PLAYER COMMANDS ........................................................................................................ 5
General Commands ........................................................................................................... 5
    CODE number string .................................................................................................. 5
    DIRECT end_location [start_location] ....................................................................... 5
    ETA start_location speed end_location ..................................................................... 5
    FROM ship_id start_ship_id ....................................................................................... 5
    FUNCTION function_id ............................................................................................... 6
    GET message number ............................................................................................... 6
    HELP command ......................................................................................................... 6
    INTERCEPT ship_id [speed] ........................................................................................ 6
    LOG [text] ................................................................................................................. 6
    LPORT ......................................................................................................................... 6
    MACRO number text .................................................................................................. 6
    MACGET filename ...................................................................................................... 7
    MACSAVE filename .................................................................................................... 7
    MACLIST .................................................................................................................... 7
    PPORT [number RESET] ........................................................................................... 7
    RECON ....................................................................................................................... 7
    REPORT CREW ......................................................................................................... 8
    REPORT CROSSSECTION .......................................................................................... 8
    REPORT ENERGY ....................................................................................................... 8
    REPORT ENGINES ..................................................................................................... 8
    REPORT FUNCTIONS ............................................................................................... 8
    REPORT MAX ............................................................................................................. 9
    REPORT MEDIC ......................................................................................................... 9
    REPORT PEOPLE ..................................................................................................... 9
    REPORT SECURITY ................................................................................................. 10
    REPORT SHIP ......................................................................................................... 10
    REPORT TRANSPORTER ......................................................................................... 10
    SFX ON|OFF|TELL [port_id] ........................................................................................ 10
    port_id defaults to the current port ......................................................................... 10
    TELL system ............................................................................................................ 10
    TERM [BS|ECHO ON|OFF] .......................................................................................... 10
    THINGS ship_id .......................................................................................................... 11
    VERS ......................................................................................................................... 12
    WHO ........................................................................................................................... 12
    VERS ........................................................................................................................... 12
    ZONE location ......................................................................................................... 12
FIRST OFFICER ........................................................................................................... 13
    REPORT BEAM ...................................................................................................... 13
    REPORT DC .............................................................................................................. 13
    REPORT MISSILE ................................................................................................... 13
    REPORT SHIELD .................................................................................................... 13
    REPORT MO ............................................................................................................. 13
    REPORT SENSORS ................................................................................................. 13
    REPORT AUTO ....................................................................................................... 13
TARGET Ship_id ............................................................... 13
Helm Officer .................................................................................. 14
AUTO [ON|OFF] .............................................................................. 14
COLOUR number ............................................................................ 14
COURSE angle ................................................................................. 14
MAGNIFY number ........................................................................... 14
MODE TACTICAL|STRATEGIC ...................................................... 14
SCALE number ............................................................................... 15
SPEED speed ................................................................................... 15
STARS star size ................................................................................. 15
SYSTEMS start_system ................................................................. 15
TRACK ship_id ................................................................................ 15
VIEW location ................................................................................ 15
Damage Control ............................................................................... 16
ASSIGN function1 number function2 ............................................. 16
REPORT DC ..................................................................................... 16
REPORT MO ...................................................................................... 16
Beam Weapon Officer ..................................................................... 17
ARC angle weapon_list ............................................................... 17
BAIM angle weapon_list ............................................................. 17
BLOCK target weapon_list ......................................................... 17
BFIRE weapon_list .......................................................................... 17
BUNLOCK weapon_list ............................................................... 17
CHARGE weapon_list .................................................................... 17
or ..................................................................................................... 17
BCHARGE weapon_list ............................................................... 17
REPORT BEAM ............................................................................... 17
Missile Weapon Officer .................................................................. 19
LOAD weapon_list .......................................................................... 19
or ..................................................................................................... 19
MLOAD weapon_list ................................................................. 19
MFIRE weapon_list ......................................................................... 19
MLOCK target weapon_list ......................................................... 19
MUNLOCK weapon_list .............................................................. 19
PROXIMITY range weapon_list ................................................... 19
RELOAD starbase ............................................................................ 19
REPORT MISSILE ............................................................................ 19
Communications Officer .............................................................. 21
DELETE READ message_number .................................................. 21
DETAIL ship_id ................................................................................ 21
MESSAGE function message ....................................................... 21
MODIFY dsf_ship angle distance ................................................ 21
MODSPEED dsf_ship speed [rotate] ............................................... 21
ORDER dsf_ship mission details ................................................... 21
QUEUE .......................................................................................... 21
READ message number ............................................................. 22
SEND ship_id message ............................................................... 22
Computer Officer ........................................................................... 23
REPORT COMPUTER ...................................................................... 23
GET message_number .................................................................... 23
SEARCH key1 [key2] [key3]................................................................................................ 23
SEARCH text ..................................................................................................................... 23
FIND key1 [key2] [key3]..................................................................................................... 23
FIND text ............................................................................................................................ 23

Ships Strategist.............................................................................................................. 30
SIMPLE <value> .............................................................................................................. 30
REPAIR starbase _function .......................................................................................... 30
TRANSPORT CREW crew TO|FROM ship_id ship_function ........................................ 30
TRANSPORT CREW CREW TO|FROM ship_id ship_function ...................................... 30
WARP <value> ............................................................................................................... 30

Watch Officer.............................................................................................................. 31
SIMPLE <value> .............................................................................................................. 31
REPAIR starbase _function .......................................................................................... 31
TRANSPORT CREW crew TO|FROM ship_id ship_function ........................................ 31
TRANSPORT CREW CREW TO|FROM ship_id ship_function ...................................... 31
WARP <value> ............................................................................................................... 31

Chief Medical Officer (CMO)...................................................................................... 25
SEARCH key1 [key2] [key3]............................................................................................. 25
SEARCH text ..................................................................................................................... 25
FIND key1 [key2] [key3]..................................................................................................... 25
FIND text ............................................................................................................................ 25

Science Officer............................................................................................................. 28
SIMPLE <value> .............................................................................................................. 28
REPAIR starbase _function .......................................................................................... 28
TRANSPORT CREW crew TO|FROM ship_id ship_function ........................................ 28
TRANSPORT CREW CREW TO|FROM ship_id ship_function ...................................... 28
WARP <value> ............................................................................................................... 28

Security Officer.......................................................................................................... 25
SEARCH key1 [key2] [key3]............................................................................................. 25
SEARCH text ..................................................................................................................... 25
FIND key1 [key2] [key3]..................................................................................................... 25
FIND text ............................................................................................................................ 25

Shield Control Officer............................................................................................... 27
SEARCH key1 [key2] [key3]............................................................................................. 27
SEARCH text ..................................................................................................................... 27
FIND key1 [key2] [key3]..................................................................................................... 27
FIND text ............................................................................................................................ 27

Science Officer............................................................................................................. 28
SEARCH key1 [key2] [key3]............................................................................................. 28
SEARCH text ..................................................................................................................... 28
FIND key1 [key2] [key3]..................................................................................................... 28
FIND text ............................................................................................................................ 28

Ships Strategist.............................................................................................................. 30
SEARCH key1 [key2] [key3]............................................................................................. 30
SEARCH text ..................................................................................................................... 30
FIND key1 [key2] [key3]..................................................................................................... 30
FIND text ............................................................................................................................ 30

Watch Officer.............................................................................................................. 31
SEARCH key1 [key2] [key3]............................................................................................. 31
SEARCH text ..................................................................................................................... 31
FIND key1 [key2] [key3]..................................................................................................... 31
FIND text ............................................................................................................................ 31

Chief Medical Officer (CMO)...................................................................................... 25
SEARCH key1 [key2] [key3]............................................................................................. 25
SEARCH text ..................................................................................................................... 25
FIND key1 [key2] [key3]..................................................................................................... 25
FIND text ............................................................................................................................ 25

Science Officer............................................................................................................. 28
SEARCH key1 [key2] [key3]............................................................................................. 28
SEARCH text ..................................................................................................................... 28
FIND key1 [key2] [key3]..................................................................................................... 28
FIND text ............................................................................................................................ 28

Ships Strategist.............................................................................................................. 30
SEARCH key1 [key2] [key3]............................................................................................. 30
SEARCH text ..................................................................................................................... 30
FIND key1 [key2] [key3]..................................................................................................... 30
FIND text ............................................................................................................................ 30

Watch Officer.............................................................................................................. 31
SEARCH key1 [key2] [key3]............................................................................................. 31
**Player Commands**

Only the first four characters of a command need be entered. When entering function names or system names (i.e. anything that is shown in italics) the full word needs to be entered - abbreviations are not accepted. For example, to get a RECON, you only need to type RECO into the computer, but to get a report on your impulse engines you need to type "FUNC IMPULSE".

