These are the most useful commands available to everyone.

Only one command can be processed every two seconds. If you mistype a command, it is likely to return a 'syntax error' and you will need to enter the command again. If the command is accepted, it will return 'Done', or some other meaningful message. Make sure that you get back some confirmation for each command you enter.

Only the first four letters of each command need to be entered e.g. to enter >COURSE 2700 you only need >COUR 2700 this is also true of the second word of the report command e.g. to >REPORT MISSILES you only need >REPO MISS

Warning:- Text entered after an ORDER, SEND or FUNCTION command must not be abbreviated.

Common commands:

**WHO**

This reports your terminal number current ship display id (terminal is typically like T02, ship is typically like F0 and the display will be <0> ) and what security access you have. You must use it at the start of a game to make bridge crew aware of your terminal. Security assigns roles to the port or terminal id.

**RECON**

This reports on all objects that the sensors can see (i.e. on radar). You are told the object-id, the heading and distance to the object.

To see what is on the sensors, enter:

>RECO

**THINGS object-id**

This lists up to ten known objects regardless of whether they can be seen by the sensors or not. If you leave object-id blank you get the first ten objects. If the message "MORE" appears at the end of the list, then there are additional objects that exist, and you can list these by retyping the THINGS command using the last object-id on the screen. Things only reveals the last known location of the ships. Their real positions may bear no relation to the locations given by things.

To find the first ten(10) ships on things, enter:

>THIN

To find the ten(10) ships starting with X6, enter:

>THIN X6

**MACRO macro_num text**

`macro_num` can be 0 to 9.

text can be any number of characters and spaces that make up a complete command.

This command helps you to save on typing. Suppose you use the "RECON" command a lot. To create a macro you would type:

>MACRO 3 RECON

This stores the text "RECON" under the third macro. To use the MACRO just enter "3" as a command. You should always check your macros, using 'MACL", when you enter them. An incorrect macro can swing a combat against you in the opening seconds.

Macros may have parameters. This allows you to enter most of a macro, but leave a section, like a ship id, out. You can then enter the ship id when you use the macro. This is particularly useful for science and weapons officers, as their functions could involve scanning and locking to several ships in a short space of time.

To enter a parameterised macro 1 to lock missiles to any ship, enter:

>MACRO 1 MLOCK %1 PT1 PT2

Then, when executing the macro to lock to X6, enter:

>1 X6

This puts X6 in the place of %1 and executes the macro. This means that you don't have to type 'MLOCK' every time, or have a macro for each ship.

**MACLIST**

This command allows you to see what macros you have set-up. This displays the list of macros you have entered.

To find out what macros you have, enter:

>MACL
GENERAL COMMANDS Continued

CODE number string
Enters a self destruct code.

DIRECT location1 [location2]
Gives the direction between 2 locations from location1 to location2

ETA location1 speed location2
Calculates an estimated time of arrival at a given speed

FROM From_ship First_ship_in_list
Calculates distances from From_ship to a list of ten ships.

FUNCTION function_id
Displays details of a ships function (Function_id must be spelt exactly the same way as in REPORT FUNCTIONS

GET message#
 Gets a message or record from the ships computer
 Typically Get 0 will get your mission

HELP command
 Gets the syntax of a command not designed to tell you what the command does just its syntax.

INTERCEPT ship_id [speed]
Calculates an intercept course note ship_id must be on sensors.
i.e. visible that turn on RECON

LOG "entry"
Logs an entry into the ships log
the command LOG on its own will list the last 10 entries.
Log entries are also stored in the text file BCREWLOG.DAT

LPORT
List logical port setup of all terminals Bcrew is aware of.

PORT
List bridge crew ports (or terminals)

MACGET
Retrieves macros stored under your ME name

MACSAVE
Saves macros under your ME entered name

ME name
Tells the computer and the security officer your name

QUEUE
Lists messages queued to you

REPORT CREW

REPORT CROSS

REPORT ENERGY

REPORT ENGINES
As the Helm Officer, your job is to control:
- the ship's speed and direction,
- the main view screen.

