

Project Khitomer 2020

Designing missions for your class type

Host: [Billy/USS Sutherland \(Bravo Fleet\)](#)

Room Two • Session 8

Billy/USS Sutherland 2/22/2020, 5:00:49 PM

whoohoooo

Good Afternoon, I know that this is the last panel for the Conference which has been amazing by the way. But I want this to be a fluid discussion with those who have experience in this and those who do not. So welcome to Designing Missions for your Class Type

So a little bit about me

My name is Billy and truthfully that's what I've been going by in the gaming world since I started writing back in 2004. I was 18 years old and I wrote countless of Trek short stories and I was like I wonder do they have writing games for Trek and the Rest is history lol.

I have served with A Call To Duty as TFXO of their Newsfleet Division (3 years), an Independent Sim, Bravo Fleet, Alpha Fleet, a Harry Potter Simulation, and then I came back to Bravofleet; where I serve as the CO of the USS Sutherland and also the new TFCO of 72.

I have simmed on ships as small as a Nova class to as large as a Galaxy Class, which I still proudly write on. Yet as a GM I have had 5 ships a New Orleans, Akira, Constitution, and two Nebulas. I have written on 10 different ships, and one thing I have learned that your missions affect EVERYTHING on your sim.

From recruitment, to engagement, to even establishing long lasting friendships....and what I've found out down through the years is that Trekkies and writers alike love is true Authenticity. No one likes writing on the Nova class ship that destroys 15 Borg Cubes...or a Galaxy Class Starship that goes back in time every single mission

Unless you like to focus on writing nothing but fighting missions...which I find out doesn't have a balance but that's just my opinion

One piece of advice that I took someone is "IF you build it they will come."

Building doesn't always mean the site..which is important and critical...because people love eye candy

But it's about building a tradition with your sim and more so your players as well

So the first part of the panel is I want to know what kind of ships do you either work on as a GM or even as a player?? Because this also affects sub-missions and personal stories as well.

Mimi 2/22/2020, 5:09:29 PM

I co a luna class explorer and i'm an ops officer on an upgraded nova class

[22/OF] Kasterborous 2/22/2020, 5:09:40 PM

i'm currently balancing a luna class and a new orleans class 😊

[PF]Kai1701E 2/22/2020, 5:10:01 PM

I ditched my big old Galaxy and Sovereign for a Luna myself.

Mimi 2/22/2020, 5:10:06 PM

haha

[PF]Kai1701E 2/22/2020, 5:10:10 PM

And damn, how I am enjoying it

Mimi 2/22/2020, 5:10:11 PM

lots of luna's

[USS Mayhew] Tom Rake 2/22/2020, 5:10:14 PM

Started a little defiant class

Billy/USS Sutherland 2/22/2020, 5:10:24 PM

@Kai1701E dragged me to his luna...

[22/OF] Kasterborous 2/22/2020, 5:10:29 PM

luna is a pretty class

[PF] AlexM 2/22/2020, 5:10:46 PM

I've got a little Stardock.

Billy/USS Sutherland 2/22/2020, 5:11:13 PM

😞 Stardocks are little??

Mimi 2/22/2020, 5:12:04 PM

haha

Billy/USS Sutherland 2/22/2020, 5:12:15 PM

So Tell me what have been some challenges that you have experienced as a GM and even as a player when developing missions?

Mimi 2/22/2020, 5:12:35 PM

trying to find ways to get as many involved as i can

for some positions it's easy enough

but the obscure ones it can be really hard

[BF] aio 2/22/2020, 5:12:50 PM

That.

[22/OF] Kasterborous 2/22/2020, 5:12:54 PM

I think for me, as a new GM to ST and to the format of Nova, is trying to come up with missions with a small crew and attempt to build a base and interest folks in coming back for more

[USS Mayhew] Tom Rake 2/22/2020, 5:12:56 PM

As a player, it can difficult when the mission doesn't chime.

[BF] aio 2/22/2020, 5:12:59 PM

Trying to find ways to involve everyone

I think that's an issue that affects every sim, and if not, they have either solved the problem, or they are lying lol

Billy/USS Sutherland 2/22/2020, 5:14:15 PM

hahahahaha agreed @aio

The hardest thing for me to learn was writing missions not only for my class type but also for all the other departments...

and it does get challenging

[USS Mayhew] Tom Rake 2/22/2020, 5:15:50 PM

I suppose as players we need to meet half way in that challenge!

Billy/USS Sutherland 2/22/2020, 5:16:37 PM(edited 2/22/2020, 5:16:43 PM)

I agree with @Tom Rake - USS Mayhew but also when writing a mission it also has to be the GM as well...it takes two to tango

Let me give you an example that I wrote up for the Sutherland

<https://docs.google.com/document/d/1QTsR7Uq3DgDLWA9nqZjvUB9kGEQLDGwijpoDj7QG39I/edit?usp=sharing>

[USS Mayhew] Tom Rake 2/22/2020, 5:18:15 PM

That is so useful! Thank you for sharing 😊

Billy/USS Sutherland 2/22/2020, 5:18:52 PM

Now I know they don't like taking credit but one thing I have learned from @aio and @Kai1701E and even @greenfelt is that when developing a mission it's key to develop an outline

Your outline should be a Mary Sue...the meat of the mission shouldn't

@Tom Rake - USS Mayhew your welcome...and feel free to expand on that

[PF]Kai1701E 2/22/2020, 5:19:27 PM

I'll take credit. I taught him everything.

[USS Mayhew] Tom Rake 2/22/2020, 5:19:54 PM

@Will1986 learning so much right now!

Billy/USS Sutherland 2/22/2020, 5:20:54 PM

So what do I mean by Mary Sue..if you look at the outline...it basically tell shifting points in the story..and also when and how to time plot twists so they flow

Now what happens between those mission dates are up to your crew and the players.

The Key thing I learned...and that built on the Sutherland was that I wanted each player to know..that you are adding to the ships Canon

also which adds to Task Force canon as well

and eventually Bravo Fleet canon

[PF]Kai1701E 2/22/2020, 5:23:21 PM

They probably don't know it, but I learnt a lot from @aio and @greenfelt and their story planning.

Billy/USS Sutherland 2/22/2020, 5:23:30 PM

Oh I believe it

[BF] aio 2/22/2020, 5:23:47 PM

Oh, stahp, you're gonna make me blush 😊

[PF]Kai1701E 2/22/2020, 5:23:48 PM

And I agree that things should build on other things

Billy/USS Sutherland 2/22/2020, 5:24:01 PM

Yes...now that is key

[PF] Capt. Franklin Johnson 2/22/2020, 5:24:06 PM

That's really nice @Will1986, very detailed

Billy/USS Sutherland 2/22/2020, 5:24:12 PM

thank you

SO the key thing in mind and I know @Kai1701E doesn't mind me saying this...when the lead ship of the group was a Sovereign class starship that departed...and the Sutherland a Nebula class was now front and center...I knew that I had to create missions that I knew could challenge a Nebula class ship without it being so easy and cheesy

[PF]Kai1701E 2/22/2020, 5:26:13 PM

Not easy with such a capable ship.

There isn't much a Nebula can't do

Billy/USS Sutherland 2/22/2020, 5:27:12 PM

that is true...which is why I picked the Nebula as my sim...granted my heart will always be an Ambassador Class Starship...but I wanted something that was versatile...that was for me

[22/OF] Kasterborous 2/22/2020, 5:27:43 PM

how did you pick and choose missions? did you order them by 'theme' or as part of a wider story arc?

Billy/USS Sutherland 2/22/2020, 5:27:48 PM

however a Nova Class, Luna Class, and even Defiant and a Stardock can be just as universal and empowering in their elements

@Kasterborous I picked them actually at the time as a wider story arc

so this missions that I developed actually highlighted a particular area that had just been created...in BF called the Wastelands which was basically fair game for exploration and discovering new things

[22/OF] Kasterborous 2/22/2020, 5:29:12 PM

ahhh

nice

Billy/USS Sutherland 2/22/2020, 5:29:45 PM

So what we were doing was actually shaping an entire region at the time

[PF]Kai1701E 2/22/2020, 5:29:56 PM

#yourewelcome

Billy/USS Sutherland 2/22/2020, 5:30:01 PM

thank you

So let's take a Nova class starship for example...

The area is huge ripe for exploration...so you know u have those science geeks that love finding strange new worlds and OLD civilizations

what about the other aspect of the different departments on the ship to get them involved.

Have a landing party explore one of the planets and in a plot twist have something unexpected happens that gets everyone involved

the landing party can be attacked, or a strange phenomena can cause transport to stop happening on the ship

[PF]Kai1701E 2/22/2020, 5:34:03 PM

Trap them in a tunnel! Have their equipment stolen by natives.

Billy/USS Sutherland 2/22/2020, 5:34:11 PM

hahahaha now that works

Mimi 2/22/2020, 5:34:23 PM

haha

[USS Mayhew] Tom Rake 2/22/2020, 5:34:48 PM

Yes, it's boring when someone just presses a button and kapam it's all fixed, beam me back up for tea,

Billy/USS Sutherland 2/22/2020, 5:34:54 PM

right

[PF] Capt. Franklin Johnson 2/22/2020, 5:34:56 PM

xD

Billy/USS Sutherland 2/22/2020, 5:35:13 PM

now to spice things up...use a 1d20 dice

[PF] Capt. Franklin Johnson 2/22/2020, 5:37:02 PM



Billy/USS Sutherland 2/22/2020, 5:37:37 PM

say 1-3 the landing party wipes out the attacking party

4-10 the party is out flanked and taking fire from two directions

11-18 someone gets wounded

19-20 the party if over run and everyone is captured

[BF] aio 2/22/2020, 5:38:07 PM

ooh, there's an idea...

[PF] Capt. Franklin Johnson 2/22/2020, 5:38:24 PM

Oh, you're using the dice entirely different than I expected

I appreciate your creativity

Billy/USS Sutherland 2/22/2020, 5:38:37 PM

thank you

[BF] aio 2/22/2020, 5:38:43 PM

Throw's in some chaos

Billy/USS Sutherland 2/22/2020, 5:39:01 PM

Yes it throws in chaos...and it allows the crew to write to that chaos

[PF]Kai1701E 2/22/2020, 5:39:07 PM

I never think to use dice...

where would I get a 1d20 dice? Is it an online thing, or a real thing?

Billy/USS Sutherland 2/22/2020, 5:39:33 PM

actually there is a site for a dice

[STF] Simmyish 2/22/2020, 5:39:59 PM

you can get rpg dice sets that contain d20s 😊

[PF]Kai1701E 2/22/2020, 5:40:10 PM

Maybe we can explore the dice ideas further, later? @Will1986 and @Drakomis ?

I'd be interested to hear more...

[USS Mayhew] Tom Rake 2/22/2020, 5:40:19 PM

So as crew would you roll the dice OOC, or would you do that behind the scenes as GM?

Billy/USS Sutherland 2/22/2020, 5:40:38 PM

I would do that behind the scenes

[PF] Capt. Franklin Johnson 2/22/2020, 5:40:46 PM

Me too! There's some handy roll 1d20 dice bots we could use for scenes. @Kai1701E

[USS Mayhew] Tom Rake 2/22/2020, 5:40:46 PM

Cool 😊

Billy/USS Sutherland 2/22/2020, 5:41:26 PM

So for instance...

Mimi 2/22/2020, 5:42:11 PM

but unless the whole team is in on the outcome someone will always write something that is completely opposite to what you want it to be

[PF]Kai1701E 2/22/2020, 5:43:38 PM

I'm guessing you would fill them in.

