



V-7 (Whitewind)

# Romulan Aye Mosaram Cruiser

SPECS		MANEUVERING		COMBAT STATS	
Class: Hvy Combat Vsl		Turn Cost: 1/3 Speed		Fwd/Aft Defense: 13	
In Service: 2265		Turn Delay: 1/2 Speed		Stb/Port Defense: 13	
Point Value: 400		Accel/Decel Cost: 2 Thrust		Engine Efficiency: 2/1	
Ramming Factor: 90		Pivot Cost: 2+2 Thrust		Extra Power: 0	
Warp Delay: 10 Turns		Roll Cost: 2+2 Thrust		Initiative Bonus: +6	
Speed	1 2 3 4 5 6 7 8 9 10 11 12	Turn Cost	1 1 1 2 2 2 2 3 3 3 4 4 4	Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6

WEAPON DATA	
<b>Plasma Mortar</b>	
Class: Plasma	⚡
Mode: Flash	
Dmg: 2d10+25 (-1 per hex)	
Max Range: -1 per hex after range 12	
Fire Control: +3/+0/--	👤
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
<b>Ranged Blast Beam</b>	
Class: Particle	⚡
Mode: Raking (8)	
Dmg: 1d10+16 (-1 per 3 hexes)	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+2/+0	👤
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
<b>Deflector Shield</b>	
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.	

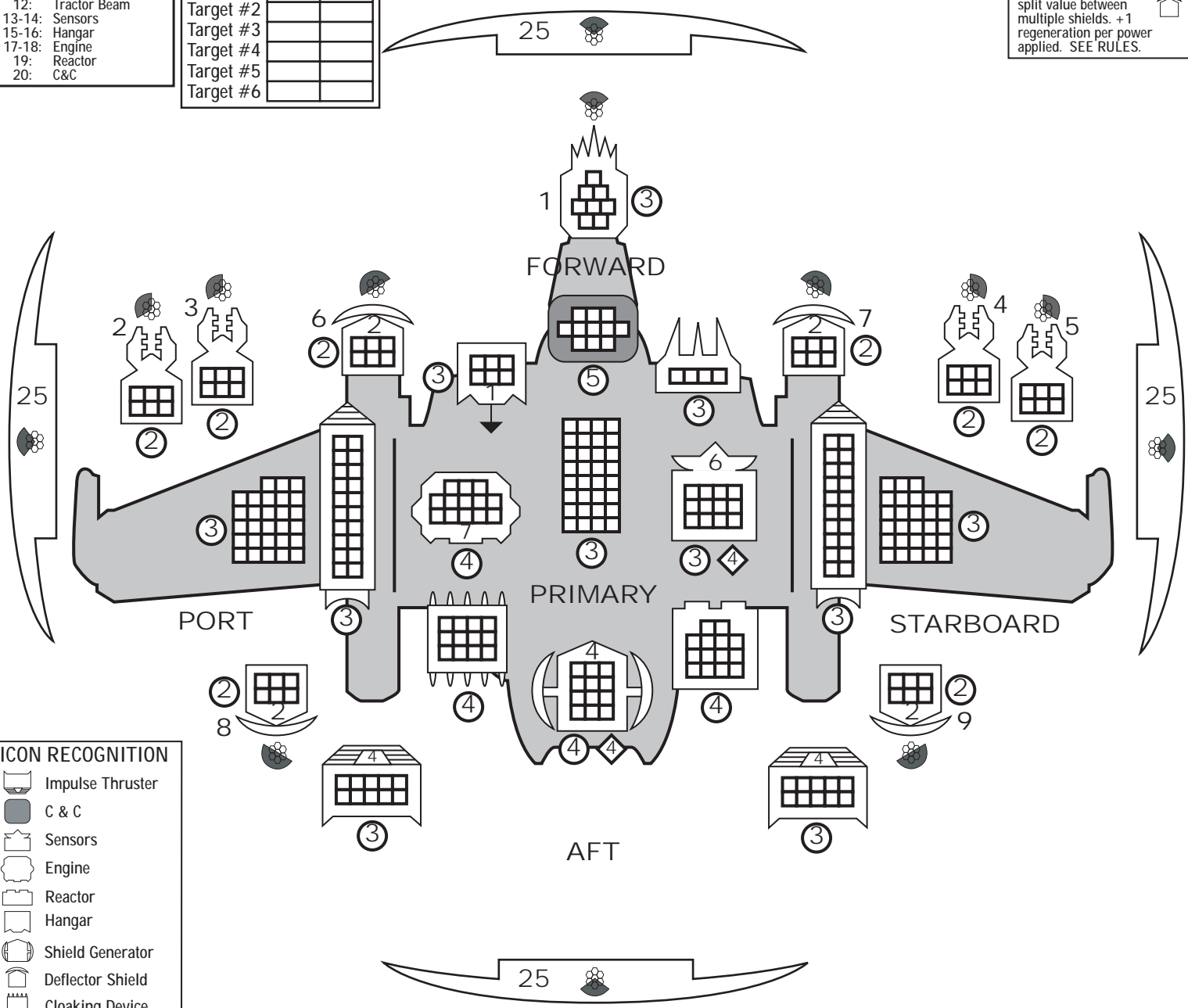
SIDE HITS	
1-3:	Impulse Thruster
4-5:	Deflector Shield
6-8:	Ranged Blast Beam
9-11:	Warp Engine
12-18:	Port/Stb Structure
19-20:	PRIMARY Hit

SPECIAL NOTES	
Special Hull Arrangement (No Fwd/Aft Hits)	
Gravitic Drive System	
Impulse Drive	

PRIMARY HITS	
1-6:	Primary Structure
7-8:	Plasma Mortar
9:	Cloaking Device
10-11:	Shield Generator
12:	Tractor Beam
13-14:	Sensors
15-16:	Hangar
17-18:	Engine #4
19:	Reactor
20:	C&C

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

**HANGAR**  
0 Fighters  
6 Shuttles



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Cloaking Device
	Warp Engine
	Plasma Mortar
	Ranged Blast Beam