You will need to know
- Ship max speed
- Angles
- Engine temperature

CHANGING COURSE/HEADING.

Heads are given in tenths of a degree, where 0 is to the top of the screen, and 900 is to the right side of the screen.

Your ship can only turn a certain amount per turn, and this is reduced if the Helm takes damage. The ship will always turn to new headings through the shortest possible arc. Where the arcs are equal, the ship will turn to the right. Thus, if your course was 0 and you laid in course 1800, the ship would turn through 900, not 2700.

To change course to a specific heading:

COURSE  heading

To set a course of 1750, enter:
>COURSE 1750

To set course to a specific object:

Use either 'RECON', 'THINGS' or 'TRACK' to find the object's heading, then set course using the 'COURSE' command.

CHANGING SPEED.

To change to a new speed:

SPEED  speed

where speed is a number from 0 to your maximum allowable speed. Warp 1 = Speed 10, Warp 2 = Speed 20 and so on.

To lay in a speed of 40, enter:
>SPEED 40

CHANGING THE VIEW SCREEN.

To change to Tactical or Strategic mode:

MODE  TACTICAL or
MODE  STRATEGIC

'Tactical' (used in combat) shows only the objects your sensors can see, but it shows the direction those objects are heading.

'Strategic' shows all known objects at their last known location, but not their heading.

To change the display to tactical, enter:
>MODE TACT

To change the display to strategic, enter:
>MODE STRAT

To change the scale of the view screen:

SCALE  radius

where radius is the distance from the centre to the edge of the view screen.

To change scale to 9500, the Monarch's maximum sensor range, enter:
>SCALE 9500

To relocate the centre of the view screen:

VIEW  location

where location is either an x,y co-ordinate or an object id. If you change the location of the screen to a ship, as the ship moves on, the view screen remains where it is. This means you will be regularly asked to view yourself. This makes 'VIEW' a likely candidate for a macro.

To view your own ship, enter:
>VIEW
To view X6, enter:
>VIEW X6

To change the objects' size on the screen:

MAGNIFY  size

At the start of the game size is 130. Increasing the size displays the ships, starbases and planets larger; reducing the size displays them smaller.

To set a magnify of 50, enter:
>MAGN 50

To make the main display track a specific starship:

TRACK  Ship-id
To track X6, enter:
>TRACK X6

STAR  Star_Size
AUTO [On|Off]
SYSTEMS  star_name
Lists star systems starting at star_name
BEAM WEAPON OFFICER

As Beam Weapon officer your job is to control one or more beam weapons. You will need to know:
- what beam weapons your ship has,
- what range and angle they can fire,
- how to charge, target and fire them.

The example Monarch ship below has 3 beam weapons as follows:

\[ \text{LP} \quad \text{FP} \quad \text{RP} \]

The two side beam weapons have a range of 1700 (effective at 1400) and a damage of 300. The front beam has a range of 15/700 (effective at 1400) and a damage of 300. To determine the firing arcs of your ships beam weapons use the REPORT BEAM command.

To charge or recharge beam weapons:

\[
\begin{align*}
\text{CHARGE} & \quad \text{weapon_list} \\
\text{or} & \\
\text{BCHARGE} & \quad \text{weapon_list}
\end{align*}
\]

where \text{weapon-list} is one or more beam weapons separated by spaces. Beam weapons require a number of turns to charge before they can fire. If energy is short, then this may take much longer. Once each weapon is charged a message will appear informing you that it is ready to fire.

To charge all the Monarch's beams, enter:
\[ >\text{BCHAR LP RP FP} \]

To list potential targets:

Use the \text{RECON} or \text{THINGS} command to list ships, starbases and planets.