**General Commands**

The following commands are available to all players.

**CODE number string**

Used by all authorised players to initiate self-destruct. Each player has only part of the code. All parts of the code must be correctly entered before the ship will self-destruct.

**DIRECT end_location [start_location]**

Reports the distance and heading from start_location to end_location. End_location and start_location can be either x.y co-ordinates or an Object Id. If an Object Id is used, then the last known x.y location of that object is considered. The default for start_location is your own ship.

**ETA start_location speed end_location**

Calculates the time taken to travel to end_location from start_location at constant speed.

End_location and start_location can be either x.y co-ordinates or an Object Id. If an Object Id is used, then the last known x.y location of that object is considered.

Speed is in TSU per turn.

It also tells you the stardate based on the current stardate, plus the travel time to end_location, along with the elapsed play time, in minutes.

**FROM ship_id start_ship_id**

Lists known objects regardless of sensors relative to a specific ship. Objects include ships, starbases and planets. All known objects are stored in a list. The 'FROM' command will list up to 10 objects from this list starting from the start_ship_id. Ship_id specifies which ship to use as the origin for calculating Heading and Distance values.

For example:

FROM F2 will list the first 10 known objects relative to ship F2

FROM K1 X7 will list the first 10 ships starting from X7, relative to K1.

The 'FROM' command is similar to the 'THINGS' command but calculates the listed Heading and Distance from a specified ship.
An example of the report is shown below

<table>
<thead>
<tr>
<th>Id</th>
<th>Heading</th>
<th>Distance</th>
<th>Xpos.Ypos</th>
<th>Tagged</th>
</tr>
</thead>
<tbody>
<tr>
<td>F1</td>
<td>2992</td>
<td>1420</td>
<td>500090.196277 Tagged</td>
<td></td>
</tr>
<tr>
<td>F2</td>
<td>1178</td>
<td>26</td>
<td>501353.195571 Tagged</td>
<td></td>
</tr>
<tr>
<td>K1</td>
<td>123</td>
<td>10149</td>
<td>503500.205500 Tagged</td>
<td></td>
</tr>
<tr>
<td>K2</td>
<td>195</td>
<td>9461</td>
<td>504500.204500 Tagged</td>
<td></td>
</tr>
<tr>
<td>K3</td>
<td>177</td>
<td>10409</td>
<td>504500.205500 Tagged</td>
<td></td>
</tr>
</tbody>
</table>

**FUNCTION function_id**

Lists crew and damage status of a function.

The *function_id* can be found from the command REPORT FUNCTIONS.

**GET message number**

Retrieves the multi line message from the ships computer. Message 0 is usually the scenario orders.

**HELP command**

Where *command* is a player's command or security code.

NOTE: This command is designed to assist only those players who are familiar with the game. It is not designed as a tutorial, or to tell the player what effect the commands will actually have. Its objective is to assist with the syntax of less commonly used commands.

**INTERCEPT ship_id [speed]**

Tells the players of the speed and course needed to intercept a given starship. In order for the command to be effective, the starship must be visible on sensors at the time that the command is given.

**LOG [text]**

Makes an entry in the ships log. *Text* is the message entered. This is stored in a file called BCREWLOG.DAT.

If text is empty, the command lists the last ten logged messages.

**LPORT**

This command can be run on any terminal. It will list the logical port setup of all active terminals that the Bridge Crew program is aware of.

**MACRO number text**

Sets up a user macro, where *number* is a number from 0 to 9, and *text* is the command that you wish to have available as a macro.

For example, the Helm officer may set up macros for the command VIEW and certain headings as follows:

- Macro 0 View
- Macro 1 Course 0
- Macro 2 Course 900
- Macro 3 Course 1800.

To recall the macro (and therefore enter the command in the macro), he or she can subsequently simply enter the number of the macro at the terminal.

E.g. entering 2 will execute the command COURSE 900 at his or her terminal.

Macro recall occurs on a 0 through 9 at the beginning of the line.

Macros may now include %digit, which is evaluated to the *digit*th word in the player command.
Eg: `MACRO 0 MLOCK %1 PT1 PT2` followed by `0 K1` evaluates to `MLOCK K1 PT1 PT2`.

This is also known as parameterised macros (for those of you with a bent for programming.)

**MACGET filename**

Where `filename` is a digit between 0 and 9.

This will restore a set of previously saved macros. See MACSAVE for details.

The user must have entered their name using the ME command for this to work (the player must have entered the same name as when he or she did the MACSAVE).

**MACLIST**

Lists your macros:

In the example given for the command MACRO, the following report would be returned.

```
0 VIEW
1 COURSE 0
2 COURSE 900
3 COURSE 1800
```

**MACSAVE filename**

This command will save the macros currently used by the player to a .BCM file. In order to use this command, the player must be logged on using the ME command.

`Filename` is a number in the range 0 through 9.

Eg

```
ME fred
MACSAVE 2
```

**ME name**

Registers the character (or player's) name at the terminal, so that it can be used for log reports and for saving macros.

**PORT**

List bridge crew ports (or terminals)

**PPORT [number RESET]**

This command can be run on any terminal. If it is run with no parameters, it will list the status of all active terminals that the Bridge Crew program is aware of.

Its main use, however, is to reset the communications line to a particular port after a failure has occurred (eg someone tripping over the cable and unplugging it).

Eg: `PPORT` lists the status of all physical ports that the Bridge Crew program believes a terminal is attached to.

```
PPORT 2 RESET
```

Restarts communications to physical port 2.

**RECON**

List all objects detected by the sensors on that turn. Objects include ships, starbases and planets. Ships outside the range of the sensors or that are effectively cloaked for that turn will not be listed.

An example of the report is shown below

```
Id  Heading  Distance
F1   3320    836
F2    830    810
```

Note: if more than 30 objects are visible, only the first 30 will be shown.

To list all ships regardless of sensors use the 'THINGS' command.
**REPORT CREW**

Lists the status of your ship's crew.

An example of the report is explained below.

<table>
<thead>
<tr>
<th>Function</th>
<th>Needed</th>
<th>Actual</th>
<th>Spare</th>
<th>Max</th>
</tr>
</thead>
<tbody>
<tr>
<td>HELM</td>
<td>15</td>
<td>15</td>
<td>0</td>
<td>25</td>
</tr>
<tr>
<td>PH1</td>
<td>20</td>
<td>20</td>
<td>0</td>
<td>30</td>
</tr>
<tr>
<td>PH3</td>
<td>20</td>
<td>20</td>
<td>0</td>
<td>30</td>
</tr>
<tr>
<td>MULL</td>
<td>25</td>
<td>25</td>
<td>0</td>
<td>35</td>
</tr>
<tr>
<td>NAVP</td>
<td>65</td>
<td>65</td>
<td>0</td>
<td>75</td>
</tr>
<tr>
<td>SHIELS</td>
<td>20</td>
<td>20</td>
<td>0</td>
<td>30</td>
</tr>
<tr>
<td>SENS0</td>
<td>20</td>
<td>20</td>
<td>0</td>
<td>30</td>
</tr>
<tr>
<td>SENS1</td>
<td>20</td>
<td>20</td>
<td>0</td>
<td>30</td>
</tr>
<tr>
<td>SENS2</td>
<td>7</td>
<td>7</td>
<td>0</td>
<td>17</td>
</tr>
<tr>
<td>HULL</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>10</td>
</tr>
<tr>
<td>OTHER</td>
<td>0</td>
<td>7</td>
<td>7</td>
<td>10</td>
</tr>
</tbody>
</table>

Function identifies the ship functions that crew are assigned to. **Needed** refers to the minimum number of crew needed for normal operations of the system at 100% efficiency. **Actual** refers to the number of crew are currently assigned to the functions. **Spare** calculates the number of 'Actual' crew over the 'Needed' crew for each function. **Max** The maximum number of crew that can be assigned to the function.

