“AH, ROMULUS. HOW WELL I REMEMBER IT.
YOU WILL FIND THE PREDOMINANT COLOUR TO BE GREY—
THE BUILDINGS, THE CLOTHES, THE PEOPLE.
DID YOU KNOW THAT THE ROMULAN HEART, ITSELF, IS GREY?”

-ELIM GARAK,
“INTER ARMA ENIM SILENT LEGES”
THE SHIP RECOGNITION MANUAL, VOLUME FIVE:
STARSHIPS OF THE ROMULAN STAR EMPIRE

Author: Steven S. Long
Icon System™ Design: Christian Moore, Steven S. Long with Kenneth Hite, Ross Isaacs
Layout: Chris Huth

Special Thanks To: Yves Sakai, for even more tapes from Hawaii; Chris Huth, for doing a stellar job with the layout; and Don “the Man” Mappin and Owen Oulton, for making this book available via TrekRPG.Net.

Special thanks also to all the Spacedock fans who have waited patiently for about two years now (Er, five years – Ed.) while I found the time to finish this book! Although I’ve been happily chugging along with my Hero-ic pursuits in that period, I’m glad I was finally able to complete the Romulan SRM.

Testreaders: My thanks to the fans who took the time to read over the manuscript for this book and help me make it better still:
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- Sidebar: M’rok Template
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Devious, honorable, powerful, clever, forceful, wary... all these words, and more, describe that quintessential Star Trek threat species, the Romulans. From their first appearance in Balance of Terror, to the fearsome D’deridex-class Heavy Warbirds that bedeviled the U.S.S. Enterprise-D and later went on to help the Federation alliance defeat the Dominion, the Romulans have been a significant presence in the Trek universe.


To use this book, you need Spacedock: The Advanced Starship Construction and Combat Manual, available as a download from TrekRPG.Net. Without it, you may have difficulty understanding some of the information in the Starship Templates, as well as the new rules. You may find the other SRMs (covering Starfleet, the Cardassians, the Klingons, and the TOS era) helpful as well.

SRMs: Romulans includes several ships that previously appeared elsewhere, such as the D’deridex class. Any Starship Templates in this book supercede those published in earlier volumes. The versions in this book use Romulan-specific rules and, where necessary, correct errors in the original templates.

Chapter One, Romulan Ship Classification, describes how the Romulans classify their starships. It includes lists of representative classes of ships for each ship category.

Chapter Two, Romulan Ship Construction, provides special rules and guidelines for constructing Romulan ships, covering such things as cloak-enhancing hulls and artificial quantum singularity drives. Generally, you build Romulan ships using the standard Spacedock rules, but there are a few important changes to reflect the nature of the Empire’s starship technology.

Chapter Three, The Romulan Ship Registry, contains the aforementioned 27 Starship Templates, covering everything from the luxury transports used by Romulan senators to the Star Navy’s most powerful warships.

Versa D’era!

Steven S. Long

July, 2001
**CHAPTER ONE: ROMULAN SHIP CLASSIFICATION**

This chapter briefly discusses the different types of ships fielded by the Romulan Star Navy. It expands upon and slightly updates the information found in Chapter Six of Book One of *The Way of D'era* boxed set. Readers should refer to that material first before reading the rest of this chapter.

### Dreadnoughts

Dreadnoughts—of which the Romulans currently only have one class, the dreaded *Vereleus*—are enormous, heavily armed ships designed to serve as fleet flagships, mobile command centers, and the linchpins of many of the Star Navy’s strategic plans. Until the Battle of Getha, the next to last confrontation of the Dominion War, no Dreadnought had ever been defeated in battle. The loss of the *Ko'nar* at the hands of the Jem’Hadar has led Romulan starship engineers to propose several upgrades for the rest of the Empire’s Dreadnoughts.

The Star Navy is currently developing a second Dreadnought, the *Praetorian* class, and is scheduled to launch the first ship of the class in 2379. However, the need to replace losses suffered during the Dominion War, combined with the desire to install upgrades to eliminate weaknesses revealed in several ships while fighting that war, may cause delays in the *Praetorian* Project.

### Warbirds

The main fighting ships of the Star Navy, Warbirds (classified as Battleships or Warships by other species) display the best technological advances developed by Romulan engineers. With their powerful disruptors, cloak-enhancing hull shapes, and sophisticated sensor and scientific systems, they can perform any type of mission—from crashing through the Dominion alliance lines to directed missions through the Dominion alliance lines at

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<table>
<thead>
<tr>
<th><strong>ROMULAN STARSHIP CLASSIFICATIONS</strong></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
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<td></td>
</tr>
<tr>
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<td></td>
</tr>
<tr>
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<td>DR</td>
</tr>
<tr>
<td>Warbirds</td>
<td></td>
</tr>
<tr>
<td>Warbird</td>
<td>WB</td>
</tr>
<tr>
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<td>WBH</td>
</tr>
<tr>
<td>Light Warbird</td>
<td>WBL</td>
</tr>
<tr>
<td>Strike Warbird (proposed)</td>
<td>WBST</td>
</tr>
<tr>
<td>Swift Warbird</td>
<td>WBSW</td>
</tr>
<tr>
<td>Cruisers</td>
<td></td>
</tr>
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<td>Cruiser</td>
<td>CA</td>
</tr>
<tr>
<td>Heavy Cruiser</td>
<td>CH</td>
</tr>
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<td>Incursion Cruiser</td>
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</tr>
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<td>CL</td>
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<td>Starbirds</td>
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<td>SB</td>
</tr>
<tr>
<td>Far Starbird</td>
<td>SBF</td>
</tr>
<tr>
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<td>SB-GC</td>
</tr>
<tr>
<td>Heavy Starbird</td>
<td>SBH</td>
</tr>
<tr>
<td>Light Starbird</td>
<td>SBL</td>
</tr>
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<td>Frigates</td>
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<td>FR</td>
</tr>
<tr>
<td>Heavy Frigate</td>
<td>FH</td>
</tr>
<tr>
<td>Incursion Frigate</td>
<td>FI</td>
</tr>
<tr>
<td>Light Frigate</td>
<td>FL</td>
</tr>
<tr>
<td>Strike Frigate</td>
<td>FS</td>
</tr>
<tr>
<td>Swift Frigate</td>
<td>FSW</td>
</tr>
<tr>
<td>Gunships</td>
<td></td>
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<tr>
<td>Assault Gunship</td>
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</tr>
<tr>
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<td>GH</td>
</tr>
<tr>
<td>Sublight Gunship</td>
<td>GS</td>
</tr>
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<td>Birds of Prey</td>
<td></td>
</tr>
<tr>
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<tr>
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<td>Scouts</td>
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<td>Far Scout</td>
<td>SF</td>
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<tr>
<td>Heavy Scout</td>
<td>SH</td>
</tr>
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<td>Couriers</td>
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<td>SC</td>
</tr>
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<td>Far Courier</td>
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</tr>
<tr>
<td>Swift Courier</td>
<td>SCSW</td>
</tr>
<tr>
<td>Specialized</td>
<td></td>
</tr>
<tr>
<td>Gunship Carrier</td>
<td>GC</td>
</tr>
<tr>
<td>Medical Cruiser</td>
<td>MC</td>
</tr>
<tr>
<td>Research/Laboratory</td>
<td>SRS/SRL</td>
</tr>
<tr>
<td>Support/Auxiliary</td>
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<tr>
<td>Armored Transport</td>
<td>TTA</td>
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<tr>
<td>Cargo Carrier</td>
<td>TC</td>
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<tr>
<td>Military Freighter</td>
<td>TMF</td>
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<tr>
<td>Occupation Transport</td>
<td>TTO</td>
</tr>
<tr>
<td>Shuttle (impulse)</td>
<td>IS</td>
</tr>
</tbody>
</table>

### ROMULAN DREADNOUGHTS CURRENTLY IN SERVICE

<table>
<thead>
<tr>
<th><strong>Class</strong></th>
<th><strong>Classification Code</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Vereleus</td>
<td>DR</td>
</tr>
<tr>
<td>Praetorian (proposed)</td>
<td>DR</td>
</tr>
</tbody>
</table>

Cont...

<table>
<thead>
<tr>
<th><strong>Ship</strong></th>
<th><strong>Type</strong></th>
<th><strong>Code</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Shuttle (warp)</td>
<td>WS</td>
<td>WS</td>
</tr>
<tr>
<td>Tanker</td>
<td>TA</td>
<td>TA</td>
</tr>
<tr>
<td>Tender</td>
<td>TN</td>
<td>TN</td>
</tr>
<tr>
<td>Transport</td>
<td>TT</td>
<td>TT</td>
</tr>
<tr>
<td>Tug</td>
<td>TG</td>
<td>TG</td>
</tr>
</tbody>
</table>
Benzar to exploring astronomical anomalies. The most common and popular ship of this type, the D’deridex-class Heavy Warbird, will undergo a series of class-wide refinements and upgrades beginning in 2377 (again, assuming the outcome of the Dominion War does not change the Star Navy’s schedule).

**Cruisers**

Compared to Starfleet or the Cardassians, the Romulans build relatively few Cruiser classes. Instead of taking basic Cruiser templates and varying them to create specialized types of ships, the Romulans prefer to establish new types of ships—Warbirds for heavy combat missions, Starbirds for exploration, Gunships for rapid deployment, and so forth.

Romulans typically use their Cruisers for long-range reconnaissance, incursion, patrol, and search-and-destroy missions. Able to remain in the field for long periods of time without resupply, they have proven to be some of the most adaptable vessels in the Star Empire.

**Starbirds**

“Starbird” is the Romulan term for a type of ship that Starfleet typically refers to as an Exploratory Cruiser. Equipped with advanced sensors, copious laboratory resources, and strong shields to protect the crew against radiation and other astronomical phenomena, it can conduct lengthy scientific missions in deep space. Thanks to the Starbird fleet, the boundaries of the Romulan Star Empire, the extent of its scientific knowledge, and the appreciation of the fundamental truth of D’era have all expanded within the past several decades.

Perhaps the most unusual of the Starbirds is the T’kairin-class Generational Cruiser, due to leave stardock in 2378. The first of its kind in the Star Navy, it’s designed to carry a crew of up to 1,000 on decades-long journeys to other quadrants and galaxies. If the T’kairin Exploration and Colonization Program goes as planned, within a century the Star Empire could easily become the largest political entity in the galaxy.

**Gunships**

Gunships are the Star Navy’s equivalent of a Destroyer—a fairly small, heavily-armed ship used for patrol and military support missions. Whenever the Romulans launch a major offensive, pacify a planet, or smash a defense perimeter, Gunships, often carried to the battlefield in enormous Vasteme-class Gunship Carriers, are there to help. However, their relative lack of maneuverability and speed hampers them when confronting an enemy with more mobile vessels; in such situations, Romulan commanders often
use them to fill gaps in their defensive lines, or to protect a fleet’s flanks by forming a powerfully-armed bulwark.

**Birds of Prey**

Birds of Prey are small, fast ships used for short-range reconnaissance missions, raids, and escort duties. Though not heavily armed, they have powerful cloaks, and their pilots are skilled at decloaking, attacking, and then recloaking and fleeing before an enemy can react.

In light of the Birds of Prey’s excellent record in recent decades, in the 2360s the Star Navy began a program to build two classes of a new type, the Swift Bird of Prey. With better weapons and engines, these ships will be faster and deadlier than any Bird of Prey to date. The Birds of Prey’s performance during the Dominion War, in which they accounted for 37% more casualties than they suffered, validates this decision and has led the Star Navy to allocate additional resources to these programs to ensure they are completed by their 2377 (*Mithras*) and 2379 (*Vithrel*) scheduled dates.

**Scouts**

The Star Empire’s expansion and renewed emphasis on intelligence-gathering during the 24th century have led it to build more Scout ships, and use them for more missions, than ever before. Every fleet has its own contingent of Scouts, many of them upgraded or altered to optimize their ability to perform specific types of missions.

**Couriers**

Due to the vast size of their Empire, and their nigh-pathological need for secrecy, the Romulans use more types of Courier vessels than any other known major galactic civilization. From their well-known *Theta*-class Swift Courier, to the *Theron*-class Far Courier able to cross huge amounts of space on its important missions, to the more ordinary *Belvidos* and *Rehntet* Couriers, they have a plethora of options available whenever they need to send a message or an operative somewhere.

**Romulan Starship Names**

Unlike Starfleet, with its “U.S.S.,” the Romulans do not attach prefixes to the names of their ships. Vessels simply have names, such as the *T’brath*. A suffix naming the fleet the ship belongs to further distinguishes it. For example, if the *T’brath* were part of Senator Chevet’s fleet, Romulans would refer to it as the *T’brath Chevet*.
CHAPTER TWO: ROMULAN STARSHIP CONSTRUCTION

For the most part, Romulan ships use the same basic types of systems and technology as Starfleet vessels, albeit with occasional variations in construction, underlying scientific principles or doctrines, and of course aesthetics. Romulan ships and technology are, generally speaking, more like Starfleet ships than either Klingon or Cardassian craft—though important differences do exist, such as the use of cloaking devices and artificial quantum singularity drives. Except where noted below, all of the regular Spacedock rules for ship construction apply to Romulan vessels.

HULL SYSTEMS

Ablative Armor

The Romulans have access to ablative armor as of 2371, though they have not yet introduced it widely. Unfortunately, they cannot make it compatible with cloak-enhancing hulls (see below); a ship with one cannot have the other.

Cloak- Enhancing Hull

SU Cost: 2 x Size

Power Cost: None

The Romulans construct some of their vessels, such as the D’deridex-class Heavy Warbird, with special hulls whose shape and composition enhance the effectiveness of a cloaking device. Generally such hulls have a curvilinear shape, with relatively few straight lines or sharp corners to reflect an enemy vessel’s sensor waves back to it. Typically the body of the vessel sort of encloses the warp nacelles within this curvilinear framework, though the nacelles do not thereby qualify as embedded.

A ship with a cloak-enhancing hull increases the effectiveness of its cloaking device by 1. For example, a ship with a Class 6 cloak and a cloak-enhancing hull imposes a +7 Difficulty on attempts to detect it, rather than the usual +6.

A ship with a cloak-enhancing hull cannot also have ablative armor, an energy sheath, or a ramming hull.

Personnel Systems

The accompanying tables provide information on Romulan crew complements. The statistics represent average percentages by department; individual ships’ complements may vary considerably from these figures. Some fleets like to staff their ships more densely; others, by preference or necessity, use fewer crewmembers.

Medical Facilities and Systems

The Romulans have created their own version of EMH technology, but have not yet installed it on more than a few testbed ships. Romulan personnel seem much less sanguine about trusting their medical care to a “machine” than Starfleet crewmembers.

Romulan Crew Breakdowns

<table>
<thead>
<tr>
<th>Branch Type</th>
<th>Dreadnought</th>
<th>Warbird</th>
<th>Cruiser/ Starbird</th>
<th>Frigate</th>
<th>Gunship</th>
<th>Scout/ Bird of Prey</th>
<th>Science/ Medical</th>
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</thead>
<tbody>
<tr>
<td>Command</td>
<td>18</td>
<td>17</td>
<td>17</td>
<td>20</td>
<td>18</td>
<td>14</td>
<td>12</td>
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<td>Operations</td>
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<td>14</td>
<td>17</td>
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<td>18</td>
<td>16</td>
</tr>
<tr>
<td>Operations, General</td>
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<td>23</td>
<td>25</td>
<td>19</td>
<td>23</td>
<td>27</td>
<td>10</td>
</tr>
<tr>
<td>Security/Tactical</td>
<td>17</td>
<td>16</td>
<td>22</td>
<td>24</td>
<td>23</td>
<td>19</td>
<td>14</td>
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<tr>
<td>Science</td>
<td>12</td>
<td>13</td>
<td>10</td>
<td>10</td>
<td>15</td>
<td>08</td>
<td>34</td>
</tr>
<tr>
<td>Medical/Support</td>
<td>17</td>
<td>16</td>
<td>12</td>
<td>10</td>
<td>08</td>
<td>16</td>
<td>29</td>
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<tr>
<td>Science/Research</td>
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<td>30/70</td>
<td>29/71</td>
<td>27/73</td>
<td>34/66</td>
<td>65/35</td>
<td>33/67</td>
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</table>

Average Number of Romulan Crewmen by Ship Type

<table>
<thead>
<tr>
<th>Ship Type</th>
<th>Average Number of Crewmen per 100 SUs</th>
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</thead>
<tbody>
<tr>
<td>Bird of Prey</td>
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<tr>
<td>Courier</td>
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<tr>
<td>Cruiser</td>
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<tr>
<td>Dreadnought</td>
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<tr>
<td>Frigate</td>
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<tr>
<td>Gunship</td>
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<tr>
<td>Surveyor</td>
<td>30</td>
</tr>
<tr>
<td>Transport</td>
<td>3</td>
</tr>
<tr>
<td>Warbird</td>
<td>40</td>
</tr>
</tbody>
</table>

A Romulan ship’s Passenger complement is usually about 10-20% of its Crew, but this may vary depending upon the nature of the ship (a personnel transport or medical ship can typically carry more passengers than a Dreadnought or Warbird). A ship’s Evac complement ranges from 5-15 times the size of its Crew (again, this may vary from ship to ship).
**Romulan Recreation Ratings**

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<thead>
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<th>Ship Type</th>
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<tr>
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<tr>
<td>Courier</td>
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<tr>
<td>Cruiser</td>
<td>4-10</td>
</tr>
<tr>
<td>Dreadnought</td>
<td>6-10</td>
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<td>Frigate</td>
<td>2-7</td>
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<tr>
<td>Gunship</td>
<td>2-6</td>
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<tr>
<td>Medical</td>
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<td>Starbird</td>
<td>5-10</td>
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<tr>
<td>Surveyor</td>
<td>3-6</td>
</tr>
<tr>
<td>Transport</td>
<td>4-10</td>
</tr>
<tr>
<td>Warbird</td>
<td>4-9</td>
</tr>
</tbody>
</table>

**Recreation Facilities**

Romulan ships use the same Recreation Ratings as Starfleet vessels. The accompanying table indicates the typical Recreation Rating by ship type.

**Holodeck Power**

The Romulans do not have holodeck reactors to power their holodecks separately from a ship’s main power grid. Their holodecks run off ship’s power like almost every other system onboard.

**Propulsion Systems**

**Nullifier Core**

Every Romulan ship with a cloaking device includes a nullifier core to ensure that its movement does not betray its position while cloaked. If the engineering crew does not keep the nullifier core in precise alignment with the propulsion systems, the ship creates magnetic disruptions that other ships can detect with routine sensor scans. This requires a Moderate (6) Propulsion Engineering (AQSD) or Systems Engineering (Cloaking Device) Test at least once a day; the Narrator may also require a Test during any crisis situation when the ship uses its cloak.

**Alternate and Advanced Superluminal Drives**

The Romulans have conducted experiments with transwarp drive, coaxial warp drive, and soliton propulsion, but like the Federation they have yet to develop practical working models of these drives. However, their enemies the Taurhai employ a gravity induction drive which they have studied and may one day find a way to duplicate.

**Taurhai Gravity Induction Drive**

As described on page 96 of Book One of the Way of D’era boxed set, the Taurhai use a gravity induction drive (also referred to as a “subspace funnel”) to create what amount to “micro-wormholes” (though they don’t necessarily function identically to naturally-occurring wormholes found in space). Their ships then “fall” or “slide” through these funnels in subspace, crossing light-years in mere seconds. Though the use of a gravity induction drive creates a graviton wavefront and wake which other ships can detect, once the ship enters subspace via its “funnel” other ships cannot detect it, allowing it to “appear” seemingly instantaneously in position to make devastating surprise attacks.

Activating and using a gravity induction drive requires two full rounds of effort by most of the ship’s engineering crew per jump (one round to prepare the drive, one round to activate it). During normal travel, simply use the “LY Per Minute” column in the accompanying table to determine how fast the ship travels with its ongoing series of jumps. In combat situations or other crises, the “Maximum Jump Length” column may come into play, giving the Romulans a slim chance to catch a Taurhai ship before it escapes them completely.

Taurhai ships have matter/antimatter cores to generate Power on their ships—large ones, given the Power requirement of their gravity induction drives. They buy them using the normal *Spacedock* rules. They do not buy nacelles or other warp propulsion system elements to drive their ships directly with M/AM power.

The accompanying table provides details on gravity induction drives, including the maximum length of the “jump” the ship can make, and the maximum number of light-years the ship can cross per minute using the drive. The Power cost represents a cost per round when the drive is in use (the ship must pay this cost both in the round when it’s preparing the drive, and the round it actually uses the drive).

Typically a ship can only use its Gravity Induction Drive for about two to three hours per day total, either continuously or spread over the course of the day; this means a maximum of 1,080 jumps per day. More than that poses a severe risk of breakdown. For each jump beyond 1,080, the Narrator rolls 1d6; on a roll of 1, the engine breaks down and requires 2d6 x 4 hours to repair.

**Power Systems**

**Artificial Quantum Singularity Drive**

**SU Cost:** See table

**Power Cost:** See text

During the late 2340s and early 2350s, the Romulans began scaling back their development of matter/antimatter warp drives in favor of developing a more powerful, albeit potentially more dangerous, energy source: the artificial quantum singularity drive (AQSD). As described on page 68 of Book One of the Way of D’era boxed set, an AQSD functions by creating a collapsar—a collapsed star, a singularity—and containing it within a subspace containment field (so that the ship can move despite the singular...
ty's mass). While this type of engine generates enormous amounts of power with comparatively little fuel, it carries with it a significant risk: the user can never turn it off, or else the containment fields holding the singularity release it, causing a black hole to form instantly. For this reason, the Romulans build their AQSDs to be extremely sturdy and difficult to damage. Even when, as in the Dominion War, a Romulan ship becomes so badly damaged that the Empire cannot salvage and repair it, the safety features on its AQSD usually maintain power to the containment field.

In most other respects, an AQSD functions similarly to a warp drive. It contains a segment, the engine core, that the ship can eject to save the rest of the drive if its containment fields are in danger of collapsing.

In game terms, maintaining an AQSD requires 1 Power per round, every round. Additionally, the system has a battery capable of supplying this power for up to a year, and it can recharge itself via solar energy or many other methods. (The Romulans use the battery for emergencies only; even in desperate combat situations they keep providing that 1 Power to the AQSD every round.) If an attack or event destroys an AQSD, or disrupts the power to its containment field, the battery activates immediately. If something (for example, sabotage) prevents the battery from activating, the artificial quantum singularity immediately becomes a real black hole, destroying the Romulan ship (through either gravity or the creation of Hawking radiation) and affecting nearby vessels as if a total catastrophic failure of a warp core had occurred (Spacedock, page 93). Thereafter a black hole exists where the ship was destroyed, assuming there's sufficient matter nearby to feed it; otherwise it may vanish quickly. (See Spacedock, page 174, for rules on black holes, a.k.a. quantum singularities.)

Many Romulan ships continue to use standard matter/antimatter warp drives, for safety and technical reasons. They buy these using the normal Spacedock rules. Vessels with AQSDs use standard nacelles, PISs, and upgrades thereto (see Spacedock, page 35 et seq.).

<table>
<thead>
<tr>
<th>AQSD Type</th>
<th>SU</th>
<th>Power Generated Per Round</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type I</td>
<td>45</td>
<td>50-149</td>
</tr>
<tr>
<td>Type II</td>
<td>60</td>
<td>150-249</td>
</tr>
<tr>
<td>Type III</td>
<td>75</td>
<td>250-349</td>
</tr>
<tr>
<td>Type IV</td>
<td>90</td>
<td>350-449</td>
</tr>
<tr>
<td>Type V</td>
<td>105</td>
<td>450-549</td>
</tr>
<tr>
<td>Type VI</td>
<td>120</td>
<td>550-649</td>
</tr>
<tr>
<td>Type VII</td>
<td>135</td>
<td>650-749</td>
</tr>
<tr>
<td>Type VIII</td>
<td>150</td>
<td>750-849</td>
</tr>
</tbody>
</table>

The base SU cost listed in the table indicates the SU cost for the lowest figure in the “Power Generated” column—for example, 350 Power for a Type IV engine. For each +10 Power (or fraction thereof) beyond that, the engine costs an additional +1 SU. Thus, a top-of-the-line Type IV engine, which generates 449 Power per round, costs 100 SUs.

Ships of Size 4 and smaller cannot have AQSDs; the mass of the drive is too large for it to function efficiently aboard such vessels.

**Warp Core Ejection System**

**SU Cost:** 1 x Size

**Power Cost:** None

Unlike Starfleet vessels, which eject their damaged warp cores ventrally to get them as far away from the ship as possible, Romulan ships eject theirs in a dorsal forward arc—to use them as a weapon. The Romulans believe that if a ship reaches the point where it’s so badly damaged it must eject its warp core, it’s probably too badly damaged to salvage or save, so it should make one last, devastating strike against the enemy.

When ejected, a Romulan warp core travels up to 200 kilometers forward of the ship per round. An appropriate officer—typically the Tactical Officer or Chief Engineer—must make a Moderate (8) Shipboard Systems (Tactical) Test to hit the target. Since the explosion of the warp core causes damage to ships over a 3 MU radius (see Spacedock, pages 93-94), the character need not make a direct hit to damage the target. But if he does score a hit, increase the damage caused to the target by the explosion by 50%.

Romulan ships with AQSDs can use this weapon to eject their engine cores.

**Operations Systems**

**Separation Systems**

Generally speaking, the Romulans avoid separation systems (though they covet the Federation's multivector assault mode technology, which they have already tried to steal once). However, some of their ships do have a command hull separation feature, which functions identically, in game terms, to saucer separation.

**Detachable Segments**

**SU Cost:** 1 x Size per detachable segment

**Power Cost:** 5 Power to detach each segment

Some Taurhai ships can detach one or more of their segments (including the command hull), with each segment having the ability to maneuver under its own impulse power. This allows at least part of the crew to escape the general destruction of the ship, or to perform various unusual combat maneuvers.

A detached segment has the equivalent of a Class 4 impulse engine for purposes of maneuvering (or the impulse engine indicated as being part of itself in the Starship Template). This impulse engine, along with one auxiliary power generator and a 10 Power emergency Power generator, provides Power for life support, flight, weapons, sensors, and the like. The detached segment should be considered to have systems equivalent to those of the full ship, except where the Narrator feels this would be illogical.

A ship may detach a segment and then lose it due to an accident, destruction in battle, or the like. If this occurs frequently enough, it may reduce the ship’s Size for combat purposes until such time as the it can replace the lost segments.

**Computers**

The Romulans have their own version of bio-neural computer technology, and may buy such systems using the regular Spacedock rules.
ock rules. Their “biogenically enhanced computer system,” or BECS, differs from a bio-neural computer system in various minor ways, but the two function identically in game terms.

**Tractor Beams**
The Taurhai, with their mastery of subspace and gravitic technology, have tractor beams which are stronger and more efficient than Romulan or Starfleet tractors. They cost only 2 Power per point of Strength. Additionally, when making a Test to improve the performance of Taurhai tractor beams (Spacedock, page 56), reduce the Difficulty of the Test by 1.

**Transporters**
The Taurhai have access to all emitter/receiver types listed in the table on page 60 of Spacedock, including those marked as being beyond the capabilities of the Romulans, the Federation, and other like species.

**Cloaking Devices**
With their preference for stealth and subterfuge, it seems only natural the Romulans would invent the cloaking device so early in their history. Even before they had fully-functional warp drives, they had cloaking devices, and they made good use of them to spy on the Federation and other enemies. Today, every Romulan military vessel comes equipped with a powerful cloaking device. Many Romulan civilian ships have them as well, though not always legally.

