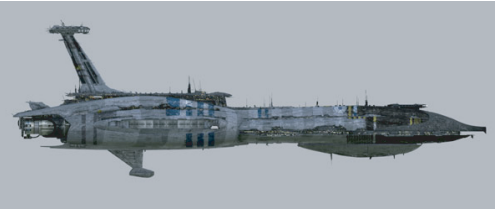


CIS Providence Carrier/Destroyer



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship In Service: -18 ANH Point Value: 1200 Ramming Factor: 250 Hyperdrive delay: 12	Turn Cost: 3/2 x Speed Turn Delay: 3/2 x Speed Accel/Decel Cost: 4 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 2+2 Thrust	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 5 6 8 9 11 12 14 15 17 18	
Turn Delay	2 3 5 6 8 9 11 12 14 15 17 18	

WEAPON DATA	
Quad Turbolaser Turret	
Class: Turbolaser Mode: Standard Damage: 2d10+4 Range Penalty: -1 per hex Fire Control: +3/+3/+2 Interception Rating: -2 Rate of Fire: 1 per 2 turns	

Dual Laser Turret	
Class: Laser Mode: Standard Damage: 1d10+2 Range Penalty: -2 per hex Fire Control: +2/+2/+4 Interception Rating: -2 Rate of Fire: 1 per turn	

Ion Cannon	
Class: Ion Mode: Ion Damage: 4/+12/d10 Range Penalty: -1 per hex Fire Control: +3/+1/-2 Interception Rating: n/a Rate of Fire: 1 per 2 turns	

Light Proton Torp Battery	
Class: Ballistic Mode: Pulse Damage: 10 1d5 Times Maximum Pulses: 8 Grouping Range: +1 per 3 Range: 15 hexes Fire Control: +4/+3/+1 Intercept Rating: n/a Rate of Fire: 1 per 2 turns Note: 4 torp magazine, 2 turn reload, with secondary 4 torp magazine. 8 Torps total	

FORWARD HITS	
1-3: Retro Thrust	
4-5: Proton Torp Battery	
6: Ion Cannon	
7-9: Quad Turbolaser	
10-11: Dual Laser Turret	
12: Sensors (2)	
13-18: Forward Struct	
19-20: PRIMARY Hit	

SENSOR DATA	
Defensive EW	
Target # 1	
Target # 2	
Target # 3	
Target # 4	
Target # 5	
Target # 6	

PORT HANGAR	
12 Fighters	

PRIM HANGAR	
6 Fighters 6 Shuttles	

STBD HANGAR	
12 Fighters	

FWD HANGAR	
0 Fighters (30 Fighters on Rails)	

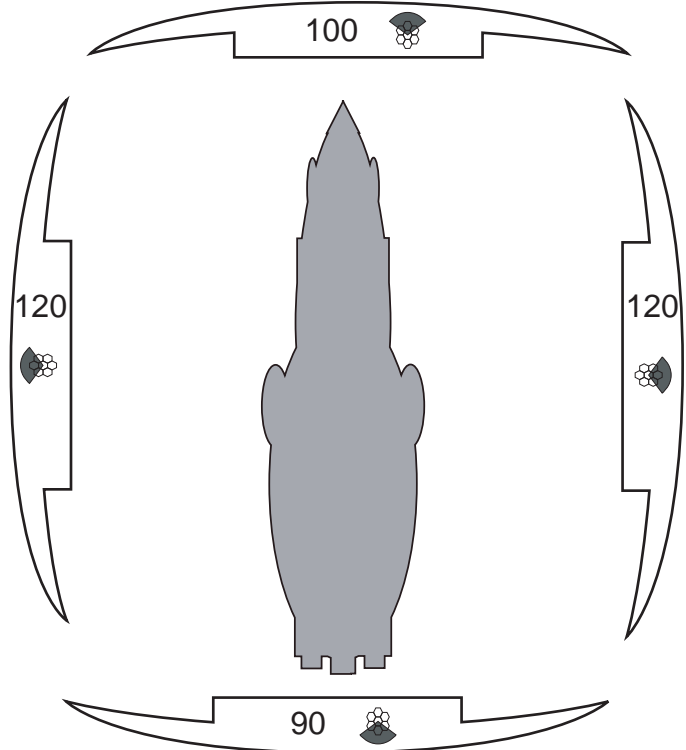
SIDE HITS	
1-3: Port/Stb Thrust	
4-5: Proton Torp Battery	
6: Quad Turbolaser	
7-9: Dual Laser Turret	
10-11: Hangar	
12: Tractor Beam	
13-18: Port/Stb Struct	
19-20: PRIMARY Hit	

AFT HITS	
1-5: Main Thrust	
6-8: Dual Laser Turret	
9: Quad Turbolaser	
10-11: Sensors (4)	
12: Droid Controller	
13-18: Aft Struct	
19-20: PRIMARY Hit	

SPECIAL RULE: On any hit scored on the fwd side, a natural roll of "20" is scored on the C&C.

SHIELD DATA - Forward				
	Ray	Particle	Damage	Recharge
Turn 1				
Turn 2				
Turn 3				
Turn 4				

PRIMARY HITS	
1-7: Primary Structure	
8-9: Hangar	
10-11: Shield Generator	
12-14: Hyperdrive	
15-16: Engine	
17-18: Reactor	
19-20: CnC	



SHIELD DATA - Starboard				
	Ray	Particle	Damage	Recharge
Turn 1				
Turn 2				
Turn 3				
Turn 4				

SHIELD DATA - Port				
	Ray	Particle	Damage	Recharge
Turn 1				
Turn 2				
Turn 3				
Turn 4				

TORPEDOS ★★★★★	
Btty # 1	□ □ □ □ □ □ □ □
Btty # 2	□ □ □ □ □ □ □ □
Btty # 3	□ □ □ □ □ □ □ □
Btty # 4	□ □ □ □ □ □ □ □
Btty # 5	□ □ □ □ □ □ □ □
Btty # 6	□ □ □ □ □ □ □ □
Btty # 7	□ □ □ □ □ □ □ □
Btty # 8	□ □ □ □ □ □ □ □
Btty # 9	□ □ □ □ □ □ □ □
Btty # 10	□ □ □ □ □ □ □ □
Btty # 11	□ □ □ □ □ □ □ □

ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Hyperdrive
	Shield Generator
	Droid Barracks
	Droid Controller
	Quad Turbolaser Turret
	Ion Cannon
	Proton Torp Battery
	Dual Laser

SHIELD DATA - Aft				
	Ray	Particle	Damage	Recharge
Turn 1				
Turn 2				
Turn 3				
Turn 4				