To lock beam weapons to a target:

\[
\begin{align*}
\text{BLOCK} & \quad \text{object-id} \quad \text{weapon-list} \\
& \\
\text{ARC} & \quad \text{angle} \quad \text{weapon-list}
\end{align*}
\]

sets the dispersion angle for the weapons.

Both the \text{BFIRE} and \text{BCHARGE} commands are good candidates for macros. You will need to keep one eye on the view screen when you're firing. The closer the target is the more damage will be done, but on head on approaches, you may be able to get two shots in if you fire at long range and then quickly recharge.

A common command is to shoot at anything. This requires you to change your locks to fire at any ship which comes into your weapon arc. It is not uncommon for most or all beams to be out of arc of the principle ship you are fighting, but to have another ship in arc.

To fire beam weapons:

\[ \text{BFIRE} \quad \text{weapon-list} \]

Your weapons will need to be fully charged and locked to a target (or manually aimed) within both range and the firing arc.

If the target was hit you will get a message informing you of this, and the beam weapon will need recharging before firing again.

If the firing was unsuccessful, you will get a message to tell you why, but you will not need to recharge the weapon. If the beam weapons are damaged, they may misfire. A misfire may discharge the weapon, which will require it to be charged again.

To fire all the Monarch's beams, enter:
\[ >\text{BFIRE LP RP FP} \]

To report on Beam Weapons status:

\[ \text{REPORT} \quad \text{BEAM} \quad [\text{weap_id}] \]

This gives you a list of your beam weapons, their performance, charge status, locked ship, and damage.

To get a report for all beams enter:
\[ >\text{REPO BEAM} \]

To get a specific report on beam LP enter:
\[ >\text{REPO BEAM LP} \]

\[ \text{ARC} \quad \text{angle} \quad \text{weapon-list} \]

sets the dispersion angle for the weapons.

To unlock beam weapons from any target(s):

\[ \text{BUNLOCK} \quad \text{weapon_list} \]

To manually aim the beam weapons:

\[ \text{BAIM} \quad \text{angle} \quad \text{weapon_list} \]

NB: This unlocks the beam weapon from its previous target.
MISSILE WEAPON OFFICER

As 'Missile Weapon Officer' your job is to control one or more missile weapons. You will need to know:
- missile range
- effect of target ships speed

The example Monarch ship below has two forward firing missile weapons. Each missile runs at speed 120 for 10 turns and turns up to 30° each turn. This gives the weapons an unusual target area that looks something like this.

Note that there are some locations near the ship that a missile can not reach. To find out what missiles you ship has use the REPORT MISSILE command.

To load or missile weapons:
LOAD weapon_list or MLOAD weapon_list
where weapon-list is one or more missile weapons separated by spaces.
Note the Monarch has a limited number of missiles in stock (30 for each). It takes a number of turns and energy to reload missiles.

To load the Monarch's missiles, enter:
> MLOAD PT1 PT2

To unload missiles:
RELOAD star_base
To reload missiles from a star base

To set the proximity of the missiles:
PROX radius weapon-list
Where radius is the distance from the target that the missile must reach before it explodes. Setting a proximity too low could cause the missiles to miss the target, but will cause more damage. Higher proximity improves the chance to hit, but reduces damage.

To set a proximity of 100 for the missiles, (the standard prox.), enter:
> PROX 100 PT1 PT2

Many officers feel that a proximity between 90 and 150 produces the best results.

To list potential targets:
Use the 'RECON' or 'THINGS' command to list ships, starbases and planets.

To lock missile weapons to a target:
MLOCK object-id weapon-list
This locks the listed weapons to fire on the specified target. You can only lock to a ship that is within your short range sensor distance (6000 tsu for the Monarch.)

To lock the missiles to X6, enter:
> MLOCK X6 PT1 PT2

To unlock the missile weapons from their target(s):
> MUNLOCK weapon_list
This unlocks the weapons from their target. A neutral ship that has been targeted may decide to turn hostile, this command allows you to correct targeting errors that could otherwise lead to disaster.

