



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	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

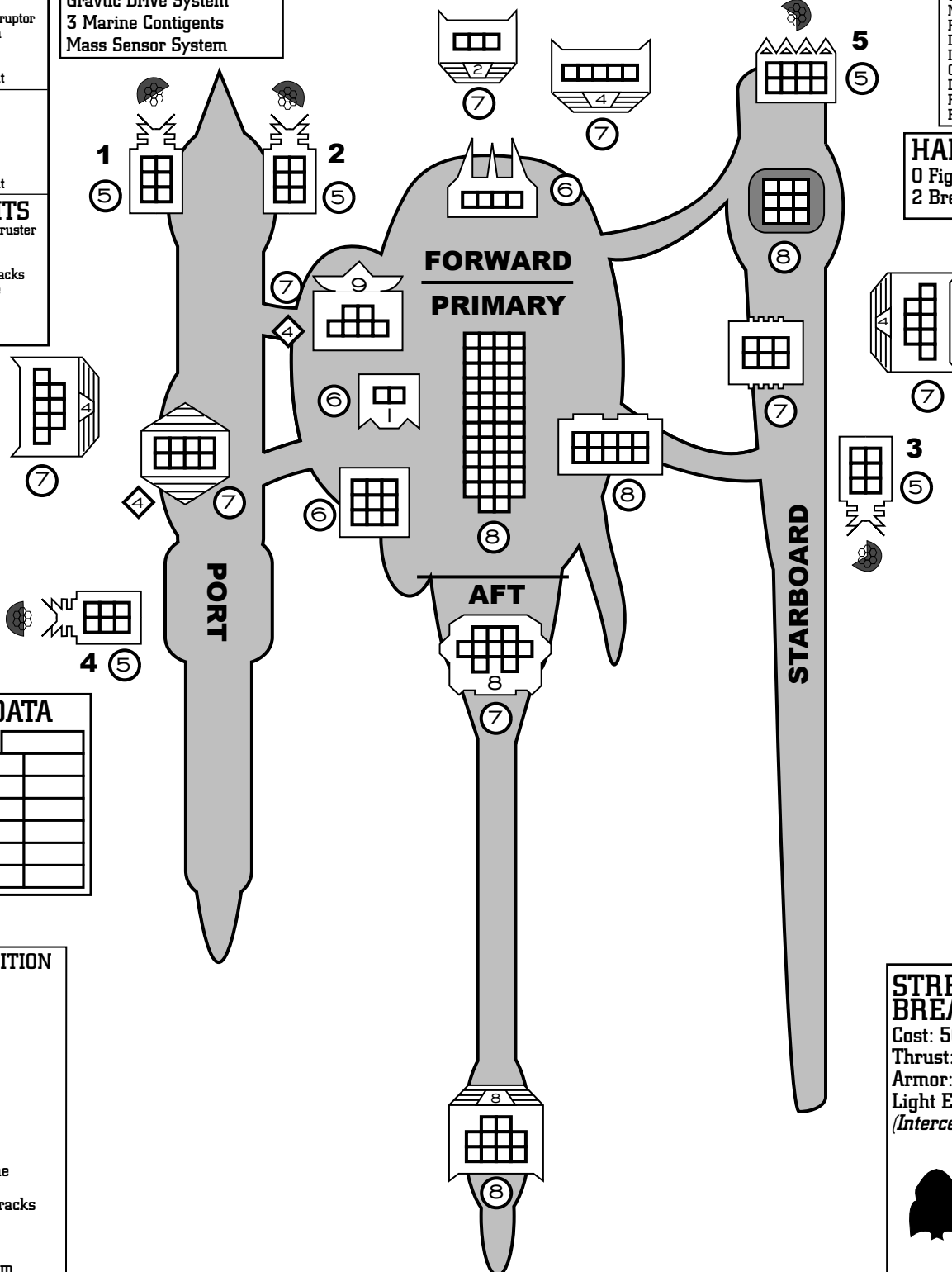
1-5: Main Thrust
6: Surge Laser
7-8: Engine
10-17: Structure
18-20: PRIMARY Hit

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 Contingents
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:

