



Streib Adjudicator

SPECS

Class: Capital Ship
In Service: 2205
Point Value: 1250
Ramming Factor: 240
Jump Delay: 10 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 16
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +0

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

WEAPON DATA

Improved Blast Laser
Class: Laser
Mode: Standard
Damage: 3d10+14
Range Penalty: -1 / 3 hexes
Fire Control: +5/+3/-1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Burst Pulse Cannon

Class: Electromagnetic
Mode: Pulse
Damage: 0 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/+2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Surge Laser

Class: Laser
Modes: Raking
Damage: 0 1d10+2
Range Penalty: -1 per hex
Fire Control: +2/+2/+4
Intercept Rating: -1
Rate of Fire: 2 per turn
+2 to Dropout / Critical Roll

Medium Laser Cannon

Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Dual Burst Beam

Class: Electromagnetic
Mode: Standard
Damage: None
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: n/a
Rate of Fire: 2 per turn

EM Wave Disruptor

Class: Electromagnetic
Mode: Standard
Rate of Fire: Varies
DEFENSIVE MODE:
Intercept Rating: -3
OFFENSIVE MODE:
Damage: Forces auto-dropout
Range Penalty: -2 per hex
Fire Control: -/-/+4

FORWARD HITS

1-3: Retro Thrust
4-7: Impr Blast Laser
8-9: Med Laser Cannon
10: EM Wave Disruptor
11-18: Forward Structure
19-20: PRIMARY Hit

PORT HITS

1-3: Port Thrust
4-5: Impr Blast Laser
6-7: Burst Pulse Cannon
8: Surge Laser
9: C&C
10-18: Port Structure
19-20: PRIMARY Hit

STBD HITS

1-3: Stbd Thrust
4-5: Impr Blast Laser
6-7: Surge Laser
8-9: EM Wave Disruptor
10: Sensors
11-18: Stbd Structure
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Impr Blast Laser
8: Dual Burst Beam
9-10: Engine
11-12: Jump Engine
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-13: Primary Structure
14-15: Tractor Beam
16-17: Hangar
18-20: Reactor

SPECIAL NOTES

Gravtic Drive System
Mass Sensor System
Limited Deployment (33%)

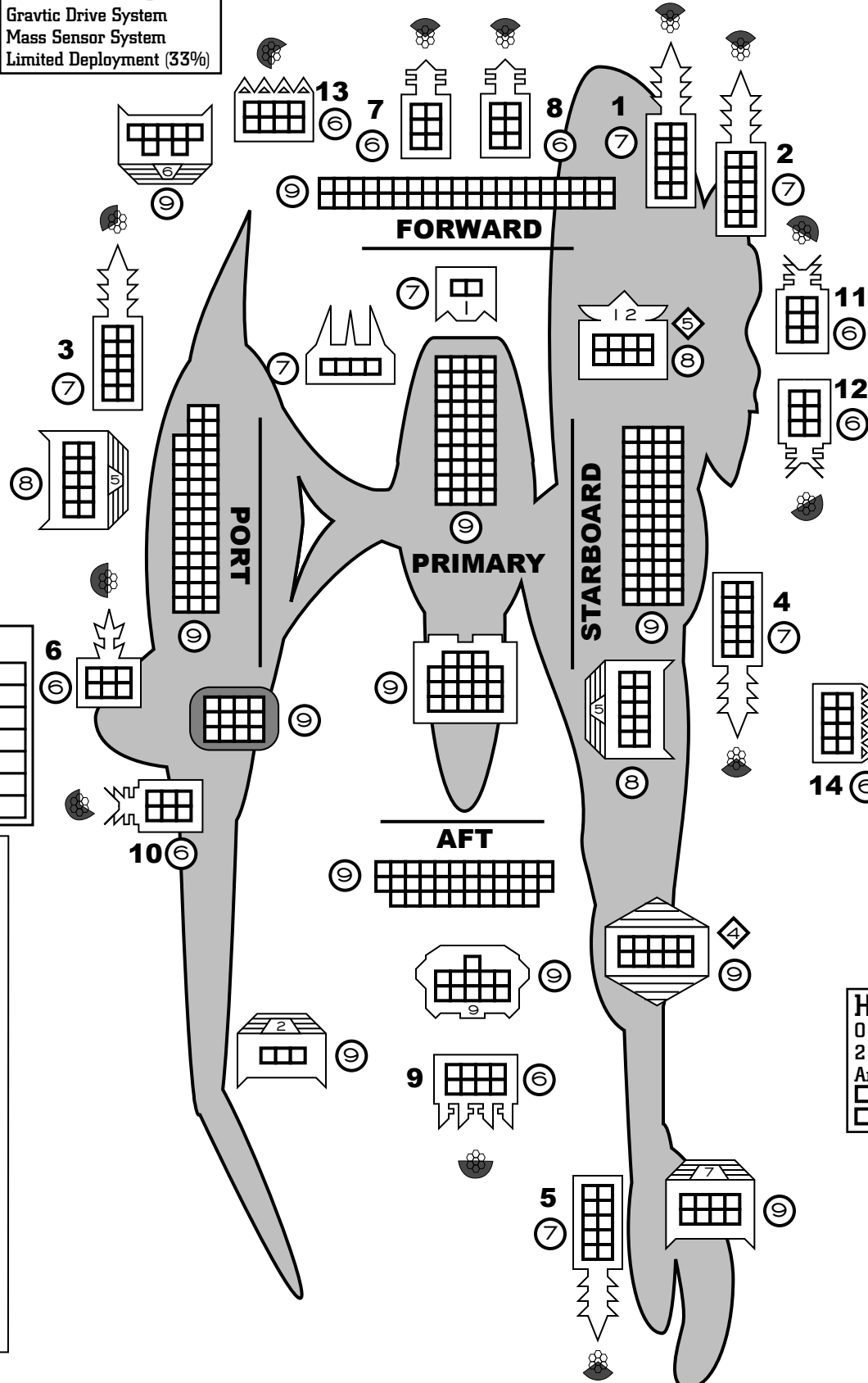
SENSOR DATA

Defensive EW

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

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Tractor Beam
- Improved Blast Laser
- Burst Pulse Cannon
- Surge Laser
- Med Laser Cannon
- Dual Burst Beam
- EM Wave Disruptor



HANGAR

0 Fighters
2 Shuttles: Thrust: 4
Armor: 5 Defense: 9/11