To fire missile weapons:
MFIRE weapon-list
Your weapons will need to be loaded, have their proximity set, and be locked to a suitable target. The Monarchs missiles will run for up to 10 turns or until reaching its target or any hostile ship. At the end of that time it self destructs.
You will be told whether the target was hit, missed, or the missile weapon failed to fire.

To fire the Monarchs missiles, enter:
> MFIRE PT1 PT2

To report on Missile Weapons status:
REPORT MISSILE [weapon-id]
To report on all missiles, enter:
> REPO MISS
To report on a specific missile PT1 enter:
> REPO MISS PT1

IMPORTANT NOTE: Missiles starting with V or A can be used as Anti-Missile – Missiles these are normally controlled by the watch officer (though the missile officer can use them)
Anti-Missile commands operate in the same way and are:
AMFIRE weapon-list
AMDFIRE direction weapon-list
AMSFIRE weapon-list
Both the 'MFIRE' and 'MLOAD' commands are good candidates for macros. You will need to keep one eye on the view screen when you're firing. With practice, you will learn what conditions are likely to cause a hit.

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COMMUNICATIONS OFFICER

As communications officer, your job is to send and receive messages and orders to other ships and to headquarters.

To set behaviour for a ship:

ORDER ship-id WAIT
To order F2 to wait, enter:
ORDER F2 WAIT

This order will mean that the ship remains where it is. However, if any hostile ship comes close to it, it will attack.

ORDER ship-id1 ESCORT ship-id2
To order F2 to escort M1, enter:
ORDER F2 ESCORT M1.

This will tell F2 to follow M1 around and attack any hostile ship which gets too close.

ORDER ship-id TRADE location1 location2
The two locations can be star systems, ships, or x,y co-ordinates. They can even be the same co-ordinate, which will make the ship stay at the designated location.

To order transport M1 to Sol, enter:
ORDER M1 TRADE SOL SOL

ORDER ship-id1 ATTACK ship-id2
To order F2 to attack X6, enter:
ORDER F2 ATTACK X6

To order ship-id1 to form a fleet with ship-id2 as the flag ship:

ORDER ship-id1 FLEET ship-id2
To order F2 to fleet F0, enter:
ORDER F2 FLEET F0

This will make F2 follow F0. It will not go off and attack hostile ships, although it will still fire at them if they are within range.

To order position of a fleeted ship relative to the flag ship:

MODIFY ship-id angle distance
where angle is the angle from the front of the ship in tenths of a degree and the distance is the distance from the ship to maintain. This may be used in conjunction with any of the Order’s.

To get F2 to fleet F0 at an angle of 0 and a distance of 1000, order it to fleet, and then enter:
MODI F2 0 1000

Other commands:
ORDER ship-id PATROL location1 location2
ORDER ship-id SCOUT location1 location2
ORDER ship-id GOTO location
ORDER ship-id RETREAT location
ORDER ship_id LOWER
ORDER ship_id SHADOW ship_id2

Sending messages to other ships:
SEND ship-id "message"
where message is a string of text.

e.g. :  >SEND X2 Back of BUB

To see the message QUEUE:

To see what messages are queued, enter:
QUEUE

This shows what message numbers are in use.

To READ a message:

READ message#
To read message 0 , enter:
READ 0

To DELETE a message:

DELETE message_num|READ
Deletes one message or all messages queued to you

To remove message 0 from the queue, enter:
DELETE 0

To delete all read messages from the queue, enter:
DELETE READ

Sending messages to other crew:

MESSAGE function message
Where function is the ship's function and message is the message you wish to send.

MODS ship-id speed [rotate]
Modifies the targets speed and rotation.

DETAIL ship-id
Gives Deliott's Ratings and Class of Target ship.
As 'Damage Control Officer' you will be responsible for repairing the ship when it is damaged and for assigning crew between functions.

You will need to know:
- what functions your ship has,
- what crew you have,
- how to assign crew to functions.

