



# Terran Demos Class Corvette

## SPECS

Class: Capital Ship  
In Service: 2356  
Point Value: 1325  
Ramming Factor: 525  
Jump Delay: 16 Turns

## MANEUVERING

Turn Cost: 4/3 Speed  
Turn Delay: 1x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 6+6 Thrust  
Roll Cost: 4+4 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 18  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	5	6	7	8	10	11	12	14	15
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

## FORWARD HITS

- 1-3: Retro Thrust
- 4-5: Main Thrust
- 6: CCEW Pod
- 7-8: Photon Cutter
- 9: Minerva Cannon
- 10: Particle Turret
- 11-12: Hvy Particle Turret
- 13-18: Forward Structure
- 19-20: PRIMARY Hit

## SIDE HITS

- 1-4: Port/Stb Thrust
- 5: CCEW Pod
- 6-7: Piranha Launcher
- 8: Flak Turret
- 9-10: Particle Turret
- 11-18: Port/Stb Structure
- 19-20: PRIMARY Hit

## AFT HITS

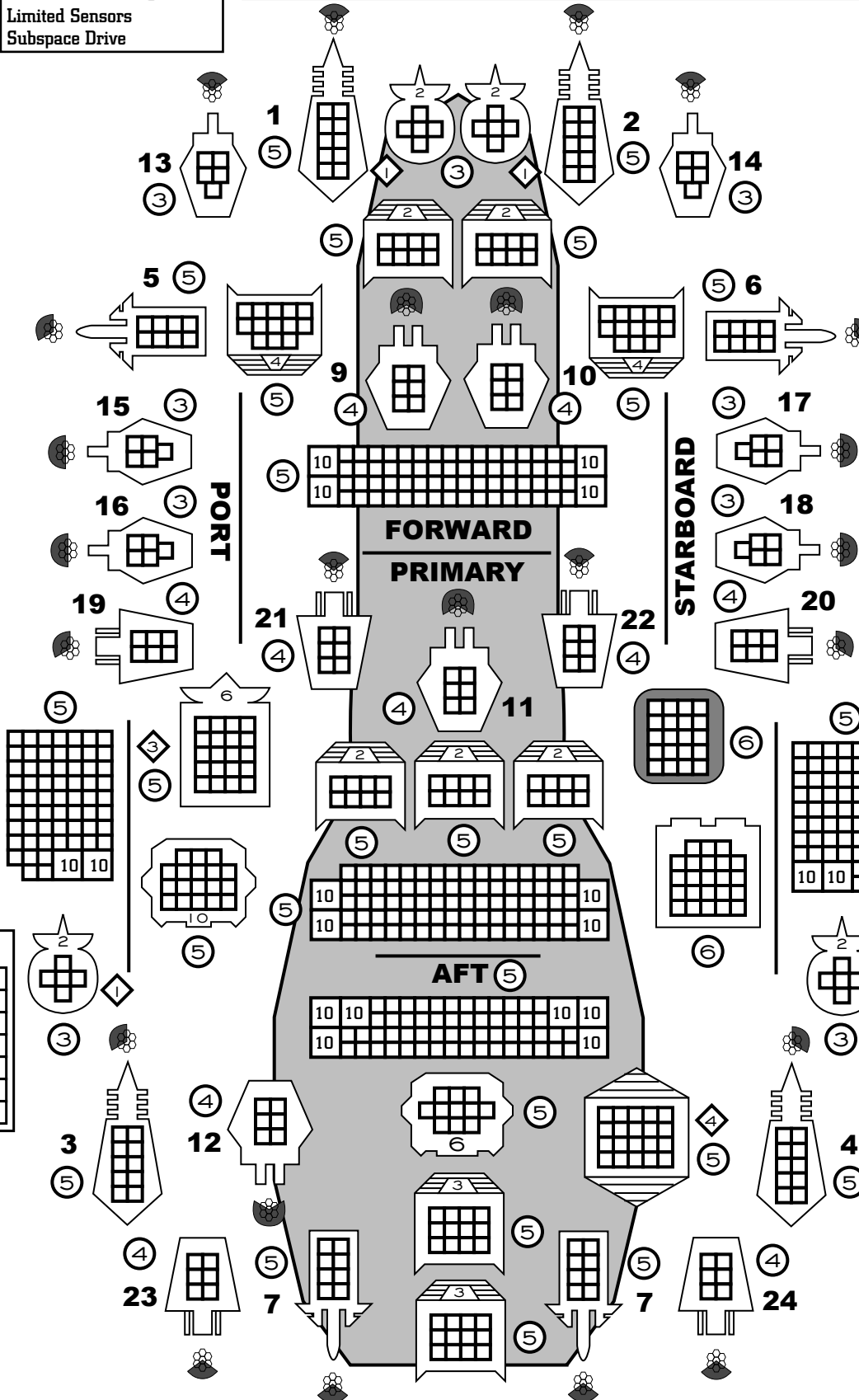
- 1-3: Main Thrust
- 4-5: Aft Engine
- 6: Jump Drive
- 7-8: Photon Cutter
- 9: Minerva Cannon
- 10-11: Flak Turret
- 12: Hvy Particle Turret
- 13-18: Aft Structure
- 19-20: PRIMARY Hit

