



**LAUNCH YEAR:** 2374    **TIMEFRAME:** 2387

**REFITS:** 1 (+1 Computers)

**SERVICE RECORD:** Disavowed

**MISSION PROFILE:** Espionage/Intelligence

**TRAITS:** Romulan Starship, *Mogai* class, Disavowed

**RESISTANCE:** 5    **SCALE:** 5    **CREW SUPPORT:** 5

**SHIELDS (19):**

SYSTEMS

|              |            |              |
|--------------|------------|--------------|
| COMMS 09     | ENGINES 10 | STRUCTURE 10 |
| COMPUTERS 10 | SENSORS 11 | WEAPONS 10   |

DEPARTMENTS

|            |                |             |
|------------|----------------|-------------|
| COMMAND 02 | ENGINEERING 02 | MEDICINE 01 |
| CONN 03    | SECURITY 04    | SCIENCE 03  |

ATTACKS

- **Disruptor Banks:** Energy, Medium, Damage 8, Intense
- **Plasma Torpedoes:** Torpedo, Long, Damage 7, Calibration, Cumbersome, Persistent
- **Tractor Beam** (Strength 4)

TALENTS

- **CLOAKING DEVICE:** Activating the device is a major action which requires *Reserve Power*, and which requires a **Control + Engineering** task with a Difficulty of 2, assisted by the ship's **Engines + Security**. This is operated from the ship's Tactical position. If successful, the vessel gains the **Cloaked** trait. While cloaked, the vessel cannot attempt any attacks, nor can it be the target of an attack unless the attacker has found some way of detecting the cloaked vessel. While cloaked, a vessel's shields are down. Deactivating the cloaking device requires a minor action.
- **ELECTRONIC WARFARE SYSTEMS:** Whenever a character at the communications station on the ship creates a trait to represent intercepting enemy communications, or to create interference or jamming signals which would hinder enemy communications, they may spend 1 Momentum to increase the Potency of that trait by one step, or to affect a second enemy vessel.
- **POINT DEFENSE SYSTEM:** The system does not function while the ship is travelling at warp. The ship is considered to have Cover against torpedo attacks, increasing the Difficulty of the attack by 1. This talent stops functioning if the ship has suffered one or more breaches to the Weapon system.
- **REDUCED SENSOR SILHOUETTE:** Tasks attempting to scan or detect the vessel increase in Difficulty by 1.
- **SIPHONING SHIELDS:** When the ship is hit by an energy weapon, after the attack is resolved, you may add 2 Threat to restore Shields equal to the ship's Security department.

SPECIAL RULES

- **ANY KNOWLEDGE OF YOUR ACTIONS:** When enemies attempt to discover background information about the ship or its crew, increase the Difficulty of the task by 1.