



V-7C (Firewind)

Romulan Ocala Mosaram Cruiser

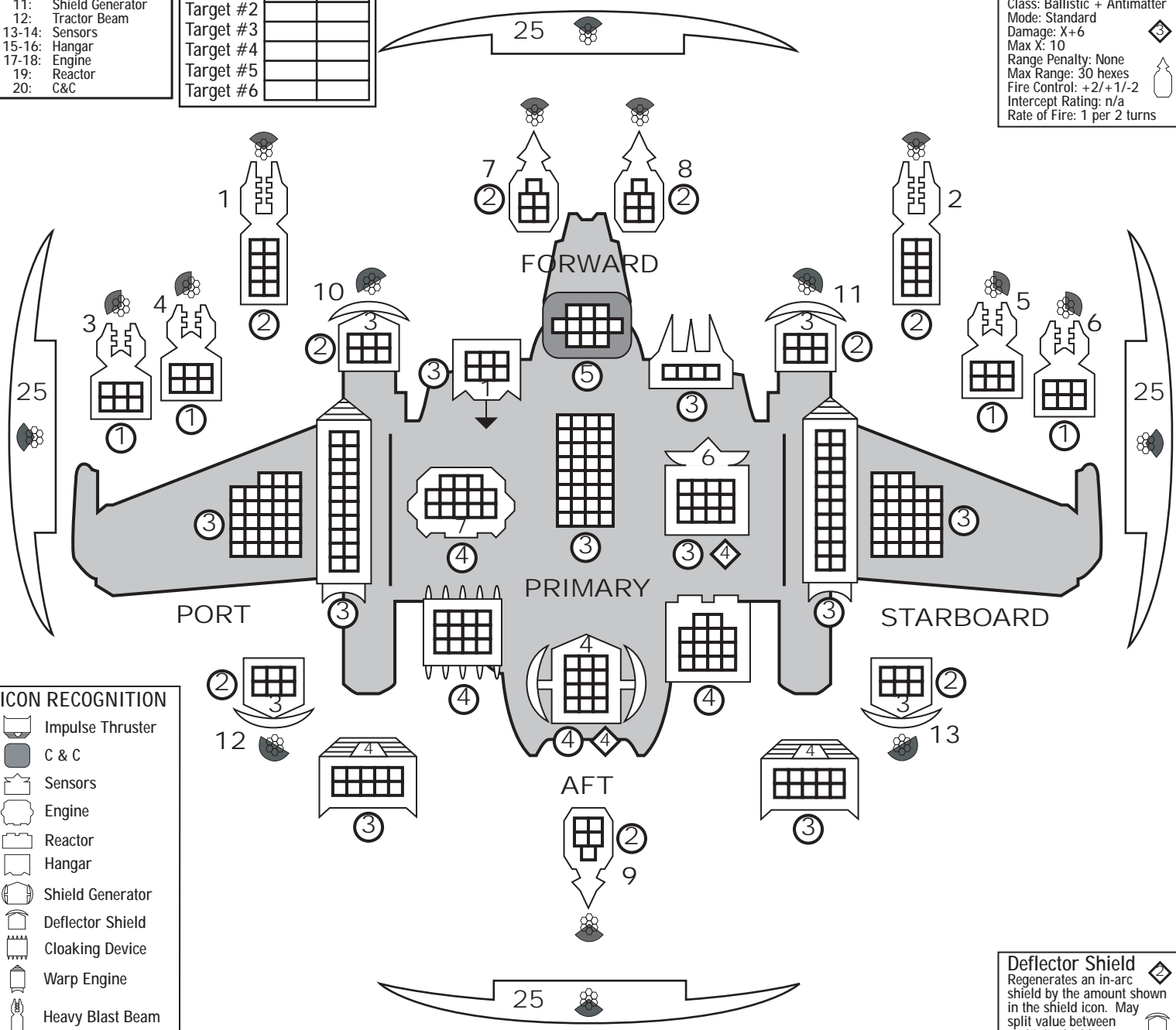
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl In Service: 2270 Point Value: 485 Ramming Factor: 90 Warp Delay: 10 Turns	Turn Cost: 1/3 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 2+2 Thrust	Fwd/Aft Defense: 13 Stb/Port Defense: 13 Engine Efficiency: 2/1 Power Shortage: -8 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	
Heavy Blast Beam Class: Particle Mode: Raking (8) Dmg: 1d10+16 (-1 per 2 hexes) Range Penalty: -1 per 2 hexes Fire Control: +3/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns Special: If an extra 3 power is applied, increase damage to 2d10+18; requires one turn cooldown after firing.	
Ranged Blast Beam 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	
Early Photon Torpedo Class: Ballistic + Antimatter Mode: Standard Damage: X+6 Max X: 10 Range Penalty: None Max Range: 30 hexes Fire Control: +2/+1/-2 Intercept Rating: n/a Rate of Fire: 1 per 2 turns	

HANGAR
0 Fighters
6 Shuttles

SIDE HITS	
1-3: Impulse Thruster	
4-5: Deflector Shield	
6-7: Heavy Blast Beam	
8-9: Ranged Blast Beam	
10-12: Warp Engine	
13-18: Port/Stb Structure	
19-20: PRIMARY Hit	
PRIMARY HITS	
1-6: Primary Structure	
7-9: Early Photon Torpedo	
10: Cloaking Device	
11: Shield Generator	
12: Tractor Beam	
13-14: Sensors	
15-16: Hangar	
17-18: Engine	
19: Reactor	
20: C&C	

SPECIAL NOTES	
Special Hull Arrangement (No Fwd/Aft Hits)	
Gravitic Drive System	
Impulse Drive	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Cloaking Device
	Warp Engine
	Heavy Blast Beam
	Ranged Blast Beam
	Early Photon Torpedo

Deflector Shield
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.