



Streib Intruder

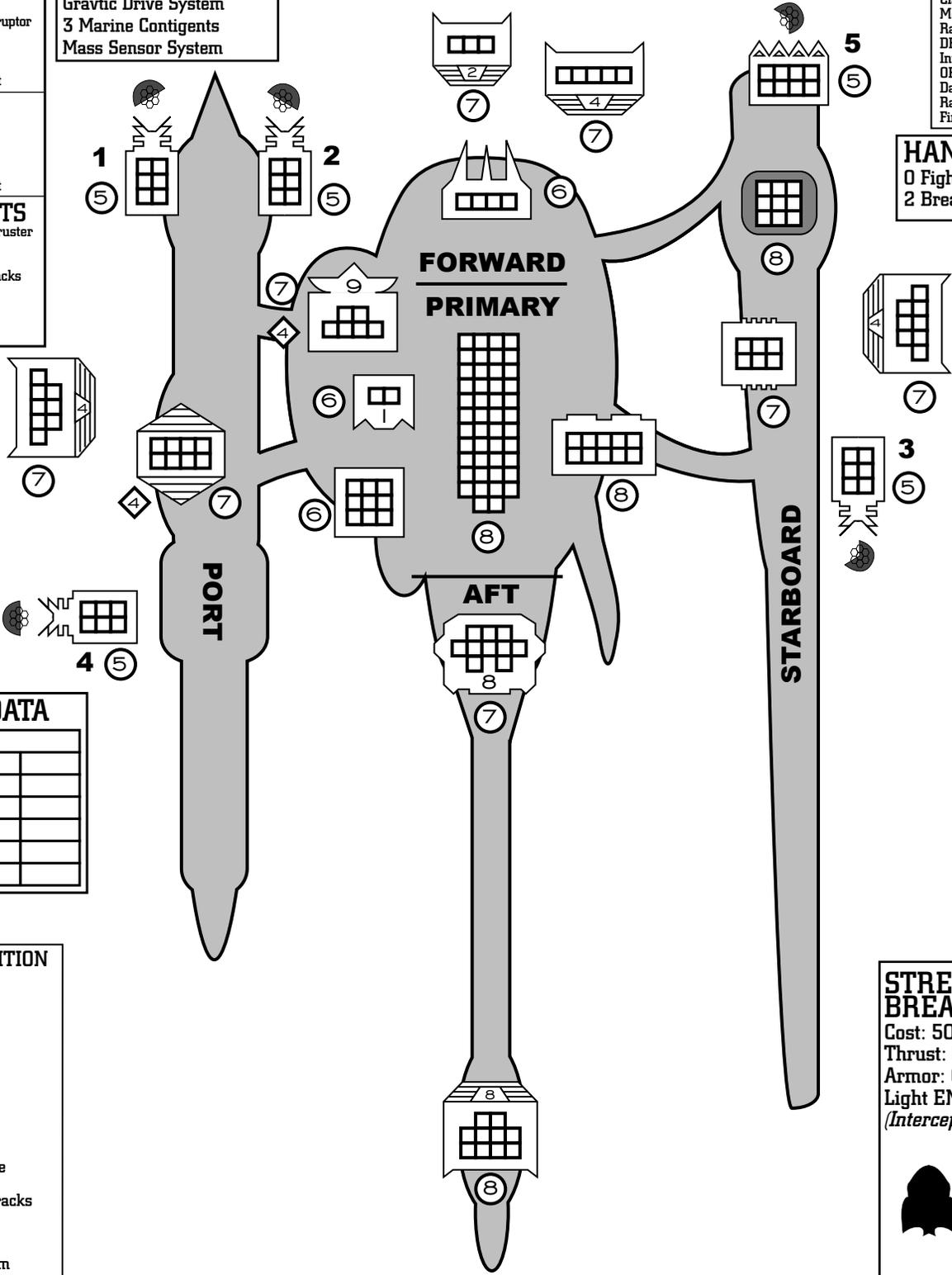
SPECS Class: Medium Ship In Service: 2210 Point Value: 430 Ramming Factor: 55 Jump Delay: 12 Turns	MANEUVERING Turn Cost: 1/2 Speed Turn Delay: 1/3 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 3+2 Thrust Roll Cost: 2+2 Thrust	COMBAT STATS Fwd/Aft Defense: 11 Stb/Port Defense: 13 Engine Efficiency: 2/1 Extra Power: 0 Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA Surge Laser 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	
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 4-6: Surge Laser 7-8: EM Wave Disruptor 9: Tractor Beam 10: C&C 11-17: Structure 18-20: PRIMARY Hit
AFT HITS 1-5: Main Thrust 6: Surge Laser 7-8: Engine 10-17: Structure 18-20: PRIMARY Hit
PRIMARY HITS 1-6: Port/Stbd Thruster 7-8: Surge Laser 9-10: Prisoners 11-12: Marine Barracks 14-15: Jump Engine 16: Hangar 17-18: Sensors 19-20: Reactor

SPECIAL NOTES
Gravtic Drive System
3 Marine Contigents
Mass Sensor System

HANGAR
0 Fighters
2 Breaching Pods



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
	Marine Barracks
	Prisoners
	Tractor Beam
	Surge Laser
	EM Wave Disruptor

STREIB BREACHING POD
Cost: 50 Defense: 8/8
Thrust: 8 Offense: 0
Armor: 6 Initiative: +8
Light EM Wave Disruptor
(Intercept -3, No Offense)

Arc: