

Cochrane Deceleration

Target Number
TN 15

Prerequisite
Come About (H), Match Speed (H)

Duration
Special - see page 120 of Narrator's Guide

Effect
The acting ship must successfully Come About and Match Speed, if successful, the acting starship gains a +5 protection bonus from attacks made by the primary target for the rest of the round.

In addition, the Tactical Officer may immediately perform one tactical maneuver in excess of the ship's action allowance for the current round. The officer must use one of his individual actions to take advantage of the maneuver.

Range is increased by one.

Evasive Action

Target Number
TN 20

Prerequisite
Come About (H) or Hard About (H), and Close (H)

Duration
Special

Effect
Gain +1 Range increment from Primary Target, +1 Free Tactical Maneuver, +10 to next Helm Maneuver unless target acts before then.

Full Attack

Target Number
TN 25

Prerequisite
Lock On (T), Match Speed (H), Must be at Short range or Closer.

Duration
Instant

Effect
1 Free Multiweapon (T), AND Multifire (T), Declare Order of attack starting with Primary Target, Declare Weapon Systems used, the Attack TN=Ship's Protection+5, a failed test does not stop the chain of attacks.

Fast Attack

Target Number
TN 15

Prerequisite
Must Close (H) by two range increments in one maneuver.

Duration
Instant

Effect
1 Free Multiweapon (T) maneuver, +2 Range increments towards Primary Target.

Your ship must have closed the distance by two range with one maneuver, either in the current, or previous, round.

Immelman Turn

Target Number
TN 15

Prerequisite
Close (H), Hard About (H)

Duration
Special

Effect
All opponents with your ship as their Primary Target suffer a -5 penalty if their next action is either a Helm or Tactical Maneuver. In addition, you automatically Close (H) with your Primary Target by 1 Increment, (No Test Required, and is Free)

Picard Maneuver

Target Number
TN 25

Prerequisite
Close (H), Lock On (T)

Duration
Instant

Effect
Your ship generates an after image resulting in a +5 bonus to Protection for the duration of the round, In addition, gain 1 Free Tactical Maneuver.

Pentis Maneuver

Target Number
TN 25

Prerequisite
Full Stop (H); Ion Storm at Point Blank Range

Duration
Instant

Effect
Free "Multifire (T)" maneuvers against all opponents in range, causes Storm Rating X 5 Damage. Deflector Array of acting ship is burned out, storms of level 6+ intensity cause structure damage equal to storm level to acting ship.

Riker Maneuver

Target Number
TN 20

Prerequisite
Disengage (H); Point Blank or Short Range, Access to Nebulae gasses, Bussard Collector or similar system

Duration
1 Round

Effect
Causes 2d6 + 5 structure damage to all opposing ships within Point Blank or Short range.

Slingshot Effect

Target Number
TN 25

Prerequisite
Disengage (H); Warp 8 Capability

Duration
Instant

Effect
Allows acting ship to travel through time.
Failure: Ship arrives 1d6 days early/late for every point under the TN.
Complete Failure: Measure in years.
Disastrous Failure: vessel slips into Alternate universe.

Close

Target Number
TN 10

Prerequisite
Cannot be used after Evasive Attack (C), Fast Attack (C), or Picard Maneuver (C)

Duration
Instant

Effect
Decreases range by 1 increment for a marginal success, 2 for complete, 3 for superior, 4 for extraordinary, or less, if desired.

Come About

Target Number
TN 10

Prerequisite
None

Duration
Instant

Effect
Allows a ship to break an opponent's "Target Lock." If primary target doesn't have one, then add +5 to your protection instead. This maneuver only affects your primary target; other ships targeting you are not affected.

Full Stop

Target Number
None

Prerequisite
Cannot be used following Fast Attack (C)

Duration
Until another Helm Maneuver is executed.

Effect
This Maneuver grants a +5 bonus to System Operations (Tactical) Tests while the ship remains at "Full Stop," but reduces your ship's protection by -5.

Minimal Aspect

Target Number
TN 10

Prerequisite
None

Duration
Instant

Effect
Breaks "Lock-On" from all opposing ships, or adds +2 to protection against all attacks until next Helm (H) maneuver.

