# **Standard Debriefing Protocol**

## Congratulations on a successful rescue, Fuel Rat!

Now the client has fuel, we want to make sure they can continue on their journey and reach their destination or another place they can refuel, and ideally won't need our services again. We do this through an in-game "debriefing" or "db" of the client, giving them some pointers that hopefully helps them understand the fuel mechanics in Elite: Dangerous better.

No one has to stay for a lecture, if the client wants to get going that's up to them.

The debriefing can be performed in voice chat, in-game text chat, or if needed, the #debrief channel on IRC. The #debrief channel is primarily for use with players who speak a language that uses a character set that Elite: Dangerous does not support, such as Russian. It can also be used if the debrief is being conducted by someone other than the rat(s) involved in the rescue who don't speak the client's native language or if google translate is too clunky to use in-game because of copy pasting issues.

<u>Generally</u>, the rat who got the first limpet will do the debrief. Please refrain from interrupting the rat doing the debrief, as this could be confusing to the client.

Each client will be different, some might need a lot of help while others are experienced players who made a mistake and just need a few limpets and will tell you when they're good to go. Advising a client who is stuck 250Ly from a station to buy a fuel scoop is all well and good, but if you don't ensure they have enough fuel to reach a station first, they'll still be in the same situation once you leave them. Some things to consider are:

- · Combat rank
- Ship type
- Modules (Are they flying a stock ship or have advanced augments like guardian modules?)
- Stranded location (Are they out in the dark or near popular newbie systems, e.g Matet?)





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#### What do they really need?

For those who want some advice, consider their needs, and prioritize what is important in their current situation.

# POTENTIAL DEBRIEFING TOPICS

A client's needs will inform which topics below may be useful to them.

Most Important Less Important

# Map Filtering to a Station

Not all clients need or

want fuel scoops.

Filtering the map to

systems with a

population or

government should

yield a system with an

outpost. A population

greater than 1 million

should have a large

landing pad

#### Map Filtering KGBFOAM

## Does your client have a fuel scoop? It might help if they can easily find a star to refuel from.

#### To filter the map, ensure it is in Map Mode (4th tab hori, 5th ody). Then from the top drop down window (hori) or the bottom tab (ody), stars can be displayed based on various criteria.

To find a system with a station, use government or economy, then de-select the none box to hide empty systems. Apply Filter to Route can be selected if a ship has sufficient range (at least 10-20LY) to match every jump to a star on the filter.

To find stars to scoop, use Star Class, then only have KGBFOAM selected.

### Dotted vs, Dashed Lines

#### When you plot a route in the Galaxy Map, the orange route line will turn dashed for the jumps where your current fuel reserves will be insufficient.

## Increasing Jump Range

A great quality of life upgrade can be buying a better FSD to increase their jump range. High tech or industrial economy systems are a good place to start, but you can look up the station on eddb.io too.

# How to Use a Fuel Scoop

Once you've found a fuel star(KGBFOAM), flying near it in supercruise with a powered fuel scoop will gather fuel automatically. Be careful not to get too close or you'll collide with the EZ- and make sure you don't overheat!

# What is KGBFOAM?

O, B, A, F, G, K, and M are the star classes that we can scoop from, though many people find it easier to remember as KGB FOAM.

# **Lowering Fuel Consumption**

The fuel tank will show the rate at which fuel is being consumed, in tonnes per hour. On a long supercruise, dwindling fuel can be conserved by turning off unneeded modules.

#### Fast vs. Eco. Route

Using fast route plots the fewest jumps to your destination, using more fuel. Using economical route plots a fuel efficient route with more jumps.

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### Important!

Using !kgbfoam does not count as teaching your client the key points of a debrief!

# How to do a stellar debrief:

There is no one right way to do a debrief, but there are definitely plenty of wrong ways.

### Conversation is a plus!

Conduct your debrief in a conversational manner!

No one likes to be lectured about a topic for 20 minutes straight, so make sure your debrief doesn't bore the client. Try to ask questions, they can both start the debrief in a friendly manner and extract information about the experience level of the client.

### Maybe don't spam the chat

Try to keep your instructions in one message!



### **Good Debrief Beginnings**

- Hi commander, you can enable your modules now. What brings you out to Deciat? Trying to get some engineering?
- Hey there, please enable your modules now. I see you have a mining rig, trying to sell some minerals?

These are great ways to start a debrief because they create a conversational tone and extract valuable information on their experience which you can then use to tailor their debrief to their needs.

Especially when you are debriefing in-game, keep in mind the client cannot have both the galaxy map and the text box open at the same time, so keep your instructions in one single message for ease of reading.

## The End of the Road

You have completed your debrief and your client is on their way, good job! It is a good idea however, to keep an eye on your client and make sure they reach their destination safely. If you have time, keep an eye on the comms panel for your client's whereabouts and see if they are on track! Good job fuel rat! Fly-safe!

# **Related Pages**

**KGBFOAM Guide** 

KGBFOAM Guide Odyssey

### **Poor Debrief Beginnings**

- Hi commander, do you know about fuel scoops?
- Hi, I see you are flying a sidewinder, there is a way for you to not run out of fuel again, you should set an Economy filter...

Asking Yes/No questions or starting an info dump right off the bat is a bad way to start your debrief off as it does not allow you to get information from your client as efficiently, and likely will make some run for the metaphorical hills!