

**Romulan V-73 Aye Mosaram Cruiser****SPECS**

Class: Hvy Combat Vsl  
In Service: SD2/12  
Point Value: 780  
Ramming Factor: 285  
Jump Delay: 14 turns

**MANEUVERING**

Turn Cost: 1 x Speed  
Turn Delay: 1/2 x Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 3+3 Thrust

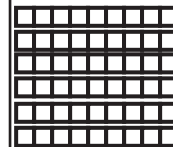
**COMBAT STATS**

Fwd/Aft Defense: 15 (12)  
Stb/Port Defense: 13 (10)  
Engine Efficiency: 3/1  
Power Shortage: -9  
Initiative Bonus: +5

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

**HANGAR**

0 Fighters  
6 Shuttles: Thrust: 5  
Armor: 2 Defense: 9/11



RB-9 & RB-5 = Heavy Array (mod)  
Plasma Web = no add. power required for antifighter mode.

**WEAPON DATA**

**RB-9 Disruptor Bank**  
Class: Particle  
Mode: Standard  
Damage: 2d10+6  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+3/+2  
Intercept Rating: -1  
Rate of Fire: 2 per 2 turns

**RB-5 Disruptor Bank**  
Class: Particle  
Mode: Standard  
Damage: 2d10+5  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+3/+2  
Intercept Rating: -2  
Rate of Fire: 2 per 2 turns

**RP-2 Photon Torpedo**  
Class: Antimatter  
Mode: Flash  
Damage: 2d10+8  
Range Penalty: -1 per 2 hexes after range 5  
Fire Control: +3/+3/-6  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

**Plasma Web**  
Class: Plasma  
Modes: n/a  
Dmg: 1d6+2 (antifighter mode)  
Range Penalty: n/a  
Fire Control: n/a  
Intercept Rating: -2  
Rate of Fire: 1 per turn

**Deflector Shield**  
Subtract Shield Factor from incoming chance to hit and any damage scored through arc.  
Defense rating shown in parenthesis ( ) indicates value with shield active.

Federation Code Name: Whitewind

**PORT/STB HITS**

- 1-4: Port/Stb Thrust
- 5-6: Deflector Shield
- 7-8: RB-5 Disruptor
- 9-10: Plasma Web
- 11-18: Port/Stb Struct
- 19-20: PRIMARY Hit

**PRIMARY HITS**

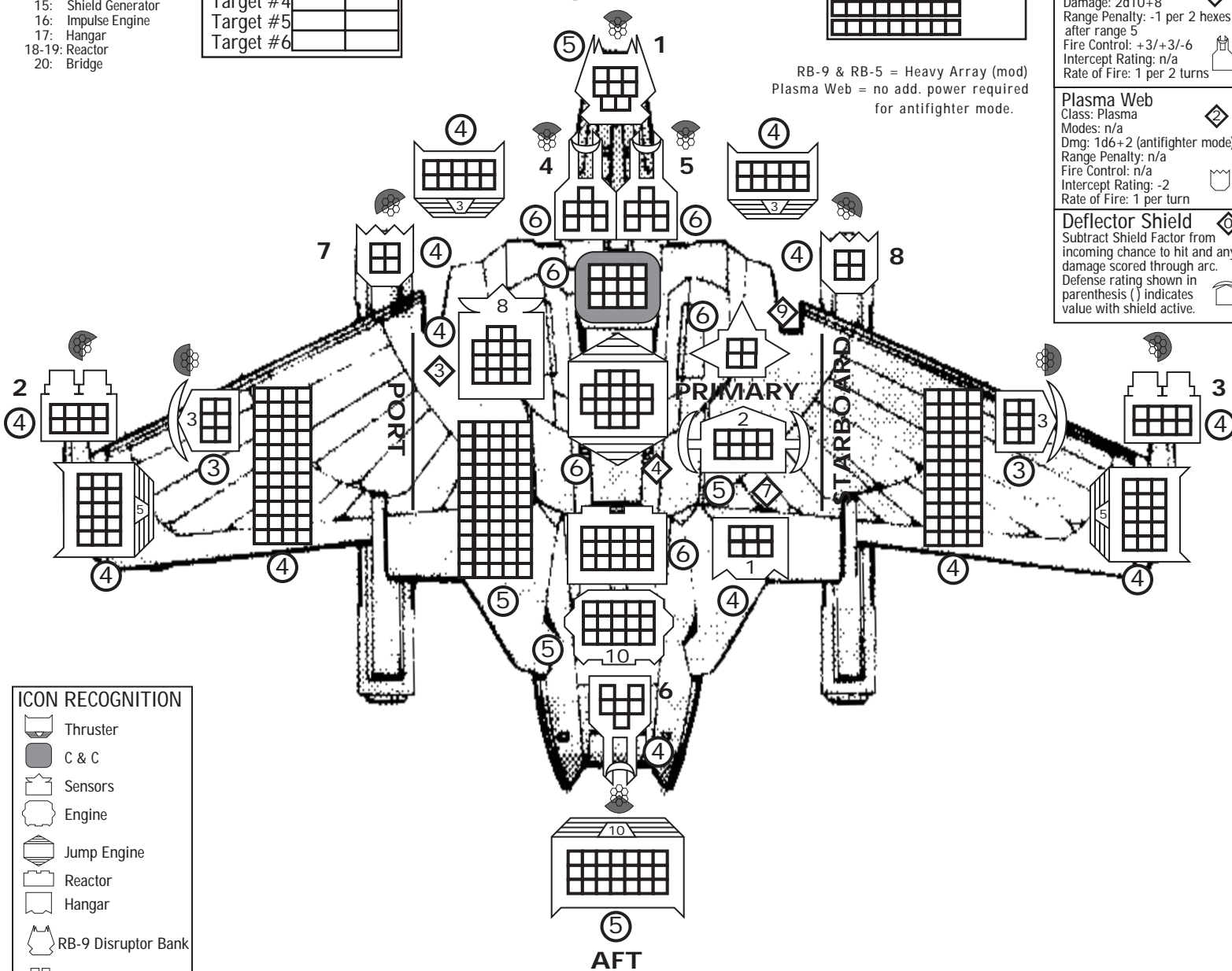
- 1-6: Primary Structure
- 7-9: Retro/Main Thrust
- 10: Warp Drive
- 11: RP-2 Photon Torp
- 12: RB-9 Disruptor
- 13: Sensors
- 14: Cloaking Device
- 15: Shield Generator
- 16: Impulse Engine
- 17: Hangar
- 18-19: Reactor
- 20: Bridge

**SPECIAL NOTES**

Gravitic Drive System  
Cloaking Device: sig. 4  
Special Hull Arrangement  
(No Fwd/Aft Hits)

**SENSOR DATA**

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

**FORWARD****ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- RB-9 Disruptor Bank
- RB-5 Disruptor Bank
- RP-2 Photon Torpedo
- Plasma Web
- Cloaking Device
- Shield Generator

Disruptor Banks: May combine their 2 shots into a single raking shot with a +1 FC bonus.  
Damage is equal to a single regular shot plus a 2d10 damage bonus.