Generally speaking, Romulans don’t use other forms of hiding ships, such as interferometric dispersion. They seem to prefer to rely on their tried and trusted cloaks for reasons unclear to the Federation. Though they have fought long and hard with enemies such as Starfleet, using their technical expertise to counteract various methods developed for penetrating cloaks, they have no doubt they will eventually triumph over those who wish to dispel their treasured veil of secrecy.

**Security Systems**
Romulan military vessels almost always have Security ratings of at least 4. This reflects not only the high level of general watchfulness on a Romulan ship, but the presence of political officers in the crew. Political officers monitor the crew for compliance with official Romulan political and cultural doctrines and laws, reporting anyone whose belief in D’era seems less than devout to the appropriate authorities. The higher a ship’s Security rating, the more political officers it has, and the more skilled they are at their jobs.

**Tactical Systems**

**Disruptors**
The accompanying table provides Romulan terminology for disruptors. Romulan disruptors function identically to the ones described in Spacedock. The Romulans identify each type of disruptor with a letter from their alphabet.

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**ROMULAN LABORATORIES**

Romulans use the same rules for Science Systems and laboratories that other ships do. The table below lists the average number of labs per Size on Romulan vessels.

<table>
<thead>
<tr>
<th>Ship Type</th>
<th>Average Number of Labs Per Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bird of Prey</td>
<td>1-3</td>
</tr>
<tr>
<td>Courier</td>
<td>0-1</td>
</tr>
<tr>
<td>Cruiser</td>
<td>2-4</td>
</tr>
<tr>
<td>Dreadnought</td>
<td>2-7</td>
</tr>
<tr>
<td>Frigate</td>
<td>1-3</td>
</tr>
<tr>
<td>Gunship</td>
<td>1-2</td>
</tr>
<tr>
<td>Medical</td>
<td>3-6</td>
</tr>
<tr>
<td>Research/Laboratory</td>
<td>3-7</td>
</tr>
<tr>
<td>Scout</td>
<td>0-1</td>
</tr>
<tr>
<td>Starbird</td>
<td>2-6</td>
</tr>
<tr>
<td>Surveyor</td>
<td>2-5</td>
</tr>
<tr>
<td>Transport</td>
<td>0-1</td>
</tr>
<tr>
<td>Warbird</td>
<td>1-4</td>
</tr>
</tbody>
</table>

---

**ROMULAN DISRUPTORS TABLE**

<table>
<thead>
<tr>
<th>Romulan Disruptor Type</th>
<th>Standard Disruptor Type</th>
<th>SU</th>
<th>Damage</th>
<th>Shots per Round</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type Kelcheb</td>
<td>Type 1</td>
<td>4</td>
<td>40</td>
<td>2</td>
</tr>
<tr>
<td>Type Suk’aa</td>
<td>Type 2</td>
<td>8</td>
<td>60</td>
<td>2</td>
</tr>
<tr>
<td>Type Bethaal</td>
<td>Type 3</td>
<td>12</td>
<td>80</td>
<td>2</td>
</tr>
<tr>
<td>Type Vobac</td>
<td>Type 4</td>
<td>16</td>
<td>100</td>
<td>2</td>
</tr>
<tr>
<td>Type Eb’el</td>
<td>Type 5</td>
<td>20</td>
<td>120</td>
<td>2</td>
</tr>
<tr>
<td>Type Domash</td>
<td>Type 6</td>
<td>24</td>
<td>140</td>
<td>3</td>
</tr>
<tr>
<td>Type Chareth</td>
<td>Type 7</td>
<td>28</td>
<td>160</td>
<td>3</td>
</tr>
<tr>
<td>Type Anthep</td>
<td>Type 8</td>
<td>32</td>
<td>180</td>
<td>3</td>
</tr>
<tr>
<td>Type Prenak</td>
<td>Type 9</td>
<td>36</td>
<td>200</td>
<td>3</td>
</tr>
<tr>
<td>Type Tethpet</td>
<td>Type 10</td>
<td>40</td>
<td>220</td>
<td>3</td>
</tr>
<tr>
<td>Type Uregal</td>
<td>Type 11</td>
<td>44</td>
<td>240</td>
<td>5</td>
</tr>
<tr>
<td>Type Valkar</td>
<td>Type 12</td>
<td>48</td>
<td>260</td>
<td>5</td>
</tr>
<tr>
<td>Type Arendev</td>
<td>Type 13</td>
<td>52</td>
<td>280</td>
<td>5</td>
</tr>
</tbody>
</table>
Romulan disruptors leave an anti-proton residue. The anti-proton decay allows an investigator to estimate the time of use (this requires a Routine (5) Shipboard Systems (Sensors) Test).

**Missile Weapons**

**Plasma Torpedo**
The primary Romulan missile weapon is the plasma torpedo (though the Star Navy also uses standard photon torpedoes in many situations). The accompanying table provides information on the various types of plasma torpedoes currently used (see also Spacedock, page 145, for general information on this weapon). All plasma torpedoes count as high-yield torpedoes.

Romulan plasma torpedo launchers usually have Spreads in excess of 1, even though they can only fire one plasma torpedo at a time. This allows the crew to use a launcher to fire spreads of photon or singularity torpedoes if desired.

**Singularity Torpedo**
The singularity torpedo is the Romulan equivalent of Starfleet’s quantum torpedo, and has been a part of the Romulan arsenal since it was first introduced aboard the Vereleus-class Dreadnought in 2373. In game terms, it functions virtually identically to, and has the same ratings and effects in game terms as, a Starfleet quantum torpedo (see Spacedock, page 145). The Romulans designate their equivalent of the Mark I quantum torpedo as the Type G-II, the Mark II as Type G-III, and so forth.

**Deflector Shields**
The Romulans use a slightly different technology for their shields. Known as phase deflector shields, they function more or less the same as other types of shields in game terms. Narrators may wish to use the minor technical differences between Romulan and other shields as a plot point in an episode. For example, maybe analyzing the phase deflection frequency of a Romulan ship’s shields, a Starfleet vessel could find a way to penetrate them more easily. The Romulans, realizing what happened in the battle, would quickly correct the flaw so that their enemies could never exploit it again.

The accompanying table provides the Romulan designations for various shield generator types. They provide the same Protection, and use the same rules, as normal Spacedock shields. The Romulans may also use advanced or variant forms of shields, such as regenerative force fields.

<table>
<thead>
<tr>
<th>Type</th>
<th>Base Damage</th>
<th>Damage Loss</th>
</tr>
</thead>
<tbody>
<tr>
<td>Class XIV</td>
<td>600</td>
<td>6 points per +30,000 km (+1 MU)</td>
</tr>
<tr>
<td>Class XV</td>
<td>900</td>
<td>6 points per +30,000 km (+1 MU)</td>
</tr>
<tr>
<td>Class XVI</td>
<td>1,000</td>
<td>6 points per +10,000 km (+0.33 MU)</td>
</tr>
<tr>
<td>Class XVII</td>
<td>1,200</td>
<td>6 points per +10,000 km (+0.33 MU)</td>
</tr>
<tr>
<td>Class XVIII*</td>
<td>1,500</td>
<td>6 points per +10,000 km (+0.33 MU)</td>
</tr>
</tbody>
</table>

*: Theoretical advance not yet in production

“Base Damage” represents the damage done if the torpedo strikes a target within 30,000 km (1 MU) from its launch point. “Damage Loss” represents the rate at which its power decreases the further it travels.
**RECENT ROMULAN HISTORY**

The following timeline describes some of the major events (primarily military conflicts) in Romulan history for the past 40 years, many of which have influenced, or been influenced by, starship design.

<table>
<thead>
<tr>
<th>YEAR</th>
<th>EVENT</th>
</tr>
</thead>
<tbody>
<tr>
<td>2343</td>
<td>Battle of Chi’tan; Star Empire defeats the Taurhai by attacking their homeworld.</td>
</tr>
<tr>
<td>2344</td>
<td>Attack on Klingon outpost of Narendra III</td>
</tr>
<tr>
<td>2346</td>
<td>Romulans attack Khitomer and massacre many Klingons</td>
</tr>
<tr>
<td>2349-51</td>
<td>First Taurhai Offensive</td>
</tr>
<tr>
<td>2350</td>
<td>Battle of Rhendasa IV</td>
</tr>
<tr>
<td>2353-57</td>
<td>Second Taurhai Offensive</td>
</tr>
<tr>
<td>2357</td>
<td>Battle of Tendasha</td>
</tr>
<tr>
<td>2354</td>
<td>Battle of Norkan; Admiral Alidar Jarok destroys several Federation colonies</td>
</tr>
<tr>
<td>2361</td>
<td>Blockade of Serus III</td>
</tr>
<tr>
<td>2363</td>
<td>First re-contact with UFP</td>
</tr>
<tr>
<td>2365</td>
<td>First contact with the M’rok</td>
</tr>
<tr>
<td>2365-66</td>
<td>Third Taurhai Offensive</td>
</tr>
<tr>
<td>2367</td>
<td>Battle of Yarra Sarnel</td>
</tr>
<tr>
<td>2366</td>
<td>Treaty of alliance signed with the M’rok</td>
</tr>
<tr>
<td>2367-68</td>
<td>Fourth Taurhai Offensive</td>
</tr>
<tr>
<td>2368</td>
<td>Battle of Eridam</td>
</tr>
<tr>
<td>2367</td>
<td>Battle of Vendrath Prime</td>
</tr>
<tr>
<td>2369-74</td>
<td>Fifth Taurhai Offensive</td>
</tr>
<tr>
<td>2371</td>
<td>Battle of the Blue Spiral Nebula</td>
</tr>
<tr>
<td>2374</td>
<td>Battle of Destrix</td>
</tr>
<tr>
<td>2372</td>
<td>Battle of Delta Corescus; Romulans defeat a large band of piratical raiders</td>
</tr>
<tr>
<td>2374-75</td>
<td>Dominion War</td>
</tr>
</tbody>
</table>
CHAPTER THREE:
THE ROMULAN SHIP
REGISTRY

PART ONE
VESSELS
OF THE
ROMULAN
STAR NAVY
**D’DERIDEX CLASS**

Class and Type: D’deridex-Class Heavy Warbird
Commissioning Date: 2361; underwent class-wide upgrades 2371

**SYSTEM**

**HULL SYSTEMS**

Size: 10
Length: 1,041.65 meters
Beam: 772.43 meters
Height: 285.47 meters
Decks: 63
Mass: 4,320,000 metric tonnes
SUs Available: 3,450
SUs Used: 3,415

Hull
- Outer: 40
- Inner: 40

Resistance
- Outer Hull: 10
- Inner Hull: 10

Structural Integrity Field
- Main: Class 7 (Protection 100/150) [1 Power/10 Protection/round] 40
- Backup: Class 7 (Protection 50) [1 Power/10 Protection/round] 20
- Backup: Class 7 (Protection 50) [1 Power/10 Protection/round] 20
- Specialized Hull: Cloak-Enhancing 20

**PERSONNEL SYSTEMS**

Crew/Passengers/Evac: 1,500/400/10,000

Crew Quarters
- Spartan: 200 10
- Basic: 1,000 10
- Expanded: 300 60
- Luxury: 85 85
- Unusual: 20 20

Environmental Systems
- Basic Life Support [12 Power/round] 40
- Reserve Life Support [6 Power/round] 20
- Emergency Life Support (60 emergency shelters) 20
- Gravity [5 Power/round] 10
- Consumables: 3 years’ worth 30

RepliCator Systems
- Food Replicators [10 Power/round] 10
- Industrial Replicators [2 Power/replicator/round] 29
- Type: Two networks of small replicators [2 Power/round]
- Type: 3 large units [2 Power/replicator/round]

Medical Facilities: 9 (+2) [9 Power/round] 45
Recreation Facilities: 7 [14 Power/round] 56

Fire Suppression System [1 Power/round when active] 10
CargO Holds: 100,000 cubic meters 3
Locations: Ventral main hull, dorsal main hull, 15 other locations

Escape Pods 12
- Number: 220
- Capacity: 8 persons per pod

**PROPULSION SYSTEMS**

Warp Propulsion System
- Nacelles: Type 5G6 68
  - Speed: 5.0/8.2/9.6 [1 Power/2 warp speed]
  - PIS: Type H (12 hours of Maximum warp) 16
  - Uprating: Package 2 (+0.2 for Sustainable) 4

Impulse Engine
- Type: Class 4A (.6c/.85c) [6/8 Power/round] 22
  - Location: Main hull

Impulse Engine
- Type: Class 4A (.6c/.85c) [5/7 Power/round] 22
  - Location: Main hull

Reaction Control System (.025c) [2 Power/round when in use] 10

**POWER SYSTEMS**

Artificial Quantum Singularity Drive
- Type: Type VIII (generates 780 Power/round) 153
  - Location: Main hull
  - Engine Core Ejection System: Yes 10

Impulse Engine(s): 2 Class 4A (generate 35 Power/engine/round) 18

Auxiliary Power: 6 reactors (generate 5 Power/reactor/round) 50

Emergency Power: Type F (generates 50 Power/round) 90

Standard Usable Power: 850

**OPERATIONS SYSTEMS**

Bridge: Command hull dorsal forward 50
Auxiliary Control Room: Main hull 30

Computers
- Core 1: Command hull [5 Power/round] 20
- Core 2: Main hull [5 Power/round] 20
- Core 3: Main hull [5 Power/round] 20
- Uprating: Class Beta (+2) [2 Power/computer/round] 4
- ODN 30

Navigational Deflector [5 Power/round] 40
- Range: 10/20,000/50,000/150,000 40
- Accuracy: 5/6/8/11 30
- Location: Ventral

Sensor Systems

Long-range Sensors [5 Power/round] 40
- Range Package: Type 4 (Accuracy 3/4/7/10) 30
- High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0) 30
- Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14) 30
- Strength Package: Class 9 (Strength 9) 30
- Gain Package: Class Beta (+2) 30
- Coverage: Standard 30

Lateral Sensors [5 Power/round] 24
- Strength Package: Class 9 (Strength 9) 30
- Gain Package: Class Beta (+2) 30
- Coverage: Standard 30

Navigational Sensors [5 Power/round] 22
- Strength Package: Class 9 (Strength 9) 30
- Gain Package: Class Beta (+2) 30
SHIPS OF THE ROMULAN STAR EMPIRE

CHAPTER 3

SIPER RECOGNITION MANUAL VOLUME FIVE

SHIPS OF THE ROMULAN STAR EMPIRE

Probes: 120
Sensors Skill: 5

FLIGHT CONTROL SYSTEMS
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
[1 Power/round in use]

Navigational Computer
Main: Class 3 (+2) [2 Power/round]
Backups: 2

Inertial Damping Field
Main
Strength: 9 [3 Power/round]
Number: 5
Backup
Strength: 6 [2 Power/round]
Number: 5

Attitude Control [2 Power/round]

COMMUNICATIONS SYSTEMS
Type: Class 8 [2 Power/round]
Strength: 8
Security: -5 (Class Delta uprating)
Basic Uprating: Class Beta (+2)

Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS
Emitter: Class Delta [3 Power/Strength used/round]
Accuracy: 4/5/7/10
Location: Forward dorsal

Emitter: Class Delta [3 Power/Strength used/round]
Accuracy: 4/5/7/10
Location: Forward ventral, on boom between main and command hulls

Emitter: Class Delta [3 Power/Strength used/round]
Accuracy: 4/5/7/10
Location: Aft ventral

Emitter: Class Alpha [3 Power/Strength used/round]
Accuracy: 5/6/8/11
Location: One in each shuttlebay

TRANSPORTERS
Type: Personnel [5 Power/use]

Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition Coils: Class I (Strength 9)
Number and Location: Four in command hull, four in main hull

Type: Emergency [7 Power/use]

Pads: 24
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class I (Strength 9)
Number and Location: Four in command hull, four in main hull

Type: Cargo [4 Power/use]

Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class I (Strength 9)
Number and Location: Two in command hull, six in main hull

Cloaking Device: Class 10 [40 Power/class/round]

SECURITY SYSTEMS
Rating: 5
Anti-Intruder System: Yes [1 Power/round]
Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS
Rating 3 (+2) [3 Power/round]
Specialized Systems: 3
Laboratories: 25

TACTICAL SYSTEMS
Forward Disruptor Array
Type: Arendev
Damage: 280 [28 Power]
Number of Emitters: Up to 5 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward command hull
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

Forward Dorsal Disruptor Array
Type: Uregal
Damage: 240 [24 Power]
Number of Emitters: Up to 5 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward dorsal
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

Forward Ventral Disruptor Array
Type: Uregal
Damage: 240 [24 Power]
Number of Emitters: Up to 5 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward ventral
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Aft Dorsal Disruptor Array
Type: Uregal
Damage: 240 [24 Power]
Number of Emitters: Up to 5 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft dorsal
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

Aft Ventral Disruptor Array
Type: Uregal
Damage: 240 [24 Power]
Number of Emitters: Up to 5 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft ventral
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Command Hull Ventral Disruptor Array
Type: Uregal
Damage: 240 [24 Power]
Number of Emitters: Up to 5 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Command hull ventral
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse
The result, over 15 years later, was the D'deridex, at the time the largest and most powerful ship the Star Navy had ever designed. It contained a number of key technological innovations which have since become standard on Romulan ships. First, the shape and composition of its hull enhance the functioning of the cloaking device (as do the power management systems, which the engineers designed for maximum efficiency to free up as much power as possible for the cloak and, in battle, weapons). Second, its deep-space sensors were also optimized to work while cloaked, thus eliminating a problem that had plagued the Star Navy for almost a century. Third, its bilateral navigation arrays enabled it to travel further, and more accurately, than any other Romulan ship ever designed. Class-wide upgrades in 2371 improved the D’d’eridex’s systems, and a second round of upgrades, scheduled to begin in 2378, will allow the D’d’eridex to continue its role as a frontline vessel into the 2380s and beyond.

Initially, the D’d’eridex served as a jack-of-all-trades, performing missions ranging from defense against the Taurhai, to covert aggression against the Federation, to exploration of deep space. Since it was first launched, the Star Navy has designed and commissioned many new, more specialized ships and transferred some of the D’d’eridex’s missions to them, thus freeing the ship up for the more purely military assignments it was originally intended for. But regardless of this “diminishment” of its responsibilities, it remains the most frequently manufactured ship in the Star Empire; every spacedock and shipyard throughout Romulan space builds or repairs D’d’eridexes on a regular basis. Most Romulans powerful enough to control their own fleets use a D’d’eridex as their flagship.

The D’d’eridex carries many potent offensive systems (and moreover, as some Starfleet personnel suspect, the ship’s very size is a subtle psychological weapon, designed to intimidate existing and potential opponents). Its powerful forward disruptor, of type Arendev, allows it to meet any challenge head-on, and if that’s not enough, it also has a plasma torpedo launcher mounted in the same place. Five other disruptors (all type Uregev) and an aft plasma torpedo launcher complete its primary tactical package. After observing the ships of several other species during the Dominion War, the Star Navy’s engineers have begun planning to add more disruptors, and perhaps some smaller photon torpedo launchers, to the ship during the 2378 upgrade process. But of course, the ship’s most powerful weapon is its cloaking device, which it uses to, among other things, cross into the Federation Neutral Zone on covert missions.

Noteworthy vessels/service records/encounters: D’d’eridex, prototype; T’dir, destroyed by an unknown enemy vessel (now believed to be a Borg cube) while defending Outpost 47 (2364); Haakona, while under the command of Subcommander Taris, nearly destroyed by Iconian software weapon while investigating illegal Federation activities in the Neutral Zone (2365); D’derev, lost following a bizarre, garbled transmission about “colored lights” and “firey clouds” while patrolling the Federation Neutral Zone (2366); Nacares, destroyed while attempting to capture or destroy “Tin Man” interstellar life form in the Beta Stromgren system (2366); D’seret, a member of the fleet assigned to Commander Sela for her partly successful effort to destabilize the Klingon government (2367); Devoras, under command of Admiral Mendak rendezvoused with the Federation starship U.S.S.
Enterprise-D for supposed negotiations which actually involved
the recovery of the deep-cover Tal Shiar agent Subcommander
Selok (2367); D’vairin, patrolled the Federation Neutral Zone,
detecting and preventing three separate attempts by the Federa-
tion to enter the Zone and/or Romulan space in violation of treaty
(2368-69); Tarlon, the wingship of the Imperial Response Fleet,
Diodor Sector (2368-73); Khazara, while under command of
Commander Toreth, captured by Federation agents assisting Vice-
Proconsul M’ret to defect to the UFP (2369); T’deret, the legen-
dary wingship of the Third Tullan Fleet, destroyed three Taurhai
Star Dragons during the Fifth Taurhai Offensive (2369-74); Terix,
while under command of Commander Sirol, attempted to acquire
wreckage of Federation starship U.S.S. Pegasus to prove Starfleet
had engaged in illegal cloaking device experimentation (2370);
Dividices, survived the massacre at Pennral VII due to the clever-
ness of her commander, Centurion Breget, who dodged several
Taurhai attacks and escaped to bring word of the surprise attack
to the Star Empire (2371); Makar, lost, along with several other
ships, during Tal Shiar-orchestrated attack on the homeworld of
the Founders (2371); T’salvan, crippled by the Jem’Hadar during
efforts to liberate Betazed (2375); D’dana, destroyed during the
Battle of Cardassia after herself destroying two Jem’Hadar Battle
Cruisers (2375); D’taret, entered Gamma Quadrant on three-year
exploratory mission (2376).
DERESUS CLASS

Class and Type: Dereus-Class Heavy Scout
Commissioning Date: 2321

SYSTEM

HULL SYSTEMS
Size: 5
Length: 217.18 meters
Beam: 94.32 meters
Height: 29.55 meters
Decks: 5
Mass: 376,550 metric tonnes
SUs Available: 1,300
SUs Used: 1,270

Hull
Outer 20
Inner 20

Resistance
Outer Hull: 8
Inner Hull: 8

Structural Integrity Field
Main: Class 4 (Protection 70/110) [1 Power/10 Protection/round] 26
Backup: Class 4 (Protection 35) [1 Power/10 Protection/round] 13
Backup: Class 4 (Protection 35) [1 Power/10 Protection/round] 13
Specialized Hull: Atmospheric Capability; Planetfall Capability 10

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 45/150/2,675

Crew Quarters
Spartan: 80
Basic: 40
Expanded: 5
Luxury: 3
Unusual: 1

Environmental Systems
Basic Life Support [10 Power/round] 20
Reserve Life Support [5 Power/round] 10
Emergency Life Support [30 emergency shelters] 10
Gravity [3 Power/round] 5
Consumables: 2 years’ worth 10

Replicator Systems
Food Replicators [5 Power/round] 5
Industrial Replicators 5
Type: Network of small replicators [2 Power/round] 25
Medical Facilities: 5 (+1) [3 Power/round] 32
Recreation Facilities: 4 [8 Power/round] 15
Fire Suppression System [1 Power/round when active] 5
Cargo Holds: 10,000 cubic meters 1
Locations: Four locations throughout ship
Escape Pods
Number: 120
Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Propulsion System
Nacelles: Type 5D 70
Speed: 5.0/8.5/9.1 [1 Power/2 warp speed]
PIS: Type E (8 hours of Maximum warp) 10
Uprating: Package 1 for Sustainable, Maximum 4

Impulse Engine
Type: Class 5 (.7c/.9c) [7/9 Power/round] 25
Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active] 2
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] 5

POWER SYSTEMS

Artificial Quantum Singularity Drive
Type: Type IV (generates 350 Power/round) 90
Location: Amidships
Engine Core Ejection System: Yes 5
Impulse Engine(s): 1 Class 5 (generates 40 Power/engine/round) 6
Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) 25
Emergency Power: Type D (generates 40 Power/round) 40
EPS: Standard Power flow, +120 Power transfer/round 37

Standard Usable Power: 390

OPERATIONS SYSTEMS
Bridge: Command hull 25

Computer
Core 1: Main hull [5 Power/round] 10
Uprating: Class Alpha (+1) [1 Power/computer/round] 2
ODN 15

Navigational Deflector [5 Power/round] 20
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward ventral

Sensor Systems
Long-range Sensors [5 Power/round] 46
Range Package: Type 7 (Accuracy 3/4/7/10) 12
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0) 4
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17) 15
Strength Package: Class 6 (Strength 6) 15
Gain Package: Class Beta (+2) 15
Coverage: Standard

Lateral Sensors [5 Power/round] 18
Strength Package: Class 6 (Strength 6) 18
Gain Package: Class Beta (+2) 18
Coverage: Standard

Navigational Sensors [5 Power/round] 16
Strength Package: Class 6 (Strength 6) 16
Gain Package: Class Beta (+2) 16

Probes: 60
Sensors Skill: 4
## Flight Control Systems

### Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
1 [Power/round in use]

### Navigational Computer
- **Main:** Class 2 (+1) [1 Power/round]
- **Backups:** Two

### Inertial Damping Field
- **Main**
  - Strength: 9 [3 Power/round]
  - Number: 2
- **Backup**
  - Strength: 6 [2 Power/round]
  - Number: 3

### Attitude Control [1 Power/round]

## Communications Systems

### Type: Class 6 [2 Power/round]
- **Strength:** 6
- **Security:** -3 (Class Gamma uprating)
- **Basic Uprating:** Class Alpha (+1)

### Emergency Communications: Yes [2 Power/round]

## Tractor Beams

### Emitter: Class Beta [3 Power/Strength used/round]
- **Accuracy:** 5/6/8/11
- **Location:** Forward

### Emitter: Class Alpha [3 Power/Strength used/round]
- **Accuracy:** 5/6/8/11
- **Location:** Shuttlebay

## Transporters

### Type: Personnel [4 Power/use]
- **Pads:** 4
- **Emitter/Receiver Array:** Personnel Type 6 (40,000 km range)
- **Energizing/Transition Coils:** Class G (Strength 7)
- **Number and Location:** One in command hull, one in main hull

### Type: Emergency [5 Power/use]
- **Pads:** 16
- **Emitter/Receiver Array:** Emergency Type 3 (15,000 km range)
- **Energizing/Transition Coils:** Class G (Strength 7)
- **Number and Location:** One in command hull, two in main hull

### Type: Cargo [4 Power/use]
- **Pads:** 400 kg
- **Emitter/Receiver Array:** Cargo Type 3 (40,000 km range)
- **Energizing/Transition Coils:** Class G (Strength 7)
- **Number and Location:** Two in main hull

### Cloaking Device: Class 8 [40 Power/class/round]

## Security Systems

### Rating: 3
- **Anti-Intruder System:** Yes [1 Power/round]
- **Internal Force Fields:** [1 Power/3 Strength]

## Science Systems

### Rating 1 (+0) [1 Power/round]
- **Specialized Systems:** 1 (Stellar Cartography)
- **Laboratories:** 6

## Tactical Systems

### Forward Disruptor Array
- **Type:** Chareth
- **Damage:** 160 [16 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 5/6/8/11
- **Range:** 10/30,000/100,000/300,000
- **Location:** Forward
- **Firing Arc:** 360 degrees forward
- **Firing Modes:** Standard, Pulse

### Dorsal Disruptor Array
- **Type:** Chareth
- **Damage:** 160 [16 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 5/6/8/11
- **Range:** 10/30,000/100,000/300,000
- **Location:** Dorsal
- **Firing Arc:** 360 degrees dorsal
- **Firing Modes:** Standard, Pulse

### Ventral Disruptor Array
- **Type:** Chareth
- **Damage:** 160 [16 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 5/6/8/11
- **Range:** 10/30,000/100,000/300,000
- **Location:** Ventral
- **Firing Arc:** 360 degrees ventral
- **Firing Modes:** Standard, Pulse

### Forward Torpedo Launcher
- **Standard Load:** Type II photon torpedo (200 Damage)
- **Spread:** 4
- **Range:** 15/350,000/1,500,000/4,050,000
- **Targeting System:** Accuracy 4/5/7/10
- **Power:** [20 + 5 per torpedo fired]
- **Location:** Forward
- **Firing Arc:** Forward, but are self-guided

### Aft Torpedo Launcher
- **Standard Load:** Type II photon torpedo (200 Damage)
- **Spread:** 4
- **Range:** 15/350,000/1,500,000/4,050,000
- **Targeting System:** Accuracy 4/5/7/10
- **Power:** [20 + 5 per torpedo fired]
- **Location:** Aft
- **Firing Arc:** Aft, but are self-guided

### Torpedoes Carried: 14

### TA/T/TS: Class Alpha [0 Power/round]
- **Strength:** 7
- **Bonus:** +0
- **Weapons Skill:** 3

### Shields (Forward, Aft, Port, Starboard)
- **Shield Generator:** Type R-IC (Protection 420) [42 Power/shield/round]
- **Shield Grid:** Type B (33% increase to 560 Protection)
- **Subspace Field Distortion Amplifiers:** Class Gamma (Threshold 140)
- **Recharging System:** Class 1 (45 seconds)

### Backup Shield Generators: 4 (1 per shield)

## Auto-Destruct System
AUXILIARY SPACECRAFT SYSTEMS
Shuttlebay(s): Capacity for 10 Size worth of ships
- Standard Complement: 5 shuttlecraft
- Location(s): Aft ventral
- Captain’s Yacht: No

DESCRIPTION AND NOTES

Early in the 23rd century, after the Star Empire withdrew from contact with the Federation and began concentrating on exploring uncharted regions of territory to claim and exploit, the need arose for a new type of scout ship—one sturdier, more combat-capable, and more able to undertake long-range missions than the existing T’varek-class near-space scout, which the Star Navy mainly used for military reconnaissance. With these requirements in mind, the Corps of Starship Engineers, working with a mandate and funding direct from the Praetor himself, developed the Deresus-class Heavy Scout, the first such vessel ever fielded by the Romulans.

Built for long-term scouting and exploration missions, the Deresus quickly proved it could not just live up to, but surpass, the Praetor’s expectations. Able to withstand the rigors of constant space travel and the dangers posed by stellar anomalies and encounters with hostile beings, the Deresus helped to expand the Empire’s borders by leaps and bounds. It became so popular and renowned that the Corps designed an almost identical, but larger, ship, the Nir’at-class Heavy Scout. When the Empire needed a lighter, shorter-range, but swifter scout ship in the late 2350s, the Deresus again provided inspiration, contributing not only systems but the experiences of many of its pilots, who designed the Tirethi-class Scout.

Although now over fifty years old, the Deresus class continues to serve on all the frontiers of the Empire. When the Corps of Starship Engineers sets out to build a ship that can last, it doesn’t do things by halves; many Dereses class ships continue to function superbly with only scheduled routine maintenance and occasional minor system upgrades. During the Dominion War, many Deresuses were enlisted to conduct reconnaissance against the enemy. Now that victory has removed all obstacles to exploration of the Gamma Quadrant, no doubt some Deresus-class ships will journey through the wormhole to see what wonders lie on the other side.

When originally designed, the Deresus had a standard matter/antimatter warp drive. Pursuant to the Praetorian Edict of 2348 (known to Starfleet and other enemies and rivals of the Empire as the “Expansion Directive”), the Exploration Command began the process of class-wide engine upgrades. This work helped the Corps of Starship Engineers refine its ideas for the artificial quantum singularity drive, and when that technology became available for installation aboard smaller ships, the Deresus again underwent upgrades. As Romulan scientists continue to push back the frontiers of scientific and technological development, no doubt the Deresus will again see its systems improved so that it can continue advancing the cause of D’era as swiftly and surely as possible.

Physically, the Deresus consists of a solid, rectangular main hull with a small command hull (including a cockpit-like bridge) projecting from the forward end. The wing pylons project straight out to the side, holding the warp nacelles at their ends. For times when it cannot avoid encounters with enemies or dangerous obstacles, the ship carries Type Chareth disruptors and two photon torpedo launchers.

Noteworthy vessels/service records/encounters: Deresus, prototype; Sharet, initiated first contact with the Gren-ti (2333); D’jarek, served as a testbed for experiments with the artificial quantum singularity drive (2350-52); Averek, final transmission cut off during mid-report, disappeared while exploring the Empty Frontier (2359); Suretak, destroyed by enemy forces while scouting Taurhai positions during the Third Taurhai Offensive (2365); T’varian, participated in attempted invasion of Vulcan (2368); Torelan, assigned to Rimward Exploratory Wing, discovered 16 Class M planets during its tenure there, destroyed by plasma storm (2367-71); Vurin, scouted enemy positions and fleet movements in the Kalandra Sector (2375); V’tirex, on multi-year mission to explore beyond the coreward frontier (2374-present).
D’GEROK CLASS

Class and Type: D’gerok-class Assault Gunship (Heavy Frigate)
Commissioning Date: 2364

SYSTEM

HULL SYSTEMS

Size: 6
Length: 343.25 meters
Beam: 160.20 meters
Height: 57.85 meters
Decks: 12
Mass: 1,397,000 metric tonnes
SUs Available: 2,300
SUs Used: 2,166

Hull
- Outer
- Inner

Resistance
- Outer Hull: 10
- Inner Hull: 10
- Ablative Armor: 600

Structural Integrity Field
- Main: Class 5 (Protection 80/120) [1 Power/10 Protection/round]
- Backup: Class 5 (Protection 40) [1 Power/10 Protection/round]
- Backup: Class 5 (Protection 40) [1 Power/10 Protection/round]

Specialized Hull: Atmospheric Capability

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 337/219/3,650

Crew Quarters
- Spartan: 200
- Basic: 200
- Expanded: 100
- Luxury: 35
- Unusual: 10

Environmental Systems
- Basic Life Support [10 Power/round]
- Reserve Life Support [5 Power/round]
- Emergency Life Support (36 emergency shelters)
- Gravity [3 Power/round]
- Consumables: 2 years’ worth

Replicator Systems
- Food Replicators [6 Power/round]
- Industrial Replicators
- Type: Network of small replicators [2 Power/round]
- Type: 1 large unit [2 Power/replicator/round]
- Medical Facilities: 5 (+1) [5 Power/round]
- Recreation Facilities: 6 [12 Power/round]
- Personnel Transport: Turbo lifts, Jefferies tubes [2 Power/round]
- Fire Suppression System [1 Power/round when active]
- Cargo Holds: 100,000 cubic meters
- Locations: 8 locations throughout ship

Escape Pods
- Number: 140
- Capacity: 8 persons per pod

PROPELLION SYSTEMS

Warp Propulsion System
- Nacelles: Type 5A
- Speed: 5.0/7.0/8.0 [1 Power/.2 warp speed]
- PIS: Type H (12 hours of Maximum warp)
- Uprating: Package 1 for Standard, Sustainable, and Maximum
- Special Configuration: Embedded

Impulse Engine
- Type: Class 3A (.5c/.75c) [5/7 Power/round]
- Location: Main hull

Impulse Engine
- Type: Class 3A (.5c/.75c) [5/7 Power/round]
- Location: Main hull

Reaction Control System (.025c) [2 Power/round when in use]

POWER SYSTEMS

Warp Engine
- Type: Class B/8/N (generates 440 Power/round)
- Location: Main hull
- Warp Core Ejection System: Yes

Impulse Engine(s):
- 2 Class 3A (generate 28 Power/engine/round)

Auxiliary Power:
- 4 reactors (generate 5 Power/reactor/round)

Emergency Power:
- Type D (generates 40 Power/round)

EPS:
- Standard Power flow, +300 Power transfer/round

Standard Usable Power: 496

OPERATIONS SYSTEMS

Bridge: Command hull

Computers
- Core 1: Command hull [5 Power/round]
- Core 2: Main hull, forward [5 Power/round]
- Core 3: Main hull, aft [5 Power/round]
- Uprating: Class Alpha (+1) [1 Power/computer/round]
- ODN: 18

Navigational Deflector [5 Power/round]
- Range: 10/20/00/50/00/150/000
- Accuracy: 5/6/8/11
- Location: Ventral main hull

Sensor Systems
- Long-range Sensors [5 Power/round]
- Range Package: Type 4 (Accuracy 3/4/7/10)
- High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
- Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)
- Strength Package: Class 9 (Strength 9)
- Gain Package: Class Beta (+2)
- Coverage: Standard
Lateral Sensors [5 Power/round]
  Strength Package: Class 9 (Strength 9)
  Gain Package: Class Beta (+2)
  Coverage: Standard

Navigational Sensors [5 Power/round]
  Strength Package: Class 9 (Strength 9)
  Gain Package: Class Beta (+2)

Probes: 20
Sensors Skill: 3

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
  [1 Power/round in use]

Navigational Computer
  Main: Class 2 (+1) [1 Power/round]
  Backups: Two

Inertial Damping Field
  Main
    Strength: 8 [3 Power/round]
    Number: 3
  Backup
    Strength: 5 [2 Power/round]
    Number: 3

Attitude Control [2 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 7 [2 Power/round]
  Strength: 7
  Security: -4 (Class Gamma uprating)
  Basic Upgrading: Class Alpha (+1)
  Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS

Emitter: Class Gamma [3 Power/Strength used/round]
  Accuracy: 4/5/7/10
  Location: Forward

Emitter: Class Gamma [3 Power/Strength used/round]
  Accuracy: 4/5/7/10
  Location: Aft

Emitter: Class Alpha [3 Power/Strength used/round]
  Accuracy: 5/6/8/11
  Location: Shuttlebay

TRANSPORTERS

Type: Personnel [5 Power/use]
  Pads: 6
  Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
  Energizing/Transition Coils: Class H (Strength 8)
  Number and Location: Two in command hull, two in main hull

Type: Emergency [5 Power/use]
  Pads: 16
  Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
  Energizing/Transition Coils: Class H (Strength 8)
  Number and Location: Two in command hull, two in main hull

Type: Cargo [4 Power/use]
  Pads: 400 kg
  Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
  Energizing/Transition Coils: Class H (Strength 8)
  Number and Location: One in command hull, two in main hull

Cloaking Device: Class 8 [40 Power/class/round]
Forward Starboard Plasma Torpedo Launcher (High-Yield)

- Standard Load: Class XIV plasma torpedo (600 Damage; see rules)
- Spread: 10
- Range: See text
- Targeting System: Accuracy 4/5/7/10
- Power: [20 + 5 per torpedo fired]
- Location: Forward, starboard
- Firing Arc: Forward, but are self-guided

Forward Port Plasma Torpedo Launcher (High-Yield)

- Standard Load: Class XIV plasma torpedo (600 Damage; see rules)
- Spread: 10
- Range: See text
- Targeting System: Accuracy 4/5/7/10
- Power: [20 + 5 per torpedo fired]
- Location: Forward, port
- Firing Arc: Forward, but are self-guided

Aft Starboard Plasma Torpedo Launcher (High-Yield)

- Standard Load: Class XIV plasma torpedo (600 Damage; see rules)
- Spread: 10
- Range: See text
- Targeting System: Accuracy 4/5/7/10
- Power: [20 + 5 per torpedo fired]
- Location: Aft, starboard
- Firing Arc: Aft, but are self-guided

Aft Port Plasma Torpedo Launcher (High-Yield)

- Standard Load: Class XIV plasma torpedo (600 Damage; see rules)
- Spread: 10
- Range: See text
- Targeting System: Accuracy 4/5/7/10
- Power: [20 + 5 per torpedo fired]
- Location: Aft, port
- Firing Arc: Aft, but are self-guided

Torpedoes Carried: 300 Class XIV plasma; 100 Type G-II singularity


- Strength: 9
- Bonus: +2
- Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard) 64 (x4)

- Shield Generator: Type R-ID (Protection 800 + 100 [embedded nacelles]) [80 Power/shield/round]
- Shield Grid: Type C (50% increase to 1200 Protection)
- Subspace Field Distortion Amplifiers: Class Zeta (Threshold 260 + 10 [embedded nacelles])

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield) 8

Auto-Destruct System 6

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 10 Size worth of ships 20

- Standard Complement: 5 shuttlecraft
- Location(s): Aft, port and starboard

Captain’s Yacht: No

DESCRIPTION AND NOTES

Fleet Data: Many Romulans consider the D’gerok-class Assault Gunship one of the most unusual-looking vessels in their fleet. Designed by an engineer who studied Cardassian shipbuilding philosophies, it features embedded warp nacelles. This slows the ship slightly, but results in a stronger shield envelope. As a result, the ship lacks the typical “wing pylons” so common on Romulan vessels. Instead, its command hull (which has a more diamond-shaped profile when viewed dorsally than most Romulan command hulls) attaches directly to its roughly rectangular main hull. The forward half of the main hull is slightly larger and broader than the aft half. After 2371, ships of this class are retrofitted with ablative armor as well.

The embedded nacelle design suits the D’gerok quite well, since its primary mission profile—assaulting space stations and planets—requires heavy defenses and powerful weaponry more than speed and maneuverability. With its multiple disruptor banks and four plasma torpedo launchers, the D’gerok presents a threat to even the most heavily-defended stationary target. Since moving targets may have the ability to outmaneuver it, it usually flies in tandem with swifter Romulan vessels when confronting them.

**Noteworthy Vessels/Service Records/Encounters:**

- **D’gerok**, prototype; **S’trala**, participated in attack on Taurhai star-fortress in the Algirian system during Fourth Taurhai Offensive (2367);
- **Thal’tatir**, destroyed with all hands aboard due to systems malfunction which was later corrected in all other members of the class (2372);
- **Peth’lar**, destroyed three orbital defense platforms during offensive to free Benzar (2374),
- **Otoroth**, destroyed in suicide run on Jem’Hadar Battle Cruiser during offensive to free Benzar (2374);
- **T’vaktal**, participated in attempts to loosen the Breen’s grip on the Chin’toka system, led a D’gerok wing that destroyed a Breen defense platform (2375).
## D'VALEK CLASS

**Class and Type:** D'valek-Class Swift Warbird  
**Commissioning Date:** 2368

### SYSTEM

#### HULL SYSTEMS

|----------|----------------------|---------------------|----------------------|----------|------------------|-----------------|--------------|

**Hull**  
- Outer  
- Inner

**Resistance**  
- Outer Hull: 10  
- Inner Hull: 10

**Structural Integrity Field**  
- Main: Class 6 (Protection 90/130)  
- Backup: Class 6 (Protection 45)  
- Specialized Hull: Cloak-Enhancing

#### PERSONNEL SYSTEMS

<table>
<thead>
<tr>
<th>Crew/Passengers/Evac: 1,450/5,513/19,000</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Crew Quarters</strong></td>
</tr>
<tr>
<td>Spartan: 3,300</td>
</tr>
<tr>
<td>Basic: 450</td>
</tr>
<tr>
<td>Expanded: 75</td>
</tr>
<tr>
<td>Luxury: 23</td>
</tr>
<tr>
<td>Unusual: 12</td>
</tr>
</tbody>
</table>

**Environmental Systems**  
- Basic Life Support [13 Power/round]  
- Reserve Life Support [7 Power/round]  
- Emergency Life Support [60 emergency shelters]  
- Gravity [5 Power/round]  
- Consumables: 3 years’ worth

**Replicator Systems**  
- Food Replicators [10 Power/round]  
- Industrial Replicators [9 Power/round]  
- Type: 2 networks of small replicators [2 Power/round]  
- Type: 3 large units [2 Power/replicator/round]  
- Medical Facilities: 8 [+2] [8 Power/round]  
- EMH: Mark I [2 Power/round when active]  
- Recreation Facilities: 8 [16 Power/round]  
- Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]  
- Fire Suppression System [1 Power/round when active]  
- Cargo Holds: 100,000 cubic meters  
- Locations: 15 locations throughout ship  
- Escape Pods: 8 persons per pod

**Propulsion System**

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<table>
<thead>
<tr>
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<tbody>
<tr>
<td><strong>Warp Propulsion System</strong></td>
<td></td>
</tr>
<tr>
<td>Nacelles: Type 6D</td>
<td>105</td>
</tr>
<tr>
<td>Speed: 6.0/9.2/9.6 [1 Power/2 warp speed]</td>
<td></td>
</tr>
<tr>
<td>PIS: Type C (6 hours of Maximum warp)</td>
<td>6</td>
</tr>
</tbody>
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<thead>
<tr>
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<tbody>
<tr>
<td><strong>Impulse Engine</strong></td>
<td></td>
</tr>
<tr>
<td>Type: Class 5 (.7c/.9c) [7/9 Power/round]</td>
<td>25</td>
</tr>
<tr>
<td>Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active]</td>
<td>2</td>
</tr>
<tr>
<td>Location: Aft</td>
<td></td>
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<tbody>
<tr>
<td><strong>Impulse Engine</strong></td>
<td></td>
</tr>
<tr>
<td>Type: Class 5 (.7c/.9c) [7/9 Power/round]</td>
<td>25</td>
</tr>
<tr>
<td>Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active]</td>
<td>2</td>
</tr>
<tr>
<td>Location: Aft, to port and starboard</td>
<td></td>
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<tbody>
<tr>
<td><strong>Reaction Control System (.025c)</strong> [2 Power/round when in use]</td>
<td>10</td>
</tr>
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<tbody>
<tr>
<td><strong>Power Systems</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Artificial Quantum Singularity Drive</strong></td>
<td></td>
</tr>
<tr>
<td>Type: Type VII (generates 750 Power/round)</td>
<td>150</td>
</tr>
<tr>
<td>Location: Amidships</td>
<td></td>
</tr>
<tr>
<td>Engine Core Ejection System: Yes</td>
<td>10</td>
</tr>
</tbody>
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<tbody>
<tr>
<td><strong>Impulse Engine[s]:</strong></td>
<td></td>
</tr>
<tr>
<td>2 Class 5 (generate 40 Power/engine/round)</td>
<td></td>
</tr>
<tr>
<td>6 reactors (generate 5 Power/reactor/round)</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Auxiliary Power:</strong></td>
<td></td>
</tr>
<tr>
<td>Type F: Power/round</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Emergency Power:</strong></td>
<td></td>
</tr>
<tr>
<td>Type F: Power/round</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>EPS:</strong></td>
<td></td>
</tr>
<tr>
<td>Standard Power Flow, +300 Power transfer/round</td>
<td></td>
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<tr>
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<tbody>
<tr>
<td><strong>Standard Usable Power:</strong></td>
<td>830</td>
</tr>
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<tr>
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<tbody>
<tr>
<td><strong>Operations Systems</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Bridge:</strong></td>
<td>Command hull</td>
</tr>
<tr>
<td><strong>Auxiliary Control Room:</strong></td>
<td>Engineering hull</td>
</tr>
<tr>
<td><strong>Separation System:</strong></td>
<td>Command hull separation [10 Power]</td>
</tr>
</tbody>
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<tbody>
<tr>
<td><strong>Computers</strong></td>
<td></td>
</tr>
<tr>
<td>Core 1: Command hull [5 Power/round]</td>
<td>20</td>
</tr>
<tr>
<td>Core 2: Engineering, starboard [5 Power/round]</td>
<td>20</td>
</tr>
<tr>
<td>Core 3: Engineering, port [5 Power/round]</td>
<td>20</td>
</tr>
<tr>
<td>Uprating: Class Beta (+2) [2 Power/computer/round]</td>
<td>12</td>
</tr>
<tr>
<td>ODN</td>
<td>30</td>
</tr>
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<tr>
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</thead>
<tbody>
<tr>
<td><strong>Navigational Deflector [5 Power/round]</strong></td>
<td>40</td>
</tr>
<tr>
<td><strong>Range:</strong></td>
<td>10/20,000/50,000/150,000</td>
</tr>
<tr>
<td><strong>Accuracy:</strong></td>
<td>5/6/8/11</td>
</tr>
<tr>
<td><strong>Location:</strong></td>
<td>Ventral</td>
</tr>
</tbody>
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<tbody>
<tr>
<td><strong>Sensor Systems</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Long-range Sensors [5 Power/round]</strong></td>
<td>36</td>
</tr>
<tr>
<td><strong>Range Package:</strong></td>
<td>Type 4 [Accuracy 3/4/7/10]</td>
</tr>
<tr>
<td><strong>High Resolution:</strong></td>
<td>5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)</td>
</tr>
<tr>
<td><strong>Low Resolution:</strong></td>
<td>14 light-years (1.1-3.5/3.6-10.0/10.1-14)</td>
</tr>
<tr>
<td><strong>Strength Package:</strong></td>
<td>Class 7 (Strength 7)</td>
</tr>
<tr>
<td><strong>Gain Package:</strong></td>
<td>Class Beta (+2)</td>
</tr>
<tr>
<td><strong>Coverage:</strong></td>
<td>Standard</td>
</tr>
</tbody>
</table>
Lateral Sensors [5 Power/round]
  Strength Package: Class 7 (Strength 7)
  Gain Package: Class Beta (+2)
  Coverage: Standard

Navigational Sensors [5 Power/round]
  Strength Package: Class 7 (Strength 7)
  Gain Package: Class Beta (+2)
  Probes: 60
  Sensors Skill: 4

Flight Control Systems
  Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2

  [1 Power/round in use]

Navigational Computer
  Main: Class 2 (1) [1 Power/round]
  Backups: Three

Inertial Damping Field
  Main
    Strength: 9 [3 Power/round]
    Number: 3
  Backup
    Strength: 6 [2 Power/round]
    Number: 3

Attitude Control [3 Power/round]

Communications Systems
  Type: Class 8 [2 Power/round]
    Strength: 8
    Security: -5 (Class Delta uprating)
    Basic Uprating: Class Beta (+2)
    Emergency Communications: Yes [2 Power/round]

Tractor Beams
  Emitter: Class Delta [3 Power/Strength used/round]
    Accuracy: 4/5/7/10
    Location: Forward ventral

  Emitter: Class Delta [3 Power/Strength used/round]
    Accuracy: 4/5/7/10
    Location: Forward dorsal

  Emitter: Class Delta [3 Power/Strength used/round]
    Accuracy: 4/5/7/10
    Location: Aft ventral

  Emitter: Class Delta [3 Power/Strength used/round]
    Accuracy: 5/6/8/11
    Location: Shuttlebay (x2)

Transporters
  Type: Personnel [5 Power/use]
    Pads: 6
    Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
    Energizing/Transition Coils: Class H (Strength 8)
    Number and Location: One in command hull, three in engineering hull

  Type: Emergency [6 Power/use]
    Pads: 20
    Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
    Energizing/Transition Coils: Class H (Strength 8)
    Number and Location: One in command hull, three in engineering hull

  Type: Cargo [4 Power/use]
    Pads: 400 kg

  Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
  Energizing/Transition Coils: Class H (Strength 8)
  Number and Location: One in command hull, three in engineering hull

Cloaking Device: Class 9 [40 Power/class/round] 37

Security Systems
  Rating: 4 16
    Anti-Intruder System: Yes [1 Power/round]
  Internal Force Fields [1 Power/3 Strength] 10

Science Systems
  Rating 2 (+1) [2 Power/round] 20
    Specialized Systems: Two
    Laboratories: 23 6

Tactical Systems
  Forward Disruptor Array 55
    Type: Valkar
    Damage: 260 [26 Power]
    Number of Shots: Up to 5 shots per round
    Targeting System: Accuracy 3/4/6/9
    Range: 10/30,000/100,000/300,000
    Location: Forward on command hull
    Firing Arc: 360 degrees forward
    Firing Modes: Standard, Pulse

  Forward Ventral Disruptor Array 55
    Type: Valkar
    Damage: 260 [26 Power]
    Number of Shots: Up to 5 shots per round
    Targeting System: Accuracy 3/4/6/9
    Range: 10/30,000/100,000/300,000
    Location: Ventral on command hull
    Firing Arc: 360 degrees ventral
    Firing Modes: Standard, Pulse

  Starboard Wing Disruptor Array 54
    Type: Valkar
    Damage: 260 [26 Power]
    Number of Shots: Up to 5 shots per round
    Targeting System: Accuracy 3/4/6/9
    Range: 10/30,000/100,000/300,000
    Location: Forward on starboard “wing,” near where it meets the main hull
    Firing Arc: 360 degrees forward (substantial arc shadow)
    Firing Modes: Standard, Pulse

  Port Wing Disruptor Array 54
    Type: Valkar
    Damage: 260 [26 Power]
    Number of Shots: Up to 5 shots per round
    Targeting System: Accuracy 3/4/6/9
    Range: 10/30,000/100,000/300,000
    Location: Forward on port “wing,” near where it meets the main hull
    Firing Arc: 360 degrees forward (substantial arc shadow)
    Firing Modes: Standard, Pulse

  Ventral Disruptor Array 55
    Type: Valkar
    Damage: 260 [26 Power]
    Number of Shots: Up to 5 shots per round
    Targeting System: Accuracy 3/4/6/9
    Range: 10/30,000/100,000/300,000
    Location: Ventral amidships
    Firing Arc: 360 degrees ventral
    Firing Modes: Standard, Pulse
CHAPTER 3

Aft Disruptor Array
Type: Valkar
Damage: 260 [26 Power]
Number of Shots: Up to 5 shots per round
Targeting System: Accuracy 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Aft
Firing Arc: 360 degrees aft
Firing Modes: Standard, Pulse

Aft Plasma Torpedo Launcher (High-Yield)
Standard Load: Class XIV plasma torpedo (600 Damage; see rules)
Spread: 10
Range: See text
Targeting System: Accuracy 3/4/6/9
Power: [20 + 5 per torpedo fired]
Location: Aft
Firing Arc: Aft, but are self-guided
Torpedoes Carried: 100 Class XIV plasma, 200 Type II photon

Strength: 9
Bonus: +2
Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard) 130 (x4)
Shield Generator: Type R-IV (Protection 1400) [140 Power/shield/round]
Shield Grid: Type B (33% increase to 1867 Protection)
Subspace Field Distortion Amplifiers: Class Theta (Threshold 400)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield)
Auto-Destruct System 10

AUXILIARY SPACECRAFT SYSTEMS
Shuttlebay(s): Capacity for 60 Size worth of ships 120
Standard Complement: 30 shuttlecraft
Location(s): Two aft ventral, one aft dorsal
Captain's Yacht: Yes 10

DESCRIPTION AND NOTES
FLEET DATA: Designed during the early 2360s using many of the specifications developed by the D'deridex Design Group, the D'valek-class Swift Warbird resembles that vessel in many respects, though it is somewhat smaller. The principle differences are the lack of a ventral superstructure arcing between the nacelles, and the fact that the wing pylons sweep forward more sharply than on the D'deridex.

Along with the T'varo class, the D'valek represents a new type of ship: the Swift Warbird. Designed in part as a countermeasure for the “Fast” subcategories of ships fielded by the United Federation of Planets during the past two decades, Swift Warbirds are intended to retain much of the firepower of the heavier, less maneuverable Warbirds, while exceeding them in speed and agility. Despite its size, the D'valek is fast and nimble, able to change course and maneuver more quickly than a D'deridex or many other Warbirds. However, despite its higher Standard and Sustainable warp speeds, it cannot maintain maximum warp as long as the D'deridex, a situation Romulan engineers are laboring to correct.

