



# Streib Adjudicator

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 13
In Service: 2205	Turn Delay: 2/3 Speed	Stb/Port Defense: 16
Point Value: 1250	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 240	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 10 Turns	Roll Cost: 3+3 Thrust	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	

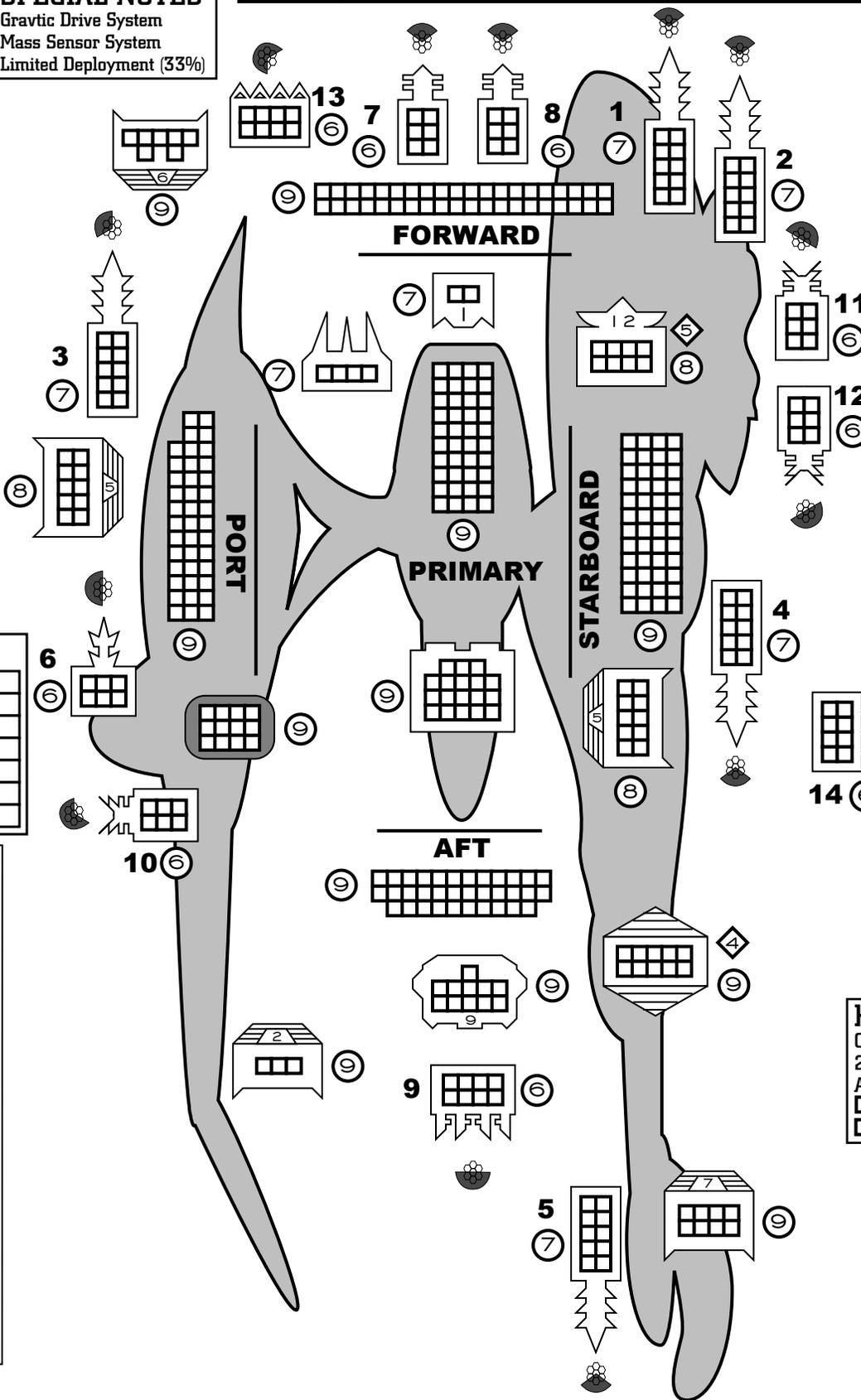
WEAPON DATA
<b>Improved Blast Laser</b> Class: Laser Mode: Standard Damage: 3d10+14 Range Penalty: -1 / 3 hexes Fire Control: +5/+3/-1 Intercept Rating: n/a Rate of Fire: 1 per 3 turns
<b>Burst Pulse Cannon</b> Class: Electromagnetic Mode: Pulse Damage: 0 1d5 Times Maximum Pulses: 6 Grouping Range: +1 per 4 Range Penalty: -1 per 2 hexes Fire Control: +4/+3/+2 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
<b>Surge Laser</b> Class: Laser Modes: Raking Damage: 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
<b>Medium Laser Cannon</b> 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
<b>Dual Burst Beam</b> 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
<b>EM Wave Disruptor</b> 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
Thruster
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