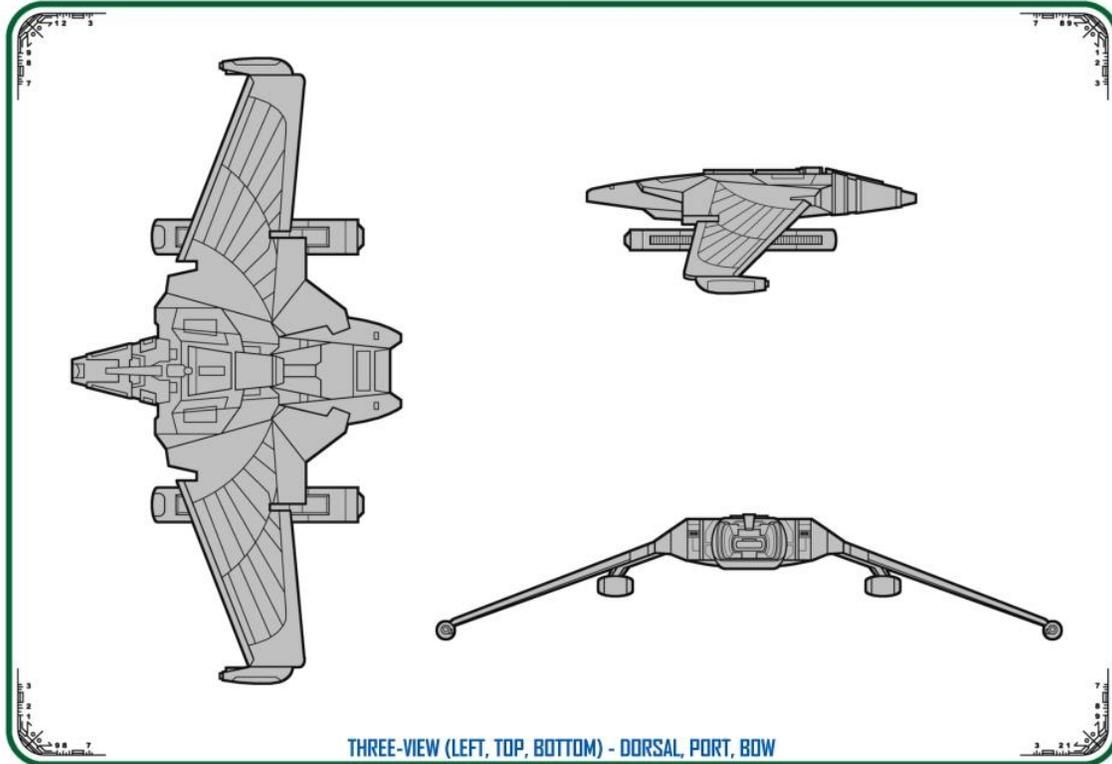


V-7 “WHITEWIND”-CLASS MULTIROLE CRUISER

Entered Service: 2270



THREE-VIEW (LEFT, TOP, BOTTOM) - DORSAL, PORT, BOW

Dimensions

Length: 140 meters

Beam: 260 meters

Draft: 48 meters

Overview: First commissioned in 2270, the V-7 “Whitewind” class was the Romulan Star Empire’s most versatile warship at the time since it was designed as a multi-role cruiser. Starfleet Intelligence incorrectly believed at first that the “Whitewind” class had been commissioned by the Romulans before the V-8 “Bird-of-Prey” cruiser that the *USS Enterprise* encountered in 2266 (hence the “Whitewind” being mistakenly designated as the V-7 instead of a later number). The class is named for a meteorological disturbance peculiar to Remus. As described in *The Eridam Papers*, twice per Remus year, a hot wind blows across the northern hemisphere for as long as five days. Mineral particles from the western cliffs are borne aloft by the winds, and, at night, their phosphorescence causes the hemisphere-wide nightglow that gives the weather phenomenon its name *aye mosaram* (white wind). The V-7 was retired in the mid-2310s.

Capabilities: The V-7 had two variants: the Mark I was equipped with 4 disruptor banks (2 in the forward-port arc and 2 in the forward-starboard arc) and a forward-firing plasma torpedo launcher, while the Mark III was armed with the same arrangement of disruptor banks, but had three photon torpedo launchers (2 fore and 1 aft) instead of the plasma torpedo weapon. Like many Romulan starships, the V-7 was equipped with a cloaking device. With the combination of its cloaking device and forward weaponry, this vessel could sneak up on an enemy while cloaked and then uncloak and release a devastating barrage of firepower. The V-7 also had a shuttlebay large enough for six shuttlecraft, though only half of these were active at any one time. The V-7 was most often deployed on the Romulan side of the Federation or Klingon Neutral Zones as a heavy patrol craft, though it was

All art by Brad R. Torgersen of the STTCSOLD&A

sometimes deployed in other roles such as scientific research as well. Since it had spacious living quarters, it was regarded as a coveted assignment by Romulan officers and crewmen. 320 officers and crewmen made up the crew complement of the V-7. The V-7 could cruise at Warp 7 (OCU) and had an emergency speed of Warp 9 (OCU).