Billy/USS Sutherland 2/22/2020, 5:43:49 PM

yes

fill them in

those who you want to play a critical part in the mission fill them in on their role

<https://uss-sutherland.com/index.php/sim/viewpost/28>

ReminderBot 2/22/2020, 5:45:02 PM

15-Minute Warning

Billy/USS Sutherland 2/22/2020, 5:45:06 PM

So this is a post from the Sutherland

I used a 1d20 to help choose the outcome of the mission

yet notice I used the starbase, fighters, and the sutherland on this

I thought of it like a Star Wars movie

Star Wars is key for having Space Battle, Land Battle while driving the main plot

Mimi 2/22/2020, 5:49:16 PM

thing is though even if you tell someone what you want to happen, unless you're railroading them to hell. they may not write what you expect/want them to write.

using the example i used before (can't remember if it was on here or the other room) the description i gave of the planet would have made it obvious to the shuttle pilot that it's going to be a bumpy ride through the atmosphere etc.

he wrote it as if there wasn't a single bit of turbulence etc.

Mimi 2/22/2020, 5:49:41 PM(edited 2/22/2020, 5:49:49 PM)

i even put (it's going to be a bumpy ride) in the description to make it 100% obvious

Billy/USS Sutherland 2/22/2020, 5:49:53 PM

that is true

sometimes people don't get subtle and that's okay...I try not to sweat the small things...and I go and edit what I say in the post...

Mimi 2/22/2020, 5:50:37 PM(edited 2/22/2020, 5:50:56 PM)

i dont want to be a Co that dictates every single action of my crew like some that i've seen. but at the same time i want things to go in the right direction

Billy/USS Sutherland 2/22/2020, 5:50:37 PM

so they don't look bad

okay

so in that case let's say the ride is smooth at first...then as the narrator have something that causes the ride to become bumpy

toss in a mechanical failure

Mimi 2/22/2020, 5:51:44 PM

i never got the chance to do that

[PF]Kai1701E 2/22/2020, 5:51:54 PM(edited 2/22/2020, 5:52:01 PM)

@Mimi I think your pilot dropped the ball there, not you

Mimi 2/22/2020, 5:51:59 PM

he wrote the entire atmospheric entry and landing in 1 tag

Billy/USS Sutherland 2/22/2020, 5:52:25 PM

Yes have that to happen...

what I do in the spirit of the writer I personally send a PM and let them know how detailed their part in the story is...I know it's hard but I've had to learn...sometimes you have to hold their hands

and ask them to re-write what they wrote

[PF]Kai1701E 2/22/2020, 5:53:42 PM

Yeah. It happens.

Billy/USS Sutherland 2/22/2020, 5:54:07 PM

But then a good note a GM knows their writers

[22/OF] Kasterborous 2/22/2020, 5:54:34 PM

definitely this is good advice

i would not have said that it was your fault at all mimi

ReminderBot 2/22/2020, 5:55:01 PM

5-Minute Warning

Billy/USS Sutherland 2/22/2020, 5:55:58 PM

and so let's say the landing is smooth @Mimi you can steer the mission back into the direction you want it to go...

say instead of the chaos happening on the shuttle it happens on the ground now

I know we have three minutes left...but what I want you all to know that nothing is too out of the box

and nothing is too simple

What seems simple isn't and what seems hard isn't

any questions?

[PF] Capt. Franklin Johnson 2/22/2020, 5:58:08 PM

Very informative panel, also some creative ideas. Thank you, Billy!

Billy/USS Sutherland 2/22/2020, 5:58:18 PM

sure no problem

[USS Mayhew] Tom Rake 2/22/2020, 5:58:24 PM

So much insight thank you 😊

Billy/USS Sutherland 2/22/2020, 5:58:47 PM

no problem I am very happy to help

[PF]Kai1701E 2/22/2020, 5:58:53 PM

Yeah, nice work Bilbo!

Billy/USS Sutherland 2/22/2020, 5:59:27 PM

@Tom Rake - USS Mayhew also continuing missions are fun too but that's for another conference

[USS Mayhew] Tom Rake 2/22/2020, 5:59:46 PM

Cliff hanger for next year! 😊

[PF]Kai1701E 2/22/2020, 5:59:51 PM(edited 2/22/2020, 6:00:09 PM)

@aio can we keep this room? I want to talk dice!

