

# ROMULAN QUEEN OWL SURVEY SCOUT

**CREW UNITS**

10							
IDENT	HIT POINTS	NOTES					

**BOARDING PARTIES**

4				
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THIS SHIP HAS ONE SHUTTLE BAY.

**PROBES**

5					
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**TRANSPORTER BOMBS**

D	D	D	D	D
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**NSM**

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).  
SEE (D4.12) FOR ARMOR RULES.

**TYPE I OFFENSIVE PHASER TABLE**

DIE RANGE	ROLL	0	1	2	3	4	5	6	9	16	26	51
1	9	8	7	6	5	4	3	2	1	1	0	0
2	8	7	6	5	4	3	2	1	1	0	0	0
3	7	5	4	4	4	3	1	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0

**TYPE III DEFENSE PHASER**

DIE RANGE	ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1	0
2	4	4	4	2	1	0	0
3	4	4	4	1	0	0	0
4	4	4	3	0	0	0	0
5	4	3	2	0	0	0	0
6	3	3	1	0	0	0	0



FA = LF + RF  
RA = LR + RR

**SHIP DATA TABLE**

TYPE = QPE  
POINT VALUE = 143/123  
BREAKDOWN = 5-6  
SHIELD COST = 1+1  
LIFE SUPPORT = 1  
SIZE CLASS = 3  
CLOAK COST = 15/4  
REFERENCE = R4.A16

BPV INCLUDES CLOAK  
BPV INCLUDES PALLET

**TURN MODE SPEED**

D	1	2-4
	2	5-8
HET	3	9-12
	4	13-17
BD	5	18-24
	6	25+

**SCOUT FUNCTIONS SUMMARY**

- 21 LENDING ECM OR ECCM
- 22 BREAKING LOCK-ONS
- 23 ATTRACTING DRONES
- 24 CONTROLLING SEEKING WEAPONS
- 25 IDENTIFYING DRONES
- 26 DETECTING MINES
- 27 GATHERING SCIENCE INFORMATION
- 28 SELF-PROTECTION JAMMING
- 29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

**HIT & RUN CLOAK**

**PALLET DATA TABLE**

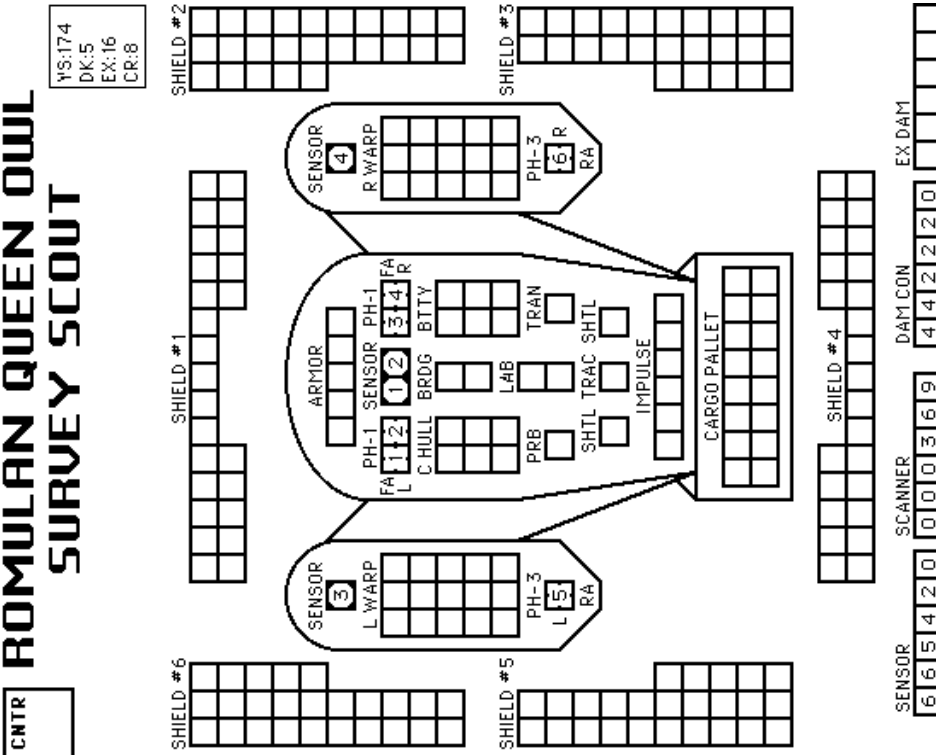
TYPE = F-PAL  
BPV = 10  
SIZE = 4  
REF = R4.30A

**PALLET**

WT	VS:56
0	DK:3
1	EX:+0
	CR:-

**WARP ENERGY MOVEMENT COST = 1+1/3 ENERGY POINT PER HEX** [5] = HET COST [6] = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22	23	24	26	27	28	30	31	32	34	35	36	38	39	40
Fract.	1 1/3	2 2/3	4	5 1/3	6 2/3	8	9 1/3	10 2/3	12	13 1/3	14 2/3	16	17 1/3	18 2/3	20	21 1/3	22 2/3	24	25 1/3	26 2/3	28	29 1/3	30 2/3	32	33 1/3	34 2/3	36	37 1/3	38 2/3	40



**WITHOUT PALLET**  
MOVEMENT COST = 1  
HET COST = 5  
EM COST = 6

**WITH PALLET**  
MOVEMENT COST = 1+1/3  
HET COST = 6-2/3  
EM COST = 8