During the initial design period, the Star Navy envisioned the D'valek as a long-range, heavily-armed support vessel for the enor-
CHAPTER 3

SHIPS OF THE ROMULAN STAR EMPIRE

D’VIRIN CLASS

Class and Type: D’virin-Class Incursion Frigate
Commissioning Date: 2343

SYSTEM

HULL SYSTEMS

Size: 6
Length: 389.21 meters
Beam: 137.55 meters
Height: 56.80 meters
Decks: 12
Mass: 1,274,300 metric tonnes
SUs Available: 1,800
SUs Used: 1,693
Hull
Outer
24
Inner
24
Resistance
Outer Hull: 10
Inner Hull: 10
Structural Integrity Field
Main: Class 4 (Protection 70/110) [1 Power/10 Protection/round]
Backup: Class 4 (Protection 35) [1 Power/10 Protection/round]

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 200/90/2,300

CREW QUARTERS

Spartan: 120
Basic: 70
Expanded: 17
Luxury: 3
Unusual: 2

ENVIRONMENTAL SYSTEMS

Basic Life Support [10 Power/round]
Reserve Life Support [5 Power/round]
Emergency Life Support (36 emergency shelters)
Gravity [3 Power/round]
Consumables: 3 years’ worth

REPPLICATOR SYSTEMS

Food Replicators [6 Power/round]
Industrial Replicators
Type: Network of small replicators [2 Power/round]
Type: 1 large unit [2 Power/replicator/round]
Medical Facilities: 7 (+2) [7 Power/round]
Recreation Facilities: 6 [12 Power/round]
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]
Fire Suppression System [1 Power/round when active]
Cargo Holds: 18,000 cubic meters
Locations: Five locations throughout ship
Escape Pods
Number: 140
Capacity: 4 persons per pod

PROPULSION SYSTEMS

WARP PROPULSION SYSTEM
Nacelles: Type 5E
Speed: 5.6/9.0/9.2 [1 Power/warp speed]
PIS: Type I (18 hours of Maximum warp)
Uprating: two Package Threes for Standard

IMPULSE ENGINE
Type: Class 5 (.7c/.9c) [7/9 Power/round]
Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active]
Location: Aft

IMPULSE ENGINE
Type: Class 5 (.7c/.9c) [7/9 Power/round]
Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active]
Location: Aft, port and starboard

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use]

POWER SYSTEMS

WARP ENGINE
Type: Class 10/P (generates 550 Power/round)
Location: Amidships
Warp Core Ejection System: Yes

IMPULSE ENGINE
Type: Class 5 (generate 40 Power/engine/round)
Auxiliary Power: 3 reactors (generate 5 Power/reactor/round)
Emergency Power: Type D (generates 40 Power/round)
EPS: Standard Power flow, +200 Power transfer/round

Standard Usable Power: 630

OPERATIONS SYSTEMS

Bridge: Command hull

COMPUTERS

Core 1: Forward [5 Power/round]
Core 2: Engineering [5 Power/round]
ODN

NAVIGATIONAL DEFLECTOR [5 Power/round]
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Ventral

SENSOR SYSTEMS

LONG-RANGE SENSORS [5 Power/round]
Range Package: Type 4 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/.6-1.0/.1.1-3.5/3.6-5.0)
Low Resolution: 14 light-years (1.1/1.1-3.5/3.6-10.0/10.1-14)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Beta (+2)
Coverage: Standard

LATERAL SENSORS [5 Power/round]
Strength Package: Class 6 (Strength 6)
Gain Package: Class Beta (+2)
Coverage: Standard
Navigational Sensors [5 Power/round]
  Strength Package: Class 6 (Strength 6)
  Gain Package: Class Alpha (+1)
Probes: 20
Sensors Skill: 3

Flight Control Systems
Autopilot: Shipboard Systems (Flight Control) 2, Coordination 2
  [1 Power/round in use]
Navigational Computer
  Main: Class 2 (+1) [1 Power/round]
  Backups: Two
Inertial Damping Field
  Main
    Strength: 9 [3 Power/round]
    Number: 2
  Backup
    Strength: 6 [2 Power/round]
    Number: 3
Attitude Control [2 Power/round]

Communications Systems
Type: Class 6 [2 Power/round]
  Strength: 6
  Security: -3 (Class Gamma uprating)
  Basic Uprating: Class Alpha (+1)
  Emergency Communications: Yes [2 Power/round]

Tractor Beams
Emitter: Class Gamma [3 Power/Strength used/round]
  Accuracy: 4/5/7/10
  Location: Forward ventral
Emitter: Class Gamma [3 Power/Strength used/round]
  Accuracy: 4/5/7/10
  Location: Aft
Emitter: Class Alpha [3 Power/Strength used/round]
  Accuracy: 5/6/8/11
  Location: Shuttlebay

Transporters
Type: Personnel [5 Power/use]
  Pads: 6
  Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
  Energizing/Transition Coils: Class H (Strength 8)
  Number and Location: One in command hull, two in engineering hull
Type: Emergency [6 Power/use]
  Pads: 20
  Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
  Energizing/Transition Coils: Class H (Strength 8)
  Number and Location: One in command hull, two in engineering hull
Type: Cargo [4 Power/use]
  Pads: 400 kg
  Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
  Energizing/Transition Coils: Class H (Strength 8)
  Number and Location: One in command hull, two in engineering hull

Cloaking Device: Class 8 [40 Power/class/round]

Security Systems
Rating: 4
  Anti-Intruder System: Yes [1 Power/round]
  Internal Force Fields [1 Power/3 Strength]

Science Systems
Rating 2 (+1) [2 Power/round]
  Specialized Systems: 2
  Laboratories: 19

Tactical Systems
Forward Disruptor Array
  Type: Prenak
  Damage: 200 [20 Power]
  Number of Shots: Up to 3 shots per round
  Targeting System: Accuracy 4/5/7/10
  Range: 10/30,000/100,000/300,000
  Location: Forward
  Firing Arc: 360 degrees forward
  Firing Modes: Standard, Pulse

Ventral Disruptor Array
  Type: Anthep
  Damage: 180 [18 Power]
  Number of Shots: Up to 3 shots per round
  Targeting System: Accuracy 4/5/7/10
  Range: 10/30,000/100,000/300,000
  Location: Ventral
  Firing Arc: 360 degrees ventral
  Firing Modes: Standard, Pulse

Forward Dorsal Disruptor Array
  Type: Anthep
  Damage: 180 [18 Power]
  Number of Shots: Up to 3 shots per round
  Targeting System: Accuracy 4/5/7/10
  Range: 10/30,000/100,000/300,000
  Location: Forward dorsal
  Firing Arc: 360 degrees dorsal
  Firing Modes: Standard, Pulse

Aft Dorsal Disruptor Array
  Type: Anthep
  Damage: 180 [18 Power]
  Number of Shots: Up to 3 shots per round
  Targeting System: Accuracy 4/5/7/10
  Range: 10/30,000/100,000/300,000
  Location: Aft dorsal
  Firing Arc: 360 degrees dorsal
  Firing Modes: Standard, Pulse

Aft Disruptor Array
  Type: Anthep
  Damage: 180 [18 Power]
  Number of Shots: Up to 3 shots per round
  Targeting System: Accuracy 4/5/7/10
  Range: 10/30,000/100,000/300,000
  Location: Aft
  Firing Arc: 360 degrees aft
  Firing Modes: Standard, Pulse

Plasma Torpedo Launcher (High-Yield)
  Standard Load: Class XIV plasma torpedo (600 Damage; see rules)
  Spread: 4
  Range: See text
  Targeting System: Accuracy 4/5/7/10
  Power: [20 + 5 per torpedo fired]
  Location: Forward
  Firing Arc: Forward, but are self-guided
Torpedoes Carried: 20 Class XIV plasma, 60 Type II photon
TA/T/TS: Class Beta [8 Power/round]
  Strength: 8
  Bonus: +1
Weapons Skill: 4
Shields (Forward, Aft, Port, Starboard) 51 (x4)
  Shield Generator: Type R-IC (Protection 550) [55 Power/shield/round]
  Shield Grid: Type C (50% increase to 825 Protection)
  Subspace Field Distortion Amplifiers: Class Delta (Threshold 180)
  Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield)
Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS
Shuttlebay(s): Capacity for 20 Size worth of ships
  Standard Complement: 10 shuttlecraft
  Location(s): Aft ventral
Captain’s Yacht: No

DESCRIPTION AND NOTES
Fleet Data: Designed for use in the war against the Taurhai, but only completed just as that war ended, the D’virin-class Incursion Frigate has nevertheless filled an important niche as the only Incursion Frigate currently fielded by the Star Navy. Its combination of agility and power have made it a proud chariot to carry the Romulans down the Way of D’era.

Romulan engineers designed the D’virin to have many external and internal structural similarities with one of the Star Empire’s earliest Warbirds, the Argus class of the first half of the 2200s (sometimes also called the Tellus class). The teardrop-shaped central body coupled with long, straight, downward-slanting nacelle pylons, clearly betrays the Argus’s influence on the design. The D’virin’s larger counterpart, the D’tavan-class Strike Frigate, looks almost identical to it.

The Star Navy typically uses D’virins as long-range border patrol craft, deep reconnaissance vessels, and rapid response ships. Their large warp cores provide them with enough power to travel at high warp velocities for longer than most Romulan ships, while also allowing them to remain cloaked for extensive periods. Thus, in wartime they often function as covert assault ships, sneaking far behind enemy lines to strike vulnerable targets and then flee to safety before the opposition can muster a response.

Because the D’virin’s large engines and other powerful systems occupy so much space within the hull, the ship’s living quarters and working spaces are among the smallest and least comfortable in the Imperial fleets. However, the crew members shrug this off, turning it into a point of pride rather than complaining about it. In fact, some D’virin crews compete among themselves to see who aboard the ship can tolerate the most deprivation and discomfort—a strange bonding ritual which captains permit because it increases morale. D’virin crews enjoy an unspoken “bond of suffering,” knowing they have shared a common experience other naval personnel cannot understand. At military bars and outposts across the Empire, they gather to drink ale and trade stories of shipboard life, seeing who has the most outlandish tale of woe.

Some members of the High Tribunal have suggested that the time has come to decommission the remaining D’virins and design a new, modern, Incursion Frigate to replace it. The “D’virin fraternity,” which includes some of the highest-ranking officers in the Star Navy, has banded together to use its influence to keep these noble “warhorses” in active service.

Noteworthy vessels/service records/encounters: D’virin, prototype; Vathos, used daring maneuvering and attacks to save the Pen’elth Command Wing from certain destruction by enemy forces during the Battle of Rhendasa IV in the First Taurhai Offensive (2350), participated in Dominion War (2374-75); V’niton, explored the Tullan Reach for several years until it vanished due to unknown causes (2353-55); S’var, destroyed while preventing rebel forces from dispersing the blockade of Serus III (2361); S’tar, destroyed by unknown enemy or force (possibly the Borg) while patrolling the farthest reaches of the Diodor Sector (2364); Marchala, rescued the crew and passengers of the transport Hrenkaris after it suffered catastrophic extensive damage at the hands of pirates (2365); Xi, fought a Klingon “expeditionary force” of renegade warriors on the borders of Romulan space (2367); Marilon, part of the covert fleet assigned to invade Vulcan (2368); Tra’thenn, patrolled several sectors along the Star Empire’s rimward border (2368-71); D’relix, destroyed by an enemy squadron during the Fifth Taurhai Offensive while scouting enemy positions (2370); Thontares, lost to unknown force or accident while patrolling the spinward border of the Empire (2374); V’mendin, single-handedly destroyed an entire wing of Jem’Hadar Attack Fighters during the Battle of the Hobileth Nebula (2375).
MELEK’AAN CLASS

Class and Type: Melek’aan-Class Frigate
Commissioning Date: 2366

SYSTEM

HULL SYSTEMS

Size: 5
- Length: 238.24 meters
- Beam: 78.37 meters
- Height: 28.37 meters
- Decks: 6
- Mass: 444,000 metric tonnes

SUs Available: 1,600
SUs Used: 1,538

HULL
- Outer
- Inner

Resistance
- Outer Hull: 8
- Inner Hull: 8

STRUCTURAL INTEGRITY FIELD
- Main: Class 4 (Protection 70/110) [1 Power/10 Protection/round] 26
- Backup: Class 4 (Protection 35) [1 Power/10 Protection/round] 13
- Backup: Class 4 (Protection 35) [1 Power/10 Protection/round] 13
- Specialized Hull: Atmospheric Capability; Planetfall Capability 10

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 58/180/4,500

CREW QUARTERS
- Spartan: 90
- Basic: 50
- Expanded: 10
- Luxury: 2
- Unusual: None

ENVIRONMENTAL SYSTEMS
- Reserve Life Support [6 Power/round] 10
- Emergency Life Support (30 emergency shelters) 10
- Gravity [3 Power/round] 5
- Consumables: 1 year’s worth 5

REPLICATOR SYSTEMS
- Food Replicators [5 Power/round] 5
- Industrial Replicators
  - Type: Network of small replicators [2 Power/round] 5
- Medical Facilities: 7 (+2) [7 Power/round] 35
- Recreation Facilities: 4 [8 Power/round] 32
- Fire Suppression System [1 Power/round when active] 5
- Cargo Holds: 5,000 cubic meters 1
- Locations: Three locations throughout ship 6

Escape Pods
- Number: 120
- Capacity: 4 persons per pod

PROPULSION SYSTEMS

WARP PROPULSION SYSTEM
- Nacelles: Type 5B
  - Speed: 5.0/7.0/9.0 [1 Power/2 warp speed] 60
  - PIS: Type H (12 hours of Maximum warp) 16

IMPELLER ENGINE
- Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
  - Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active] 2
  - Location: Aft

IMPELLER ENGINE
- Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
  - Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active] 2
  - Location: Aft, port and starboard

Reaction Control System (.025c) [2 Power/round when in use] 5

POWER SYSTEMS

WARP ENGINE
- Type: Class 8/N (generates 430 Power/round) 93
  - Location: Aft amidships
  - Warp Core Ejection System: Yes 5

Impulse Engine(s): 2 Class 3A (generate 28 Power/engine/round) 12

Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) 40

EPS: Standard Power flow, +200 Power transfer/round 45

Standard Usable Power: 486

OPERATIONS SYSTEMS

Bridge: Command hull 25

COMPUTER
- Core 1: Main hull [5 Power/round] 10
  - Uprating: Class Alpha (+1) [1 Power/computer/round] 2
  - ODN 15

Navigational Deflector [5 Power/round] 20
  - Range: 10/20,000/50,000/150,000 20
  - Accuracy: 5/6/8/11 15
  - Location: Forward ventral 15

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 36
  - Range Package: Type 4 (Accuracy 3/4/7/10) 36
  - High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0) 36
  - Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14) 36
  - Strength Package: Class 7 (Strength 7) 36
  - Gain Package: Class Beta (+2) 36
  - Coverage: Standard 36

Lateral Sensors [5 Power/round] 20
  - Strength Package: Class 7 (Strength 7) 20
  - Gain Package: Class Beta (+2) 20
  - Coverage: Standard 20

Navigational Sensors [5 Power/round] 18
  - Strength Package: Class 7 (Strength 7) 18
  - Gain Package: Class Beta (+2) 18

CHAPTER 3 MELEK’AAN 1/3
**SHIPS OF THE ROMULAN STAR EMPIRE**

Probes: 15  
Sensors Skill: 4

### FLIGHT CONTROL SYSTEMS

**Autopilot:**  Shipboard Systems (Flight Control) 3, Coordination 2  
[1 Power/round in use]

**Navigational Computer**  
Main: Class 2 (+1)  
[1 Power/round]  
Backups: Two

**Inertial Damping Field**  
Main  
- Strength: 9  
- Number: 2  
Backup  
- Strength: 6  
- Number: 3

**Attitude Control**  
[1 Power/round]

### COMMUNICATIONS SYSTEMS

**Type:** Class 6  
[2 Power/round]

**Strength:** 6  
**Security:** -3 (Class Gamma uprating)  
**Basic Uprating:** Class Alpha (+1)

**Emergency Communications**  
[2 Power/round]

### TRACTOR BEAMS

**Emitter:** Class Gamma  
[3 Power/Strength used/round]

**Accuracy:** 5/6/8/11  
**Location:** Forward ventral

**Emitter:** Class Gamma  
[3 Power/Strength used/round]

**Accuracy:** 5/6/8/11  
**Location:** Aft ventral

**Emitter:** Class Alpha  
[3 Power/Strength used/round]

**Accuracy:** 5/6/8/11  
**Location:** Shuttlebay

### TRANSPORTERS

**Type:** Personnel  
[4 Power/use]

**Pads:** 4  
**Emitter/Receiver Array:** Personnel Type 6 (40,000 km range)  
**Energizing/Transition Coils:** Class G (Strength 7)  
**Number and Location:** One in command hull, two in main hull

**Type:** Emergency  
[5 Power/use]

**Pads:** 16  
**Emitter/Receiver Array:** Emergency Type 3 (15,000 km range)  
**Energizing/Transition Coils:** Class G (Strength 7)  
**Number and Location:** One in command hull, two in main hull

**Type:** Cargo  
[4 Power/use]

**Pads:** 400 kg  
**Emitter/Receiver Array:** Cargo Type 3 (40,000 km range)  
**Energizing/Transition Coils:** Class G (Strength 7)  
**Number and Location:** One in the two largest cargo holds

**Cloaking Device:** Class 8  
[40 Power/class/round]

### SECURITY SYSTEMS

**Rating:** 4  
**Anti-Intruder System:** Yes  
[1 Power/round]  
**Internal Force Fields**  
[1 Power/3 Strength]

### SCIENCE SYSTEMS

**Rating:** 1 (+0)  
[1 Power/round]  
**Specialized Systems:** None  
**Laboratories:** 3

### TACTICAL SYSTEMS

**Forward Disruptor Array**

**Type:** Uregal  
**Damage:** 240  
[24 Power]  
**Number of Emitters:** Up to 5 shots per round  
**Targeting System:** Accuracy 4/5/7/10  
**Range:** 10/30,000/100,000/300,000  
**Location:** Forward of command hull  
**Firing Arc:** 360 degrees forward  
**Firing Modes:** Standard, Pulse

**Forward Dorsal Disruptor Array**

**Type:** Prenak  
**Damage:** 200  
[20 Power]  
**Number of Shots:** Up to 3 shots per round  
**Targeting System:** Accuracy 4/5/7/10  
**Range:** 10/30,000/100,000/300,000  
**Location:** Dorsal on command hull  
**Firing Arc:** 360 degrees dorsal  
**Firing Modes:** Standard, Pulse

**Forward Ventral Disruptor Array**

**Type:** Prenak  
**Damage:** 200  
[20 Power]  
**Number of Shots:** Up to 3 shots per round  
**Targeting System:** Accuracy 4/5/7/10  
**Range:** 10/30,000/100,000/300,000  
**Location:** Forward on ventral main hull  
**Firing Arc:** 360 degrees ventral  
**Firing Modes:** Standard, Pulse

**Aft Ventral Disruptor Array**

**Type:** Prenak  
**Damage:** 200  
[20 Power]  
**Number of Shots:** Up to 3 shots per round  
**Targeting System:** Accuracy 4/5/7/10  
**Range:** 10/30,000/100,000/300,000  
**Location:** Aft on ventral main hull  
**Firing Arc:** 360 degrees ventral  
**Firing Modes:** Standard, Pulse

**Aft Dorsal Disruptor Array**

**Type:** Prenak  
**Damage:** 200  
[20 Power]  
**Number of Shots:** Up to 3 shots per round  
**Targeting System:** Accuracy 4/5/7/10  
**Range:** 10/30,000/100,000/300,000  
**Location:** Aft on dorsal main hull  
**Firing Arc:** 360 degrees dorsal  
**Firing Modes:** Standard, Pulse

**Aft Disruptor Array**

**Type:** Prenak  
**Damage:** 200  
[20 Power]  
**Number of Shots:** Up to 3 shots per round  
**Targeting System:** Accuracy 4/5/7/10  
**Range:** 10/30,000/100,000/300,000  
**Location:** Aft  
**Firing Arc:** 360 degrees aft  
**Firing Modes:** Standard, Pulse
CHAPTER 3

SHIPS OF THE ROMULAN STAR EMPIRE

**SHIPS OF THE ROMULAN STAR EMPIRE**

**Forward Torpedo Launcher**

*Standard Load: Type II photon torpedo (200 Damage)*
*Spread: 6*
*Range: 15/350,000/1,500,000/4,050,000*
*Targeting System: Accuracy 4/5/7/10*
*Power: [20 + 5 per torpedo fired]*
*Location: Forward*
*Firing Arc: Forward, but are self-guided*

**Torpedoes Carried:** 40

**TA/T/TS:** Class Alpha [0 Power/round] 6

**Strength:** 7

**Bonus:** +0

**Weapons Skill:** 4

**Shields (Forward, Aft, Port, Starboard):** 50 (x4)

*Shield Generator: Type R-ID (Protection 700) [70 Power/shield/round]*
*Shield Grid: Type C (50% increase to 1050 Protection)*
*Subspace Field Distortion Amplifiers: Class Epsilon (Threshold 250)*
*Recharging System: Class 1 (45 seconds)*

**Backup Shield Generators:** 4 (1 per shield)

**Auto-Destruct System:** 5

**AUXILIARY SPACECRAFT SYSTEMS**

**Shuttlebay(s):** Capacity for 8 Size worth of ships 16

*Standard Complement: 4 shuttlecraft*
*Location(s): Aft ventral*
*Captain’s Yacht: No*

**DESCRIPTION AND NOTES**

**FLEET DATA:** One of the most successful Frigate designs in the history of the Star Navy, the Melek’aan is a ship designed for two specific types of missions: planetary/system defense, and planetary invasion. As such, the ship lacks many “frills,” focusing on systems that help it do its job: powerful disruptors; strong shields; advanced medical facilities; and the ability to enter atmospheres and make planetfall. The Melek’aan often doubles as a carrier, ferrying loads of up to 180 troops (or more, in desperate straits) to the battlefield.

The simplicity of the Melek’aan’s design mirrors the basic nature of its role in the Star Navy’s fleet. The command hull, a wedge-shaped structure, attaches directly to the forward dorsal side of a roughly teardrop-shaped main hull somewhat reminiscent of the old Argus class. The warp nacelles are held by two short pylons each, one about two-thirds forward and one about two-third aft, that project directly to port and starboard and dorsally. When the ship makes planetfall, four landing struts emerge from the ventral side of the ship, and disembarking troops exit via a descending ramp.

**NOTEWORTHY VESSELS/SERVICE RECORDS/ENCOUNTERS:** Melek’aan, prototype; Ger’ethan, landed troops on enemy-held planet during Battle of Vendrath Prime despite fierce counterfire (2368); D’verrex, participated in liberation of Benzar (2374).
SHIPS OF THE ROMULAN STAR EMPIRE

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SHIPS OF THE ROMULAN STAR EMPIRE

CHAPTER 3

SHIP RECOGNITION MANUAL VOLUME FIVE

MERET CLASS

Class and Type: Meret-Class Incursion Cruiser
Commissioning Date: 2359

SYSTEM

HULL SYSTEMS

Size: 7
Length: 517.78 meters
Beam: 375.50 meters
Height: 128.32 meters
Decks: 27
Mass: 3,115,650 metric tonnes
SUs Available: 2,400
SUs Used: 2,277

Hull
- Outer
- Inner

Resistance
- Outer Hull: 10
- Inner Hull: 10

Structural Integrity Field
- Main: Class 6 (Protection 90/130) [1 Power/10 Protection/round]
- Backup: Class 6 (Protection 45) [1 Power/10 Protection/round]
- Backup: Class 6 (Protection 45) [1 Power/10 Protection/round]

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 614/2,200/8,400

Crew Quarters
- Spartan: 1,260
- Basic: 250
- Expanded: 60
- Luxury: 8
- Unusual: 2

Environmental Systems
- Basic Life Support [12 Power/round]
- Reserve Life Support [6 Power/round]
- Emergency Life Support [42 emergency shelters]
- Gravity [4 Power/round]
- Consumables: 3 years’ worth

Replicator Systems
- Food Replicators [7 Power/round]
- Industrial Replicators
- Type: Network of small replicators [2 Power/round]
- Type: 2 large units [2 Power/replicator/round]
- Medical Facilities: 7 (+2) [7 Power/round]
- Recreation Facilities: 7 [14 Power/round]
- Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]
- Fire Suppression System [1 Power/round when active]
- Cargo Holds: 50,000 cubic meters
- Locations: 12 locations throughout ship

Escape Pods
- Number: 160
- Capacity: 12 persons per pod

PROPULSION SYSTEMS

Warp Propulsion System
- Nacelles: Type 6C4
- Speed: 6.0/9.0/9.4 [1 Power/2 warp speed]
- PIS: Type C (6 hours of Maximum warp)

Impulse Engine
- Type: Class 5 (.7c/.9c) [7/9 Power/round]
- Location: Aft

Impulse Engine
- Type: Class 5 (.7c/.9c) [7/9 Power/round]
- Location: Aft, port and starboard

Reaction Control System (.025c) [2 Power/round when in use]

Power Systems

Warp Engine
- Type: Class 11/Q (generates 575 Power/round)
- Location: Aft amidships
- Warp Core Ejection System: Yes

Impulse Engines: 2 Class 5 (generate 40 Power/engine/round)

Auxiliary Power: 5 reactors (generate 5 Power/reactor/round)

Emergency Power: Type E (generates 45 Power/round)

EPS: Standard Power flow, +250 Power transfer/round

Standard Usable Power: 655

Operations Systems

Bridge: Command hull
- Auxiliary Control Room: Main hull
- Separation System: Command hull separation [10 Power]

Computers
- Core 1: Command hull [5 Power/round]
- Core 2: Main hull [5 Power/round]
- Uprating: Class Alpha (+1) [1 Power/computer/round]
- ODN

Navigational Deflector [5 Power/round]
- Range: 10/20,000/50,000/150,000
- Accuracy: 5/6/8/11
- Location: Ventral

Sensor Systems

Long-range Sensors [5 Power/round]
- Range Package: Type 6 (Accuracy 3/4/7/10)
- High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)
- Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16)
- Strength Package: Class 6 (Strength 6)
- Gain Package: Class Beta (+2)
- Coverage: Standard

Lateral Sensors [5 Power/round]
- Strength Package: Class 6 (Strength 6)
- Gain Package: Class Beta (+2)
- Coverage: Standard

Navigational Sensors [5 Power/round]
- Strength Package: Class 6 (Strength 6)
- Gain Package: Class Beta (+2)
CHAPTER 3

SHIPS OF THE ROMULAN STAR EMPIRE

**FLIGHT CONTROL SYSTEMS**

**Autopilot:** Shipboard Systems (Flight Control) 3, Coordination 2

**Navigational Computer**
- Main: Class 2 (+1) [1 Power/round]
- Backups: Two

**Inertial Damping Field**
- **Main**
  - Strength: 9 [3 Power/round]
  - Number: 3
- **Backup**
  - Strength: 6 [2 Power/round]
  - Number: 3

**Attitude Control** [2 Power/round]

**COMMUNICATIONS SYSTEMS**

**Type:** Class 7 [2 Power/round]
- **Strength:** 7
- **Security:** -5 (Class Delta uprating)
- **Basic Uprating:** Class Alpha (+1)

**Emergency Communications:** Yes [2 Power/round]

**TRACTOR BEAMS**

**Emitter:** Class Delta [3 Power/Strength used/round]
- **Accuracy:** 4/5/7/10
- **Location:** Forward ventral

**Emitter:** Class Delta [3 Power/Strength used/round]
- **Accuracy:** 4/5/7/10
- **Location:** Forward dorsal

**Emitter:** Class Delta [3 Power/Strength used/round]
- **Accuracy:** 4/5/7/10
- **Location:** Aft

**Emitter:** Class Alpha [3 Power/Strength used/round]
- **Accuracy:** 5/6/8/11
- **Location:** Shuttlebay (x2)

**TRANSPORTERS**

**Type:** Personnel [5 Power/use]
- **Pads:** 6
- **Emitter/Receiver Array:** Personnel Type 6 (40,000 km range)
- **Energizing/Transition Coils:** Class H (Strength 8)
- **Number and Location:** Two in command hull, two in main hull

**Type:** Emergency [5 Power/use]
- **Pads:** 16
- **Emitter/Receiver Array:** Emergency Type 3 (15,000 km range)
- **Energizing/Transition Coils:** Class H (Strength 8)
- **Number and Location:** Two in command hull, two in main hull

**Type:** Cargo [4 Power/use]
- **Pads:** 400 kg
- **Emitter/Receiver Array:** Cargo Type 3 (40,000 km range)
- **Energizing/Transition Coils:** Class H (Strength 8)
- **Number and Location:** One in command hull, three in main hull

**Cloaking Device:** Class 10 [40 Power/class/round]

**SECURITY SYSTEMS**

**Rating:** 4
- **Anti-Intruder System:** Yes [1 Power/round]
- **Internal Force Fields:** (1 Power/3 Strength)

**SCIENCE SYSTEMS**

**Rating 2 (+1) [2 Power/round]**
- **Specialized Systems:** 1
- **Laboratories:** 14

**TACTICAL SYSTEMS**

**Forward Disruptor Array**
- **Type:** Tethpet
- **Damage:** 220 [22 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Forward of command hull
- **Firing Arc:** 360 degrees forward
- **Firing Modes:** Standard, Pulse

**Forward Dorsal Disruptor Array**
- **Type:** Prenak
- **Damage:** 200 [20 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Forward dorsal on main hull
- **Firing Arc:** 360 degrees dorsal
- **Firing Modes:** Standard, Pulse

**Aft Dorsal Disruptor Array**
- **Type:** Prenak
- **Damage:** 200 [20 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Aft dorsal on main hull
- **Firing Arc:** 360 degrees dorsal
- **Firing Modes:** Standard, Pulse

**Forward Ventral Disruptor Array**
- **Type:** Prenak
- **Damage:** 200 [20 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Forward ventral on main hull
- **Firing Arc:** 360 degrees ventral
- **Firing Modes:** Standard, Pulse

**Aft Ventral Disruptor Array**
- **Type:** Prenak
- **Damage:** 200 [20 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Aft ventral on main hull
- **Firing Arc:** 360 degrees ventral
- **Firing Modes:** Standard, Pulse

**Aft Disruptor Array**
- **Type:** Prenak
- **Damage:** 200 [20 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Aft
- **Firing Arc:** 360 degrees aft
- **Firing Modes:** Standard, Pulse
Meret

Designed during the late 2340s and early 2350s, when the young guns at the Corps of Starship Engineers were beginning the aesthetic and technological transition from old-style Romulan ships to modern vessels, the Meret-class Incursion Cruiser bears slight resemblance to any other Romulan vessel. Its rectangular main hull seems ordinary enough at first glance, but includes many unusual superstructures. A diamond-shaped connecting interhull forward bridges it and the command hull, which when viewed from above has a teardrop-shaped profile, and when seen from the side resembles the odd but fearsome beak of a gigantic songbird. Oddest of all are the nacelle pylons. Instead of using traditional wing-style pylons, the designers used two spar-like pylons per nacelle (one slanting sharply forward and down from the aft end of the main hull, one projecting less sharply from the forward end). Thanks to this, the ship vaguely suggests one of the kumataru speed-sailing boats young Romulans race across wind-swept lakes and seas.

