TN 15

**Target Number**

**Prerequisite**

Come About (H), Match Speed (H)

**Duration**

Cochrane Deceleration

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.

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TN 20

**Target Number**

**Prerequisite**

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

**Duration**

Evasive Action

Special

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

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TN 25

**Target Number**

**Prerequisite**

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

**Duration**

Full Attack

Instant

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.

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TN 15

**Target Number**

**Prerequisite**

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

**Duration**

Fast Attack

Instant

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.

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TN 15

**Target Number**

**Prerequisite**

Close (H), Hard About (H)

**Duration**

Immelman Turn

Special

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)

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TN 25

**Target Number**

**Prerequisite**

Close (H), Lock On (T)

**Duration**

Picard Maneuver

Instant

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.
**TN 25**

**Required Prerequisites:**
- Full Stop (H); Ion Storm at Point Blank Range

**Target Number:** TN 25

**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.

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**TN 20**

**Required Prerequisites:**
- Disengage (H); Point Blank or Short Range, Access to Nebulace gasses, Bussard Collector or similar system

**Target Number:** TN 20

**Duration:** 1 Round

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

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**TN 25**

**Required Prerequisites:**
- Disengage (H); Warp 8 Capability

**Target Number:** TN 25

**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.

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**TN 10**

**Required Prerequisites:**
- Cannot be used after Evasive Attack (C), Fast Attack (C), or Picard Maneuver (C)

**Target Number:** TN 10

**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.

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**TN 10**

**Required Prerequisites:**
- None

**Target Number:** TN 10

**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.

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**None**

**Target Number:** None

**Required Prerequisites:**
- 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.
**TN 10**

Minimal Aspect

Instant

Effect

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

**TN 10**

Minimal Aspect

Open

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.

**TN 10, +5 per Opponent**

Minimal Aspect

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.

**TN 15**

Minimal Aspect

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.

**Target’s Protection +5**

Minimal Aspect

Duration

Effect

Cannot be used following Z-Axis (H)

Lasts while range is maintained.

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

**TN Target’s Protection – Target’s Size**

Minimal Aspect

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

Instant

Effect

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

Target Number

TN 10, +5 per opponent

Prerequisite

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

Instant

Duration

Effect

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

Free Fire (T) maneuver against the Primary Target.

Z-Axis

Target Number

TN 15

Prerequisite

None

Instant

Duration

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.

Fire

Target’s Protection Rating

Prerequisite

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

Instant

Duration

Effect

Your ship fires one weapon system at its primary target.

Target’s Protection Rating

Prerequisite

None

Until Broken

Duration

Effect

Lock On

Locks on to a target which grants a +3 to skill tests made to attack your primary target.

Spread

Target’s Protection Rating

Prerequisite

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

Instant

Duration

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.

Coated Attack

Target Number

TN 15

Prerequisite

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

Instant

Effect

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

Each Target's Protection, +3/Opponent

Prerequisite: All targets must be in the same range increment

Effect: Instant

Description: 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.

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**Multiweapon**

Target's Protection +5/Weapon System used

Prerequisite: Lock On (T)

Effect: Instant

Description: The Primary Target Suffers damage from each weapon system employed, Combine Penetration values and apply the total to the target's shields.

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**Target System**

Target's Protection +10

Prerequisite: Lock On (T), Beam Weapons Only

Effect: Instant

Description: 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.