Ships have up to 20 functions that govern what the ship can do. Each function controls the performance of a specific area of the ship e.g. Helm controls turning etc, Warp controls speeds over 10 (light speed)

In order to perform your duties correctly you will need to monitor the damage status of each of these functions, and the numbers of crew available to repair any damage. To do this you use the report function and report crew commands.

To determine the status of your ship

>REPORT FUNCTION

This will list a table of up to 20 functions and the current level of damage/functionality for each.

To determine the number of crew available for each function

>REPORT CREW

This will list a table of up to 20 functions and the number of crew available for each function. Also listed is the minimum number required to maintain the function and any spare crew.

The damage control officer manages the repair of damaged functions by assigning crew to that function.

To assign crew to a function

ASSIGN function1 number function2

to assign 20 crew from Damage control to warp

>ASSIGN DC 20 WARP

Many experienced Damage Control Officers make two points to newcomers:

REPORT DC
Provides a list of functions with their status.

Prioritise your functions. There is no point in happily repairing the EM sensors, when your shields are about to blow, your weapons are dead and Enemies are closing in for the kill.

Carry out pre-emptive damage control. You will often have spare crew, use them! One of the first things you should do is distribute these spare crew into the more vital functions of your ship, such as warp missile shields or helm. Remember being prepared is better than being parboiled.

REPORT MO Useful information on the effectiveness of Medical Officers.
The engineer has several functions. The first is to repair ship functions that are beyond damage control to fix. In order to carry out these repairs, you must either have the spares or be in transporter range and speed of another starship, planet or starbase that does.

To replace a function that has been damaged

REPLACE starbase function

To repair the shields using spares from starbase S9

>REPLACE S9 SHIELDS

To Repair Warp Engines from spares on your ship (F0)

>REPLACE F0 WARP

The second role for Engineers is that of transporter control.

To repair a function that has been damaged

REPAIR starbase function

Allows you to repair a function if within transporter range and speed of a starbase, repair ship, or planet. REPAIR also allows you to repair yourself if you have that ability - to do this enter your own ship_id in place of starbase.

To transport crew to and from a specific area of another ship:

TRANSPORT CREW qty_crew {TO | FROM} ship_id function_id

To transport passengers to and from a specific area of another ship:

TRANSPORT PASSENGERS qty_passengers {TO | FROM} ship_id function_id

The third role of the ship's engineer is to set fuel consumption rates.

To set the fuel consumption rate of the warp engines:

WARP <value>

Note that consumption levels above the maximum safe level (as shown by REPORT ENGINES) can result in heat damage to the engines.

To set the fuel consumption rate of the impulse engines:

IMPULSE <value>

REPORT ENGINES

A useful report giving information about the engines, including fuel consumption.
SCIENCE OFFICER

The science officer is responsible for the ship's sensors - using them to gain information and making sure they're switched on and off at the correct times.

Commands:

Scan:

This gives you a low level sensor sweep of a ship. You focus the sensors on a particular area of the ship to gain information on it. The areas you can scan are **LIFE / FUNC / BEAM / EXT/MISS / GEN**. To scan a ship enter:

    SCAN area ship_id [ship_id]

For example, to scan the shields of X1, enter:

    >SCAN GEN X1

The second ship_id in the syntax allows you to scan using another ship's sensors, but only if that ship is on your side. This is useful if you are not close enough to scan the enemy ship yourself.

For example, to do the scan above, from the scout S1, enter:

    >SCAN GEN X1 S1

Analyse:

Analyse is a powerful sensor sweep of another ship. It has the same syntax as SCAN, but will probably reveal more information. Analyse only works if the ship is within range of the combat sensor. The syntax is:

    ANALYSE area ship_id [ship_id]

Sensors:

As science officer you have control of the sensors. This gives you the ability to turn them on and off. The command to do this is:

    SENSOR on/off sensor_id

For example, to turn off the EM sensor on the monarch, enter:

    >SENSOR OFF EM

You are also able to bring up a report on your sensors. This allows you to see whether they're working, are on or off and their range. The command to enter is:

    REPORT SENSOR
STRATEGY OFFICER

The strategy officer gets intelligence information on other ships fed to him from Federation Intelligence and the ships sensors.