H

●

Open

Target Number
TN 10

Prerequisite
None

Duration
Instant

Effect
Success increases the range from your primary target by 1 for a marginal success, 2 for complete, 3 for Superior, and 4 for Extraordinary, or less if desired. Ships that move beyond "Extended +4" have left combat range, and considered to have fled.

H

●

Disengage

Target Number
TN 10, +5 per Opponent

Prerequisite
None

Duration
Instant

Effect
Before executing this maneuver, declare if you are leaving the battle, or changing primary targets. Failure indicates Exit blocked or otherwise unavailable, Changing targets doesn't require a test. Either attempted use makes you suffer a -5 to protection until your next Helm maneuver.

H

●

Hard About

Target Number
TN 15

Prerequisite
None

Duration
Instant

Effect
This Maneuver encompasses "Come About" (Breaks "Target Lock" or +5 protection vs. Primary Target) and has the additional benefit of allowing your ship to change the range to your primary target by 1 increment.

H

●

Match Speed

Target Number
Target's Protection +5

Prerequisite
Cannot be used following Z-Axis (H)

Duration
Lasts while range is maintained.

Effect
You match speed with your primary target; you gain a +5 to Tactical Tests made to attack.

H

●

Ramming Speed

Target Number
TN Target's Protection - Target's Size.

Prerequisite
Point Blank Range, Cannot be used at Full Stop (H)

Duration
Instant

Effect
Target Ship suffers your current structure + shield Strength, you suffer their current structure + their Shield Strength.

H

●

Scorpion Evasive

Target Number
TN 10, +5 per opponent

Prerequisite
Point Blank Range, Not Usable after Full Stop (H)

Duration
Instant

Effect
+5 Bonus to Protection; Any shots that miss because of the bonus hit the Primary Target instead.

H
Free Fire (T) maneuver against the Primary Target.

Z-Axis

Target Number
TN 15

Prerequisite
None

Duration
Instant

Effect
Before a Test, decide if you want to Break your Primary Target's "Lock On" or close the distance by 1 Increment; if successful your Ship changed position on the vertical axis (Up or Down) If the next maneuver is a Helm Maneuver it gains a +5 to the skill test

H

Fire

Target Number
Target's Protection Rating

Prerequisite
Cannot be used after Evasive Attack (C), Fast Attack (C), or Z-Axis (H)

Duration
Instant

Effect
Your ship fires one weapon system at its primary target

T

Lock On

Target Number
Target's Protection Rating

Prerequisite
None

Duration
Until Broken

Effect
Lock on Grants a +3 to skill tests made to attack your primary target

T

Spread

Target Number
Target's Protection Rating

Prerequisite
Cannot be used after Evasive Attack (C), Fast Attack (C), or Z-Axis (H)

Duration
Instant

Effect
When applying this maneuver, choose once weapon system. This maneuver grants a +3 bonus to attack, for every -1 the tactical officer applies to the weapons penetration, up to a maximum of -3

T

Cloaked Attack

Target Number
TN 15

Prerequisite
Cloaking Device; Must Close (H) by 2 in one maneuver

Duration
Instant

Effect
Allows a vessel to Decloak and take a free Multiweapon (T) maneuver; On a Failure, no attack + shields down for next turn.

T

Multifire	Target Number	Each Target's Protection, +3/Opponent
	Prerequisite	All targets must be in the same range increment
	Duration	Instant
	Effect	Fire one weapon system at multiple targets, call firing order (primary first, though) and +3 cumulative, (1st TN, 2nd TN+3, 3rd TN+6...) a failed roll doesn't end the chain.
T		

Multiweapon	Target Number	Target's Protection +5/Weapon System used
	Prerequisite	Lock On (T)
	Duration	Instant
	Effect	The Primary Target Suffers damage from each weapon system employed, Combine Penetration values and apply the total to the target's shields.
T		

Target System	Target Number	Target's Protection +10
	Prerequisite	Lock On (T), Beam Weapons Only
	Duration	Instant
	Effect	Apply damage to Targeted System's Damage Track instead of Structure; for every 3 points of damage over the target's shields threshold mark off one box of damage on the targeted system's damage track
T		