

# Starship Maneuvers Quick Reference Sheet (NG117-121)

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Name	Type	Tier	Req.	TN	Duration
Close- Decreases the distance from target by up to 4 blocks	H	1	Not after Evasive, Fast Attacks, or Picard Man.	10	Instant
Open- Increases the distance from target by up to 4 blocks	H	1	None	10	Instant
Come About- Breaks a Lock On or +5 protection	H	1	None	10	Instant
Full Stop- +5 Sys Ops (Tactical) tests, but -5 to Protection as well	H	1	Not after Fast Attack	0	Until H is executed
Lock On- +3 to tests used to attack the target vessel	T	1	None	Target's Protect.	Until Broken
Fire- Cause damage to the targeted vessel with shipboard weapons	T	1	Not after Evasive, Fast Attacks, or Z-Axis	Target's Protect.	Instant
Spread- +3 to attack test for every -1 applied to penetration	T	1	Not after Evasive, Fast Attacks, or Z-Axis	Target's Protect.	Instant
Disengage- Prepares to leave battle, or changes target (TN 0); -5 protect. until next H is executed	H	2	None	10+5 per opp.	Instant
Hard About- Breaks a Lock On or +5 protection. Also inc/dec range by 1 block	H	2	None	15	Instant
Match Speed- +5 to attack tests made against the target vessel	H	2	Not after Z-Axis	Target's Protect +5	While range maintained
Z-Axis- +5 if next maneuver is H; also, either close by 1 block, or break Lock On	H	2	None	15	Instant
Ramming Speed- Causes Damage to both vessels equal to Structure +Shield str.	H	2	Point Blank range, cannot be used after Full Stop	Tgt. Protect -size	Instant
Target System- Causes 1 dmg. to specified sys. for every 3 above threshold	T	2	Lock On	Target's Protect +10	Instant
Multifire- Allows an attack against multiple targets (-3 cum. Penalty to test after first attack)	T	2	All targets must be in same range block.	Target's Protect + 3 per target	Instant
Multiweapon- Allows an attack with multiple weapons (combine the weapons' penetration)	T	2	Lock On	Target's Protect +10	Instant
Cochrane Deceleration- +5 protect vs. target until end of round. Also, 1 free T maneuver may be performed immediately. Increases range by 1 block, brings ship to Full Stop	C	3	Come About, Match Speed	15	Special
Evasive Attack- Increase range by 1 block, +10 if next maneuver is H, one free T maneuver may be performed immediately	C	3	Come/Hard About, Close	20	Special
Fast Attack- Increases range by 2 blocks, allows a free Multiweapon attack	C	3	Must Close by 2 blocks in one maneuver	15	Instant
Full Attack- Free Multifire/Multiweapon Maneuver (TN Target Protect +5 per attk)	C	3	Point Blank/Short Range; Lock On, Match Speed	25	Instant
Immelmann Turn- -5 to opponents with acting ship as primary target, decrease range to target by 1 block	C	3	Close, Hard About	15	Special
Picard Maneuver- +5 protection until end of round, one free T maneuver	C	3	Close, Lock On	25	Instant

T- System Operations (Tactical)  
H- System Operations (Flight Control)  
C- Tactics

→Ships roll initiative at Extended range by the CO's Tactics skill.  
→Each ship gets 2 maneuvers per round.  
→**NG121-123** has info on repairs.

# Starship Maneuvers Quick Reference Sheet (SS28-30)

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<b>Name</b>	<b>Type</b>	<b>Tier</b>	<b>Req.</b>	<b>TN</b>	<b>Duration</b>
<b>Minimal Aspect-</b> Breaks Lock On from all opposing ships or adds +2 protection from all attacks until next H maneuver	H	1	None	10	Instant
<b>Scorpion Evasive-</b> +5 Protection bonus; any shots that miss <b>because</b> of the bonus hit the Primary Target instead; free Fire maneuver against Primary Target	H	2	Point Blank range, not after Full Stop	10+5 per opp.	Instant
<b>Cloaked Attack-</b> Allows a vessel to decloak and take a free Multiweapon maneuver; on fail, no attack & shields down until next round	T	2	Cloaking Device, Must Close by 2 in one maneuver	15	Instant
<b>Pentis Maneuver-</b> Free Multifire maneuvers against all opponents in range, causes storm rating x5 damage. Deflector array of acting ship is burned out, lvl6+ storms cause structure damage equal to storm's damage to acting ship	C	3	Full Stop, Ion Storm @ Point Blank	25	Instant
<b>Riker Maneuver-</b> Causes 2d6+5 structural damage to all opponents within Point Blank or Short range.	C	3	Disengage, Point Blank/Short rng, Access to nebulae gasses, Bussard Collector or similar system	20	1 round
<b>Slingshot Effect-</b> Allows acting ship to travel through time. Failure: Ship arrives 1d6 days early/late for every number under TN. Complete Failure: Measure in years. Disastrous Failure: vessel slips into an alternate universe.	C	3	Disengage, Warp 8 capability	25	Instant