But the Corps of Starship Engineers had more in mind than simply creating a ship with a distinctive profile when they designed the Meret. The pylons and other structures were created and shaped to lighten the ship’s weight and improve its maneuverability, since its primary mission profiles (long-range reconnaissance, search-and-destroy missions, patrol and harassment) required a fast, agile ship. And thanks to its design, the Meret has established an enviable record on such missions, covertly penetrating Federation and Taurhai space, among others, to spy on the enemies of the Empire and gather much valuable intelligence. During the Taurhai offensives and the Dominion War, Merets not only collected intel, they worked in wings to harass and disrupt enemy shipping and reconnaissance missions.

After re-opening contact with the Federation, the Star Empire rushed many Merets into production, sending them across the Neutral Zone and into UFP space under cover of their powerful cloaks to spy on this most dangerous neighbor. Thanks to the speed with which they were produced, many of these Merets experienced an annoyingly high level of minor systems glitches and failures, and have required periodic intensive maintenance and upgrades. Merets assembled after 2368 generally lack these problems.

The Meret proved so successful at spying missions that in 2367, the Tal Shiar developed a special variant, the D’viret-class Incursion Cruiser, specifically for intelligence operations. The D’viret resembles the Meret in almost all respects, both physically and technologically, but has improved sensor and communications systems.

**Noteworthy vessels/service records/encounters:** Meret, prototype; Lattem, scouted Federation sectors near the Neutral Zone border (2364-65); D’tervek, vanished while conducting a covert reconnaissance mission in Klingon space (2366); Mederem, scouted the Vulcanis system as part of the attempted invasion of Vulcan (2368); V’tallus, destroyed in a suicide run against a Taurhai battle cruiser in the Battle of Eridam during the Fourth Taurhai Offensive (2368); Indrus, destroyed by the Jem’Hadar during the disastrous Tal Shiar-led attempt to obliterate the Founders’ homeworld (2371); Kovrexos, conducted reconnaissance of Cardassian space (2373-74); S’ten, disappeared during the Dominion War under circumstances still labeled “Classified” by the Tal Shiar; D’delean, gathered valuable intelligence about Jem’Hadar troop movements on Betazed and throughout the Kalandra Sector (2375); S’delon, destroyed five Jem’Hadar Attack Fighters during the Battle of the Hobileth Nebula (2375); Vassam, assigned to permanent outpost patrol in Empty Frontier (2371-present).
## NEH’VOR CLASS

**Class and Type:** Neh’vor-Class Research/Laboratory Ship  
**Commissioning Date:** 2363

### SYSTEM

#### HULL SYSTEMS

- **Size:** 3  
  - **Length:** 66.36 meters  
  - **Beam:** 48.38 meters  
  - **Height:** 8.35 meters  
  - **Decks:** 2  
  - **Mass:** 1,100 metric tonnes  
  - **SUs Available:** 875  
  - **SUs Used:** 797

#### RESISTANCE

- **Outer Hull:** 6  
  - **Inner Hull:** 6

#### STRUCTURAL INTEGRITY FIELD

- **Main:** Class 4 (Protection 70/110) [1 Power/10 Protection/round]  
  - **Backup:** Class 4 (Protection 35) [1 Power/10 Protection/round]

### PERSONNEL SYSTEMS

- **Crew/Passengers/Evac:** 82/29/550

#### CREW QUARTERS

- **Spartan:** 40  
  - **Basic:** 28  
  - **Expanded:** 3  
  - **Luxury:** None  
  - **Unusual:** None

#### ENVIRONMENTAL SYSTEMS

- **Basic Life Support:** (8 Power/round)  
  - **Reserve Life Support:** (4 Power/round)  
  - **Emergency Life Support:** (8 emergency shelters)  
  - **Gravity:** (2 Power/round)  
  - **Consumables:** 1 year’s worth

#### REPLICATOR SYSTEMS

- **Food Replicators:** (3 Power/round)  
  - **Industrial Replicators:** (2 Power/round)

#### Medical Facilities

- **Medical Facilities:** 3 (+0) (3 Power/round)

#### Recreation Facilities

- **Recreation Facilities:** 2 (2 Power/round)

#### Personnel Transport

- **Jefferies tubes:** (0 Power/round)

#### Fire Suppression System

- **Fire Suppression System:** (1 Power/round when active)  
  - **Locations:** Aft

#### Cargo Holds

- **Cargo Holds:** 1,500 cubic meters  
  - **Locations:** Aft

#### Escape Pods

- **Number:** 20  
  - **Capacity:** 8 persons per pod

### PROPULSION SYSTEMS

#### WARP PROPULSION SYSTEM

- **Nacelles:** Type 5B  
  - **Speed:** 5.0/7.0/9.0 (1 Power/2 warp speed)  
  - **PIS:** Type H (12 hours of Maximum warp)

#### IMPULSE ENGINE

- **Type:** Class 3A (.5c/.75c) [5/7 Power/round]
  - **Location:** Aft

#### Reaction Control System (.025c) [2 Power/round when in use]

### POWER SYSTEMS

#### WARP ENGINE

- **Type:** Class 5/H (generates 265 Power/round)  
  - **Location:** Amidships  
  - **Warp Core Ejection System:** Yes

#### Auxiliary Power

- **2 reactors (generate 5 Power/reactor/round) [2 Power/round]  
  - **Location:** Aft

#### Emergency Power

- **Type C (generates 30 Power/round) [30 Power/round]  
  - **Location:** Aft

#### EPS

- **Standard Power flow, +100 Power transfer/round [25 Power/round]  
  - **Location:** Aft

#### Standard Usable Power: 313

### OPERATIONS SYSTEMS

#### Bridge: Command hull

- **Computer**  
  - **Core 1:** Amidships forward [5 Power/round]  
  - **Core 2:** Amidships aft [5 Power/round]  
  - **Uprating:** Class Alpha (+1) [1 Power/computer/round]

#### ODN

- **Range:** 10/20,000/50,000/150,000  
  - **Accuracy:** 5/6/8/11  
  - **Location:** Forward

#### SENSOR SYSTEMS

#### Long-range Sensors [5 Power/round]

- **Range Package:** Type 6 (Accuracy 3/4/7/10)  
  - **High Resolution:** light-years (.5/6/1.0/1.1-3.7/3.8-5.0)  
  - **Low Resolution:** light-years (1/1.1-5.0/5.1-12.0/12.1-16)  
  - **Strength Package:** Class 7 (Strength 7)  
  - **Gain Package:** Class Beta (+2)  
  - **Coverage:** Standard

#### Lateral Sensors [5 Power/round]

- **Strength Package:** Class 7 (Strength 7)  
  - **Gain Package:** Class Beta (+2)  
  - **Coverage:** Standard

#### NAVIGATIONAL SENSORS [5 Power/round]

- **Strength Package:** Class 7 (Strength 7)  
  - **Gain Package:** Class Beta (+2)  
  - **Coverage:** Standard

#### FLIGHT CONTROL SYSTEMS

#### Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2 [1 Power/round in use]

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*SHIPS OF THE ROMULAN STAR EMPIRE*  
*SHIP RECOGNITION MANUAL VOLUME FIVE*
SHIPS OF THE ROMULAN STAR EMPIRE

CHAPTER 3

SHIPS OF THE ROMULAN STAR EMPIRE

Navigational Computer
Main: Class 2 (+1) [1 Power/round]
   Backups: One
Inertial Damping Field
Main
   Strength: 9 [3 Power/round]
   Number: 2
Backup
   Strength: 6 [2 Power/round]
   Number: 2
Attitude Control [1 Power/round]

COMMUNICATIONS SYSTEMS
Type: Class 6 [2 Power/round]
   Strength: 6
   Security: -3 (Class Gamma uprating)
   Basic Uprating: Class Alpha (+1)
Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS
Emitter: Class Gamma [3 Power/Strength used/round]
   Accuracy: 4/5/7/10
   Location: Forward ventral
Emitter: Class Gamma [3 Power/Strength used/round]
   Accuracy: 4/5/7/10
   Location: Aft ventral

TRANSPORTERS
Type: Personnel [5 Power/use]
   Pads: 6
   Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
   Energizing/Transition Coils: Class H (Strength 8)
   Number and Location: One amidships
Cloaking Device: Class 7 [40 Power/class/round]

SECURITY SYSTEMS
Rating: 2
   Anti-Intruder System: Yes [1 Power/round]
   Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS
Rating 3 (+2) [3 Power/round]
   Specialized Systems: 2
   Laboratories: 12

TACTICAL SYSTEMS
Forward Disruptor Array
   Type: Eb'el
   Damage: 120 [12 Power]
   Number of Shots: Up to 2 shots per round
   Targeting System: Accuracy 4/5/7/10
   Range: 10/30,000/100,000/300,000
   Location: Forward
   Firing Arc: 360 degrees forward
   Firing Modes: Standard, Pulse
TA/T/TS: Class Alpha [0 Power/round]
   Strength: 7
   Bonus: +0
   Weapons Skill: 2

Shields (Forward, Aft, Port, Starboard) 17 (x4)
   Shield Generator: Type R-1B (Protection 300) [30 Power/shield/round]
   Shield Generator: Type B (33% increase to 400 Protection)
   Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)
   Recharging System: Class 1 (45 seconds)
   Backup Shield Generators: 4 (1 per shield)
   Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS
Shuttlebay(s): Capacity for 6 Size worth of ships
   Standard Complement: 3 shuttlecraft
   Location(s): Aft
Captain’s Yacht: No

DESCRIPTION AND NOTES
FLEET DATA: The Neh’vor-class science vessel was developed at the same time as the Tirethi-class Far Scout, using the same schematics for most structures and systems. Except for a few additions or changes—a differently-shaped command hull, a deeper ventral section, a half-circle-shaped structure attached aft to hold labs and a shuttlebay—the two ships look identical. For the most part, they have the same systems as well. The Neh’vor differs in having improved sensors, more quarters for its much larger crew, and much better science systems.

The Star Navy often uses Neh’vors to test new weapons and systems, in addition to its basic exploration and investigation missions. During times of conflict and war, Neh’vors are sometimes pressed into service as scouts.

NOTEWORTHY VESSELS/SERVICE RECORDS/ENCOUNTERS: Neh’vor, prototype; Henndal, suffered catastrophic damage to engine due to interaction with experimental interphasic cloaking device, and was only saved due to the heroic actions of the crew of the U.S.S. Enterprise-D, which it then tried (and failed) to destroy to preserve the secret of the cloak (2368).
### NELVEK CLASS

**Class and Type:** Nelvec-class Heavy Cruiser  
**Commissioning Date:** 2365

#### SYSTEM

##### HULL SYSTEMS

**Size:** 6  
**Length:** 362.44 meters  
**Beam:** 157.38 meters  
**Height:** 62.76 meters  
**Decks:** 15  
**Mass:** 1,513,650 metric tonnes  
**SUs Available:** 2,500  
**SUs Used:** 2,200

**Hull**

- **Outer**
- **Inner**

**Resistance**

- **Outer Hull:** 10  
- **Inner Hull:** 10

**Structural Integrity Field**

- **Main:** Class 5 (Protection 80/120) [1 Power/10 Protection/round] 30  
- **Backup:** Class 5 (Protection 40) [1 Power/10 Protection/round] 15

**Specialized Hull:** Cloak-Enhancing

#### PERSONNEL SYSTEMS

**Crew/Passengers/Evac:** 380/230/4,225

**Crew Quarters**

- **Spartan:** 160  
- **Basic:** 220  
- **Expanded:** 80  
- **Luxury:** 24  
- **Unusual:** 5

**Environmental Systems**

- **Basic Life Support** [11 Power/round] 24  
- **Reserve Life Support** [6 Power/round] 12  
- **Emergency Life Support** [36 emergency shelters] 12  
- **Gravity** [3 Power/round] 6  
- **Consumables:** 4 years’ worth 24

**RepliCator Systems**

- **Food Replicators** [6 Power/round] 9  
- **Industrial Replicators**
  - Type: Network of small replicators [2 Power/round] 6  
  - Type: 1 large unit [2 Power/replicator/round] 1  

**Medical Facilities**

- **7 (+2) [7 Power/round] 35**

**Recreation Facilities**

- **7 [14 Power/round] 56**

**Personnel Transport**

- **Turbolifts, Jefferies tubes** [2 Power/round] 18

**Fire Suppression System**

- **1 Power/round when active] 4**

**Cargo Holds**

- **133,000 cubic meters**

**Locations:** Ten locations throughout ship

**Escape Pods**

- **Number:** 140  
- **Capacity:** 8 persons per pod 8

#### PROPULSION SYSTEMS

**Warp Propulsion System**

**Nacelles:** Type 5D6 73

- **Speed:** 5.0/8.4/9.6 [1 Power/2 warp speed]  
- **PIS:** Type H (12 hours of Maximum warp) 16

**Impulse Engine**

- **Type:** Class 3A (.5c/.75c) [5/7 Power/round] 18
  - **Location:** Main hull

**Impulse Engine**

- **Type:** Class 3A (.5c/.75c) [5/7 Power/round] 18
  - **Location:** Main hull

**Reaction Control System (.025c) [2 Power/round when in use]** 6

#### POWER SYSTEMS

**Warp Engine**

- **Type:** Class 9/O (generates 480 Power/round) 103
  - **Location:** Main hull

**Warp Core Ejection System:** Yes 6

**Impulse Engine[s]:**

- **2 Class 3A (generate 28 Power/engine/round) 12**

**Auxiliary Power:**

- **4 reactors (generate 5 Power/reactor/round) 12**

**Emergency Power:**

- **Type D (generates 40 Power/round) 40**

**EPS:** Standard Power flow, +300 Power transfer/round 60

**Standard Usable Power:** 536

#### OPERATIONS SYSTEMS

**Bridge:** Command hull 30

**Computers**

- **Core 1:** Command hull [5 Power/round] 12  
- **Core 2:** Main hull, forward [5 Power/round] 12  
- **Core 3:** Main hull, aft [5 Power/round] 12  
- **Uprating:** Class Alpha (+1) [1 Power/computer/round] 6

**ODN:** 18

**Navigational Deflector [5 Power/round]**

- **Range:** 10/20,000/50,000/150,000 24  
- **Accuracy:** 5/6/8/11  
- **Location:** Forward of main hull

**Sensor Systems**

- **Long-range Sensors [5 Power/round]** 40
  - **High Resolution:** 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0) 6  
  - **Low Resolution:** 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14) 9
  - **Strength Package:** Class 9 (Strength 9)  
  - **Gain Package:** Class Beta (+2)  
  - **Coverage:** Standard

- **Lateral Sensors [5 Power/round]** 24
  - **Strength Package:** Class 9 (Strength 9)  
  - **Gain Package:** Class Beta (+2)  
  - **Coverage:** Standard

- **Navigational Sensors [5 Power/round]** 22
  - **Strength Package:** Class 9 (Strength 9)  
  - **Gain Package:** Class Beta (+2)  
  - **Probes:** 20  
  - **Sensors Skill:** 3
Chapter 3: Ships of the Romulan Star Empire

Flight Control Systems

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
[1 Power/round in use]

Navigational Computer
Main: Class 2 (+1) [1 Power/round]
Backups: Two
Inertial Damping Field
Main
Strength: 9 [3 Power/round]
Number: 3
Backup
Strength: 6 [2 Power/round]
Number: 3

Attitude Control [2 Power/round]

Communications Systems
Type: Class 7 [2 Power/round]
Strength: 7
Security: -4 (Class Gamma uprating)
Basic Uprising: Class Alpha (+1)
Emergency Communications: Yes [2 Power/round]

Tractor Beams
Emitter: Class Gamma [3 Power/Strength used/round]
Accuracy: 4/5/7/10
Location: Forward ventral
Emitter: Class Gamma [3 Power/Strength used/round]
Accuracy: 4/5/7/10
Location: Aft ventral
Emitter: Class Alpha [3 Power/Strength used/round]
Accuracy: 5/6/8/11
Location: Shuttlebay

Transporters
Type: Personnel [5 Power/use]
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location: One in command hull, three in main hull

Type: Emergency [5 Power/use]
Pads: 16
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location: One in command hull, three in main hull

Type: Cargo [4 Power/use]
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location: Three in main hull

Cloaking Device: Class 8 [40 Power/class/round]

Security Systems
Rating: 5
Anti-Intruder System: Yes [1 Power/round]
Internal Force Fields [1 Power/3 Strength]

Science Systems
Rating 2 (+1) [2 Power/round]
Specialized Systems: 1
Laboratories: 13

Tactical Systems

Forward Disruptor Array
Type: Valkar
Damage: 260 [26 Power]
Number of Emitters: Up to 5 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward command hull
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

Starboard Wing Disruptor Array
Type: Uregal
Damage: 240 [24 Power]
Number of Emitters: Up to 5 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward edge of starboard “wing”
Firing Arc: 360 degrees forward (substantial arc shadow)
Firing Modes: Standard, Pulse

Port Wing Disruptor Array
Type: Uregal
Damage: 240 [24 Power]
Number of Emitters: Up to 5 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward edge of port “wing”
Firing Arc: 360 degrees forward (substantial arc shadow)
Firing Modes: Standard, Pulse

Dorsal Starboard Disruptor Array
Type: Uregal
Damage: 240 [24 Power]
Number of Emitters: Up to 5 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Dorsal on starboard “wing”
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

Dorsal Port Disruptor Array
Type: Uregal
Damage: 240 [24 Power]
Number of Emitters: Up to 5 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Dorsal on port “wing”
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

Ventral Starboard Disruptor Array
Type: Uregal
Damage: 240 [24 Power]
Number of Emitters: Up to 5 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral on starboard “wing”
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse
DESCRIPTION AND NOTES
FLEET DATA: Designed as a general-use heavy cruiser, one able to undertake combat or dangerous exploratory missions with equal ease, the Nelvex class was built along standard Romulan ship design principles of the 2360s, with a few minor adaptations and alterations. Its main hull consists of three parts: a rectangular central body plus two “wing” structures that sweep forward and slightly ventral (terminating in warp nacelles). Attached almost directly to the forward dorsal side of the central structure is a command hull similar to, but smaller than, that of a D’deridex-class Heavy Warbird. A large structure attached to the ventral side of the central mass holds the navigational deflector (and two forward plasma torpedo launchers), main Engineering, and a number of laboratories, sensors, and sensor-related systems.

The designers of the Nelvex placed greater emphasis on crew comfort and facilities than the developers of most Romulan ships, making it a favored posting among many Romulan personnel. The quarters are relatively large and well-equipped, the corridors wide, and the replicators common. Even a Starfleet officer would find it livable, albeit a bit dark and dreary in places.

NOTEWORTHY VESSELS/SERVICE RECORDS/ENCOUNTERS: Nelvex, prototype; Gotaru, held the main Romulan line as part of the left flank of the fleet that won the Battle of Yarra Sarnel during the Third Taurhai Offensive (2365); Krenok, conducted anti-Klingon espionage and sabotage missions (2367-70); L’athos, after being badly crippled by Jem’Hadar attacks during the Battle of Chudala, commits suicide ramming attack on main enemy lines, opening up a major hole that helped Federation alliance forces triumph (2375); Rataxos, participated in, and survived, Battle of Cardassia (2375).

VENTRAL PORT DISRUPTOR ARRAY
- Type: Uregal
- Damage: 240 [24 Power]
- Number of Emitters: Up to 5 shots per round
- Targeting System: Accuracy 4/5/7/10
- Range: 10/30,000/100,000/300,000
- Location: Ventral on port “wing”
- Firing Arc: 360 degrees ventral
- Firing Modes: Standard, Pulse

AFT DISRUPTOR ARRAY
- Type: Uregal
- Damage: 240 [24 Power]
- Number of Emitters: Up to 5 shots per round
- Targeting System: Accuracy 4/5/7/10
- Range: 10/30,000/100,000/300,000
- Location: Aft
- Firing Arc: 360 degrees aft
- Firing Modes: Standard, Pulse

FORWARD PLASMA TORPEDO LAUNCHER (HIGH-YIELD)
- Standard Load: Class XIV plasma torpedo (600 Damage; see rules)
- Spread: 10
- Range: See text
- Targeting System: Accuracy 4/5/7/10
- Power: (20 + 5 per torpedo fired)
- Location: Forward on command hull
- Firing Arc: Forward, but are self-guided

VENTRAL STARBORD PLASMA TORPEDO LAUNCHER (HIGH-YIELD)
- Standard Load: Class XIV plasma torpedo (600 Damage; see rules)
- Spread: 10
- Range: See text
- Targeting System: Accuracy 4/5/7/10
- Power: (20 + 5 per torpedo fired)
- Location: Ventral, dorsal and starboard of navigational deflector
- Firing Arc: Forward, but are self-guided

VENTRAL PORT PLASMA TORPEDO LAUNCHER (HIGH-YIELD)
- Standard Load: Class XIV plasma torpedo (600 Damage; see rules)
- Spread: 10
- Range: See text
- Targeting System: Accuracy 4/5/7/10
- Power: (20 + 5 per torpedo fired)
- Location: Ventral, dorsal and port of navigational deflector
- Firing Arc: Forward, but are self-guided

TORPEDOES CARRIED: 300 Class XIV plasma; 200 Type G-II singularity

TA/T/TS: Class Gamma [2 Power/round]
- Strength: 9
- Bonus: +2

WEAPONS SKILL: 5

SHIELDS (FORWARD, AFT, PORT, STARBORD)
- Shield Generator: Type R-II (Protection 900) [90 Power/shield/round]
- Shield Grid: Type B (33% increase to 1200 Protection)
- Subspace Field Distortion Amplifiers: Class Zeta (Threshold 300)
- Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield)
Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS
Shuttlebay(s): Capacity for 16 Size worth of ships
- Standard Complement: 8 shuttles
- Location(s): Aft, port and starboard
Captain’s Yacht: No
# Chapter 3

**PRELAR CLASS**

**Class and Type:** Prelar-Class Swift Cruiser  
**Commissioning Date:** 2355

## System

### Hull Systems

**Size:** 5  
- **Length:** 233.25 meters  
- **Beam:** 68.50 meters  
- **Height:** 35.50 meters  
- **Decks:** 7  
- **Mass:** 425,300 metric tonnes  
- **SUs Available:** 1,750  
- **SUs Used:** 1,595

**Resistances:**  
- **Outer Hull:** 8  
- **Inner Hull:** 8

**Structural Integrity Field**  
- **Main:** Class 4 (Protection 70/110) [1 Power/10 Protection/round]  
- **Backup:** Class 4 (Protection 35) [1 Power/10 Protection/round]  

### Personnel Systems

**Crew/Passengers/Evac:** 95/123/4,250

**Crew Quarters:**  
- **Spartan:** 60  
- **Basic:** 100  
- **Expanded:** 10  
- **Luxury:** 4  
- **Unusual:** 1

**Environmental Systems**  
- **Basic Life Support (10 Power/round)**  
- **Reserve Life Support (5 Power/round)**  
- **Emergency Life Support (30 emergency shelters)**  
- **Gravity (3 Power/round)**  
- **Consumables:** 3 years' worth

**Replicator Systems**  
- **Food Replicators [5 Power/round]**  
- **Industrial Replicators**  
  - **Type:** Network of small replicators [2 Power/round]  
- **Medical Facilities:** 6 (+1) [6 Power/round]  
- **Recreation Facilities:** 6 [12 Power/round]  
- **Personnel Transport:** Turbolifts, Jefferies tubes [2 Power/round]  
- **Fire Suppression System** [1 Power/round when active]  
- **Cargo Holds:** 25,000 cubic meters  
  - **Locations:** Five locations throughout ship

**Escape Pods**  
- **Number:** 120  
- **Capacity:** 4 persons per pod

### Propulsion Systems

**Warp Propulsion System**  
- **Nacelles:** Type 5D  
  - **Speed:** 5.0/8.5/9.0 [1 Power/2 warp speed]  
  - **PIS:** Type H (12 hours of Maximum warp)  
  - **Uprating:** Package 1 for Sustainable  
  
**Impulse Engines**  
- **Type:** Class 5 (.7c/.9c) [7/9 Power/round]  
  - **Acceleration Uprating:** Class Beta (75% acceleration) [2 Power/round when active]  
  - **Location:** Aft

**Power Systems**  
- **Artificial Quantum Singularity Drive**  
  - **Type:** Type IV (generates 400 Power/round)  
  - **Engine Core Ejection System:** Yes  
  - **Impulse Engine(s):** 2 Class 5 (generate 40 Power/engine/round)  
  - **Auxiliary Power:** 3 reactors (generate 5 Power/reactor/round)  
  - **Emergency Power:** Type D (generates 40 Power/round)  
  - **EPS:** Standard Power flow, +200 Power transfer/round  
  
**Standard Usable Power:** 480

### Operations Systems

**Bridge:** Command hull  
- **Computer**  
  - **Core 1:** Main hull [5 Power/round]  
    - **Uprating:** Class Alpha (+1) [1 Power/computer/round]  
    - **ODN:** 15  
  - **Navigational Deflector [5 Power/round]**  
    - **Range:** 10/20,000/50,000/150,000  
    - **Accuracy:** 5/6/8/11  
    - **Location:** Forward ventral

**Sensor Systems**  
- **Long-range Sensors [5 Power/round]**  
  - **Range Package:** Type 4 (Accuracy 3/4/7/10)  
  - **High Resolution:** 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)  
  - **Low Resolution:** 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)  
  - **Strength Package:** Class 7 (Strength 7)  
  - **Gain Package:** Class Beta (+2)  
  - **Coverage:** Standard

**Lateral Sensors [5 Power/round]**  
- **Strength Package:** Class 7 (Strength 7)  
- **Gain Package:** Class Beta (+2)  
- **Coverage:** Standard
CHAPTER 3

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Navigational Sensors [5 Power/round]
  Strength Package: Class 7 (Strength 7)
  Gain Package: Class Beta (+2)
Probes: 45
Sensors Skill: 4

FLIGHT CONTROL SYSTEMS
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
  [1 Power/round in use]
Navigational Computer
Main: Class 2 (+1) [1 Power/round]
  Backups: Two
  Inertial Damping Field
Main
  Strength: 9 [3 Power/round]
  Number: 2
Backup
  Strength: 6 [2 Power/round]
  Number: 2
Attitude Control [1 Power/round]

COMMUNICATIONS SYSTEMS
Type: Class 6 [2 Power/round]
  Strength: 6
  Security: -3 (Class Gamma uprating)
  Basic Uprating: Class Alpha (+1)
Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS
Emitter: Class Gamma [3 Power/Strength used/round]
  Accuracy: 4/5/7/10
  Location: Forward ventral
Emitter: Class Gamma [3 Power/Strength used/round]
  Accuracy: 4/5/7/10
  Location: Aft ventral
Emitter: Class Alpha [3 Power/Strength used/round]
  Accuracy: 5/6/8/11
  Location: Shuttlebay

TRANSPORTERS
Type: Personnel [4 Power/use]
  Pads: 4
    Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
    Energizing/Transition Coils: Class G (Strength 7)
    Number and Location: One in command hull, two in main hull
Type: Emergency [5 Power/use]
  Pads: 16
    Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
    Energizing/Transition Coils: Class G (Strength 7)
    Number and Location: One in command hull, two in main hull
Type: Cargo [4 Power/use]
  Pads: 400 kg
    Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
    Energizing/Transition Coils: Class G (Strength 7)
    Number and Location: Three in main hull
Cloaking Device: Class B [40 Power/class/round]

SECURITY SYSTEMS
Rating: 4
  Anti-Intruder System: Yes [1 Power/round]
  Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS
Rating 2 (+1) [2 Power/round]
  Specialized Systems: None
  Laboratories: 8

TACTICAL SYSTEMS
Forward Disruptor Array
  Type: Uregal
  Damage: 240 [24 Power]
  Number of Emitters: Up to 5 shots per round
  Targeting System: Accuracy 4/5/7/10
  Range: 10/30,000/100,000/300,000
  Location: Forward of command hull
  Firing Arc: 360 degrees forward
  Firing Modes: Standard, Pulse

Starboard Wing Disruptor Cannon
  Type: Prenak
  Damage: 200 [20 Power]
  Number of Shots: Up to 3 shots per round
  Targeting System: Accuracy 4/5/7/10
  Range: 10/30,000/100,000/300,000
  Location: Forward tip of starboard “wing”
  Firing Arc: 240 degrees forward
  Firing Modes: Standard, Pulse

Port Wing Disruptor Cannon
  Type: Prenak
  Damage: 200 [20 Power]
  Number of Shots: Up to 3 shots per round
  Targeting System: Accuracy 4/5/7/10
  Range: 10/30,000/100,000/300,000
  Location: Forward tip of port “wing”
  Firing Arc: 240 degrees forward
  Firing Modes: Standard, Pulse

Dorsal Disruptor Array
  Type: Anthep
  Damage: 180 [18 Power]
  Number of Shots: Up to 3 shots per round
  Targeting System: Accuracy 4/5/7/10
  Range: 10/30,000/100,000/300,000
  Location: Dorsal amidships
  Firing Arc: 360 degrees dorsal
  Firing Modes: Standard, Pulse

Ventral Disruptor Array
  Type: Anthep
  Damage: 180 [18 Power]
  Number of Shots: Up to 3 shots per round
  Targeting System: Accuracy 4/5/7/10
  Range: 10/30,000/100,000/300,000
  Location: Ventral amidships
  Firing Arc: 360 degrees ventral
  Firing Modes: Standard, Pulse

Aft Disruptor Array
  Type: Anthep
  Damage: 180 [18 Power]
  Number of Shots: Up to 3 shots per round
  Targeting System: Accuracy 4/5/7/10
  Range: 10/30,000/100,000/300,000
  Location: Aft
  Firing Arc: 360 degrees aft
  Firing Modes: Standard, Pulse

PRELAR 2/3 040
Forward Torpedo Launcher
  Standard Load: Type II photon torpedo (200 Damage)
  Spread: 6
  Range: 15/350,000/1,500,000/4,050,000
  Targeting System: Accuracy 4/5/7/10
  Power: [(20 + 5 per torpedo fired)]
  Location: Forward
  Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher
  Standard Load: Type II photon torpedo (200 Damage)
  Spread: 6
  Range: 15/350,000/1,500,000/4,050,000
  Targeting System: Accuracy 4/5/7/10
  Power: [(20 + 5 per torpedo fired)]
  Location: Aft
  Firing Arc: Aft, but are self-guided

Torpedoes Carried: 40
TA/T/TS: Class Beta [1 Power/round] 9
  Strength: 8
  Bonus: +1

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) 46 (x4)
  Shield Generator: Type R-ID (Protection 750) [75 Power/shield/round]
  Shield Grid: Type B (33% increase to 1000 Protection)
  Subspace Field Distortion Amplifiers: Class Gamma (Threshold 250)
  Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield)
Auto-Destruct System 5

AUXILIARY SPACECRAFT SYSTEMS
Shuttlebay(s): Capacity for 8 Size worth of ships 16
  Standard Complement: 4 shuttlecraft
  Location(s): Aft ventral
  Captain’s Yacht: No

DESCRIPTION AND NOTES

FLEET DATA: Although it’s approximately 20 years old as a class by the end of the Dominion War, the Prelar-class Swift Cruiser remains the most common ship of its type in the Star Navy. Thanks to its excellent service record and a modular design that allows rapid and easy upgrading of many key systems, it has not been replaced by a newer model. Created to perform military reconnaissance, military courier, and front-line combat duties, it has excelled at its intended role. Many a Romulan admiral or senator has only made it safely to his destination thanks to the speed, maneuverability, and firepower of a Prelar.

The Prelar consists of a roughly rectangular central main hull, with two typical wing-shaped nacelle pylons projecting outward and sharply downward. However, the nacelles themselves attach almost directly to the main body of the ship dorsall, where the wings meet the central structure; the pylons hold forward-mounted disruptor cannons at their tips. The command hull connects to the forward edge of the main hull via a short connecting interhull.

NOTEWORTHY VESSELS/SERVICE RECORDS/ENCOUNTERS: Prelar, prototype; D’taxra, destroyed four Taurhai vessels during the Battle of Tendasha (2357); Komra Shan, ferried Senators Krastus and Perreus safely through Taurhai-threatened space to a crucial strategic conference during the Third Taurhai Offensive (2366); Venrex,
THALAN CLASS

Class and Type: Thalan-Class Swift Frigate
Commissioning Date: 2370

SYSTEM

HULL SYSTEMS

Size: 4
Length: 137.24 meters
Beam: 39.57 meters
Height: 26.55 meters
Decks: 6
Mass: 112,500 metric tonnes
SUs Available: 1,300
SUs Used: 1,289

HULL

Outer Hull: 16
Inner Hull: 16

Resistance

Outer Hull: 8
Inner Hull: 8

Structural Integrity Field

Main: Class 3 (Protection 60/90) [1 Power/10 Protection/round] 16
Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 16

Specialized Hull: Cloak-Enhancing

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 38/69/1,560

Crew Quarters

Spartan: None
Basic: 80
Expanded: 25
Luxury: 2
Unusual: None

Environmental Systems

Basic Life Support [9 Power/round] 16
Reserve Life Support [5 Power/round] 8
Emergency Life Support [24 emergency shelters] 4
Gravity [2 Power/round] 4
Consumables: 2 years’ worth

Replicator Systems

Food Replicators [4 Power/round]
Industrial Replicators
Type: Network of small replicators [2 Power/round]

Medical Facilities: 6 (1) [6 Power/round] 30

Recreation Facilities: 5 [10 Power/round] 40


Fire Suppression System [1 Power/round when active] 4

Cargo Holds: 2,000 cubic meters
Locations: Four locations throughout ship

Escape Pods

Number: 40
Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Propulsion System

Nacelles: Type SE6
Speed: 5.0/9.0/9.6 [1 Power/2 warp speed] 78
PIS: Type H (12 hours of Maximum warp) 16

Impulse Engine

Type: Class 5A (.72c/.9c) [7/9 Power/round] 28
Acceleration Uprating: Class Beta (75% acceleration) [2 Power/round when active] 4
Location: Aft ventral, port and starboard

Impulse Engine

Type: Class 5A (.72c/.9c) [7/9 Power/round] 28
Acceleration Uprating: Class Beta (75% acceleration) [2 Power/round when active] 4
Location: Ventral of each wing pylon, attached to main hull

Reaction Control System (.025c) [2 Power/round when in use] 4

POWER SYSTEMS

Warp Engine

Type: Class 8/N (generates 400 Power/round) 90
Location: Amidships

Impulse Engine[s]: 2 Class 5A (generate 44 Power/engine/round) 9
Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) 3
Emergency Power: Type D (generates 40 Power/round) 40
EPS: Standard Power flow, +220 Power transfer/round 42

Standard Usable Power: 488

OPERATIONS SYSTEMS

Bridge: Command hull (forward) 20

Computer (Biogenically Enhanced)

Core 1: Forward [7 Power/round] 12
Uprating: Class Alpha (+1) [1 Power/computer/round] 2
ODN 12

Navigational Deflector [5 Power/round] 16
Range: 10/20,000/50,000/150,000 8
Accuracy: 5/6/8/11 8
Location: Forward ventral 8

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 48
Range Package: Type 6 (Accuracy 3/4/7/10) 4
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0) 4
Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16) 4

Strength Package: Class 9 (Strength 9) 2
Gain Package: Class Beta (+2) 2
Coverage: Standard 2

Lateral Sensors [5 Power/round] 24
Strength Package: Class 9 (Strength 9) 2
Gain Package: Class Beta (+2) 2
Coverage: Standard 2

Navigational Sensors [5 Power/round] 22
Strength Package: Class 9 (Strength 9) 2
Gain Package: Class Beta (+2) 2
### Flight Control Systems

**Autopilot:** Shipboard Systems (Flight Control) 3, Coordination 3
- [1 Power/round in use]

**Navigational Computer**
- **Main:** Class 2 (+1) [1 Power/round]
- **Backup:** Three

### Inertial Damping Field

**Main**
- Strength: 9 [3 Power/round]
- Number: 2

**Backup**
- Strength: 6 [2 Power/round]
- Number: 2

**Attitude Control** [1 Power/round]

### Communications Systems

**Type:** Class 7 [2 Power/round]
- **Strength:** 7
- **Security:** -4 (Class Gamma uprating)
- **Basic Uprating:** Class Alpha (+1)

**Emergency Communications:** No

### Tractor Beams

**Emitter:** Class Beta [3 Power/Strength used/round]
- **Accuracy:** 5/6/8/11
- **Location:** Forward ventral

**Emitter:** Class Beta [3 Power/Strength used/round]
- **Accuracy:** 5/6/8/11
- **Location:** Aft ventral

### Transporters

**Type:** Personnel [4 Power/use]
- **Pads:** 4
  - Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
  - Energizing/Transition Coils: Class G (Strength 7)
  - Number and Location: One forward, one aft

**Type:** Emergency [5 Power/use]
- **Pads:** 16
  - Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
  - Energizing/Transition Coils: Class G (Strength 7)
  - Number and Location: One forward, one aft

**Type:** Cargo [4 Power/use]
- **Pads:** 400 kg
  - Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
  - Energizing/Transition Coils: Class G (Strength 7)
  - Number and Location: One each in two largest cargo holds

**Cloaking Device:** Class 8 [40 Power/class/round]

### Security Systems

**Rating:** 4
- **Anti-Intruder System:** Yes [1 Power/round]
- **Internal Force Fields:** 1 Power/3 Strength

### Science Systems

**Rating 2 (+1) [2 Power/round]
- Specialized Systems: None
- Laboratories: 6

### Tactical Systems

**Forward Disruptor Array**
- **Type:** Prenak
- **Damage:** 200 [20 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Forward on command hull
- **Firing Arc:** 360 degrees forward
- **Firing Modes:** Standard, Pulse

**Dorsal Disruptor Array**
- **Type:** Anthep
- **Damage:** 180 [18 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Dorsal amidships
- **Firing Arc:** 360 degrees dorsal
- **Firing Modes:** Standard, Pulse

**Ventral Disruptor Array**
- **Type:** Anthep
- **Damage:** 180 [18 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Ventral amidships
- **Firing Arc:** 360 degrees ventral
- **Firing Modes:** Standard, Pulse

**Forward Torpedo Launcher**
- **Standard Load:** Type II photon torpedo (200 Damage)
- **Spread:** 6
- **Range:** 15/350,000/1,500,000/4,050,000
- **Targeting System:** Accuracy 4/5/7/10
- **Power:** [20 + 5 per torpedo fired]
- **Location:** Forward on command hull
- **Firing Arc:** Forward, but are self-guided

**Torpedoes Carried:** 60
- **TA/T/TS:** Class Beta [1 Power/round]
- **Strength:** 8
- **Bonus:** +1

**Weapons Skill:** 4

**Shields (Forward, Aft, Port, Starboard)**
- **Shield Generator:** Type R-ID (Protection 750) [75 Power/shield/round]
- **Shield Grid:** Type B (33% increase to 1000 Protection)
- **Subspace Field Distortion Amplifiers:** Class Gamma (Threshold 250)
- **Recharging System:** Class 1 (45 seconds)

**Backup Shield Generators:** 4 (1 per shield)
- **Auto-Destruct System:** 4

### Auxiliary Spacecraft Systems

**Shuttlebay(s):** None

**Captain’s Yacht:** No

### Description and Notes

**Fleet Data:** The first (and so far only) Swift Frigate type vessel in the Star Navy, the Thalan class is the product of one of the most inventive and prolific starship designers of modern Romulus, Dalgarius. In the early 2360s, the Star Navy expressed a desire for a new ship intended for long-range patrols (particularly along
trade routes and frontiers) and rapid response missions of various sorts. Dalgarius responded with a proposed design for a ship much smaller than the High Tribunal had originally envisioned. But because it included so many intriguing ideas (such as the integration of the artificial quantum singularity drive and biogenically enhanced computers into a starship frame much smaller than that of most ships possessing such systems), he was allowed to proceed. Although size considerations ultimately forced Dalgarius to substitute a warp engine for an AQSD in the ship, the High Tribunal allowed him to complete the design and produce the vessel.

The Thalan class incorporates some of the best propulsion system components and power generation/transfer systems ever devised for a Romulan vessel. If it has any weakness, it is that its weapons are not quite as powerful as those most commanders prefer, and that it lacks an aft weapon. In some cases, clever engineers have found ways to retrofit larger energy weapons, and even plasma torpedo launchers, into a Thalan, but most officers simply make do with what the ship provides.

Physically, the Thalan resembles the Theta-class Swift Courier (to which Dalgarius also contributed design ideas), with a few noteworthy differences. First, it has three warp nacelles, with the third mounted aft dorsal along the centerline of the main hull. Second, it has two impulse engines, one aft ventral, and the other divided in two and mounted beneath the wing pylons. Third, when viewed from port or starboard, it lacks the slightly “curved” look of the Theta, instead opting for straight lines and a sharper, less organic, appearance.

Noteworthy vessels/service records/encounters: Thalan, prototype; Regareb, patrolled several key trade routes in the spinward regions of the Empire (2371-73); Pellareus, rescued two dozen hostages captured by pro-Vulcan terrorists and destroyed the terrorists’ ship (2374); Ven’et, conducted patrol and reconnaissance missions during the Dominion War (2374-75).
**THEREUS CLASS**

**Class and Type:** Thereus-Class Bird of Prey  
**Commissioning Date:** 2369

**SYSTEM**

**HULL SYSTEMS**

- **Size:** 4  
  - Length: 102.11 meters  
  - Beam: 43.33 meters  
  - Height: 23.47 meters  
  - Decks: 4  
  - Mass: 88,000 metric tonnes  
- **SUs Available:** 1,300  
- **SUs Used:** 1,285

**HULL**

- **Outer**
- **Inner**

**Resistance**

- **Outer Hull:** 6  
- **Inner Hull:** 6

**STRUCTURAL INTEGRITY FIELD**

- **Main:** Class 3 (Protection 60/90)  
- **Backup:** Class 3 (Protection 30)  
- **Backup:** Class 3 (Protection 30)

**PERSONNEL SYSTEMS**

- **Crew/Passengers/Evac:** 29/50/1,200

**CREW QUARTERS**

- Spartan: None  
- Basic: 80  
- Expanded: None  
- Luxury: None  
- Unusual: None

**ENVIRONMENTAL SYSTEMS**

- **Basic Life Support:** [9 Power/round]  
- **Reserve Life Support:** [5 Power/round]  
- **Emergency Life Support:** (24 emergency shelters)  
- **Gravity:** [2 Power/round]  
- **Consumables:** 1 years' worth

**REPLICATOR SYSTEMS**

- **Food Replicators:** [4 Power/round]  
- **Industrial Replicators:**  
- **Type:** Network of small replicators [2 Power/round]

**Medical Facilities**

- **5 (+1) [5 Power/round]**

**Recreation Facilities**

- **5 [10 Power/round]**

**Personnel Transport**

- **Turbolifts:**  
- **Jefferies tubes:** [2 Power/round]

**Fire Suppression System**

- **1 [Power/round when active]**

**Cargo Holds**

- **3,500 cubic meters**  
- **Locations:** Five locations throughout ship

**Escape Pods**

- **Number:** 40  
- **Capacity:** 4 persons per pod

**PROPULSION SYSTEMS**

**Warp Propulsion System**

- **Nacelles:** Type 5E3  
- **Speed:** 5.0/9.0/9.3 [1 Power/2 warp speed]  
- **PIS:** Type H (12 hours of Maximum warp)

**Impulse Engine**

- **Type:** Class 5A (.72c/.9c) [7/9 Power/round]  
- **Acceleration Uprating:** Class Beta (75% acceleration)  
- **[2 Power/round when active]**  
- **Location:** Aft

**POWER SYSTEMS**

**Warp Engine**

- **Type:** Class 7/M (generates 390 Power/round)  
- **Location:** Amidships

**Impulse Engine[5s]:**

- **Class 5A (.72c/.9c) [7/9 Power/round]  
- **Location:** Aft, port and starboard

**Auxiliary Power:**

- **2 reactors (generate 5 Power/reactor/round)**

**Emergency Power:**

- **Type C (generates 35 Power/round)**

**EPS:**

- **Standard Power flow, +200 Power transfer/round**

**Standard Usable Power:** 478

**OPERATIONS SYSTEMS**

**Bridge:** Command hull (forward)

**Computer**

- **Core 1:** Amidships [5 Power/round]  
- **Uprating:** Class Alpha (+1)  
- **ODN 12**

**Navigational Deflector**

- **5 Power/round**

**SENSOR SYSTEMS**

**Long-range Sensors**

- **5 Power/round**

**Range Package:**

- **Type 6 (Accuracy 3/4/7/10)**

**High Resolution:**

- **5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)**

**Low Resolution:**

- **16 light-years (1/1.1-5.0/5.1-12.0/12.1-16)**

**Strength Package:**

- **Class 9 (Strength 9)**

**Gain Package:**

- **Class Beta (+2)**

**Coverage:**

- **Standard**

**Lateral Sensors**

- **5 Power/round**

**Strength Package:**

- **Class 9 (Strength 9)**

**Gain Package:**

- **Class Beta (+2)**

**Coverage:**

- **Standard**

**Navigational Sensors**

- **5 Power/round**

**Strength Package:**

- **Class 9 (Strength 9)**

**Gain Package:**

- **Class Beta (+2)**
**FLIGHT CONTROL SYSTEMS**

**Autopilot:** Shipboard Systems (Flight Control) 3, Coordination 2

- **Main:** Class 2 (+1) [1 Power/round]
  - Backups: Three

**Inertial Damping Field**

- **Main**
  - Strength: 9 [3 Power/round]
  - Number: 2
- **Backup**
  - Strength: 6 [2 Power/round]
  - Number: 2

**Communications Systems**

**Type:** Class 7 [2 Power/round]

- **Strength:** 7
- **Security:** -4 (Class Gamma uprating)
- **Basic Uprating:** Class Alpha (+1)
- **Emergency Communications:** No

**Tractor Beams**

- **Emitter:** Class Beta [3 Power/Strength used/round]
  - **Accuracy:** 5/6/8/11
  - **Location:** Forward ventral
- **Emitter:** Class Beta [3 Power/Strength used/round]
  - **Accuracy:** 5/6/8/11
  - **Location:** Aft ventral

**Transporters**

- **Type:** Personnel [4 Power/use]
  - **Pads:** 4
  - **Emitter/Receiver Array:** Personnel Type 6 (40,000 km range)
  - **Energizing/Transition Coils:** Class G (Strength 7)
  - **Number and Location:** One forward, one aft
- **Type:** Emergency [5 Power/use]
  - **Pads:** 16
  - **Emitter/Receiver Array:** Emergency Type 3 (15,000 km range)
  - **Energizing/Transition Coils:** Class G (Strength 7)
  - **Number and Location:** One forward, one aft
- **Type:** Cargo [4 Power/use]
  - **Pads:** 400 kg
  - **Emitter/Receiver Array:** Cargo Type 3 (40,000 km range)
  - **Energizing/Transition Coils:** Class G (Strength 7)
  - **Number and Location:** One in each of the three largest cargo holds

**Cloaking Device:** Class 9 [40 Power/class/round]

**Security Systems**

- **Rating:** 3
  - **Anti-Intruder System:** Yes [1 Power/round]
  - **Internal Force Fields** [1 Power/3 Strength]

**Science Systems**

- **Rating 1 (+0) [1 Power/round]
  - Specialized Systems: None
  - Laboratories: 3

2 **TACTICAL SYSTEMS**

**Forward Disruptor Array**

- **Type:** Prenak
- **Damage:** 200 [20 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Forward on command hull
- **Firing Arc:** 360 degrees forward
- **Firing Modes:** Standard, Pulse

**Dorsal Disruptor Array**

- **Type:** Anthep
- **Damage:** 180 [18 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Dorsal amidships
- **Firing Arc:** 360 degrees dorsal
- **Firing Modes:** Standard, Pulse

**Ventral Disruptor Array**

- **Type:** Anthep
- **Damage:** 180 [18 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Ventral amidships
- **Firing Arc:** 360 degrees ventral
- **Firing Modes:** Standard, Pulse

**Aft Disruptor Array**

- **Type:** Anthep
- **Damage:** 180 [18 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Aft
- **Firing Arc:** 360 degrees aft
- **Firing Modes:** Standard, Pulse

**Forward Torpedo Launcher**

- **Standard Load:** Type G-II singularity torpedo (400 Damage)
- **Spread:** 4
- **Range:** 15/350,000/1,500,000/4,050,000
- **Targeting System:** Accuracy 4/5/7/10
- **Power:** [20 + 5 per torpedo fired]
- **Location:** Forward on command hull
- **Firing Arc:** Forward, but are self-guided

**Torpedoes Carried:** 40

**TA/T/TS:** Class Beta [1 Power/round]

- **Strength:** 8
- **Bonus:** +1

**Weapons Skill:** 4

**Shields (Forward, Aft, Port, Starboard)**

- **Type:** R-ID (Protection 650) [65 Power/shield/round]
- **Shield Grid:** Type C (50% increase to 975 Protection)
- **Subspace Field Distortion Amplifiers:** Class Delta (Threshold 200)
- **Recharging System:** Class 1 (45 seconds)
- **Backup Shield Generators:** 4 (1 per shield)

**Auto-Destruct System** 4
AUXILIARY SPACECRAFT SYSTEMS
Shuttlebay(s): None
Captain’s Yacht: No

DESCRIPTION AND NOTES
FLEET DATA: Designed as a cross between a scout and a cruiser, the Thereus-class Bird of Prey combines the best features of both: powerful engines so that it can fly at high impulse and warp speeds; advanced power generation systems; sophisticated sensors; and one of the best types of cloaking devices available in the Star Empire. Like most Birds of Prey, its weapons are relatively weak, but its crews master “decloak and fire” maneuvers to make up for the lack.

The Thereus has a roughly teardrop-shaped main hull, similar to that of the D’virin-class Incursion Frigate. The command hull, with a downward-pointing “beak” shape like that of the D’deridex, attaches almost seamlessly to the main hull’s forward side. The nacelles are each held directly to port and starboard by two arch-like nacelle pylons. As a result, when the ship is viewed from the front—the only angle many of its victims ever see—it strongly resembles a raptor striking to kill.