Function OTHER represents miscellaneous functions.

**REPORT CROSSSECTION**

Lists the sensor echo for your craft for all of known frequencies.

The example crosssection report is shown below:

**REPORT ENERGY**

This report simply lists the energy required to maintain various speeds.

Energy management is critical at high warp speeds. Normally the warp engines provide surplus power that is used in the ships power grid. At high warp speeds they may consume more than power than they create. The meagre output of the impulse engines and battery reserves are needed to supplement this.

This table assists the crew in managing energy and determining the amount of energy needed.

**REPORT ENGINES**

Lists the current state of the engines

**REPORT FUNCTIONS**

Reports on damage status of ships functions.
An example of the report is explained below.

<table>
<thead>
<tr>
<th>Function</th>
<th>Orig</th>
<th>remain</th>
<th>fail</th>
<th>perf</th>
<th>Function</th>
<th>Orig</th>
<th>remain</th>
<th>fail</th>
<th>perf</th>
</tr>
</thead>
<tbody>
<tr>
<td>HELM</td>
<td>100</td>
<td>100</td>
<td>90</td>
<td>100%</td>
<td>DC</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100%</td>
</tr>
<tr>
<td>PHI1</td>
<td>100</td>
<td>100</td>
<td>80</td>
<td>100%</td>
<td>PHI2</td>
<td>100</td>
<td>100</td>
<td>50</td>
<td>100%</td>
</tr>
<tr>
<td>PHI3</td>
<td>100</td>
<td>100</td>
<td>80</td>
<td>100%</td>
<td>MISS1</td>
<td>100</td>
<td>100</td>
<td>50</td>
<td>100%</td>
</tr>
<tr>
<td>MISS2</td>
<td>100</td>
<td>100</td>
<td>50</td>
<td>100%</td>
<td>COMM</td>
<td>100</td>
<td>100</td>
<td>70</td>
<td>100%</td>
</tr>
<tr>
<td>WARP</td>
<td>100</td>
<td>100</td>
<td>70</td>
<td>100%</td>
<td>IMPULSE</td>
<td>100</td>
<td>100</td>
<td>30</td>
<td>100%</td>
</tr>
<tr>
<td>SHIELD</td>
<td>20</td>
<td>20</td>
<td>10</td>
<td>100%</td>
<td>COMP</td>
<td>100</td>
<td>100</td>
<td>10</td>
<td>100%</td>
</tr>
<tr>
<td>TRANS</td>
<td>100</td>
<td>100</td>
<td>80</td>
<td>100%</td>
<td>SEN0</td>
<td>100</td>
<td>100</td>
<td>90</td>
<td>100%</td>
</tr>
<tr>
<td>SENS1</td>
<td>100</td>
<td>100</td>
<td>90</td>
<td>100%</td>
<td>SENS2</td>
<td>100</td>
<td>100</td>
<td>90</td>
<td>100%</td>
</tr>
<tr>
<td>HULL</td>
<td>500</td>
<td>500</td>
<td>100</td>
<td>100%</td>
<td>OTHER</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100%</td>
</tr>
</tbody>
</table>

**Function** identifies the ships functions.

**Orig** is the amount of damage a function can sustain before being destroyed when undamaged (i.e. ignoring current damage).

**remain** is the amount of damage a function can sustain before being destroyed allowing for current damage.

**fail** is the value which 'remain' has to fall to or below for the system to fail.

**perf** is a percentage of effective performance allowing for current damage.

Function **OTHER** represents miscellaneous functions.

### REPORT MAX

Reports on the maximum number of people in a function.

<table>
<thead>
<tr>
<th>Function</th>
<th>CMD</th>
<th>Pass</th>
<th>Room</th>
<th>MaxP</th>
</tr>
</thead>
<tbody>
<tr>
<td>HELM</td>
<td>15</td>
<td>0</td>
<td>12</td>
<td>27</td>
</tr>
<tr>
<td>PHI1</td>
<td>20</td>
<td>0</td>
<td>13</td>
<td>33</td>
</tr>
<tr>
<td>PHI3</td>
<td>25</td>
<td>0</td>
<td>13</td>
<td>33</td>
</tr>
<tr>
<td>MISS1</td>
<td>5</td>
<td>0</td>
<td>13</td>
<td>17</td>
</tr>
<tr>
<td>MISS2</td>
<td>10</td>
<td>0</td>
<td>13</td>
<td>33</td>
</tr>
<tr>
<td>WARP</td>
<td>65</td>
<td>0</td>
<td>13</td>
<td>33</td>
</tr>
<tr>
<td>SHIELD</td>
<td>20</td>
<td>0</td>
<td>13</td>
<td>33</td>
</tr>
<tr>
<td>TRANS</td>
<td>5</td>
<td>0</td>
<td>13</td>
<td>33</td>
</tr>
<tr>
<td>SENS1</td>
<td>20</td>
<td>0</td>
<td>13</td>
<td>33</td>
</tr>
<tr>
<td>SENS2</td>
<td>7</td>
<td>0</td>
<td>13</td>
<td>17</td>
</tr>
<tr>
<td>OTHER</td>
<td>7</td>
<td>0</td>
<td>13</td>
<td>17</td>
</tr>
</tbody>
</table>

**MaxP** is the maximum number of people that can be assigned to that function.

### REPORT MEDIC

Displays a report giving the number of injured crew, available medics and the number of deceased.

<table>
<thead>
<tr>
<th>Function</th>
<th>INJURIES</th>
<th>MEDICS</th>
<th>Dead</th>
</tr>
</thead>
<tbody>
<tr>
<td>HELM</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>PHI1</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>PHI3</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>MISS1</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>MISS2</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>WARP</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>SHIELD</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>TRANS</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>SENS1</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>SENS2</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>OTHER</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

### REPORT PEOPLE

Reports on casualties amongst crew and passengers.

An example of the report is explained below:

<table>
<thead>
<tr>
<th>Function</th>
<th>Crew</th>
<th>Pass</th>
<th>Invade</th>
<th>Casual</th>
<th>Crew</th>
<th>Pass</th>
<th>Invade</th>
<th>Casual</th>
</tr>
</thead>
<tbody>
<tr>
<td>HELM</td>
<td>15</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>DC</td>
<td>45</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>PHI1</td>
<td>20</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>PHI2</td>
<td>20</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>PHI3</td>
<td>20</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>MIS1</td>
<td>25</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>MISS2</td>
<td>25</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>COMM</td>
<td>5</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>WARP</td>
<td>65</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>IMPULSE</td>
<td>5</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>SHIELD</td>
<td>20</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>COMP</td>
<td>5</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>TRANS</td>
<td>5</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>SENS0</td>
<td>20</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>SENS1</td>
<td>20</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>SENS2</td>
<td>7</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>OTHER</td>
<td>7</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Function** identifies the ship functions.

