







TC Venture-II Corvette



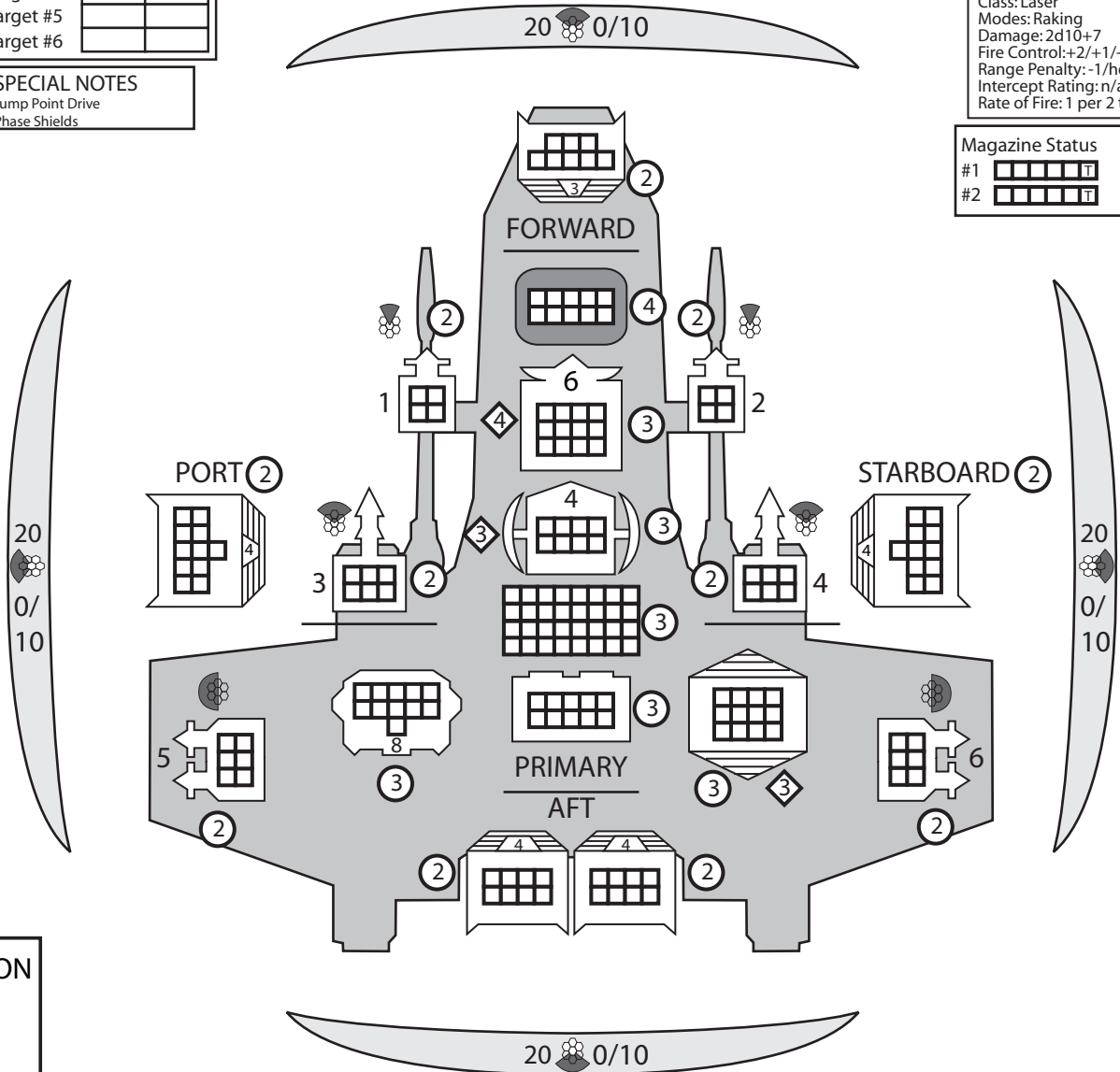
SPECS		MANEUVERING												COMBAT STATS	
Class: Medium Ship		Turn Cost: 1/3 x Speed												Fwd/Aft Defense: 12	
In Service: 2660s		Turn Delay: 1/3 x Speed												Stb/Port Defense: 14	
Point Value: 425		Accel/Decel Cost: 2 Thrust												Engine Efficiency: 4/1	
Ramming Factor: 60		Pivot Cost: 2+2 Thrust												Extra Power: +0	
Jump Delay: N/A		Roll Cost: 2+2 Thrust												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	 
Multi-Launcher Class: Ballistic Missiles: 6 Range Penalty: None Fire Control: +0/+0/+2 Rate of Fire: 1 per turn (IR,HS,FF,DF, TD 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	 












<p>FORWARD HITS</p> <p>1-4: Retro Thrust 5-7: Light Laser 8-10: Multi-Launcher 11-17: Structure 18-20: PRIMARY Hit</p>	<p>AFT HITS</p> <p>1-7: Main Thrust 8-11: Laser Turret 12-17: Structure 18-20: PRIMARY Hit</p>
<p>PRIMARY HITS</p> <p>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</p>	

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
	Multi-Launcher
	Shield Generator
	Shield