NOTEWORTHY VESSELS/SERVICE RECORDS/ENCOUNTERS: Thereus, prototype; Ronax, ambushed and destroyed Taurhai scouting wing, allowing the main Romulan fleet to surprise and quickly triumph over the enemy at the Battle of the Blue Spiral Nebula (2371); Argarathon, tracked down the vessel of the notorious pirate Maresk the Savage and destroyed his flagship with a carefully-timed sneak attack (2373); Debratha, participated in the raid on the Cardassian fortress planet of Kharsadron, incapacitating several sensor systems so as to deprive the enemy of timely intelligence on Federation alliance fleet movements (2375).
THETA CLASS

Class and Type: Theta-Class Swift Courier
Commissioning Date: 2357

SYSTEM

HULL SYSTEMS

Size: 3
Length: 24.23 meters
Beam: 15.98 meters
Height: 6.57 meters
Decks: 1
Mass: 142.31 metric tonnes
SUs Available: 1,000
SUs Used: 985

HULL

Outer 12
Inner 12

RESISTANCE

Outer Hull: 6
Inner Hull: 6

STRUCTURAL INTEGRITY FIELD

Main: Class 3 (Protection 60/90) [1 Power/10 Protection/round] 21
Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 11
Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 11

Specialized Hull: Cloak-Enhancing; Atmospheric Capability; Planetfall

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 8/32/140

CREW QUARTERS

Spartan: 20
Basic: 5
Expanded: 2
Luxury: 1
Unusual: None

ENVIRONMENTAL SYSTEMS

Basic Life Support [6 Power/round] 12
Reserve Life Support [3 Power/round] 12
Emergency Life Support (18 emergency shelters)
Gravity [2 Power/round]
Consumables: One month’s worth

REPLICATOR SYSTEMS

Food Replicators [3 Power/round] 3
Industrial Replicators
Type: Network of small replicators [2 Power/round] 3
Medical Facilities: 5 (+1) [5 Power/round] 25
Recreation Facilities: 3 [6 Power/round] 24
Personnel Transport: Jefferies tubes [0 Power/round] 3
Fire Suppression System [1 Power/round when active] 3
Cargo Holds: 100 cubic meters
Locations: Aft, port and starboard

Escape Pods
Number: 20
Capacity: 4 persons per pod

PROPULSION SYSTEMS

WARP PROPULSION SYSTEM

Nacelles: Type 6B6 98
PIS: Type C (6 hours of Maximum warp) 6

IMPULSE ENGINE

Type: Class 5A (.72c/.9c) [7/9 Power/round] 28
Acceleration Uprising: Class Beta (75% acceleration) [2 Power/round when active] 4
Location: Aft, port and starboard

Reaction Control System (.025c) [2 Power/round when in use] 3

POWERSYSTEMS

WARP ENGINE

Type: Class 5/H (generates 250 Power/round) 60
Location: Amidships

Impulse Engine(s): 1 Class 5A (generate 44 Power/engine/round) 6
Auxiliary Power: 2 reactors (generate 5 Power/reactor) 6

Emergency Power: Type A (generates 25 Power/round) 25

EPS: Standard Power flow, +100 Power transfer/round 25

Standard Usable Power: 294

OPERATIONS SYSTEMS

Bridge: Command hull 15

COMPUTERS

Core 1: Location [5 Power/round] 6
Upgrading: Class Alpha (+1) [1 Power/computer/round] 2
ODN 9

Navigational Deflector [5 Power/round] 12
Range: 10/20,000/50,000/150,000 1
Accuracy: 5/6/8/11 1
Location: Ventral 1

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 31
Range Package: Type 4 (Accuracy 3/4/7/10) 12
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0) 6
Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14) 6
Strength Package: Class 6 (Strength 6) 3
Gain Package: Class Alpha (+1) 1
Coverage: Standard 1

Lateral Sensors [5 Power/round] 15
Strength Package: Class 6 (Strength 6) 3
Gain Package: Class Alpha (+1) 3
Coverage: Standard 3

Navigational Sensors [5 Power/round] 14
Strength Package: Class 6 (Strength 6) 3
Gain Package: Class Alpha (+1) 3

Probes: 4 1
Sensors Skill: 4 1

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 3 12
[1 Power/round in use] 12
Navigational Computer 12

THETA 1/3
### SHIPS OF THE ROMULAN STAR EMPIRE

#### CHAPTER 3

**SHI P RECOGNITION MANUAL VOLUME FIVE**

**Main:** Class 2 (+1) [1 Power/round]
- **Backups:** Three

**Inertial Damping Field**
- **Main**
  - Strength: 9 [3 Power/round]
  - Number: 2
- **Backup**
  - Strength: 6 [2 Power/round]
  - Number: 2
- **Attitude Control** [1 Power/round]

**COMMUNICATIONS SYSTEMS**
- **Type:** Class 7 [2 Power/round]
  - **Strength:** 7
  - **Security:** -4 (Class Gamma uprating)
  - **Basic Uprating:** Class Alpha (+1)
- **Emergency Communications:** No

**TRACTOR BEAMS**
- **Emitter:** Class Beta [3 Power/Strength used/round]
  - Accuracy: 5/6/8/11
  - **Location:** Forward ventral

**TRANSPORTERS**
- **Type:** Personnel [4 Power/use]
  - **Pads:** 4
  - **Emitter/Receiver Array:** Personnel Type 6 (40,000 km range)
  - **Energizing/Transition Coils:** Class G (Strength 7)
  - Number and Location: One amidships

**Cloaking Device:** Class 5 [40 Power/class/round]

**SECURITY SYSTEMS**
- **Rating:** 3
  - **Anti-Intruder System:** Yes [1 Power/round]
  - **Internal Force Fields:** 1 Power/3 Strength

**SCIENCE SYSTEMS**
- **Rating 1 (+0) [1 Power/round]
  - Specialized Systems: None
  - Laboratories: None

**TACTICAL SYSTEMS**

**Forward Disruptor Array**
- **Type:** Chareth
- **Damage:** 160 [16 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Forward
- **Firing Arc:** 360 degrees forward
- **Firing Modes:** Standard, Pulse

**Forward Dorsal Disruptor Array**
- **Type:** Chareth
- **Damage:** 160 [16 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Forward dorsal
- **Firing Arc:** 360 degrees dorsal
- **Firing Modes:** Standard, Pulse

**Aft Dorsal Disruptor Array**
- **Type:** Chareth
- **Damage:** 160 [16 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Aft dorsal
- **Firing Arc:** 360 degrees dorsal
- **Firing Modes:** Standard, Pulse

**Forward Ventral Disruptor Array**
- **Type:** Chareth
- **Damage:** 160 [16 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Forward ventral
- **Firing Arc:** 360 degrees ventral
- **Firing Modes:** Standard, Pulse

**Aft Ventral Disruptor Array**
- **Type:** Chareth
- **Damage:** 160 [16 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Aft ventral
- **Firing Arc:** 360 degrees ventral
- **Firing Modes:** Standard, Pulse

**Aft Disruptor Array**
- **Type:** Chareth
- **Damage:** 160 [16 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Aft
- **Firing Arc:** 360 degrees aft
- **Firing Modes:** Standard, Pulse

**Forward Torpedo Launcher**
- **Standard Load:** Type II photon torpedo (200 Damage)
- **Spread:** 4
- **Range:** 15/350,000/1,500,000/4,050,000
- **Targeting System:** Accuracy 4/5/7/10
- **Power:** [20 + 5 per torpedo fired]
- **Location:** Forward
- **Firing Arc:** Forward, but are self-guided

**Aft Torpedo Launcher**
- **Standard Load:** Type II photon torpedo (200 Damage)
- **Spread:** 4
- **Range:** 15/350,000/1,500,000/4,050,000
- **Targeting System:** Accuracy 4/5/7/10
- **Power:** [20 + 5 per torpedo fired]
- **Location:** Aft
- **Firing Arc:** Aft, but are self-guided

**Torpedoes Carried:** 12

**TA/T/TS:** Class Alpha [0 Power/round]
- **Strength:** 7
- **Bonus:** +0
- **Weapons Skill:** 3
Shields (Forward, Aft, Port, Starboard) 18 (x4)
- Shield Generator: Type R-IB (Protection 270) [27 Power/shield/round]
- Shield Grid: Type B (33% increase to 360 Protection)
- Subspace Field Distortion Amplifiers: Class Beta (Threshold 90)
- Recharging System: Class 1 (45 seconds)
- Backup Shield Generators: 4 (1 per shield)
- Auto-Destruct System 3

AUXILIARY SPACECRAFT SYSTEMS
- Shuttlebay(s): None
- Captain’s Yacht: No

DESCRIPTION AND NOTES

FLEET DATA: The Star Navy, and many Romulan politicians, use the Theta-class Swift Courier, an expanded and uprated long-range warp shuttle, for transporting small groups of personnel—squads of elite troops, a diplomatic delegation, a senatorial fact-finding party, or the like. Though the basic accommodations are relatively rough, best suited for soldiers and their ilk, for small parties the ship’s crew can re-arrange its interior, providing more luxurious private living facilities at the expense of two-bunk troop quarters.

As befits a ship that often has to travel into or through dangerous areas to accomplish its missions, the Theta-class comes equipped with impressive firepower for such a small ship: six Type Chareth disruptors and two photon torpedo launchers. In fact, some ship engineers and Theta crews have criticized this design decision, noting that the ship rarely needs that much offensive power, and that the disruptor arrays occupy space the ship could better use for additional quarters, cargo transporters, and other such amenities. The Star Navy so far refuses to order any class-wide design alterations for the vessel. Rumor has it that some senators and other high-ranking officials who frequently use Thetas have stripped out two or three disruptors and replaced them with other systems.

NOTEWORTHY VESSELS/SERVICE RECORDS/ENCOUNTERS: Theta, prototype; Shargeles, personal transport of Admiral Chodeth during the Third Taurhai Offensive (2365-66); Rilidam, lost due to unknown causes (suspected to be Federation treachery) while on diplomatic mission near Federation Neutral Zone (2366); Vastara, served as testbed for proposed class-wide modifications and upgrades (2369-71); Gheb’shaat, personal transport of Senator Vreenak, destroyed by Dominion-Cardassian alliance while Vreenak carried evidence of that entity’s plan to violate the non-aggression treaty and invade the Star Empire, thus precipitating the Empire’s entry into the war on the side of the Federation alliance (2374); T’lava, the Tribunal’s primary transport during Dominion War (2374-75); S’narvak, currently assigned to ferry dignitaries and messengers between the core worlds and various frontier outposts (2375-present); Surin, currently assigned to Imperial Senate to transport senators to various negotiations with the Taurhai (2375-present); V’teldan, currently used by Imperial diplomatic delegations conducting treaty negotiations with the UFP (2375-present).
SHIPS OF THE ROMULAN STAR EMPIRE

CHAPTER 3

TIRETHI CLASS

Class and Type: Tirethi-Class Far Scout
Commissioning Date: 2362

SYSTEM

HULL SYSTEMS

Size: 3
Length: 56.42 meters
Beam: 48.38 meters
Height: 6.20 meters
Decks: 1
Mass: 950 metric tonnes
SUs Available: 850
SUs Used: 750

Hull
Outer
Inner

Resistance
Outer Hull: 6
Inner Hull: 6

Structural Integrity Field
Main: Class 4 (Protection 70/110) [1 Power/10 Protection/round]
Backup: Class 4 (Protection 35) [1 Power/10 Protection/round]
Backup: Class 4 (Protection 35) [1 Power/10 Protection/round]

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 2/6/35

Crew Quarters
Spartan: 4
Basic: None
Expanded: None
Luxury: None
Unusual: None

Environmental Systems
Basic Life Support [4 Power/round]
Reserve Life Support [2 Power/round]
Emergency Life Support [4 emergency shelters]
Gravity [2 Power/round]
Consumables: 1 year’s worth

Replicator Systems
Food Replicators [3 Power/round]
Industrial Replicators
Type: Network of small replicators [2 Power/round]

Medical Facilities: 3 (+0) [3 Power/round]
Recreation Facilities: 2 [2 Power/round]
Personnel Transport: Jefferies tubes [0 Power/round]
Fire Suppression System [1 Power/round when active]
Cargo Holds: 800 cubic meters
Locations: Aft
Escape Pods
Number: 4
Capacity: 8 persons per pod

PROPELLATION SYSTEMS

Warp Propulsion System
Nacelles: Type 5B
Speed: 5.0/7.0/9.0 [1 Power/2 warp speed]
PIS: Type H (12 hours of Maximum warp)

Impulse Engine
Type: Class 4A (.6c/.85c) [6/8 Power/round]
Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active]
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use]

Power Systems

Warp Engine
Type: Class 5/H (generates 265 Power/round)
Location: Amidships

Impulse Engines: 1 Class 4A (generates 35 Power/engine/round)
Auxiliary Power: 2 reactors (generate 5 Power/reactor/round)
Emergency Power: Type C (generates 30 Power/round)
EPS: Standard Power flow, +100 Power transfer/round

Standard Usable Power: 300

Operations Systems

Bridge: Command hull

Computer
Core 1: Amidships forward [5 Power/round]
Uprating: Class Alpha (+1) [1 Power/computer/round]
ODN

Navigational Deflector [5 Power/round]
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward

Sensor Systems

Long-range Sensors [5 Power/round]
Range Package: Type 4 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round]
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors [5 Power/round]
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)

Probes: 40
Sensors Skill: 4

Flight Control Systems

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
[1 Power/round in use]
Navigational Computer
Main: Class 2 (+1) [1 Power/round]
  Backups: One
Inertial Damping Field
  Main
    Strength: 9 [3 Power/round]
    Number: 2
  Backup
    Strength: 6 [2 Power/round]
    Number: 2
Attitude Control [1 Power/round]
Communications Systems
  Type: Class 6 [2 Power/round]
    Strength: 6
    Number: 2
  Backup 4
    Strength: 6 [2 Power/round]
    Number: 2
Emergency Communications: Yes [2 Power/round]
Tractor Beams
  Emitter: Class Gamma [3 Power/Strength used/round]
    Accuracy: 4/5/7/10
    Location: Forward ventral
  Emitter: Class Gamma [3 Power/Strength used/round]
    Accuracy: 4/5/7/10
    Location: Aft ventral
Transporters
  Type: Personnel [5 Power/use]
    Pads: 6
    Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
    Energizing/Transition Coils: Class H (Strength 8)
    Number and Location: One amidships
Cloaking Device: Class 7 [40 Power/class/round]
Security Systems
  Rating: 2
    Anti-Intruder System: Yes [1 Power/round]
    Internal Force Fields [1 Power/3 Strength]
Science Systems
  Rating 1 (+0) [1 Power/round]
    Specialized Systems: None
    Laboratories: 2
Tactical Systems
  Forward Disruptor Array
    Type: Eb’el
    Damage: 120 [12 Power]
    Number of Shots: Up to 2 shots per round
    Targeting System: Accuracy 4/5/7/10
    Range: 10/30,000/100,000/300,000
    Location: Forward
    Firing Arc: 360 degrees forward
    Firing Modes: Standard, Pulse
  TA/T/TS: Class Beta [1 Power/round]
    Strength: 8
    Bonus: +1
    Weapons Skill: 3
Shields (Forward, Aft, Port, Starboard)
  17 (x4)
    Shield Generator: Type R-1B (Protection 300) [30 Power/shield/round]
    Shield Grid: Type B (33% increase to 400 Protection)
    Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)
    Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield)
Auto-Destruct System
Auxiliary Spacecraft Systems
  Shuttlebay(s): None
  Captain’s Yacht: No
Description and Notes
Fleet Data: This small, swift vessel consists of a narrow main hull with a rectangular profile, a command hull with a rounded diamond profile when viewed dorsally, and two broad, forward-curved wing-shaped nacelle pylons projecting directly to port and starboard from the main hull. The bridge is located on the forward dorsal side of the command hull, with several large viewports that double as viewscreens when necessary.

The Tirethi is intended for long-range scouting missions, both exploratory and military. Fast and maneuverable, it can also be used effectively in some battle situations, as was demonstrated several times during the Dominion War.

Noteworthy vessels/service records/encounters: Tirethi, prototype; Pi, crash-landed (and later self-destructed) on Galorndon Core, alerting Starfleet to Romulan activities there (2366); Gethald, used by Admiral Alidar Jerok to defect to the UFP (2366).
CHAPTER 3

SHIPS OF THE ROMULAN STAR EMPIRE

T’KOREX CLASS

Class and Type: T’korex-Class Warbird
Commissioning Date: 2366

SYSTEM

HULL SYSTEMS

Size: 9

- Length: 786.32 meters
- Beam: 637.18 meters
- Height: 228.91 meters
- Decks: 50
- Mass: 5,218,350 metric tonnes
- SUs Available: 3,150
- SUs Used: 3,009

Hull

- Outer
- Inner

Resistances

- Outer Hull: 10
- Inner Hull: 10

Structural Integrity Field

- Main: Class 7 (Protection 100/150) [1 Power/10 Protection/round]
- Backup: Class 7 (Protection 50) [1 Power/10 Protection/round]
- Backup: Class 7 (Protection 50) [1 Power/10 Protection/round]

Specialized Hull: Cloak-Enhancing

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 1,250/380/9,300

Crew Quarters

- Spartan: 150
- Basic: 1,000
- Expanded: 250
- Luxury: 60
- Unusual: 13

Environmental Systems

- Basic Life Support [12 Power/round]
- Reserve Life Support [6 Power/round]
- Emergency Life Support [54 emergency shelters]
- Gravity [5 Power/round]
- Consumables: 3 years’ worth

Replicator Systems

- Food Replicators [9 Power/round]
- Industrial Replicators [8 Power/round]
- Type: Two networks of small replicators [2 Power/replicator/round]
- Type: 2 large units [2 Power/replicator/round]

Medical Facilities: 8 (+2) [8 Power/round]

Recreation Facilities: 7 [14 Power/round]

Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]

Fire Suppression System [1 Power/round when active]

Cargo Holds: 366,000 cubic meters

- Locations: Ventral main hull, dorsal main hull, 12 other locations

Escape Pods

- Number: 200
- Capacity: 8 persons per pod

PROPULSION SYSTEMS

Warp Propulsion System

- Nacelles: Type 5B [60 SUs]
  - Speed: 5.0/7.0/9.0 [1 Power/2 warp speed]
  - PIS: Type H (12 hours of Maximum warp)

Impulse Engine

- Type: Class 3A (.5c/.75c) [5/7 Power/round] [18 SUs]
  - Location: Main hull

Emergency Power

- Type: Class 3A (.5c/.75c) [5/7 Power/round] [18 SUs]
  - Location: Main hull

Reaction Control System (.025c) [2 Power/round when in use] [9 SUs]

POWER SYSTEMS

- Artificial Quantum Singularity Drive [135 SUs]
  - Type: Type VII (generates 650 Power/round)
  - Location: Main hull
  - Engine Core Ejection System: Yes [9 SUs]

- Auxiliary Power: 5 reactors (generate 5 Power/reactor/round) [15 SUs]

- Emergency Power: Type E (generates 45 Power/round) [45 SUs]

- EPS: Standard Power flow, +320 Power transfer/round [77 SUs]

- Standard Usable Power: 706

OPERATIONS SYSTEMS

- Operations System
  - Bridge: Command hull dorsal forward [45 SUs]

Computers

- Core 1: Command hull [5 Power/round] [18 SUs]
- Core 2: Main hull [5 Power/round] [18 SUs]
- Core 3: Main hull [5 Power/round] [18 SUs]

- Uprating: Class Beta (+2) [2 Power/computer/round] [12 SUs]
- ODN [27 SUs]

Navigational Deflector [5 Power/round]

- Range: 10/20,000/50,000/150,000 [36 SUs]
- Accuracy: 5/6/8/11
- Location: Ventral

Sensor Systems

- Long-range Sensors [5 Power/round] [40 SUs]
  - Range Package: Type 4 (Accuracy 3/4/7/10)
  - High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
  - Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)
  - Strength Package: Class 9 (Strength 9)
  - Gain Package: Class Beta (+2)
  - Coverage: Standard

- Lateral Sensors [5 Power/round] [24 SUs]
  - Strength Package: Class 9 (Strength 9)
  - Gain Package: Class Beta (+2)
  - Coverage: Standard

- Navigational Sensors [5 Power/round] [22 SUs]
  - Strength Package: Class 9 (Strength 9)
  - Gain Package: Class Beta (+2)
  - Probes: 120
  - Sensors Skill: 5
<table>
<thead>
<tr>
<th>Flight Control Systems</th>
</tr>
</thead>
<tbody>
<tr>
<td>Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2</td>
</tr>
<tr>
<td>[1 Power/round in use] 11</td>
</tr>
<tr>
<td>Navigational Computer</td>
</tr>
<tr>
<td>Main: Class 3 (+2) [2 Power/round]</td>
</tr>
<tr>
<td>Backups: 2</td>
</tr>
<tr>
<td>Inertial Damping Field</td>
</tr>
<tr>
<td>Main</td>
</tr>
<tr>
<td>Strength: 9 [3 Power/round]</td>
</tr>
<tr>
<td>Number: 4</td>
</tr>
<tr>
<td>Backup</td>
</tr>
<tr>
<td>Strength: 6 [2 Power/round]</td>
</tr>
<tr>
<td>Number: 4</td>
</tr>
<tr>
<td>Attitude Control [2 Power/round]</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Communications Systems</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type: Class 8 [2 Power/round]</td>
</tr>
<tr>
<td>Strength: 8</td>
</tr>
<tr>
<td>Security: -3 (Class Delta uprating)</td>
</tr>
<tr>
<td>Basic Upgrading: Class Beta (+2)</td>
</tr>
<tr>
<td>Emergency Communications: Yes [2 Power/round]</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Tractor Beams</th>
</tr>
</thead>
<tbody>
<tr>
<td>Emitter: Class Delta [3 Power/Strength used/round]</td>
</tr>
<tr>
<td>Accuracy: 4/5/7/10</td>
</tr>
<tr>
<td>Location: Forward dorsal</td>
</tr>
<tr>
<td>Emitter: Class Delta [3 Power/Strength used/round]</td>
</tr>
<tr>
<td>Accuracy: 4/5/7/10</td>
</tr>
<tr>
<td>Location: Aft ventral</td>
</tr>
<tr>
<td>Emitter: Class Alpha [3 Power/Strength used/round]</td>
</tr>
<tr>
<td>Accuracy: 5/6/8/11</td>
</tr>
<tr>
<td>Location: One in each shuttlebay</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Transporters</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type: Personnel [5 Power/use]</td>
</tr>
<tr>
<td>Pads: 6</td>
</tr>
<tr>
<td>Emitter/Receiver Array: Personnel Type 6 (40,000 km range)</td>
</tr>
<tr>
<td>Energizing/Transition Coils: Class I (Strength 9)</td>
</tr>
<tr>
<td>Number and Location: Four in command hull, four in main hull</td>
</tr>
<tr>
<td>Type: Emergency [7 Power/use]</td>
</tr>
<tr>
<td>Pads: 24</td>
</tr>
<tr>
<td>Emitter/Receiver Array: Emergency Type 3 (15,000 km range)</td>
</tr>
<tr>
<td>Energizing/Transition Coils: Class I (Strength 9)</td>
</tr>
<tr>
<td>Number and Location: Four in command hull, four in main hull</td>
</tr>
<tr>
<td>Type: Cargo [4 Power/use]</td>
</tr>
<tr>
<td>Pads: 400 kg</td>
</tr>
<tr>
<td>Emitter/Receiver Array: Cargo Type 3 (40,000 km range)</td>
</tr>
<tr>
<td>Energizing/Transition Coils: Class I (Strength 9)</td>
</tr>
<tr>
<td>Number and Location: Two in command hull, six in main hull</td>
</tr>
</tbody>
</table>

| Cloaking Device: Class 9 [40 Power/class/round] |
| Security Systems |
| Rating: 5 |
| Anti-Intruder System: Yes [1 Power/round] |
| Internal Force Fields [1 Power/3 Strength] |

| Science Systems |
| Rating 2 (+1) [2 Power/round] |
| Specialized Systems: 2 |
| Laboratories: 20 |

<table>
<thead>
<tr>
<th>Tactical Systems</th>
</tr>
</thead>
<tbody>
<tr>
<td>Forward Disruptor Array</td>
</tr>
<tr>
<td>Type: Valkar</td>
</tr>
<tr>
<td>Damage: 260 [26 Power]</td>
</tr>
<tr>
<td>Number of Emitters: Up to 5 shots per round</td>
</tr>
<tr>
<td>Targeting System: Accuracy 4/5/7/10</td>
</tr>
<tr>
<td>Range: 10/30,000/100,000/300,000</td>
</tr>
<tr>
<td>Location: Forward command hull</td>
</tr>
<tr>
<td>Firing Arc: 360 degrees forward</td>
</tr>
<tr>
<td>Firing Modes: Standard, Pulse</td>
</tr>
<tr>
<td>Forward Dorsal Disruptor Array</td>
</tr>
<tr>
<td>Type: Uregal</td>
</tr>
<tr>
<td>Damage: 240 [24 Power]</td>
</tr>
<tr>
<td>Number of Emitters: Up to 5 shots per round</td>
</tr>
<tr>
<td>Targeting System: Accuracy 4/5/7/10</td>
</tr>
<tr>
<td>Range: 10/30,000/100,000/300,000</td>
</tr>
<tr>
<td>Location: Forward dorsal</td>
</tr>
<tr>
<td>Firing Arc: 360 degrees dorsal</td>
</tr>
<tr>
<td>Firing Modes: Standard, Pulse</td>
</tr>
<tr>
<td>Forward Ventral Disruptor Array</td>
</tr>
<tr>
<td>Type: Uregal</td>
</tr>
<tr>
<td>Damage: 240 [24 Power]</td>
</tr>
<tr>
<td>Number of Emitters: Up to 5 shots per round</td>
</tr>
<tr>
<td>Targeting System: Accuracy 4/5/7/10</td>
</tr>
<tr>
<td>Range: 10/30,000/100,000/300,000</td>
</tr>
<tr>
<td>Location: Forward ventral</td>
</tr>
<tr>
<td>Firing Arc: 360 degrees ventral</td>
</tr>
<tr>
<td>Firing Modes: Standard, Pulse</td>
</tr>
<tr>
<td>Aft Dorsal Disruptor Array</td>
</tr>
<tr>
<td>Type: Uregal</td>
</tr>
<tr>
<td>Damage: 240 [24 Power]</td>
</tr>
<tr>
<td>Number of Emitters: Up to 5 shots per round</td>
</tr>
<tr>
<td>Targeting System: Accuracy 4/5/7/10</td>
</tr>
<tr>
<td>Range: 10/30,000/100,000/300,000</td>
</tr>
<tr>
<td>Location: Aft dorsal</td>
</tr>
<tr>
<td>Firing Arc: 360 degrees dorsal</td>
</tr>
<tr>
<td>Firing Modes: Standard, Pulse</td>
</tr>
<tr>
<td>Aft Ventral Disruptor Array</td>
</tr>
<tr>
<td>Type: Uregal</td>
</tr>
<tr>
<td>Damage: 240 [24 Power]</td>
</tr>
<tr>
<td>Number of Emitters: Up to 5 shots per round</td>
</tr>
<tr>
<td>Targeting System: Accuracy 4/5/7/10</td>
</tr>
<tr>
<td>Range: 10/30,000/100,000/300,000</td>
</tr>
<tr>
<td>Location: Aft ventral</td>
</tr>
<tr>
<td>Firing Arc: 360 degrees ventral</td>
</tr>
<tr>
<td>Firing Modes: Standard, Pulse</td>
</tr>
<tr>
<td>Command Hull Ventral Disruptor Array</td>
</tr>
<tr>
<td>Type: Uregal</td>
</tr>
<tr>
<td>Damage: 240 [24 Power]</td>
</tr>
<tr>
<td>Number of Emitters: Up to 5 shots per round</td>
</tr>
<tr>
<td>Targeting System: Accuracy 4/5/7/10</td>
</tr>
<tr>
<td>Range: 10/30,000/100,000/300,000</td>
</tr>
<tr>
<td>Location: Command hull ventral</td>
</tr>
<tr>
<td>Firing Arc: 360 degrees ventral</td>
</tr>
<tr>
<td>Firing Modes: Standard, Pulse</td>
</tr>
</tbody>
</table>
Forward Plasma Torpedo Launcher (High-Yield)
  Standard Load: Class XIV plasma torpedo (600 Damage; see rules)
  Spread: 10
  Range: See text
  Targeting System: Accuracy 4/5/7/10
  Power: [20 + 5 per torpedo fired]
  Location: Forward
  Firing Arc: Forward, but are self-guided

Aft Plasma Torpedo Launcher (High-Yield)
  Standard Load: Class XIV plasma torpedo (600 Damage; see rules)
  Spread: 10
  Range: See text
  Targeting System: Accuracy 4/5/7/10
  Power: [20 + 5 per torpedo fired]
  Location: Aft
  Firing Arc: Aft, but are self-guided

Torpedoes Carried: 150 Class XIV plasma; 150 Type G-II singularity

  Strength: 9
  Bonus: +2

Weapons Skill: 5

AUXILIARY SPACECRAFT SYSTEMS
  Shuttlebay(s): Capacity for 35 Size worth of ships 70
    - Standard Complement: 16 shuttlecraft, 8 shuttlepods
    - Location(s): Main hull ventral, main hull dorsal

Captain’s Yacht: Yes 10

DESCRIPTION AND NOTES

FLEET DATA: Yet another of the many new ship classes which grew out of the D’deridex Development Project, the T’korex-class Warbird resembles a smaller version of the D’deridex, but with an underhull which extends all the way to its command hull instead of connecting via a boom. Observant personnel also point to the slightly less tapered “point” on the ventral side of the command hull, the alterations to the warp nacelles and the main hull where it connects to them, and other minor differences when distinguishing between the two. Many Romulan commanders prefer the T’korex to the D’deridex due to its greater maneuverability and ease of internal customization.

