Read Me

Measures for Measures Part 2: Disparate Measures

A Mission for Artemis SBS 2.8.1+

By Neal Schlein, May 2022

------ Mission Description ------

Following a recent invasion of enemy space (Invasive Measures), it has become apparent that the Skaraans have developed new weapon technologies. TSN Intel has authorized the testing of nine new prototype armaments.

Beginner and up, depending on difficulty selected (6+ suggested for experienced players).

Features: Multi-ship compatible (2.8.1), ship name and level selectable, basic GM options, Science Scannable Interaction and Data Points, Comms Buttons

Artemis Version Compatibility:

2.8.1 – Full Multi-Ship Compatibility

2.8.0 – Full Single-ship functionality; partially multi-ship compatible

2.7.x – Untested; possibly playable but not fully compatible

------ Detailed Information ------

Compatibility Notes:

This mission is fully functional and multi-ship compatible for Artemis 2.8.1.

2.8.0 is fully functional with a single ship, and partially compatible with multiple ships.

To play with multiple ships in 2.8.0: All ships except one are advised to select the COOLANT, SHIELD BOOST, or ORGANIC REPAIRS upgrades. (This is because these upgrades have no activation buttons. All selection and activation buttons will appear on and be clickable by all ships, but not in any predictable order and only apply to the single ship. Choosing upgrades other than the above may work technically, but in practice will cause significant confusion if more than one ship has done so.)

Prior versions of 2.7.x are untested; they will not be fully functional due to features enabled in 2.8.x, but may be playable by a single ship.

Mission Notes:

Once docked at station Hedy Lamarr, Comms may elect to install one of nine prototype upgrades.

ONLY ONE SHIP WILL BE PROVIDED WITH THE OPTION MENUE AT A TIME!

PLEASE WAIT YOUR TURN, AND CHOOSE SWIFTLY.

(There is information available via Comms and on the Science/Captain map)

The options are as follows:

--Shield Boost (flat 20% boost to front and back shields. Available to all ships.)

--Extra Coolant(Permanent +2 to total coolant. Available to all ships.)

--Mine Bypass (ability to temporarily fly through mines without detonation.)

--Shield Buffer (Activate while shields are raised. Can recoup energy and partial shields based on time active and damage taken. Use caution, however, as it will dangerously raise engineering heat and over-use will disable the ship.)

--Organic Repairs (constant passive regeneration of DamCon teams.)

--Bio-Weapon (drop a wreck which will spawn 3 piranhas; player proximity is required to trigger the drop. Be cautious.)

--False Transponder (make yourself look like an enemy to all ships and stations for a few seconds.)

--Decoy Beacons (create two fake ships which will follow Comms orders. They can attack, but are destroyed by 1 hit.)

--Shield Angling (rebalance shields to focus 150%/50% front or back, or standard 100%/100%. There is a small but significant transfer loss each time you make a change. Quick switches will add up fast!)

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Captains should be aware that there are a few limits:

--Each ship can only install one upgrade at a time.

--The station can serve only one ship at a time (first come, first served).

--Except for coolant and the shield boost, there is only one of each upgrade.

Even though each ship can have only one upgrade, you can remove them to try something different!

Most prototypes take 15 seconds to both install and remove from your ship.

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Additionally, Science has access to scan points in the upper left of the sector map. One will send a description of the upgrades to Comms, and the others provide information about upgrades installed on specific ships.

Brainstorming as a crew and testing ideas may be helpful in developing good strategies for the future.

Version History

1.4 Released 6/3/2022

Adjusted description and end-of-mission text.

1.3 Tested 6/2/2022

Various minor adjustments

1.2 beta tested 5/21/22

Adjusted Test ship behavior and descriptions

Added Captain and Science map information

Adjusted Shield Buffer to implement time limit and shutdown

Adjusted sensor decoy behavior

* 1. Unreleased

Fixed various errors

Added start system

Added test enemies

Adjusted delay timers

1.0—Released 2022