**Crew** refers to the number of crew in that function who are injured.

**Medics** refers to the number of medical officers assigned to that function.

**Dead** refers to the number people in that function who are dead.

Function **OTHER** represents miscellaneous functions.
**Invade** refers to the number of invaders performing a boarding action.

**Casual** refers to the number of casualties taken in that function.

Function OTHER represents miscellaneous functions.

Note: Invaders are not included in the current release of Bridge Crew, so the column with heading **Invade** will always contain 0.

**REPORT SECURITY**

This report lists each of the security positions along with the terminal that is allocated to that position.

**REPORT SHIP**

A summary of your ship's status including damage. An example of the report follows.

```
Ship Id:F0  Name:TESTAPRIS5  Rego:FM-PEF-6X01
Damaged Functions 0
Current Heading 0 Current Speed 0
Requested Heading 0 Requested Speed 0
Crew 350
Casualties 0
Damage Remaining 2120
Failure Point 585
Hull Before Fail 1535
Cargo NONE
```

**Damage Remaining** is the damage remaining in all functions. In role play terms, this is the ship's current hit points.

**Failure Point** when 'Damage Remaining' falls below this point, the ship falls apart.

**Hull Before Fail** is 'Damage Remaining' minus 'Failure Point' and is the amount of damage in DV that you can take before the ship falls apart.

**Cargo** tells you which type of cargo the ship is carrying (if any).

**REPORT TRANSPORTER**

Reports on the properties of the ship's transporters.

<table>
<thead>
<tr>
<th>Transporter Features</th>
</tr>
</thead>
<tbody>
<tr>
<td>Maximum Range</td>
</tr>
<tr>
<td>Energy per person</td>
</tr>
<tr>
<td>Shield Penetration</td>
</tr>
<tr>
<td>Capacity in people</td>
</tr>
<tr>
<td>Maximum Speed</td>
</tr>
</tbody>
</table>

**SFX ON|OFF|TELL [port_id]**

**SFX ON|OFF|TELL** sets the status of the sfx sending to a port

**port id defaults to the current port**

**TELL system**

Reports on the status of a star system.

This report will be enhanced in future releases of Bridge Crew.

**TERM [BS|ECHO ON|OFF]**

This command configures the terminal characteristics for the port that the player is on. If entered without any parameters, it will display the current characteristics for the terminal.

The characteristic BS is used to control the printing of the Backspace character. When this option is switched on, it will echo a backspace as character 8. When the option
is switched off, it will use an ANSI escape sequence.

The terminal characteristic ECHO controls whether the command is echoed back by the Bridge Crew program. This allows for easier development of "smart" terminal emulators to provide a better/friendlier user-interface than the 'dumb terminal' currently used.

Various versions of smart terminals are currently under development; specifically those for the IBM PC and AMIGA computers.

Eg: **TERM BS ON**
Sets the backspace character echo to character '8' for this terminal.

**THINGS ship_id**

Lists known objects regardless of sensors. Objects include ships, starbases and planets.

All known objects are stored in a list. The 'THINGS' command will list up to 10 objects from this list starting from the *ship_id* supplied. If no *ship_id* is supplied, it will start from the player ship.

For example:

**THINGS** will list the first 10 known objects (starting with the player ship).

**THINGS F2** will list the 10 known objects starting at F2.

Objects are listed with their last known position, updated from your own and other friendly sensors. At any time during the game, the ships' true positions may be nowhere near their last known position.

An example of the report is shown below
<table>
<thead>
<tr>
<th>Id</th>
<th>Heading</th>
<th>Distance</th>
<th>Xpos.Ypos</th>
<th>Tagged</th>
</tr>
</thead>
<tbody>
<tr>
<td>F0</td>
<td>0</td>
<td>1</td>
<td>500500.195500</td>
<td>Tagged</td>
</tr>
<tr>
<td>F1</td>
<td>3306</td>
<td>790</td>
<td>500111.196188</td>
<td>Tagged</td>
</tr>
<tr>
<td>F2</td>
<td>797</td>
<td>758</td>
<td>501246.195639</td>
<td>Tagged</td>
</tr>
<tr>
<td>K1</td>
<td>167</td>
<td>10440</td>
<td>503500.205500</td>
<td>Tagged</td>
</tr>
<tr>
<td>K2</td>
<td>239</td>
<td>9848</td>
<td>504500.204500</td>
<td>Tagged</td>
</tr>
<tr>
<td>K3</td>
<td>218</td>
<td>10770</td>
<td>504500.205500</td>
<td>Tagged</td>
</tr>
</tbody>
</table>

Note: The "Position updated ..." messages received by the strategy officer indicate that the last known position of the starship concerned has changed.

The 'FROM' command is similar to the 'THINGS' command, but calculates the listed Heading and Distance from a specified ship.

A more graphical display of the last known location of known objects is obtainable by switching to strategic mode and selecting a large scale.

**VERS**
Reports the version of Bridge Crew

**WHO**
Lists who you are, your terminal and your current security assignments.

An example of the report follows.

<table>
<thead>
<tr>
<th>HELM</th>
<th>DC</th>
<th>BEAM</th>
</tr>
</thead>
<tbody>
<tr>
<td>MISS</td>
<td>COMMS</td>
<td>ENG</td>
</tr>
<tr>
<td>SEC</td>
<td>SHIELD</td>
<td>SCI</td>
</tr>
<tr>
<td>STRAT</td>
<td>COMP</td>
<td></td>
</tr>
</tbody>
</table>

The port number is the terminal number. The codes are explained below:

- **HELM** Helm Officer
- **BEAM** Beams Weapons Officer
- **COMMS** Communications Officer
- **SEC** Security Officer
- **SCI** Science Officer
- **COMP** Computer Ops Officer
- **DC** Damage Control Officer
- **MISS** Missile Weapon Officer
- **ENG** Engineering Officer
- **SHIELD** Shield Operations Officer
- **STRAT** Strategy Officer

Note: The name entered by the 'ME' command will also be shown.
Note: The report now displays both logical and physical port setup. Note that security assigns roles to the port or logical port, not the physical port.

**VERS**
Will tell the player the current version of Bridge Crew that is running.

**ZONE location**
Reports who owns the space at location. Location can be either an x.y co-ordinate or an Object Id. If an Object Id is used, then the last known x.y location of that object is considered. Ownership may be currently contested.
FIRST OFFICER

The following commands are available only to the First Officer.

REPORT BEAM
Provides a report of the beam weapons.

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

<table>
<thead>
<tr>
<th>Function</th>
<th>Damage</th>
<th>Fail</th>
<th>Spare</th>
<th>Perf</th>
</tr>
</thead>
<tbody>
<tr>
<td>HELM 2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
</tr>
<tr>
<td>PH1 1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
</tr>
<tr>
<td>PH2 1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
</tr>
<tr>
<td>MIS1 1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
</tr>
<tr>
<td>MIS2 1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
</tr>
<tr>
<td>WARP 2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
</tr>
<tr>
<td>SHIELD 2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
</tr>
<tr>
<td>TRANS 0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
</tr>
<tr>
<td>SENS0 0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
</tr>
<tr>
<td>SENS1 1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
</tr>
<tr>
<td>HULL 0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
</tr>
</tbody>
</table>

REPORT MISSILE
Provides a report of the missile weapons.

<table>
<thead>
<tr>
<th>Id</th>
<th>Prox</th>
<th>Ammo</th>
<th>Function</th>
<th>Perform</th>
<th>Dam</th>
<th>Sp</th>
<th>End</th>
<th>Aim</th>
<th>Status</th>
<th>Lock</th>
</tr>
</thead>
<tbody>
<tr>
<td>PT1</td>
<td>0</td>
<td>30</td>
<td>MIS1</td>
<td>100%</td>
<td>300</td>
<td>120</td>
<td>10</td>
<td>0</td>
<td>Empty</td>
<td>none</td>
</tr>
<tr>
<td>PT2</td>
<td>0</td>
<td>30</td>
<td>MIS2</td>
<td>100%</td>
<td>300</td>
<td>120</td>
<td>10</td>
<td>0</td>
<td>Empty</td>
<td>none</td>
</tr>
</tbody>
</table>

REPORT SHIELD
Lists the current status of the shields.