Traits: Romulan multirole cruiser

Systems

Comms	7	Engines	9	Structure	8
Computers	7	Sensors	8	Weapons	9

Departments

cmd	--	sec	+1	sci	+1
conn	+1	eng	--	med	--

Scale: 4

Special Rules: Cloaking Device (see STA Corebook, p259)

Attacks

- Disruptor Banks
- Plasma Torpedoes (*Mk I only*)
- Photon Torpedoes (*Mk III only*)
- Tractor Beam (Strength 3)

Talents

V-7 “*Whitewind*”-class starships have the following Talents:

- Cloaking Device
- Improved Reaction Control System

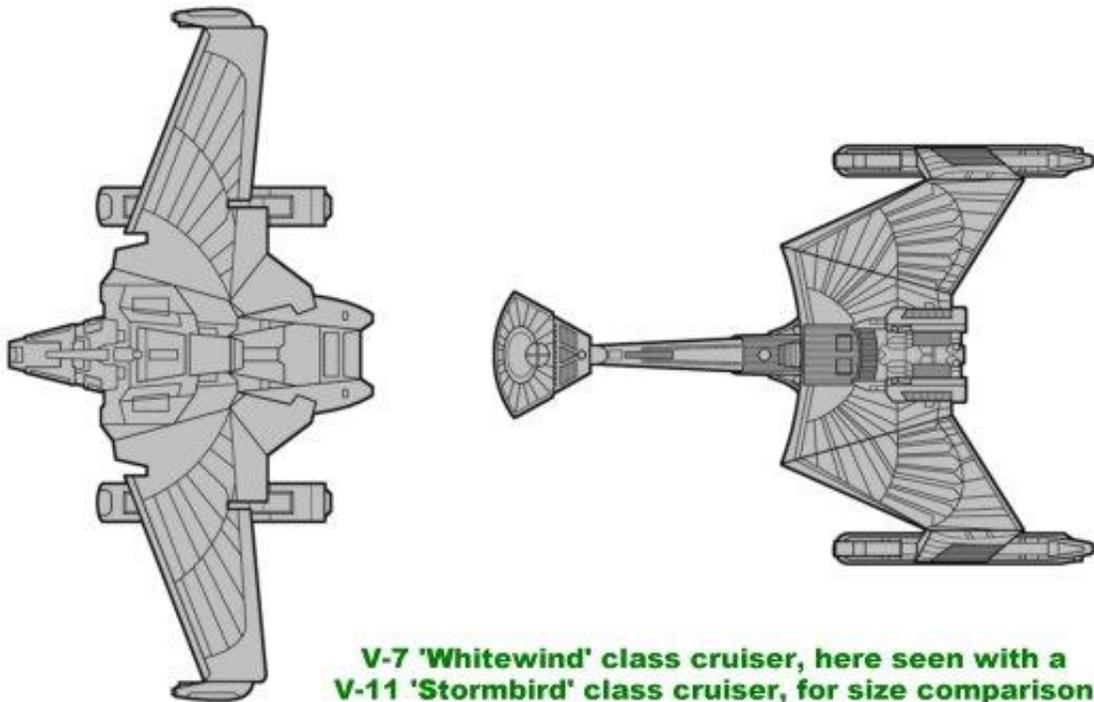
Mandukar-class Variant

Entered Service 2374

When the Dominion War erupted between the Federation-Klingon Alliance and the Dominion at the end of 2373, the Romulan Star Empire was content to let their interstellar rivals attack each other while they remained neutral. However, all that changed with the Dominion’s assassination of Romulan Senator Vreenak in 2374. Now that the Star Empire was at war, new warships were needed to supplement the *D’deridex*-class Warbirds for wartime duty. A crash program to prepare mothballed starships for combat was initiated and the Mark III V-7 “*Whitewind*”-class cruisers, along with the V-30 “*Winged Defender*” cruisers, the V-33 “*Thunderbird*” cruisers, and the Z-1 “*Nova*” battleships, were chosen to be refitted. The *IRW Mandukar* was the first V-7 cruiser to be refitted for service in the Dominion War. (The word “mandukar” means “vigilant” in the Romulan language.) The Empire upgraded the engines and other systems of the *Mandukar* to 24th century standards. In particular, the *Mandukar*’s weapons were upgraded by adding an additional bank of forward firing disruptors. With its upgraded warp engines, the *Mandukar* could cruise at Warp 7 (MCU) and had an emergency speed of Warp 9 (MCU), allowing it to keep pace with most starships of the 24th century. Several dozen *Mandukar*-class starships came online in late 2374 and are expected to serve the Empire well in the war against the Dominion.

Changes: Add the Long Serving Trait. Increase Engines, Structure, Sensors, and Weapons by +2 each, increase Comms and Computers by +1 each.

Acknowledgements: I want to thank Brad R. Torgersen for both maintaining the [Star Trek Starship Tactical Combat Simulator Online Database and Archive](#) website and for providing the artwork of the V-7 "Whitewind"-class Romulan Cruiser as well as Memory Beta for providing inspiration for my version of the V-7's backstory. Finally, many thanks to Colin "Mephit James" Wilson and Michael Dismuke of [Continuing Mission](#) for their assistance with this rewrite of the V-7 "Whitewind"-class Romulan Cruiser.



V-7 'Whitewind' class cruiser, here seen with a V-11 'Stormbird' class cruiser, for size comparison