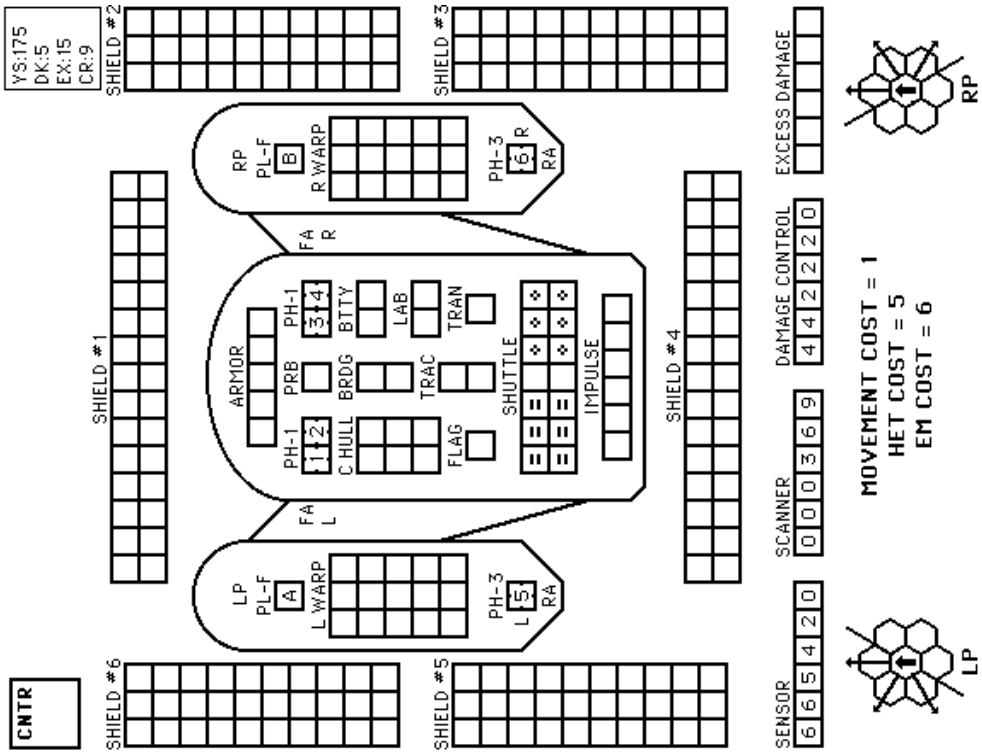
ROMULAN KING EAGLE-V
MEDIUM CARRIER



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SHIP DATA TABLE

TYPE	=	KEV
POINT VALUE	=	132/112
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	15/4
REFERENCE	=	R4.A15

BPV INCLUDES CLOAK

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

CREW UNITS: 10, 20

ADMINISTRATIVE SHUTTLES: IDENT | HIT POINTS | NOTES

BOARDING PARTIES: 8

TRANSPORTER BOMBS: D D D D

DECK CREWS: 10

NSM

PROBES: 5

FA = LF + RF
RA = LR + RR

HIT & RUN CLOAK

PSEUDO-PLASMA TORPEDOES: A F B F

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 ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT 5+	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		