**Commands:**

**Detail:**
This gives you the intelligence information in the ships computer about other ships. It gives you their attack and defence rating, their name and their mission. It is not limited by distance. The command syntax is:

```
DETAIL ship_id
```

For example, to get intelligence on X1, enter:
```
>DETAIL X1
```

**Tag:**
Tag lets you display the ship id of ships on the main viewscreen. You can also display the ship's name or registration as well as the id. To tag a ship, enter:

```
TAG ship_id ID|NAME|REGO
```

For example, to tag X1 and show its name, enter:
```
>TAG X1 NAME
```

**UNTAG**
This command lets you remove tags from ships on the main view screen. This can make the area less cluttered. To untag a ship enter:

```
UNTAG ship_id
```

For example, to untag X1, enter:
```
>UNTAG X1
```

**Scan:**
This is the same as the science officer command SCAN. The areas you can scan are LIFE / FUNC / BEAM / MISS / EXT/GEN. To SCAN a ship enter:

```
SCAN area ship_id [ship_id]
```

For example, to scan the shields of X1, enter:
```
>SCAN GEN X1
```

The second ship_id in the syntax allows you to scan using another ship's sensors.
For example, to do the scan above, from the scout S1, enter:
```
>SCAN GEN X1 S1
```

**Watch:**
Lets you display everything within a two distance and two angles.
To watch a given portion of space, enter:

```
WATCH distance1 distance2 [angle1] [angle2]
```

For example, to watch everything 3000 TSU above your ship, enter
```
WATCH 0 3000 2700 900
```
If no angle parameters are used, the default is 0 to 3599 (360 degrees).

**Cloak:**
Lets you turn the ships cloaking on or off.
For Example,
```
CLOAK on/off cloak-id/all
```

**Report Cloak:**
Reports the function of your cloaking device if any.

```
REPORT CLOAK
```
As 'Shield Control Officer' you will be responsible for controlling and maintaining the ship's shields. Although this may seem like a trivial function, the shields are the first line of defence of your ship and it is important that their condition and status be monitored at all times. You have the job of raising, lowering and setting the charge rate of your shields.

To monitor the condition of your shields

REPORT SHIELDS

This will give a listing of the current status of your shields.

Normally your shields are raised at all times. This is to prevent damage from micrometeorites and other space junk such as surprise attacks. There will be times however when it may be necessary to lower your shields.

To raise or lower your shields

SHIELD shield UP|DOWN

where shield can be one of the following:

  ALL
  FRONT
  BACK
  LEFT
  RIGHT

To lower the left shield

>SHIELD LEFT DOWN

To raise all the shields

>SHIELD ALL UP

You are also responsible for monitoring the charge rate of your shields. Normally the shields on a Monarch class starship will charge at a maximum rate of 200 energy units per turn unless altered. There may be times when your captain requests the charge rate be lowered in order to conserve energy.

To alter the charge rate on your shields

SHIELD shield charge-value

where shield is one of the following

  ALL
  FRONT
  BACK
  LEFT
  RIGHT

charge_value is the value that shields will charge at. To determine the maximum and minimum values for this refer to your ship stats printout.

NOTE The value given in charge_value is the number of energy units per turn applied to the charging process. The number of shield points is about 5% of this for your ship. For example if your shields where using 200 units of energy per turn, this would add 10 shield points to that shield each turn.
MEDICAL OFFICER

The Chief Medical Officer's job (apart from the obvious role-play possibilities) is to move medical officers around the ship, so that they can heal crew members. The medical officer can also turn ordinary crew into medics. (That first aid training sure comes in handy!)

