

ASMBL Voice Attack/HCS Voice Pack ASTRA Quick Reference



Takeoff and Landing

Prepare for takeoff/landing	Rqst takeoff, pwr up, lights, reset pwr, std impulse
Launch [Light/Medium/Heavy]	Lifts off 30m & retracts landing gear
Request takeoff/landing	Presses ALT-N key (set manually in Star Citizen)
Raise/Lower gear/Request docking	*
Lights on/off	
Open/Close/Lock/Unlock doors	
Secure/Unsecure [the ship]/Cast off	Max shields/Engines off - Engines On, reset power
Cast off and head to standard orbit	Cast off/Launch/Standard Orbit commands all together

Navigation

Activate/Deactivate jump/ftl/quantum/warp drive	Turn on quantum drive
Engage/Disengage quantum drive; Warp factor 1-10	* Engage quantum jump
Standard Impulse/Impulse 15	Set to best maneuvering speed
Combat Impulse/Impulse 35	Set to best combat speed
Half Impulse/Impulse 50	
Impulse 0-100	Set speed limiter from 0-100 percent
Engage/Disengage/Enable/Disable cruise control	Hold max speed
Engage/Disengage space brake	
Fire afterburner (2, 5, 10)/X second burn	* X second burn
Engage/Disengage coupling	
Engage/Disengage ESP	Enhanced stick precision
Engage/Disengage g-force safety	
Emergency Boost/Ludicrous Speed	*
Emergency stop/All stop	* stop as fast as possible
Let's get under way (and head to standard orbit)	Gear up
Set/Remove Trim – Trim On/Off	Set F10 (hold) keybind for this to work!
Standard/"Head for"/"burn to" orbit	Direct ship to 90 degrees in 3, 2, 1 & runs "boost"
Standard Flight/Steady as she goes	Impulse 15, reset power
Navigate to [Location Name]	Will automatically open nav map and select location

Comms and Mobiglass

Damage Report – Repair/Restock/Refuel	Open Repairs – then click on actions if needed
Full Maintenance	Open repairs and run repair restock and refuel
Open/Close mobiglass map comms contracts delphi journal mo.trader niknax loadout manager	
Open [hailing frequencies; a channel]; Hail target	
Select Radio [1-10]	Selects DSC-SRS AWACS Radio to broadcast on

Power Management

Power to engines/weapons/shields	
Activate/Deactivate engines/weapons/shields	
Max power to engines/weapons/shields (Shields up)	
Power up/down (the ship)	
Balance/reset power	

Salvage

Toggle Fire Focused/Left/Right/Fracture/Disintegrate	Control Salvage
Focus All/Left/Right salvage head(s)	Control Salvage heads
Focus Fracture tool	

Ship Configuration

Configure Ballistics/Weapons/Wings/VTOL Yes/No	
Configure [Ship Name] e.g. Carrack, Corsair, etc...	Sets config for specific ship
Configure Defaults	Sets configs all to defaults
Configuration Status	

Scanning

Send radar ping	
Activate/Start/Deactivate/Stop extended radar/ping	Continuous radar scanning
Increase/Decrease ping angle	

Activate/Deactivate scanner	
Scan for lifeforms/deposits/information	Holds scan for 15 seconds
Increase/Decrease scanner angle	
Ping 360	Set angle to 360, ping, and set angle to 2
Ping Forward	Set angle to 179, ping, and set angle to 2
Ping Detail/Narrow/Scan	Set angle to 2 and ping

Combat

Red Alert/Battle Stations	Combat speed, Reset power, Activate gimbals
Evasive Maneuvers/Get me out of here	Power to shields and engines. Sets speed to max.
Activate/Deactivate missiles or gimbals	
Fire missiles/Missiles away	*
Increase/Decrease/Reset missiles	
[Change;next] missile type	

Targeting & Defense

Select/Deselect Target	Select target in crosshairs
Next/Previous attacker	Targets attackers
Next/Previous hostile	Targets hostile targets
Target nearest threat/friendly/hostile	
Next/Previous friendly	
Pin target one/two/three	
Select pin one/two/three	
Next/Previous component	
Launch countermeasures/decoy/noise field	*
Panic fire countermeasures	
Increase/Decrease burst by 1-5	adjust decoy burst

Turrets

Remote turret one/two/three	Access remote turret
Engage/Disengage turret ESP	
Engage/Disengage turret gyro	
Activate/Deactivate turret speed limiter	
Increase/Decrease turret speed	
Change turret fire mode	

Camera

Change/Cycle/Switch camera	
Camera/Cam 1-8/Default	Use camera preset 1-9
Save Camera/Cam 1-8	Save current camera as preset 1-9
Clear Camera View	Clear Saved Views

Delayed commands

Stand by to...[Command]	Prefix for commands marked with *
[Command]... On my mark	Suffix for commands marked with *
Now/Mark/Engage/Punch it	Execute delayed command

FOIP

Reset/Recalibrate Head tracking/FOIP/Face Over IP	Numpad *
Toggle head tracking/FOIP/Face Over IP	Numpad /

Inventory and Selling

Move Inventory (2-999)	Move mouse over item. Moves with shift mouse click 3.18
Quick Sell	Move mouse over sell button. Click every second

Reshade

Default/Infrared/Mining/Night Vision	Change Preset
Next/Previous Preset	
Toggle Reshade	Turn ReShade on/off

Utility

What time is it	
Protocol Override Customize My Settings	HCS Voice Pack – Customized Settings
Display Info [0-4]	Console r_displayinfo levels zero to four
Quit Game	Console quit command

Open Quick Reference	Open Joystick, Keyboard and VoiceAttack guides
Reset Joysticks/Opentrack	Restart external app

- Blue ASMBL Custom Commands
- Yellow Proposed commands
- Customized HCSVoicepack

