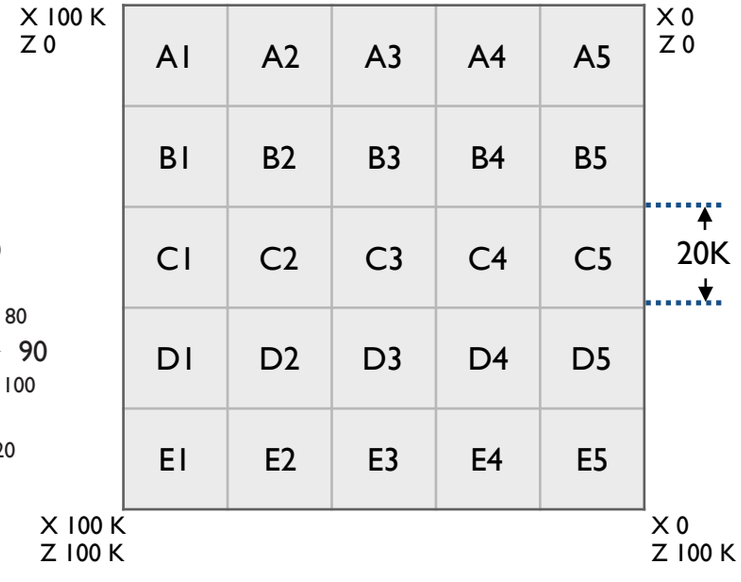
Script Notes





Storyboard

Time	Event	Location



Game Master Kneeboard - GURU LEVEL

Duty Summary

provided by
Wayne Street of UBSBS

HELM

- REPEAT BACK ORDERS
- ANNOUNCE WHAT YOU ARE DOING
- RED CIRCLE INDICATES WHO WEAPONS ARE TARGETING
- KEEP ENEMY IN THE ARCS OF YOUR SHIP
- WARP 1 IS NORMAL
- KEEP MOVING
- BROWN DOTS ARE ASTEROIDS
- WHITE DOTS ARE MINES
- NEBULAR HIDE THINGS AND LIMIT TO WARP 1
- WORK WITH SCIENCE

WEAPONS

- REPEAT BACK ORDERS
- ANNOUNCE WHAT YOU ARE DOING
- SHOUT OUT WHO YOU ARE TARGETING
- HOMING ARE STANDARD
- PSHOCK SET IT ON FIRE WHEN SHIELDS ARE DOWN
- EMP DESTROYS SHIELDS
- MINES DROP OUT THE BACK
- NUKES ARE DEADLY AT CLOSE RANGE
- TELL ENGINEERING WHEN YOU ARE RELOADING
- RAISING SHIELDS IS YOUR JOB

ENGINEERING

- LISTEN TO WHAT IS HAPPENING
- ADD POWER TO SYSTEMS WHEN ITS BEING USED
- KEEP AN EYE ON POWER LEVEL AND HEAT
- DO NOT WAIT FOR ORDER, REACT TO OTHER STATIONS
- WARN CAPTAIN ABOUT SYSTEMS OFFLINE
- REPAIR PROPULSION FIRST
- MAKE SURE SHIELDS ALWAYS HAVE SOME POWER
- IN AN EMERGENCY WEAPONS CAN TURN TORPS IN ENERGY
- IF YOU ARE NOT BEING TOLD WHAT TO DO, ITS GOING WELL
- WARN THE CAPTAIN IF POWER LEVEL IS BELOW 250
- CHECK HOW QUICKLY YOU ARE USING POWER

SCIENCE

- REPEAT BACK ORDERS
- ANNOUNCE WHAT YOU ARE DOING
- SCAN EVERYTHING, TWICE.
- KEEP AN EYE ON THE MAP AT ALL TIMES
- TELL COMMS THE INTEL
- TELL WEAPONS THE LOWEST BAR
- TELL HELM THE BEARING AND RANGE, KEEP THEM UPDATED
- KEEP AN EYE ON DAMAGE TO ENEMY SHIP
- TELL HELM WHAT IS ON ROUTE
- LEARN WHAT THE SYMBOLS ON MAP MEAN

COMMUNICATIONS

- REPEAT BACK ORDERS
- READ EVERYTHING, YOU MIGHT MISS SOMETHING
- KEEP INSULTING SHIPS AND ASKING THEM TO SURRENDER
- HAIL FRIENDLY SHIPS TO SEE IF THEY KNOW SOMETHING
- COMMAND FRIENDLY WARSHIPS TO HELP
- READ IT AGAIN
- ASK WEAPONS WHAT AMMO HE NEEDS
- HAIL STATIONS AND CHECK WHAT THEY HAVE IN STOCK
- GET STATION TO HAVE AMMO READY FOR YOU
- GET THE CAPTAINS ATTENTION WITH CRITICAL INFO