

Terran Concordat Providence Civil Work Station

SPECS

Class: Enormous Base
In Service: 2105
Point Value: 450
Ram Factor: 1200
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 20
Stb/Port Defense: 23
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

WEAPON DATA

Lt Particle Cannon
Class: Particle
Modes: Raking
Damage: 2d10+8
Range Penalty: -1hex
Fire Control: +4/+2/+0
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Special Note:

Station is constantly rolling.
Every 2 turns Port and
Starboard structure switch.
Station weapons do NOT
suffer "Rolling" to-hit penalties.

SENSOR DATA

Defensive EW

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

SECTION HITS

1: Std PB/Quad PB
2: Interceptor
3-5: Cargo/Hangar
6: Reactor
7-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-11: Primary Structure
12-13: Ore Processor
14-15: Sensors
16-17: Hangar
18: Cargo
19: Reactor
20: C & C

FORWARD HANGAR

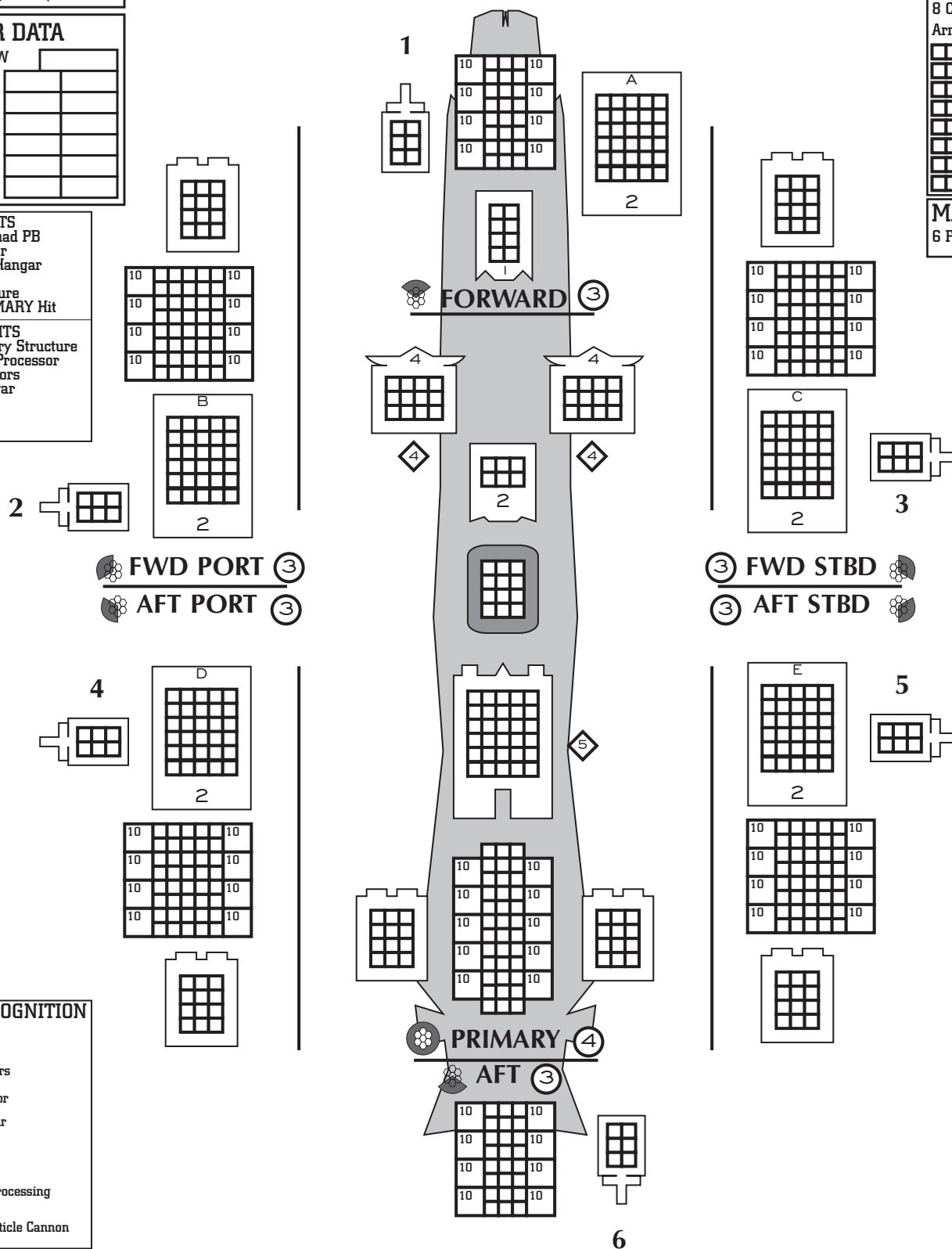
0 Fighters

8 Cargo Shuttles: Thrust: 3

Armor: 1 Defense: 8/10

MAIN HANGAR

6 Fighters



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Ore Processing
- Lt Particle Cannon