Front : 730 200 65% UP
Right :1120 200 100% UP
Back  :1120 200 100% UP
Left  :1120 200 100% UP

REPORT MO
Useful information on the effectiveness of medical officers.

sickbay is in function IMPULSE
Heal rate in sickbay is 15
Heal rate out of sickbay is 9

REPORT SENSORS
Provides a report on the ships sensors.

REPORT AUTO
Reports on the current target and energy crisis for auto crew
Helm Officer

The following commands are available only to the Helm Officer.

**AUTO [ON|OFF]**

If this command is entered without parameters it will display the current AUTOVIEW setting.

This command switches the main display into and out of auto view mode. When in AUTOVIEW mode, the players' starship is automatically centred on the screen each turn. This mode makes it difficult for inexperienced players to tell if the player ship is moving. AUTOVIEW can be disabled by the GM for any given universe.

**COLOUR number**

This command changes the colour scheme of the main display. Its major use is with mono monitors or liquid crystal displays. Values for number are:

- 0 Full colour (16 colours)
- 1 Grey ships (suitable for grey scale LCD displays).
- 2 Black & blue (0,1) (mono).
- 3 Black, blue, green, cyan (0, 1, 2, 3) (4 colours)
- 4 Black & white (0, 15) (mono)

**COLOUR 1**

sets the colours for the display.

**COURSE angle**

Sets the ships course, in tenths of a degree. Angle can be any number from 0 to 3599. See the diagram below:

```
0
3150 | 450
\ / \n2700<--------->
>900
/ \ 
2250 |
1350 1800
```

**MAGNIFY number**

Sets the magnification of ships. Number can be any number between 1 and 300. Some examples of MAGNIFY are:

- **MAGNIFY 130** The default; i.e. normal size. Ships will be shown this size when the game starts.
- **MAGNIFY 50** Small
- **MAGNIFY 200** Large

A large magnify can be used to take a good look at a previously unknown ship, thereby providing clues to its origin.

**MODE TACTICAL|STRATEGIC**

Sets the main view screen mode.

The TACTICAL mode is suitable for combat and manoeuvre. It shows the direction and current location of all visible ships, starbases, planets, stars and visible missiles.

The STRATEGIC mode is suitable for campaign planning and strategy conferences. It shows the last known location of the known starships and the correct location of the stars. In strategic mode, the direction in which the ships are travelling is not indicated by the ship silhouette (the ships are shown in
COURSE 0). If a starship is shown as a red blob, this means that it is within sensor range of a sensor that does not provide a clear picture.

**SCALE number**

Scales the viewport size in TSU measured from the centre of the screen to the edge. The view screen is a square with sides twice the length of the scale. A command of SCALE 5000 will give a view screen that is 5000 TSU from the centre to each side, and 10 000 TSU from top to bottom and left to right.

**SPEED speed**

Sets the ship's speed.
- Speed 1 1 TSU/turn
- Speed 10 10 TSU/turn
- Speed 100 100 TSU/turn

**STARS star size**

Sets the size of stars between 1-100. The default star size is 20.

**SYSTEMS start_system**

Lists star systems in the current sector (game play area).

Star systems are stored in a list. The 'SYSTEMS' command will list up to 10 star systems from this list starting from the start_system. For example,

SYSTEMS SOL

will produce the following report:

<table>
<thead>
<tr>
<th>Name</th>
<th>Heading</th>
<th>Distance</th>
<th>X.Y</th>
</tr>
</thead>
<tbody>
<tr>
<td>SOL</td>
<td>2492</td>
<td>524404</td>
<td>10000.10000</td>
</tr>
<tr>
<td>XING</td>
<td>3523</td>
<td>787341</td>
<td>394688.975699</td>
</tr>
<tr>
<td>ALPHA_CEN</td>
<td>2507</td>
<td>453093</td>
<td>72667.46326</td>
</tr>
<tr>
<td>PROXIMA</td>
<td>2511</td>
<td>455525</td>
<td>69507.48027</td>
</tr>
<tr>
<td>MENKENT</td>
<td>242</td>
<td>347792</td>
<td>643265.512640</td>
</tr>
<tr>
<td>PLATO</td>
<td>170</td>
<td>650166</td>
<td>690899.817163</td>
</tr>
<tr>
<td>ARISTOTLE</td>
<td>269</td>
<td>624878</td>
<td>784087.752323</td>
</tr>
<tr>
<td>EINSTEIN</td>
<td>3152</td>
<td>474395</td>
<td>165830.531725</td>
</tr>
<tr>
<td>SCARAB</td>
<td>47</td>
<td>643722</td>
<td>554254.836974</td>
</tr>
<tr>
<td>PLANCK</td>
<td>3389</td>
<td>316940</td>
<td>385945.491014</td>
</tr>
</tbody>
</table>

**TRACK ship_id**

Sets the ship that is being tracked on the main screen.

**VIEW location**

Sets the centre of the view screen. If location is left blank, then the current location of the players' ship is used. If location is used, then the centre of the view screen will be the ship, system, or x.y co-ordinates of the location parameter.

E.g. if the helm officer enters VIEW F5, and F5 is not currently visible, the screen will be centred on F5, and the players' ship will not be shown on the screen. This is a good way to confuse the captain.

**DISPLAY 2D|3D|TOP|SIDE|FRONT|AUTO|NONE**

Sets displays display mode
Damage Control

**ASSIGN function1 number function2**

This command moves a number of crew from function1 to function2. For example:

**ASSIGN WARP 3 SHIELD**

will move 3 crew from the function warp to the function shield. A situation where this might be required would be if the shields were damaged, but the warp engines were fully functional.

Use the REPORT CREW command to see which types of crew members (and how many) can be moved to a different location.

Note that if the Damage Control function is damaged, you can only order crew to and from the HELM (Bridge) until DC is repaired.

**REPORT DC**

This useful report is only available to the Damage Control officer and is as follows:

<table>
<thead>
<tr>
<th>Function</th>
<th>Damage</th>
<th>Fail</th>
<th>Spare</th>
<th>Perf</th>
<th>Function</th>
<th>Damage</th>
<th>Fail</th>
<th>Spare</th>
<th>Perf</th>
</tr>
</thead>
<tbody>
<tr>
<td>HELM 1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
<td>DC 9</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
</tr>
<tr>
<td>PH1 0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
<td>PH2 0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
</tr>
<tr>
<td>PH3 0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
<td>M131 0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
</tr>
<tr>
<td>MI82 0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
<td>COMMS 0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
</tr>
<tr>
<td>WARP 2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
<td>IMPULSE 1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
</tr>
<tr>
<td>SHIELD 1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
<td>COMP 0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
</tr>
<tr>
<td>TRANS 0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
<td>SENS0 0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
</tr>
<tr>
<td>SENS1 0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
<td>SENS2 0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
</tr>
<tr>
<td>HULL 0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
<td>OTHER 0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
</tr>
<tr>
<td>OTHER 0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>100%</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Function - the id of the ships function.

Unlabeled field - the number of spares - the report will not show more than nine spares.

Damage - the total points of damage done to the function.

Fail - the points needed to be repaired to make the function perform at 100%.

Spare - the number of excess crew assigned to the function. If the figure is negative, then it shows the number of crew needed to bring performance to 100%.

Eg a spare of 2 means that there are two crew 'extra' assigned to the function; a spare of -5 means that five more crew members are needed for 100% performance.

**REPORT MO**

Useful information on the effectiveness of medical officers.