ALLOCATE function number
Turns crew members into medics and medics into crew. Enter a negative number to change them back.

REASSIGN function number function
Similar to DC's command ASSIGN except that it moves around the medical officers.

REPORT MAX
Reports on the maximum number of people in a function
*** Does not include the actual number of crew ***

REPORT MO
Useful information on the effectiveness of medical officers.
SECURITY OFFICER

The security officer has several important tasks to perform. The first is to control the security access to the various ships functions. You will, under orders from your captain, give access to the appropriate functions to fellow members of your crew at the start of play. You may also change that access at any time during play if, for instance, helm needs to be transferred to another terminal.

To give access to a function use

GIVE security_id port_num| me_name|AUTO

Where security_id is one of the following

- HELM
- BEAM
- COMMS
- SEC
- STRAT
- SCI
- WATCH

 port_num is the number of the port the terminal (or PC) is plugged into. This can be determined with the WHO command.

Instead of a terminal number, a name can be used (as entered by the relevant player using the ME command). E.g., if Zoe is on port 6 and has entered the command ME ZOE, the security officer can use either of:

GIVE BEAM 6
GIVE BEAM ZOE

Your second function is to declare alert status. The level of status will determine how FIP ships will obey your orders with the SEND command. If you declare Condition Red, then they must obey your commands.

NOTE: AUTO option is for making use of the automatic crew and is used by small ships mainly.

To set alert status

CONDITION status

where status is one of GREEN|YELLOW|RED|BLUE

Your third function is to begin the self destruct process. The authorised players must enter the correct code before self destruct is initiated or aborted. You are responsible for setting the start time. To start self destruct, use:

DESTRUCT [INITIATE|ABORT] time
FIRST OFFICER

The first officer's job is to provide support and advice to the captain. He or she must be ready to take over the captain's duties if the captain is killed, disabled, captured or even just called away from the bridge.

The first officer has access to some useful reports to help him or her advise the captain.

REPORT BEAM
Provides a report of the beam weapons.

REPORT DC
Provides a simple list of functions with their status.

REPORT MISSILE
Provides a report of the missile weapons.

REPORT SHIELD
Lists the current status of the shields.

REPORT MO
Reports on the medical officer/s on the ship.

REPORT SENSORS
Provides a report on the ships sensors.

AUTOCREW

Since Bridge crew version 3.0a the possibility of running a ship short staffed by using the AUTOCREW functions these are available for missiles, beams and helm only.

REPO SECURITY

In order for an auto crew to be active the security officer must assign the function to AUTO (e.g. the security officer would enter: ‘GIVE BEAM AUTO’

TARGET Ship_id
sets the target for the auto crew to attack. Only works if you have an auto crew set for beam, miss or helm (GM: note auto crews won't attack non hostile ships)

REPORT AUTO
reports on the current target and energy crisis for auto crew
WATCH OFFICER

With Bridge Crew version 3.0a the watch officer is now additionally burdened with antimissile duties.

To watch a given portion of space, enter:

```
WATCH distance1 distance2 [angle1] [angle2]
```

For example, to list everything 3000 TSU above your ship, enter

```
WATCH 0 3000 2700 900
```

If no angle parameters are used, the default is 0 to 3599 (360 degrees).

The idea of the watch command is to allow a THINGS like command that can filter out unnecessary ships (e.g. ships that are behind us or too far away to be of interest).

ANTI MISSILE COMMANDS

From version 3.0a onwards bridge crew supports 2 type of Anti Missile system’s.

Anti Missiles can be identified by the first character of the weapon ID being a V or A. Weapons starting with an A are for Anti missile use only while those that start with an V are dual purpose weapons.

Anti missiles are fired with the command AMFIRE they are accessed by the MLOAD, MLOCK and PROXIMITY commands in the same way that normal missiles are.

Anti missiles fired with the command AMFIRE will travel in the direction they are fired until they expire or until they hit an enemy missile.

