

Voice Attack ASMBL Free 4.1.1 Quick Reference



Takeoff and Landing	Navigation	Targeting & Defense
Prepare for takeoff	NAV Mode (Quantum Mode)	Select/Deselect Target
Launch [1-10] (Lifts off X seconds)	<i>Engage/Disengage Quantum Jump *</i>	Next/Previous attacker/hostile/friendly/component
Final Approach/Prepare for landing (SCM & Hail ATC)	Warp Factor 1-10/Jump/Warp/Warp Drive	Target nearest threat/friendly/hostile
Lights on/off	Standard/Half/Full Impulse Impulse 1-100	Pin target one/two/three
Open/Close/Lock/Unlock doors	Full/Half Trim	Select pin one/two/three
Secure/Unsecure [the ship]/Cast off	Set/Remove Trim – Trim On/Off (Set F10 hold keybind)	<i>Launch countermeasures/decoy/noise field *</i>
Max shields/Engines off - Engines On, reset power	Engage/Disengage Cruise Control	Panic fire countermeasures
Cast off and head to standard orbit	Engage/Disengage Space Brake	Increase/Decrease burst by 1-5
<i>Engines On/Launch 10/Standard Orbit</i>	<i>Afterburner (1-20) *</i>	
Comms and Mobiglass	Engage/Disengage coupling	
Damage Report – Repair/Restock/Refuel	Engage/Disengage ESP (Enhanced stick precision)	
Full Maintenance (Automated Repair, Restock & Refuel)	Engage/Disengage g-force safety	
Open/Close mobiglass	<i>Emergency Boost/Ludicrous Speed *</i>	
Map Comms Contracts Delphi journal	<i>Emergency stop/All stop *</i>	
Mo.trader Niknax Loadout manager	Standard Flight (Full Impulse/Reset Power)	
Open [hailing frequencies; a channel]; Hail target	Let's get under way (gear up, wings out & reset power)	
Select Radio [1-10] (DCS-SRS App)	Standard/"Head for"/"burn to" orbit	
Power Management	Nav Mode & 10 sec afterburner	
Power to engines/weapons/shields	"Let's get under way" and "head to standard orbit"	
Max power to engines/weapons/shields (Shields up)	"Let's get under way" and "standard flight"	
Activate/Deactivate engines/weapons/shields	Navigate to [Location Name] – Auto Nav map to local	
Power to shields & engines/shields & weapons	Combat	
Power to weapons & shields/weapons & engines	Standard Combat Mode (Gun/Missile/Scan Mode)	
Power up/down (the ship)	Activate/Deactivate missiles or gimbals	
Balance/reset power	<i>Fire missiles/Missiles away *</i>	
Ship Configuration	Increase/Decrease/Reset missiles Set Missiles to 1-4	
Configure Ballistics/Weapons/Wings/VTOL Yes/No	[Change;next] missile type	
Configure Power Management Yes/No	Red Alert/Battle Stations	
Configure [Ship Name] e.g. Carrack, Corsair, etc...	SCM Mode/Standard Impulse/Flairs set to 2	
Sets Ballistics/Weapons/Wings/VTOL for ship	Evasive Maneuvers/Get me out of here	
Configure Ship Defaults (Sets config to defaults)	NAV Mode/Full Impulse/Full Trim	
Configuration Status	Condition Green/Normal Stand Down	
Delayed commands	NAV Mode/Reset Power/Full Impulse	
Stand by to/for... [Command] ...on my mark	Condition Yellow/Yellow Alert	
Now/Mark/Engage/Execute/Punch it (run delayed cmd)	SCM Mode/Full Impulse/Shields up	
FOIP	Fire weapon one/two/all for five seconds	
Reset/Recalibrate Head Tracking/FOIP	Suppression Fire (alternate weapon 1 & 2)	
Toggle Head Tracking/FOIP	Cease Fire/Belay That Order/Stop Macro	
LAMP	Salvage	
LAMP/Night Vision (Previously reShade)	Toggle Fire Focused/Left/Right/Fracture/Disintegrate	
Inventory and Selling	Focus All/Left/Right salvage head(s)	
Quick Sell – 1 sec click at mouse location	Focus Fracture tool	
* Stand by...on my mark delayed command		