- **sickbay is in function IMPULSE**
- **Heal rate in sickbay is 15**
- **Heal rate out of sickbay is 9**
**Beam Weapon Officer**

**ARC angle weapon_list**

Sets the dispersion angle of the beam weapons. In the current version of Bridge Crew, no advantage can be gained from setting it to anything other than the default (10).

**BAIM angle weapon_list**

Aims the beam weapon on a specific angle and unlocks it.

**BLOCK target weapon_list**

Locks a list of weapons functions via the ship's sensors. The Beam Weapon Officer cannot lock onto the target ship unless it is visible on the ship's sensors. *Weapon List* is an abbreviation of the beam weapons - the beam weapons for your ship can be found by using the REPORT BEAM command. E.g.:

**BLOCK X3 LP FP RP**

will lock the beam weapons LP, FP, and RP onto target ship X3.

Prior to combat, you will often know which ships are potential targets. This command would normally be loaded into several macros (one for each target) to maximise the firing opportunities for the Beam Weapon Officer. If there are numerous targets, a parameterised macro would be useful. Eg - load the macro:

**MACRO 3 BLOCK %1 LP FP RP**

to lock onto another ship, say, X4, type:

3 X4

this will execute the command

**BLOCK X4 LP FP RP.**

**BFIRE weapon_list**

Fires the weapons in the weapons list. E.g.

**BFIRE LP FP RP**

will fire the beam weapons LP and RP.

This command would normally be loaded into a macro to maximise the firing opportunities for the Beam Weapon Officer.

If the ship being fired upon is not within the firing arc of the weapons, no shot is fired.

**BUNLOCK weapon_list**

Unlocks the weapons in the weapons list. Eg

**BUNLOCK FP RP**

unlocks beam weapons FP and RP.

**CHARGE weapon_list** or **BCHARGE weapon_list**

Initiates a charge sequence which uses energy for a significant number of turns. E.g.

**BCHARGE LP FP RP**

will charge the beam weapons LP and RP.

This command would normally be loaded into a macro to maximise the firing opportunities for the Beam Weapon Officer.

**REPORT BEAM**
Provides a report of the beam weapons:

<table>
<thead>
<tr>
<th>Id</th>
<th>Arc</th>
<th>Firing-Arc</th>
<th>Function</th>
<th>Perform</th>
<th>Dam</th>
<th>Aim</th>
<th>Status</th>
<th>Lock</th>
</tr>
</thead>
<tbody>
<tr>
<td>LP</td>
<td>10</td>
<td>2699-1</td>
<td>PH1</td>
<td>100%</td>
<td>300</td>
<td>0</td>
<td>Empty</td>
<td>NONE</td>
</tr>
<tr>
<td>FP</td>
<td>10</td>
<td>3149-451</td>
<td>PH2</td>
<td>100%</td>
<td>300</td>
<td>0</td>
<td>Empty</td>
<td>NONE</td>
</tr>
<tr>
<td>RP</td>
<td>10</td>
<td>900-0</td>
<td>PH3</td>
<td>100%</td>
<td>300</td>
<td>0</td>
<td>Empty</td>
<td>NONE</td>
</tr>
</tbody>
</table>

End report

**Id**  The weapon identification string. Usually meaningful (e.g. LP = Left Phaser).

**Arc** Dispersion Angle (set by the 'ARC' command).

**Firing-Arc** The firing arc of the weapon relative to the starship heading.

**Function** The ship's function that governs the beam weapon.

**Perform** Current performance (misfire chance) based on damage and crew.

**Dam** The damage it will do at point blank range.

**Aim** Manual aim angle (for future expansion).

**Status** Charged, charging, or empty.

**Lock** The current target ship.
Missile Weapon Officer

LOAD weapon_list
or
MLOAD weapon_list

Initiates a missile load sequence. This uses a missile from the magazine and also uses energy. E.g.

MLOAD PT1 PT2

will load the missiles PT1 and PT2.

This command would normally be loaded into a macro to maximise the firing opportunities for the Missile Weapon Officer.

MFIRE weapon_list

Fires the weapons in the weapon list. E.g.

MFIRE PT1 PT2

will fire the missile weapons PT1 and PT2.

This command would normally be loaded into a macro to maximise the firing opportunities for the Missile Weapon Officer.

If the weapon is damaged, a misfire can occur. A misfire will either unload the launcher or reduce the speed, turn rate and endurance of the missile. In many ships, misfired missiles may travel more slowly than the ship that fired them.

MLOCK target weapon_list

Locks a list of missile weapons' functions. Weapon List is an abbreviation of the missile weapons - the missile weapons for your ship can be found by using the REPORT MISSILE command. E.g.:

MLOCK X3 PT1 PT2

will lock the missile weapons PT1 and PT2 onto target ship X3.

Prior to combat, you will often know which ships are potential targets. This command is normally be loaded into several macros (one for each target) to maximise the firing opportunities for the Missile Weapon Officer. If there are lots of targets, a parameterised macro is useful.

MUNLOCK weapon_list

Unlocks the weapons in the weapons list. E.g

MUNLOCK PT1 PT2

unlocks missile weapons PT1 and PT2.

Anti-Missile commands operate in the same way and are:
AMFIRE weapon-list
AMDFIRE direction weapon-list
AMSFIRE weapon-list

PROXIMITY range weapon_list

Sets the proximity range on the missile weapons. E.g.

PROXIMITY 90 PT1 PT2

See the Chapter How the Game Plays (sub-heading Missiles) for advice on the setting of proximity, along with the section on Granularity.

RELOAD starbase

Allows you to reload your missiles provided you are within transporter range of a starbase or tender ship.

REPORT MISSILE
Provides a report of the missile weapons:

<table>
<thead>
<tr>
<th>Id</th>
<th>Prox Ammo</th>
<th>Function</th>
<th>Perform</th>
<th>Dam</th>
<th>Sp</th>
<th>End</th>
<th>Aim</th>
<th>Status</th>
<th>Lock</th>
</tr>
</thead>
<tbody>
<tr>
<td>PT1</td>
<td>0</td>
<td>30</td>
<td>MIS1</td>
<td>100%</td>
<td>300</td>
<td>120</td>
<td>10</td>
<td>Empty</td>
<td>none</td>
</tr>
<tr>
<td>PT2</td>
<td>0</td>
<td>30</td>
<td>MIS2</td>
<td>100%</td>
<td>300</td>
<td>120</td>
<td>10</td>
<td>Empty</td>
<td>none</td>
</tr>
</tbody>
</table>

End report

**Id**  The weapon identification string. Usually meaningful (e.g. PT1 = Photon Torpedo 1).

**Prox** Current proximity.

**Ammo** Number of missiles ready in the magazine.

**Function** The ship's function controlling damage to this weapon.

**Perform** Current performance (misfire chance) based on damage and crew.

**Dam** Damage done if a direct hit is scored.

**Sp** Speed at which the missile will travel.

**End** Endurance (number of turns before the missile self-destructs).

**Aim** Initial launch direction relative to the ship.

**Status** Loaded, loading or empty.

**Lock** Current target.
Communications Officer

**DELETE READ message_number**

Removes a message from the queue to make room for new incoming messages. Only twenty messages can be held in the queue at any one time. This command can be used as DELETE READ; this deletes all messages that have been read, or as DELETE message_number, which deletes only the specified message.

**DETAIL ship_id**

Lists intelligence information about the ship given in shipid. The resultant report is shown below:

```
Ship class   LARSON CLASS
Delloits Attack Rating 151  Delloits Defence Rating 127
Ship Name    LARCONIC
mission      TO PATROL THE QUADRANT
```

The mission is only given if the ship is in your command.

The following three commands (MODIFY, MODSPEED and ORDER) are related; the explanatory notes follow the command definitions.

**MESSAGE function message**

Allows you to converse with crew in different functions using internal communications.

