

CIS Providence Carrier/Destroyer

SPECS

Class: Capital Ship
In Service: -18 ANH
Point Value: 1200
Ramming Factor: 250
Hyperdrive delay: 12

MANEUVERING

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

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	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

PORT HANGAR

12 Fighters

PRIM HANGAR

6 Fighters

6 Shuttles

STBD HANGAR

12 Fighters

FWD HANGAR

0 Fighters

(30 Fighters on Rails)

SHIELD DATA - Forward

Ray Particle Damage Recharge

Turn 1	1	2	3	4
Turn 2				
Turn 3				
Turn 4				

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

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

PRIMARY HITS

1-7: Primary Structure
8: Hangar
9-10: Shield Generator
11-13: Hyperdrive
14-16: Engine
17-18: Reactor
19-20: CnC

SHIELD DATA - Port

Ray Particle Damage Recharge

Turn 1	1	2	3	4
Turn 2				
Turn 3				
Turn 4				

SHIELD DATA - Starboard

Ray Particle Damage Recharge

Turn 1	1	2	3	4
Turn 2				
Turn 3				
Turn 4				

ICON RECOGNITION

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

SHIELD DATA - Aft

Ray Particle Damage Recharge

Turn 1	1	2	3	4
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

████████

