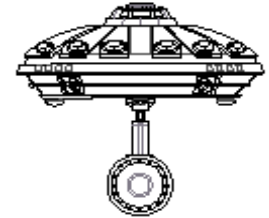
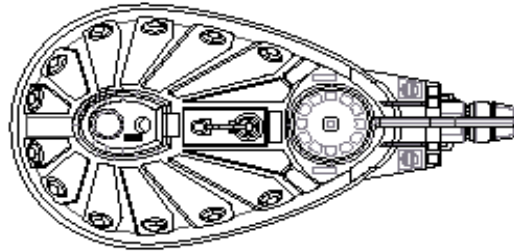
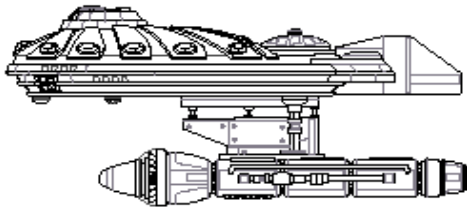


# Star Trek Enterprise Romulan Prey Seeker Class IV Scout



## CONSTRUCTION DATA:

Class:	IV	IV	IV
Model Number:	Type I	Type II	Type III
Date Entering Service	2132	2147	2155
Number Constructed	78	84	121

## HULL DATA

Superstructure:	6	7	8
Damage Chart:	C	C	C
Dimensions:			
Length:	81m	81m	81m
Width:	42m	42m	42m
Height:	38m	38m	38m
Weight:	35950 mt	37510 mt	39010 mt
Cargo Specs			
Total SCU:	50 SCU	50 SCU	50 SCU
Cargo Capacity:	2220 mt	2320 mt	2410 mt
Landing Capacity:	NO	NO	NO

## EQUIPMENT DATA

Computer Type:	R-L1	R-L1	R-L1
Cloaking Device/ECM:	None	None	None
Power to Engage:			
Transporters-			
6-person:	1	1	1
20-person Combat:	0	0	0
22-person Emergency:	1	1	1
Cargo	1	1	1

## OTHER DATA

Crew:	52	54	57
Passengers:			
Troops:			
Shuttlecraft-	2	2	2

## ENGINE AND POWER -

Total Power Available:	10	10	10
Movement Point Ratio:	2/1	2/1	2/1
Warp Engine Type:	RSEFTL-4a	RSEFTL-4a	RSEFTL-4a
Number:	1	1	1
Power Units:	6	6	6
Stress Chart:	O/P	O/P	O/P
Max Safe Cruising Speed:	3	3	3
Emergency Speed:	4	4	4
Impulse Engine Type:	RSEI-4	RSEI-4	RSEI-4
Number:	1	1	1
Power Units:	4	4	4

## WEAPONS/DEFENSE

Beam Weapon:	RSEDC-1	RSEDC-1a	RSEDC-1a
Firing Arcs:	1P,2F,1S	1P,2F,1S	1P,2F,1S
Firing Chart:	E	F	F
Maximum Power:	1	1	1
Damage Modifiers			
+3			
+2			
+1	(1 - 2)	(1 - 2)	(1 - 2)

## Shields-

Shield Type:	RSEHP21-01	RSEHP21-01	RSEHP21-02
Shield Point Ratio:	2/1	2/1	2/1
Maximum Shield:	1	1	2

## Combat Efficiency

<b>D-</b>	0.2	0.2	0.2
<b>D-</b>	13.6	15.1	18.0
<b>WDF-</b>	1.1	1.4	1.4

## NOTES:

The Prey Seeker was one of the earliest known Romulans scout ships to be encountered by Earth forces. The Romulan Star Navy utilized this scout class a great deal throughout the Earth/Romulan War and in its attempted expansion efforts into the Gorn Hegemony territory shortly thereafter.

Notably it was one of the first ships in the Romulan Navy designed with the "tear drop" shaped primary hull and a heat dispersal fin. Also unique was the detachable engine nacelle, which could be jettisoned should the need arise.

The Prey Seeker did not have a stealth system that was normally associated with Romulan ships, suggesting the incorporation of stealth technology was not prevalent in the fleet during the war.

After the war with Earth alliance, the ship was used to patrol the Gorn border, where its age began to show against newer, more aggressive Gorn ships, whose designs ironically were based on stolen Romulan technology. The Romulan navy retired the Preyseeker in 2166, selling the majority off to private interests within the empire.

A small number of hulls were reserved for research purposes, using them as test beds for new warp drives and cloaking systems.

Design by Joe Homoki [www.ufc465537.scificities.com](http://www.ufc465537.scificities.com). Components by Doug Drexler, et al,  
Special thanks to Lee Wood @ Morena Shipyards, for chartless system  
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# DAMAGE CONTROL PANEL

Star Trek Enterprise Romulan Prey Seeker Class IV Scout Type III

SHIELDS

SHIELD TYPE: RSEHP21-02

SHIELD POINT RATIO: 2/1

MAXIMUM SHIELD POWER: 2

TURN #1 #2 #3 #4 #5 #6 #7 #8 #9 #10 #11 #12

Shield Points Available

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TURN #1	F/P	FWD	F/S	S/A	AFT	P/A
#1	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2

TURN #2	F/P	FWD	F/S	S/A	AFT	P/A
#1	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2

TURN #3	F/P	FWD	F/S	S/A	AFT	P/A
#1	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2

TURN #4	F/P	FWD	F/S	S/A	AFT	P/A
#1	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2

TURN #5	F/P	FWD	F/S	S/A	AFT	P/A
#1	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2

TURN #6	F/P	FWD	F/S	S/A	AFT	P/A
#1	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2

TURN #7	F/P	FWD	F/S	S/A	AFT	P/A
#1	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2

TURN #8	F/P	FWD	F/S	S/A	AFT	P/A
#1	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2

TURN #9	F/P	FWD	F/S	S/A	AFT	P/A
#1	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2

TURN #10	F/P	FWD	F/S	S/A	AFT	P/A
#1	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2

TURN #11	F/P	FWD	F/S	S/A	AFT	P/A
#1	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2

TURN #12	F/P	FWD	F/S	S/A	AFT	P/A
#1	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2	1 1 1 2 2 2

DAMAGE CHART: **C**

DAMAGE POINT RECORD

TURN	#1	#2	#3	#4

SYSTEMS REPAIR STATUS

HITS	1ST 1-8	2ND 1-6	3RD 1-4	4TH 1-2	5TH OUT
SENSORS					
SHIELD					
#1					
#2					
#3					
#4					
#5					
#6					
ENGINEERING GRIDS					
SHIELDS					
WEAPONS					
MANEUVER					

SUPERSTRUCTURE DAMAGE TRACK

1	2	3	4	5	6	7	8				

CASUALTY MODIFIER TRACK

0-19% 0	20-39% -10%	40-59% -2%	60-69% -5%	70% + NO FIRING -50%
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CREW: 57

PERCENT CASUALTIES TRACK

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	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49	50	51	52
53	54	55	56	57	58	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	77	78
79	80	81	82	83	84	85	86	87	88	89	90	91
92	93	94	95	96	97	98	99	00				