**MODIFY dsf_ship angle distance**

Changes the station-keeping parameters of a ship.

**MODSPEED dsf_ship speed [rotate]**

Modifies the speed of a starship under your command.

**ORDER dsf_ship mission details**

Orders a ship to a specific mission type.

Explanatory notes for MODIFY, MODSPEED and ORDER:

- `dsf_ship` is a Deep Space Fleet ship under your command.
- `angle` is an angle in tenths of a degree.
- `distance` is a distance in TSUs.
- `speed` is the requested speed and can be a number from 0 to 300, or the following text messages:
  - `FULL` the starship's maximum warp speed
  - `SAFE` the starship's maximum safe speed
- `rotate` is an angle to "orbit the selected craft by". It is in tenths of a degree per turn and may be in the range -450 to 450. Negative numbers rotate anti-clockwise. It is an optional parameter.

**mission details** a list of commands for the subject starship to follow. Permitted commands are in the table below:

<table>
<thead>
<tr>
<th>Command</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>wait</td>
<td>Do nothing till further orders. Escort and defend</td>
</tr>
<tr>
<td>escort ship</td>
<td>Move to and from pausing to load/unload</td>
</tr>
<tr>
<td>trade location</td>
<td>Follow, hide, don't attack (Works best for captain 20)</td>
</tr>
<tr>
<td>location</td>
<td>Attack</td>
</tr>
<tr>
<td>shadow ship</td>
<td>Defend and watch</td>
</tr>
<tr>
<td>attack ship</td>
<td>Just watch</td>
</tr>
<tr>
<td>patrol location</td>
<td>Go there</td>
</tr>
<tr>
<td>location</td>
<td>Join a fleet and keep station</td>
</tr>
<tr>
<td>scout location</td>
<td>Lower your shields for 10 turns for us to transport crew or passengers.</td>
</tr>
<tr>
<td>location</td>
<td>Get the hell out of here</td>
</tr>
<tr>
<td>goto location</td>
<td></td>
</tr>
<tr>
<td>fleet ship</td>
<td></td>
</tr>
<tr>
<td>lower</td>
<td></td>
</tr>
<tr>
<td>retreat location</td>
<td></td>
</tr>
</tbody>
</table>
location can be an object id (i.e. a ship or system) or an x.y coordinate.

Examples:

order f2 attack k1
Order ship F2 under your command to attack enemy ship K1.

order f5 retreat
Order ship F5 under your command to retreat (get out of there!)

order f3 patrol Xenophon 12378.12345
Order ship F3 under your command to patrol between Xenophon (a star-system) and the point 12378.12345.

Order will only work on vessels under your command. Some merchant ships will react to your commands if you call a condition red or blue.

To get an escort to circle you, try the following:

order f1 escort f0
modspeed f1 safe 50

modify f1 900 1000

QUEUE
Shows messages that are waiting to be read and their status.

READ message number
Displays the message on the user's console.
This command is actually available to all players.

SEND ship_id message
Sends a message to an object via the comms function.

The command will not return anything if the COMMS function on the receiving ship is damaged.

Standard messages are:

<table>
<thead>
<tr>
<th>ID</th>
<th>HELLO</th>
<th>QUERY</th>
<th>NEWS</th>
<th>STATUS</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Gives ship ID</td>
<td>Opens friendly communications</td>
<td>Request object mission</td>
<td>Request scenario relevant news</td>
</tr>
<tr>
<td>Must be in your command</td>
<td>or will not return factual data</td>
<td>Must be in your command</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Any non-standard messages will be passed on to the GM's queue.
Computer Officer

GET and REPORT COMPUTER are general commands, able to be performed by anyone.

REPORT COMPUTER

This command lists the ten multi-line messages in the computer and lets you know which ones you can access.

GET message_number

Retrieves the multi line message from the ships computer where message_number is a number between 0 and 199. Message 0 is usually the scenario orders.

SEARCH key1 [key2] [key3]

Lists the first ten entries with the key or keys, for use with a subsequent Get command.

SEARCH text

Displays available topics related to the text parameter that can be accessed through the get command.

FIND key1 [key2] [key3]

Finds the first occurrence of a record with matching keys and retrieves that record.

FIND text

Looks for requested text and displays the record.
Ships Engineer

**IMPULSE <value>**
Sets the fuel consumption rate of the impulse engines.

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.

**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**.

**REPAIR S5 Shield**
Repairs the function Shield when within range of starbase S5.

**TRANSPORT CREW crew**
**TO|FROM ship_id ship_function**
Provides for the transport of crew to and from a specific area of another ship.

**TRANSPORT PASSENGERS pass**
**TO|FROM ship_id ship_function**
Provides for the transport of passengers to and from a specific area of another ship, were **pass** is the number of passengers.

**WARP <value>**
Sets the fuel consumption rate of the warp engines.

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

**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.

Security Officer

**CONDITION**

**GREEN|YELLOW|RED|BLUE**

Allows the alert status to be set.
- green normal
- yellow man stations
- red under attack
- blue seriously damaged

The play effect of setting alert status is that some starships are programmed to accept your orders only when your condition is red or blue.

Other effects of changing the alert status are up to the Games Master.

**DESTRUCT [INITIATE|ABORT] time**

 Begins the self destruct sequence set to desired time. If no parameters are given the DESTRUCT command will display whether or not the code entered by the players is correct.

**GIVE security_id port_num|me_name**

Assigns ships functions to the crew (i.e. the players). Each player (except the captain) has a terminal (or PC running a terminal emulator) which is connected to a port on the computer running Bridge.

REPORT MO

Useful information on the effectiveness of medical officers.

| sickbay is in function IMPULSE |
| Heal rate in sickbay is 15 |
| Heal rate out of sickbay is 9 |

**NOTE:** The generic commands REPORT MEDIC and REPORT MAX are also useful for the medical officer.

Crew. The ports have ids 0, 1, 2, 3 etc. The security officer can give a function to a name (as entered by the ME command) or to a port number.

Security Ids are

- HELM
- DC  (Damage Control)
- BEAM
- MISS  (Missile)
- COMMS  (Communications)
- ENG  (Engineering)
- SEC  (Security)
- SHIELD
- SCI  (Science)
- STRAT  (Strategy)
- COMP  (Computer)
- FIRST
- WATCH
- CMO (Chief Medical Officer)

The Game Master assigns Security to the relevant officer; it is up to the security officer to assign the rest. E.g. the command

**GIVE COMMS 1**
will assign communications to the player at the terminal (or PC) attached to the computer's port number 1.

Note that the **WHO** command will give you the current port number.
Shield Control Officer

REPORT SHIELDS
Lists the current status of the shields.

SHIELD
ALL|FRONT|BACK|LEFT|RIGHT
charge_value
Sets the charge rate for the various shields.

SHIELD
ALL|FRONT|BACK|LEFT|RIGHT
UP|DOWN
This command raises and lowers the relevant shield. Up to raise, Down to lower.

Note that shields do not lose any strength when they are lowered, they just don't stop any damage.
Science Officer

**ANALYSE**
**LIFE|FUNC|BEAM|MISS|GEN|EXT
ship_id [via_ship_id]**

Provides a detailed scan of the object, showing only those functions which the federation has the ability to analyse. The ship must be clearly visible by the ship doing the scan, or by the ship referred to in the `via_ship_id` clause. The reports for each type of scan are shown with the corresponding command to scan your own (ie the players') ship - the same as this command, with `ship_id` omitted.

**ANALYSE GEN**

Provides an analysis of the players' ship. The resultant report is shown below:

```
Front : 560 100 100% UP
Right : 560 100 100% UP
Back  : 560 100 100% UP
Left  : 560 100 100% UP
Battery 462
Energy  0
Class LARSON CLASS
Race Human
Course 237 Speed 60
End scan F1
```

This command now includes the cargo of the scanned ship (if it is analysable)

**ANALYSE LIFE**

Provides an analysis of the players' ship. The resultant report is shown below:

```
<table>
<thead>
<tr>
<th>Function Crew</th>
<th>Pass</th>
<th>Function Crew</th>
<th>Pass</th>
</tr>
</thead>
<tbody>
<tr>
<td>HELM 15   0</td>
<td>DC 50 0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>PH1 20   0</td>
<td>PH2 20 0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>PH3 20   0</td>
<td>MIS1 30 0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MIS2 30  0</td>
<td>COMMS 12 0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>WARP 55  0</td>
<td>IMPULSE 25 0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>SHIELD 20 0</td>
<td>COMP 5 0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>TRANS 5 0</td>
<td>SENS 20 0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>SENS1 20 0</td>
<td>HULL 1 0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>OTHER 2 0</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

**ANALYSE BEAM**

Provides an analysis of the beam weapons on the players' ship. The resultant report is shown below:

```
ID
Damage
LP 180
FP 180
RP 180
```

**ANALYSE MISS**

Provides an analysis of the missile weapons on the players' ship. The resultant report is shown below:

```
ID
Damage
PT1 180
PT2 180
```

**ANALYSE FUNC**

Provides an analysis of the functions on the players' ship. The resultant report is shown below:

```
Function Status  Function Status
HELM 100%       DC 100%
PH1 100%        PH2 100%
PH3 100%        MIS1 100%
MIS2 100%       COMMS 100%
WARP 100%       IMPULSE 100%
SHIELD 100%     COMP 100%
TRANS 100%      SENS 100%
SENS1 100%      HULL 100%
OTHER 100%
```

**REPORT SENSOR**

Lists the status of the various sensors. The resultant report is shown below:
<table>
<thead>
<tr>
<th>Id</th>
<th>State</th>
<th>Sensitivity</th>
<th>Cost</th>
<th>Range</th>
<th>Speed</th>
<th>Perform</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>SR</td>
<td>ON</td>
<td>40</td>
<td>300</td>
<td>9500</td>
<td>0-100</td>
</tr>
<tr>
<td>1</td>
<td>SE</td>
<td>ON</td>
<td>40</td>
<td>100</td>
<td>6000</td>
<td>0-180</td>
</tr>
<tr>
<td>2</td>
<td>EM</td>
<td>ON</td>
<td>40</td>
<td>20</td>
<td>3500</td>
<td>0-9</td>
</tr>
</tbody>
</table>

**SCAN**

**LIFE|FUNC|BEAM|MISS|GEN|EXT**

*ship_id* [via_ship_id]

Initiates a scan of the requested ship (*ship_id*), which need only to be visible as either a ship silhouette or as a blob. The *via ship* is any friendly ship which can see the target ship.

The scan command can scan for; Life, Function, Beam Weapons, Missile Weapons or do a General Scan.

This SCAN GEN command now includes the cargo of the scanned ship (if it is scannable)

**SENSOR ON|OFF sensor_id**

Switches a given sensor on or off. See the REPORT SENSOR function for examples of sensor-id.
**Ships Strategist**

**CLOAK ON|OFF cloak_id|ALL**

This command controls the cloaking devices on the ship. Use the 'REPORT CLOAK' command to get the names of your cloaking devices.

Eg: CLOAK ON SE

will switch on the SE cloaking device

Eg: CLOAK OFF ALL

This command will decloak the ship (switch off all cloaking devices).

**REPORT CLOAKING**

This command reports on the status of the cloaking devices, if any are featured on the players' ship.

**DETAIL ship**

Lists intelligence information about the ship given in *ship*. The resultant report is shown below:

| Ship class | LARSON |
| CLASS      |       |
| Delloits Attack Rating | 151 |
| Delloits Defence Rating | 117 |
| Ship Name  | LARCONIC |
| mission   | TO PATROL THE QUADRANT |

The mission is only given if the ship is in your command.

**SCAN**

LIFE|FUNC|BEAM|MISS|GEN|EXT

*ship_id*  *[via_ship_id]*

Initiates a scan of the requested ship (*ship_id*), which need only to be visible as either a ship silhouette or as a blob. The *via ship* is any friendly ship which can see the target ship.

The scan command can scan for; Life, Function, Beam Weapons, Missile Weapons or do a General Scan.

See SCAN under the Science Officier commands for a full description of this command.

**TAG ship_id ID|NAME|REGO**

Displays the ship's id, name or registration on the main viewer.

**UNTAG ship**

Removes the display of id from the ship on the main viewer.

**WATCH distance1 distance2 [angle1] [angle2]**

Displays everything within the parameters given
If no angle parameters are used, the default is 0 to 3599 (360 degrees).
Watch Officer

WATCH distance1 distance2 [angle1 angle2]

Displays everything within the parameters given.
If no angle parameters are used the default is 0 to 3599 (360 degrees).

Anti-Missile commands operate in the same way as missiles and are:
AMFIRE weapon-list
AMDFIRE direction weapon-list
AMSFIRE weapon-list

LOAD weapon_list
or
MLOAD weapon_list

Initiates a missile load sequence. This uses a missile from the magazine and also uses energy. E.g.

MLOAD PT1 PT2

will load the missiles PT1 and PT2.

This command would normally be loaded into a macro to maximise the firing opportunities for the Missile Weapon Officer.

MLOCK target weapon_list

Locks a list of missile weapons' functions. Weapon List is an abbreviation of the missile weapons - the missile weapons for your ship can be found by using the REPORT MISSILE command. E.g.: 

MLOCK X3 PT1 PT2

will lock the missile weapons PT1 and PT2 onto target ship X3.

Prior to combat, you will often know which ships are potential targets. This command is normally be loaded into several macros (one for each target) to maximise the firing opportunities for the Missile Weapon Officer. If there are lots of targets, a parameterised macro is useful.

MUNLOCK weapon_list

Unlocks the weapons in the weapons list. E.g

MUNLOCK PT1 PT2
unlocks missile weapons PT1 and PT2.

**PROXIMITY range weapon_list**

Sets the proximity range on the missile weapons. E.g.

**PROXIMITY 90 PT1 PT2**

See the Chapter How the Game Plays (sub-heading Missiles) for advice on the setting of proximity, along with the section on Granularity.

**REPORT MISSILE**

Provides a report of the missile weapons:

<table>
<thead>
<tr>
<th>Id</th>
<th>Prox</th>
<th>Ammo</th>
<th>Function</th>
<th>Perform</th>
<th>Dam</th>
<th>Sp</th>
<th>End</th>
<th>Aim</th>
<th>Status</th>
<th>Lock</th>
</tr>
</thead>
<tbody>
<tr>
<td>PT1</td>
<td>0</td>
<td>30</td>
<td>MIS1 100%</td>
<td>100%</td>
<td>300</td>
<td>120</td>
<td>10</td>
<td>0</td>
<td>Empty</td>
<td>none</td>
</tr>
<tr>
<td>PT2</td>
<td>0</td>
<td>30</td>
<td>MIS2 100%</td>
<td>100%</td>
<td>300</td>
<td>120</td>
<td>10</td>
<td>0</td>
<td>Empty</td>
<td>none</td>
</tr>
</tbody>
</table>

- **Id**: The weapon identification string. Usually meaningful (e.g. PT1 = Photon Torpedo 1).
- **Prox**: Current proximity.
- **Ammo**: Number of missiles ready in the magazine.
- **Function**: The ship's function controlling damage to this weapon.
- **Perform**: Current performance (misfire chance) based on damage and crew.
- **Dam**: Damage done if a direct hit is scored.
- **Sp**: Speed at which the missile will travel.
- **End**: Endurance (number of turns before the missile self-destructs).
- **Aim**: Initial launch direction relative to the ship.
- **Status**: Loaded, loading or empty.
- **Lock**: Current target.