## PRIMARY HITS

- 1-9: Primary Structure
- 10-11: Main Thrust
- 12-13: Flak Turret
- 14: Hvy Particle Turret
- 15-16: Sensors
- 17: Primary Engine
- 18-19: Reactor
- 20: C&C

## SPECIAL NOTES

Limited Sensors  
Subspace Drive



## WEAPON DATA

### Photon Cutter

Class: Laser  
Mode: Raking  
Damage: 3d10+6  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+3/-  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns  
Special: Ignores Shields

### Minerva Cannon

Class: Laser  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+6  
Intercept Rating: -2

### Anti-Fighter Mode

Mode: Standard  
Damage: 1d10  
Rate of Fire: 3 per turn

### Anti-Ship Mode

Mode: Raking (6)  
Damage: 3d10  
Rate of Fire: 1 per turn  
Special: Ignores Shields

### Heavy Particle Turret

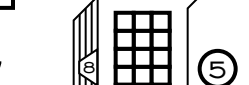
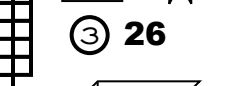
Class: Particle  
Mode: Pulse  
Damage: 9  
Maximum Pulses: 2  
Pulse Grouping: +1 per 3  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

### Particle Turret

Class: Particle  
Mode: Pulse  
Damage: 6  
Maximum Pulses: 3  
Pulse Grouping: +1 per 3  
Range Penalty: -3 per 2 hexes  
Fire Control: +3/+3/+3  
Intercept Rating: -2  
Rate of Fire: 1 per turn

### Flak Turret

Class: Particle  
Mode: Pulse (Raking vs Ships)  
Damage: 1d6  
Maximum Pulses: 5  
Pulse Grouping: +1 per 1  
Range Penalty: -1 per hex  
Fire Control: +0/+0/+3  
Intercept Rating: -3 vs Ballistic  
Rate of Fire: 1 per turn  
Special: Does not breach fighter shields



### Piranha Launcher

Class: Proximity (Ballistic)  
Modes: Standard  
Damage: 4d6 same hex or 2d6 one hex away  
Range Penalty: n/a  
Max Range: 4 hexes  
Fire Control: -/-/+6  
Intercept Rating: n/a  
Rate of Fire: 1 per turn  
Special: Targets one random fighter in flight of attacker's choice. Can also be fired at end of ship's movement. Then detonates during fighter vs fighter combat instead. Does not breach fr shields. Intercept applied as a modifier to damage instead of reducing base to hit

## SENSOR DATA

### Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- CCEW Pod