

# TC Venture Corvette



## SPECS

Class: Medium Ship  
In Service: 2640s?  
Point Value: 375  
Ramming Factor: 60  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1/3 x Speed  
Turn Delay: 1/3 x Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 14  
Engine Efficiency: 4/1  
Extra Power: +0  
Initiative Bonus: +9

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

## WEAPON DATA

Laser Turret  
Class: Laser  
Modes: Standard  
Damage: 1d10+5  
Fire Control: +4/+4/+2  
Range Penalty: -1/hex  
Intercept Rating: -1  
Rate of Fire: 1 per turn

Class WO-Rack  
Class: Ballistic  
Missiles: 4  
Range Penalty: None  
Fire Control: +0/+0/+1  
Rate of Fire: 1 per turn  
(IR, HS, FF, DF Missiles Only)

Light Laser Cannon  
Class: Laser  
Modes: Raking  
Damage: 2d10+7  
Fire Control: +2/+1/-2  
Range Penalty: -1/hex  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## Magazine Status

#1 ☐ ☐ ☐ ☐  
#2 ☐ ☐ ☐ ☐

## FORWARD HITS

1-4: Retro Thrust  
5-7: Light Laser  
8-10: WO Rack  
11-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8-11: Laser Turret  
12-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-7: Structure  
8-10: Port/Stb Thrust  
11-12: Shield Generator  
13-14: Jump Drive  
15-16: Sensors  
17-18: Engine  
19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

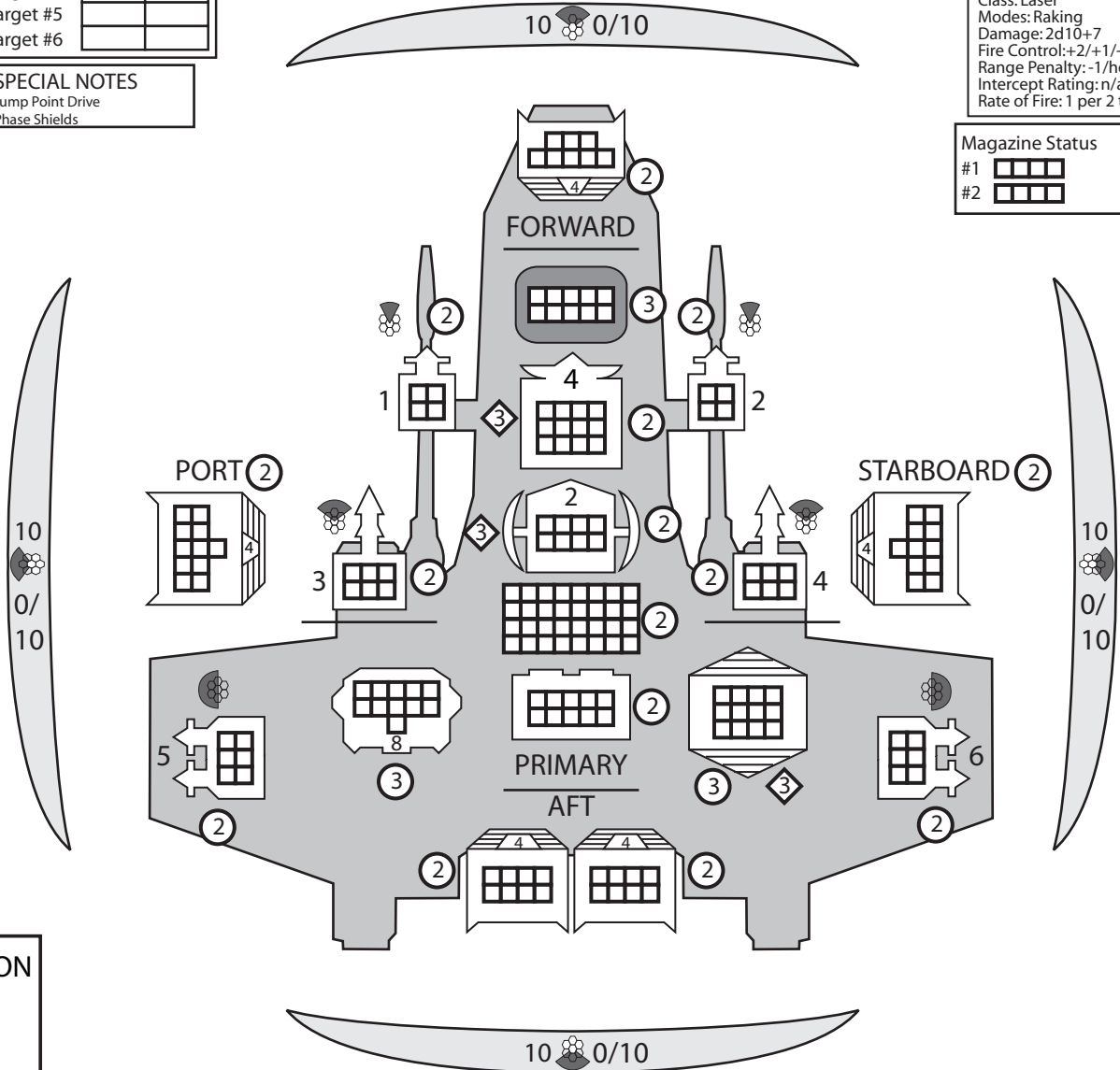
Target #5

Target #6

## SPECIAL NOTES

Jump Point Drive

Phase Shields



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Drive
- Reactor
- Light Laser
- Laser Turret
- Class WO Rack
- Shield Generator
- Shield