[STF] Simmyish 2/22/2020, 6:00:17 PM

an idea for a panel next year... using dice in the simming environment 😊

[PF]Kai1701E 2/22/2020, 6:00:18 PM

Pleaseeeeeeeeeeeeeeeeeeeeeeeee

[BF] aio 2/22/2020, 6:00:22 PM

I'm closing the main rooms, but feel free to jump into #680468458340745450

Billy/USS Sutherland 2/22/2020, 6:00:39 PM

Overflow two

[PF]Kai1701E 2/22/2020, 6:00:56 PM

@Will1986 and @Drakomis , talk to me about dice 😊

[PF] Capt. Franklin Johnson 2/22/2020, 6:01:12 PM

In what sense, the manner in which Billy utilized them?

Billy/USS Sutherland 2/22/2020, 6:01:14 PM

@[22]greenfelt22 | Black Hawk is the one that used dice on a Star Wars sime it is a bot

[PF]Kai1701E 2/22/2020, 6:01:36 PM

Well, you both seemed to have conflicting ideas about what/how to use them
So I am intrigued

[PF] Capt. Franklin Johnson 2/22/2020, 6:02:04 PM

Well, I come from a D&D background, so my understanding of the dice comes from years of memes, pain, torment, and hilarity.

Also Natural 1's.

Billy/USS Sutherland 2/22/2020, 6:02:23 PM

<https://www.google.com/search?q=1d20&oq=1d20&aqs=chrome..69i57j0l7.3507j0j8&sourceid=chrome&ie=UTF-8>

[STF] Simmyish 2/22/2020, 6:02:35 PM

Yeah xD I also played Star Trek Adventures where those natural 1s are good and 20s are bad 😊

[PF]Kai1701E 2/22/2020, 6:02:38 PM

I've never played D&D so the idea of a dice is new to me

Billy/USS Sutherland 2/22/2020, 6:02:52 PM

okay

So in D&D dice help tell the story as to what happens to the characters

[PF] Capt. Franklin Johnson 2/22/2020, 6:03:25 PM

I'll let Billy handle that, he seems far more educated on his manner and method than I am. If you have any questions for me, feel free to ping. Gotta walk my dog!

Billy/USS Sutherland 2/22/2020, 6:04:09 PM

@Drakomis

have fun

[PF]Kai1701E 2/22/2020, 6:05:46 PM

It's the dog that will have fun I bet

Billy/USS Sutherland 2/22/2020, 6:06:38 PM

Okay so with Dice with 20 on it

1-5: The ship slides out of dry-dock with ease

6-12: The ship starts drifting left

12-18: The ship hits dry-dock

19-20: The ship becomes damaged and has to stay for repairs...

[PF]Kai1701E 2/22/2020, 6:07:11 PM

You need a better helmsman...

Billy/USS Sutherland 2/22/2020, 6:07:15 PM

Let's say those are the parameters you want to use for getting the ship out of dry dock...and what ever the dice lands on that's what happens LOL

Billy/USS Sutherland 2/22/2020, 6:07:21 PM

hahahahaha

[22/OF] Kasterborous 2/22/2020, 6:07:25 PM

i like that

that's a pretty cool way of doing things actually

[PF]Kai1701E 2/22/2020, 6:09:36 PM

Ok, so how often do you use them?

Billy/USS Sutherland 2/22/2020, 6:09:40 PM

Crazy enough...I was talking to a D&D friend of mine and they gave me that suggestion...and when I used it on that particular mission I was like...I loved how this developed

I use them during plot twists or when I want to get a sleepy crew active

[PF]Kai1701E 2/22/2020, 6:09:58 PM

Hang on... I just caught something

Not all the options have the same amount of numbers. How do you decide whether to give it a 1-5 or a 19-20

Billy/USS Sutherland 2/22/2020, 6:10:44 PM

@Kai1701E meet me in the sim workshop

StarArmy 2/22/2020, 6:13:38 PM

Thanks for hosting the panel!