If an Anti missile system has an aim angle of 3599 then it is a turret mount device and can be targeted in either a specific direction or at a specific ship. To do this use the AMDFIRE and AMSFIRE commands irrespective of the firing command antimissiles always travel in a straight line.

```
AMFIRE weapon_list
```

Will fire anti missiles in the aim angle of the launch tube

```
AMDFIRE direction weapon_list
```

Will fire the anti missile system in the specified direction

```
AMSFIRE weapon_list
```

Will fire the anti missile in the direction of the currently locked ship

To load missile weapons:

```
MLOAD weapon-list
```

where weapon-list is one or more missile weapons separated by spaces.

Note you have a limited number of missiles in stock.

To load the a typical anti missiles system, enter:

```
>MLOAD VCIWF VCIWA
```

To set the proximity of the missiles:

```
PROX radius weapon-list
```

where radius is the distance from the target that the missile must reach before it explodes. Setting a proximity too low could cause the missiles to miss the target, Higher proximity improves the chance to hit, but reduces damage.

To set a proximity of 100 for the AMS anti missile enter:

```
>PROX 100 AMS
```

To lock missile weapons to a target:

```
MLOCK object-id weapon-list
```

This locks the listed weapons to fire on the specified target. You can only lock to a ship that is within your weapon range sensor distance.

To lock the missiles to X6, enter:

```
>MLOCK X6 VCIL VCIR
```

To unlock the missiles from their target(s):

```
MUNLOCK weapon_list
```

This unlocks the weapons from their target(s).

To fire the anti missiles, enter:

```
>AMFIRE VCIWF VCIWA VCIWR VCIWL
```

To fire the anti missiles in direction 2116 (assuming they are turret mount), enter:

```
>AMDFIRE 2116  VCIWF VCIWA
```

To fire the anti missiles at the current location of X2, enter:

```
>MLOCK X2 VCIWF VCIWA VCIWR
>AMSFIRE VCIWF VCIWA VCIWR
```

Note the mlock command remains locked to a target until the target is destroyed or a new target is locked to.

To report on Missile Weapons status:

```
REPORT MISSILE
```

To report missiles, enter:

```
>REPO MISS
```

The ‘AMFIRE’, AMDFIRE, AMSFIRE and ‘MLOAD’ commands are good candidates for macros. You will need to keep one eye on the view screen when you're firing. With practice, you will learn what conditions are likely to cause a hit.
Computer Officer

As Computer Officer, you are responsible for scanning the ship's computer for information that may be of use to the captain in the current scenario.

The computer will normally contain extracts from the FIP charter, and from any relevant FIP treaties, along with scenario specific information.

To get an entry from the ship's computer:

GET message_number

Where message_number is a number between 0 and 199. The command retrieves the entry from the ship's computer. Message 0 is usually the scenario orders.

To get message number 0 from the ship's computer, enter:

>GET 0

To search for message numbers using keywords:

SEARCH key1 [key2] [key3]

Where Key1, key2 and key3 are key-words you wish to use to find information. The command lists the first ten entries with the key or keys, for use with a subsequent Get command.

To search for information on the Xingon race, enter:

>SEARCH Xingon

To search for information on Kathmore and/or the Scorpion Pirates, enter

>SEARCH Kathmore Scorpion

If the information is in the ship's computer, the command will return a list of numbers, which you can then use in one or more GET commands.

To find and retrieve a record containing one or more keywords:

FIND key1 [key2] [key3]

Where Key1, key2 and key3 are key-words you wish to use to find information. The command finds the first occurrence of a record with matching keys and retrieves that record.

To find a record with information on Mutanium, enter:

FIND Mutanium

To find a record with information on cloaked Rheman ships seen around Kathmore, you could try:

FIND cloak Rheman Kathmore

To report on messages in the ship's computer:

REPORT COMPUTER

This command lists the first ten entries in the ship's computer and lets you know which ones you can access.