Like its bigger brother, the T’korex sports an impressive array of weaponry, ranging from a large forward disruptor cannon, to other disruptors of slightly less power, to fore and aft plasma torpedo launchers (the ship also carries singularity torpedoes). The ship lacks a directly aft disruptor array, but does have an aft torpedo launcher, as well as dorsal and ventral disruptor arrays that can normally hit targets to aft of the ship.

Thanks to the arrangement of its cloaking device, EPS, and related systems, the T’korex has an unusually efficient nullifier core. Reduce the Difficulty for Tests to keep the core aligned with the ship’s propulsion systems by one.

The Star Navy produces almost as many T’korex as D’deridex; it considers this class a key element of many fleet formations. T’korex wings were a common sight during the latter stages of the Dominion War, right up to the final battle in the heavens over Cardassia Prime. Though the T’korex acquitted itself well during the War, it will take the Star Empire a long time to rebuild all the ones destroyed during the fighting.

NOTEWORTHY VESSELS/SERVICE RECORDS/ENCOUNTERS: T’korex, prototype; Dem’thec, crippled two Taurhai ships in the Battle of Vendrath Prime during the Fourth Taurhai Offensive (2367); Lev’Vor, explored coreward sectors of the Romulan frontier (2370-72); Trex’ar, was badly damaged but repaired for return to the front lines more than any single other Romulan ship during the Fifth Taurhai Offensive (2369-74); V’darigan, crippled beyond repair after destroying several orbital weapons platforms during the battle to retake Benzar (2374); Kobe’t, participated in initial attack on Chin’toka (2374), destroyed during Breen counteroffensive (2375); Gemrax, destroyed three Breen ships during a battle in the Kalandra Sector (2375).
## T'RASUS CLASS

**Class and Type:** T'rasus-Class Starbird  
**Commissioning Date:** 2357

### SYSTEM

**HULL SYSTEMS**

- **Size:** 7  
  - Length: 407.10 meters  
  - Beam: 315.46 meters  
  - Height: 92.34 meters  
  - Decks: 19  
  - Mass: 3,465,700 metric tonnes  
  - SUs Available: 2,450  
  - SUs Used: 2,221

**HULL**

- Outer 28  
- Inner 28

**RESISTANCE**

- Outer Hull: 10  
- Inner Hull: 10

**STRUCTURAL INTEGRITY FIELD**

- Main: Class 6 (Protection 90/130) [1 Power/10 Protection/round]  
  - Backup: Class 6 (Protection 45) [1 Power/10 Protection/round] 34
  - Backup: Class 6 (Protection 45) [1 Power/10 Protection/round] 17

### PERSONNEL SYSTEMS

**Crew/Passengers/Evac:** 322/400/4,650

**CREW QUARTERS**

- Spartan: 300  
- Basic: 150  
- Expanded: 45  
- Luxury: 5  
- Unusual: 1

**ENVIRONMENTAL SYSTEMS**

- Reserve Life Support (6 Power/round) 14  
- Emergency Life Support (42 emergency shelters) 14  
- Gravity (4 Power/round) 7  
- Consumables: 3 years' worth 21

**REPLICATOR SYSTEMS**

- Food Replicators [7 Power/round] 7  
- Industrial Replicators 13  
- Type: Network of small replicators [2 Power/round]  
- Type: 2 large units [2 Power/replicator/round]

**Medical Facilities**

- 8 (+2) [8 Power/round] 40

**Recreation Facilities**

- 8 [14 Power/round] 64

**Personnel Transport**

- Turbolifts, Jefferies tubes [2 Power/round] 21

**Fire Suppression System**

- 1 [Power/round when active] 7

**Cargo Holds**

- 50,000 cubic meters 1
- Locations: 10 locations throughout ship

**Escape Pods**

- Number: 160  
- Capacity: 8 persons per pod

### PROPULSION SYSTEMS

**WARP PROPULSION SYSTEM**

- Nacelles: Type 5D 70  
  - Speed: 5.6/8.4/9.2 [1 Power/2 warp speed]  
  - PIS: Type E (8 hours of Maximum warp) 10  
  - Uprating: two Package Threes for Standard, one Package Two for Maximum 16

**IMPULSE ENGINE**

- Type: Class 4B (.65c/.85c) [6/8 Power/round] 23  
  - Location: Aft

**POWER SYSTEMS**

**ARTIFICIAL QUANTUM SINGULARITY DRIVE**

- Type: Type VI (generates 590 Power/round) 124  
  - Location: Amidships

**ENGINE Core Ejection System:** Yes 7

**Auxiliary Power:** 4 reactors (generate 5 Power/reactor/round) 12

**Emergency Power:** Type D (generates 40 Power/round) 40

**EPS:** Standard Power flow, +250 Power transfer/round 60

**Standard Usable Power:** 666

### OPERATIONS SYSTEMS

**Bridge:** Command hull 35  
**Auxiliary Control Room:** Main hull 21  
**Separation System:** Command hull separation [10 Power] 7

**COMPUTERS**

- Core 1: Command hull [5 Power/round] 14  
- Core 2: Main hull (5 Power/round) 14  
- Uprating: Class Alpha (+1) [1 Power/computer/round] 4  
- ODN 21

**Navigational Deflector [5 Power/round] 28**

- Range: 10/20,000/50,000/150,000  
- Accuracy: 5/6/8/11

**SENSOR SYSTEMS**

**Long-range Sensors [5 Power/round] 38**

- Range Package: Type 4 (Accuracy 3/4/7/10)  
- High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)  
- Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)

**Strength Package:** Class 8 (Strength 8)  
**Gain Package:** Class Beta (+2)  
**Coverage:** Standard

**Lateral Sensors [5 Power/round] 22**

- Strength Package: Class 8 (Strength 8)  
- Gain Package: Class Beta (+2)  
**Coverage:** Standard

**Navigational Sensors [5 Power/round] 20**

- Strength Package: Class 8 (Strength 8)  
- Gain Package: Class Beta (+2)

---

**CHAPTER 3 T'RASUS 1/3**
SHIPS OF THE ROMULAN STAR EMPIRE

CHAPTER 3

SHIP RECOGNITION MANUAL VOLUME FIVE

Probes: 38
Sensors Skill: 4

FLIGHT CONTROL SYSTEMS
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 3
[1 Power/round in use]
Navigational Computer
Main: Class 2 (+1) [1 Power/round]
Backups: Three
Inertial Damping Field
Main
Strength: 9 [3 Power/round]
Number: 2
Backup
Strength: 6 [2 Power/round]
Number: 2
Attitude Control [2 Power/round]

COMMUNICATIONS SYSTEMS
Type: Class 7 [2 Power/round]
Strength: 7
Security: -4 (Class Gamma uprating)
Basic Uprising: Class Alpha (+1)
Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS
Emitter: Class Delta [3 Power/Strength used/round]
Accuracy: 4/5/7/10
Location: Forward ventral
Emitter: Class Delta [3 Power/Strength used/round]
Accuracy: 4/5/7/10
Location: Forward dorsal
Emitter: Class Delta [3 Power/Strength used/round]
Accuracy: 4/5/7/10
Location: Aft
Emitter: Class Alpha [3 Power/Strength used/round]
Accuracy: 5/6/8/11
Location: Shuttlebay (x2)

TRANSPORTERS
Type: Personnel [5 Power/use]
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location: Two in command hull, two in main hull
Type: Emergency [5 Power/use]
Pads: 16
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location: Two in command hull, two in main hull
Type: Cargo [4 Power/use]
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location: One in command hull, three in main hull
Cloaking Device: Class 10 [40 Power/class/round]

SECURITY SYSTEMS
Rating: 4
Anti-Intruder System: Yes [1 Power/round]
Internal Force Fields [1 Power/3 Strength]
Chapter 3

SHIPS OF THE ROMULAN STAR EMPIRE

Ship Recognition Manual Volume Five

Forward Plasma Torpedo Launcher (High-Yield)
- Standard Load: Class XIV plasma torpedo (600 Damage; see rules)
- Spread: 6
- Range: See text
- Targeting System: Accuracy 4/5/7/10
- Power: [20 + 5 per torpedo fired]
- Location: Forward
- Firing Arc: Forward, but are self-guided

Aft Plasma Torpedo Launcher (High-Yield)
- Standard Load: Class XIV plasma torpedo (600 Damage; see rules)
- Spread: 6
- Range: See text
- Targeting System: Accuracy 4/5/7/10
- Power: [20 + 5 per torpedo fired]
- Location: Aft
- Firing Arc: Aft, but are self-guided

Torpedoes Carried: 50 Class XIV plasma, 100 Type II photon

TA/T/TS: Class Beta [1 Power/round]
- Strength: 8
- Bonus: +1
- Weapons Skill: 4
- Shields (Forward, Aft, Port, Starboard): 90 (x4)
- Shield Generator: Type R-III (Protection 1100) [110 Power/shield/round]
- Shield Grid: Type C (50% increase to 1650 Protection)
- Subspace Field Distortion Amplifiers: Class Eta (Threshold 350)
- Recharging System: Class 1 (45 seconds)
- Backup Shield Generators: 4 (1 per shield)
- Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS
- Shuttlebay(s): Capacity for 28 Size worth of ships
- Standard Complement: 14 shuttlecraft
- Location(s): Aft ventral, command hull aft
- Captain’s Yacht: No

DESCRIPTION AND NOTES

FLEET DATA: In the wake of the Praetorian Edict of 2348, which commanded all Romulans to redouble their efforts to achieve D’era, the Corps of Starship Engineers began working on designs for exploration-oriented ships—a first for the Star Navy, which had always stressed military needs and systems previously. One of the earliest, and ultimately most successful, fruits of their labors was the Trasus-class Starbird, the first of the new “Starbird” exploratory vessels.

The design of the Trasus drew heavily on the plans and specifications then being drafted by the D’eridex Development Project. As a result, the Trasus resembles the Heavy Warbird in many respects. However, it has a shorter, thicker dorsal connecting interhull and no ventral main hull body.

Created for long-term, deep-space exploration, survey, and contact missions, the Trasus has succeeded admirably at the goals the Star Navy set for it. Trasus crews have discovered more Class M planets, and made first contact with more new species, than the crews of almost all other types of ships combined. The Trasus spearheaded the efforts initiated by the various Exploration Edicts of the 2360s and 2370s, and continues to expand the Romulan sphere of knowledge, influence, and control in the Beta Quadrant. Thanks to its efforts, the Exploration Command has enjoyed greater prestige and respect over the last 25 years than at any previous time in its history.

Although primarily designed for exploring sectors and surveying planets, the Trasus is a versatile ship, and can participate in many other activities—such as warfare against the Taurhai, the Dominion, or other enemies of the Empire. Several wings of Trasus-class ships served under Ar’nal Belisarus Vetal during the Dominion War, and the Star Navy developed several more military-oriented variants of the class during the 2370s.

NOTeworthy Vessels/Service Records/Encounters: Trasus, prototype; D’kalam, explored the Starry Road Nebula (2358-60), disappeared while investigating a “mysterious nebula” there (2360); T’xeren, disappeared while exploring the Tullan Reach, now believed to have been destroyed by the Borg (2363); Visen, initiated first contact with the M’rok (2364), site of signing of treaty of alliance between the Empire and the M’rok (2366); D’tharan, began exploration of the region beyond the Empire’s rimward border, but stopped reporting after only three months and was never heard from again (2368); Durelan, conducted reconnaissance missions against the Taurhai during Fifth Taurhai Offensive (2369-72), destroyed by a wing of Taurhai destroyers when its cloaking device developed a malfunction (2373); D’stelen, military-oriented variant, fought during the Dominion War, never sustained more than 47% structural damage while accounting for numerous enemy casualties (2375); Thedrelos, detected covert Cardassian strike force in time to warn the U.S.S. Wenceslas and prevent a disastrous surprise attack on a major Federation alliance supply convoy (2375); T’Laratex, exploring deep space beyond the Empty Frontier (2374-present); Xanarides, conducting three-year exploratory mission in the Gamma Quadrant (2375-present).
CHAPTER 3

SHIPS OF THE ROMULAN STAR EMPIRE

SHIP RECOGNITION MANUAL VOLUME FIVE

SHIPS OF THE ROMULAN STAR EMPIRE

VADAK CLASS

Class and Type: Vadak-Class Heavy Gunship
Commissioning Date: 2357

SYSTEM

HULL SYSTEMS

Size: 5
Length: 178.43 meters
Beam: 59.83 meters
Height: 36.50 meters
Decks: 8
Mass: 324,700 metric tonnes
SUs Available: 1,600
SUs Used: 1,480

HULL
- Outer
- Inner

Resistance
- Outer Hull: 10
- Inner Hull: 10

Structural Integrity Field
- Main: Class 4 (Protection 70/110) [1 Power/10 Protection/round]
- Backup: Class 4 (Protection 35) [1 Power/10 Protection/round]

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 37/26/1,800

Crew Quarters
- Spartan: 20
- Basic: 30
- Expanded: 2
- Luxury: None
- Unusual: None

Environmental Systems
- Basic Life Support [9 Power/round]
- Reserve Life Support (5 Power/round)
- Emergency Life Support (30 emergency shelters)
- Gravity [3 Power/round]
- Consumables: 1 year’s worth

Replicator Systems
- Food Replicators [5 Power/round]
- Industrial Replicators
- Type: Network of small replicators [2 Power/round]
- Medical Facilities: 6 (+1) [6 Power/round]
- Recreation Facilities: 5 [10 Power/round]
- Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]
- Fire Suppression System [1 Power/round when active]
- Cargo Holds: 1,000 cubic meters
  - Locations: Aft ventral, port and starboard

Escape Pods
- Number: 20
- Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Propulsion System
- Nacelles: Type 5
  - Speed: 5.0/6.0/7.0 [1 Power/2 warp speed]
- PIS: Type H (12 hours of Maximum warp)

Impulse Engine
- Type: Class 5 (.7c/.9c) [7/9 Power/round]
  - Acceleration Uprising: Class Alpha (66% acceleration) [1 Power/round when active]
  - Location: Aft

Impulse Engine
- Type: Class 5 (.7c/.9c) [7/9 Power/round]
  - Acceleration Uprising: Class Alpha (66% acceleration) [1 Power/round when active]
  - Location: Aft edge of command hull

Reaction Control System (.025c) [2 Power/round when in use]

POWER SYSTEMS

Artificial Quantum Singularity Drive
- Type: Type IV (generates 370 Power/round)
  - Location: Aft amidships
  - Engine Core Ejection System: Yes
  - 5

Impulse Engine(s): 2 Class 5 (generate 40 Power/engine/round)

Auxiliary Power: 3 reactors (generate 5 Power/reactor/round)

Emergency Power: Type D (generates 40 Power/round)

EPS: Standard Power flow, +200 Power transfer/round

Standard Usable Power: 450

OPERATIONS SYSTEMS

Bridge: Command hull

Computer
- Core 1: Main hull [5 Power/round]
  - Uprising: Class Alpha (+1) [1 Power/computer/round]
- ODN

Navigational Deflector [5 Power/round]
  - Range: 10/20,000/50,000/150,000
  - Accuracy: 5/6/8/11
  - Location: Forward ventral

Sensor Systems
- Long-range Sensors [5 Power/round]
  - Range Package: Type 4 (Accuracy 3/4/7/10)
  - High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
  - Low Resolution: 14 light-years (1/11-3.5/3.6-10.0/10.1-14)
  - Strength Package: Class 7 (Strength 7)
  - Gain Package: Class Beta (+2)
  - Coverage: Standard

Lateral Sensors [5 Power/round]
  - Strength Package: Class 7 (Strength 7)
  - Gain Package: Class Beta (+2)
  - Coverage: Standard

Navigational Sensors [5 Power/round]
  - Strength Package: Class 7 (Strength 7)
  - Gain Package: Standard

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VADAK CLASS

CHAPTER 3
### Flight Control Systems

<table>
<thead>
<tr>
<th>Subsystem</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Autopilot</td>
<td>Shipboard Systems (Flight Control) 3, Coordination 2, [1 Power/round in use]</td>
</tr>
<tr>
<td>Navigational Computer</td>
<td>Main: Class 2 (+1) [1 Power/round], Backups: Two</td>
</tr>
<tr>
<td>Inertial Damping Field</td>
<td>Main: Strength 9 [3 Power/round], Number: 2, Backup: Strength 6 [2 Power/round], Number: 3</td>
</tr>
</tbody>
</table>

### Communications Systems

<table>
<thead>
<tr>
<th>Subsystem</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Type:</strong></td>
<td>Class 6 [2 Power/round]</td>
</tr>
<tr>
<td><strong>Strength:</strong></td>
<td>6</td>
</tr>
<tr>
<td><strong>Security:</strong></td>
<td>-3 (Class Gamma uprating)</td>
</tr>
<tr>
<td><strong>Basic Uprating:</strong></td>
<td>Class Alpha (+1)</td>
</tr>
<tr>
<td><strong>Emergency Communications:</strong></td>
<td>Yes [2 Power/round]</td>
</tr>
</tbody>
</table>

### Tractor Beams

<table>
<thead>
<tr>
<th>Subsystem</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Emitter:</strong></td>
<td>Class Beta [3 Power/Strength used/round]</td>
</tr>
<tr>
<td><strong>Accuracy:</strong></td>
<td>5/6/8/11</td>
</tr>
<tr>
<td><strong>Location:</strong></td>
<td>Forward ventral</td>
</tr>
<tr>
<td><strong>Emitter:</strong></td>
<td>Class Beta [3 Power/Strength used/round]</td>
</tr>
<tr>
<td><strong>Accuracy:</strong></td>
<td>5/6/8/11</td>
</tr>
<tr>
<td><strong>Location:</strong></td>
<td>Aft ventral</td>
</tr>
<tr>
<td><strong>Emitter:</strong></td>
<td>Class Alpha [3 Power/Strength used/round]</td>
</tr>
<tr>
<td><strong>Accuracy:</strong></td>
<td>5/6/8/11</td>
</tr>
<tr>
<td><strong>Location:</strong></td>
<td>Shuttlebay</td>
</tr>
</tbody>
</table>

### Transporters

<table>
<thead>
<tr>
<th>Subsystem</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Type:</strong></td>
<td>Personnel [4 Power/use]</td>
</tr>
<tr>
<td><strong>Pads:</strong></td>
<td>4</td>
</tr>
<tr>
<td><strong>Emitter/Receiver Array:</strong></td>
<td>Personnel Type 6 (40,000 km range)</td>
</tr>
<tr>
<td><strong>Energizing/Transition Coils:</strong></td>
<td>Class G (Strength 7)</td>
</tr>
<tr>
<td><strong>Number and Location:</strong></td>
<td>One in command hull, one in main hull</td>
</tr>
<tr>
<td><strong>Type:</strong></td>
<td>Emergency [5 Power/use]</td>
</tr>
<tr>
<td><strong>Pads:</strong></td>
<td>16</td>
</tr>
<tr>
<td><strong>Emitter/Receiver Array:</strong></td>
<td>Emergency Type 3 (15,000 km range)</td>
</tr>
<tr>
<td><strong>Energizing/Transition Coils:</strong></td>
<td>Class G (Strength 7)</td>
</tr>
<tr>
<td><strong>Number and Location:</strong></td>
<td>One in command hull, two in main hull</td>
</tr>
<tr>
<td><strong>Type:</strong></td>
<td>Cargo [4 Power/use]</td>
</tr>
<tr>
<td><strong>Pads:</strong></td>
<td>400 kg</td>
</tr>
<tr>
<td><strong>Emitter/Receiver Array:</strong></td>
<td>Cargo Type 3 (40,000 km range)</td>
</tr>
<tr>
<td><strong>Energizing/Transition Coils:</strong></td>
<td>Class G (Strength 7)</td>
</tr>
<tr>
<td><strong>Number and Location:</strong></td>
<td>One in each cargo bay</td>
</tr>
</tbody>
</table>

### Security Systems

<table>
<thead>
<tr>
<th>Subsystem</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Rating:</strong></td>
<td>3</td>
</tr>
<tr>
<td><strong>Anti-Intruder System:</strong></td>
<td>Yes [1 Power/round]</td>
</tr>
<tr>
<td><strong>Internal Force Fields:</strong></td>
<td>(1 Power/3 Strength)</td>
</tr>
</tbody>
</table>

### Science Systems

<table>
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<tr>
<th>Subsystem</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Rating:</strong></td>
<td>1 (+0) [1 Power/round]</td>
</tr>
<tr>
<td><strong>Specialized Systems:</strong></td>
<td>None</td>
</tr>
<tr>
<td><strong>Laboratories:</strong></td>
<td>4</td>
</tr>
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</table>

### Tactical Systems

<table>
<thead>
<tr>
<th>Subsystem</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Forward Disruptor Array:</strong></td>
<td>Type: Tethpet, Damage: 220 [22 Power], [1 Power/round per round]</td>
</tr>
<tr>
<td><strong>Targeting System:</strong></td>
<td>Accuracy 4/5/7/10, Range: 10/30,000/100,000/300,000, Location: Forward of command hull</td>
</tr>
<tr>
<td><strong>Firing Arc:</strong></td>
<td>360 degrees forward</td>
</tr>
<tr>
<td><strong>Firing Modes:</strong></td>
<td>Standard, Pulse</td>
</tr>
<tr>
<td><strong>Forward Dorsal Disruptor Array:</strong></td>
<td>Type: Prenak, Damage: 200 [20 Power], [1 Power/round per round]</td>
</tr>
<tr>
<td><strong>Targeting System:</strong></td>
<td>Accuracy 4/5/7/10, Range: 10/30,000/100,000/300,000, Location: Forward dorsal on main hull</td>
</tr>
<tr>
<td><strong>Firing Arc:</strong></td>
<td>360 degrees dorsal</td>
</tr>
<tr>
<td><strong>Firing Modes:</strong></td>
<td>Standard, Pulse</td>
</tr>
<tr>
<td><strong>Forward Ventral Disruptor Array:</strong></td>
<td>Type: Prenak, Damage: 200 [20 Power], [1 Power/round per round]</td>
</tr>
<tr>
<td><strong>Targeting System:</strong></td>
<td>Accuracy 4/5/7/10, Range: 10/30,000/100,000/300,000, Location: Forward ventral on main hull</td>
</tr>
<tr>
<td><strong>Firing Arc:</strong></td>
<td>360 degrees ventral</td>
</tr>
<tr>
<td><strong>Firing Modes:</strong></td>
<td>Standard, Pulse</td>
</tr>
<tr>
<td><strong>Aft Ventral Disruptor Array:</strong></td>
<td>Type: Prenak, Damage: 200 [20 Power], [1 Power/round per round]</td>
</tr>
<tr>
<td><strong>Targeting System:</strong></td>
<td>Accuracy 4/5/7/10, Range: 10/30,000/100,000/300,000, Location: Aft ventral on main hull</td>
</tr>
<tr>
<td><strong>Firing Arc:</strong></td>
<td>360 degrees ventral</td>
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<tr>
<td><strong>Firing Modes:</strong></td>
<td>Standard, Pulse</td>
</tr>
<tr>
<td><strong>Aft Dorsal Disruptor Array:</strong></td>
<td>Type: Prenak, Damage: 200 [20 Power], [1 Power/round per round]</td>
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<tr>
<td><strong>Targeting System:</strong></td>
<td>Accuracy 4/5/7/10, Range: 10/30,000/100,000/300,000, Location: Aft dorsal on main hull</td>
</tr>
<tr>
<td><strong>Firing Arc:</strong></td>
<td>360 degrees dorsal</td>
</tr>
<tr>
<td><strong>Firing Modes:</strong></td>
<td>Standard, Pulse</td>
</tr>
<tr>
<td><strong>Aft Ventral Disruptor Array:</strong></td>
<td>Type: Prenak, Damage: 200 [20 Power], [1 Power/round per round]</td>
</tr>
<tr>
<td><strong>Targeting System:</strong></td>
<td>Accuracy 4/5/7/10, Range: 10/30,000/100,000/300,000, Location: Aft ventral on main hull</td>
</tr>
<tr>
<td><strong>Firing Arc:</strong></td>
<td>360 degrees ventral</td>
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<tr>
<td><strong>Firing Modes:</strong></td>
<td>Standard, Pulse</td>
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<tr>
<td><strong>Aft Disruptor Array:</strong></td>
<td>Type: Prenak, Damage: 200 [20 Power], [1 Power/round per round]</td>
</tr>
<tr>
<td><strong>Targeting System:</strong></td>
<td>Accuracy 4/5/7/10, Range: 10/30,000/100,000/300,000, Location: Aft</td>
</tr>
<tr>
<td><strong>Firing Arc:</strong></td>
<td>360 degrees aft</td>
</tr>
<tr>
<td><strong>Firing Modes:</strong></td>
<td>Standard, Pulse</td>
</tr>
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</table>

### Cloaking Device

<table>
<thead>
<tr>
<th>Subsystem</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Rating:</strong></td>
<td>Class 7 [40 Power/class/round]</td>
</tr>
<tr>
<td><strong>Type:</strong></td>
<td>VADAK 2/3 060</td>
</tr>
</tbody>
</table>

### Bases

- **Ship:** VADAK 2/3 060
**SHIPS OF THE ROMULAN STAR EMPIRE**

**CHAPTER 3**

**SHIP RECOGNITION MANUAL VOLUME FIVE**

---

**FORWARD TORPEDO LAUNCHER**

- **Standard Load:** Type G-II photon torpedo (400 Damage)
- **Spread:** 4
- **Range:** 15/350,000/1,500,000/4,050,000
- **Targeting System:** Accuracy 4/5/7/10
- **Power:** [20 + 5 per torpedo fired]
- **Location:** Forward
- **Firing Arc:** Forward, but are self-guided

**AFT TORPEDO LAUNCHER**

- **Standard Load:** Type G-II photon torpedo (400 Damage)
- **Spread:** 4
- **Range:** 15/350,000/1,500,000/4,050,000
- **Targeting System:** Accuracy 4/5/7/10
- **Power:** [20 + 5 per torpedo fired]
- **Location:** Aft
- **Firing Arc:** Aft, but are self-guided

**TORPEDOES CARRIED:** 40

**TA/T/TS:** Class Beta [1 Power/round] 9

**Strength:** 8

**Bonus:** +1

**WEAPONS SKILL:** 4

**SHIELDS (FORWARD, AFT, PORT, STARBOARD):** 50 (x4)

- **Shield Generator:** Type R-ID (Protection 700) [70 Power/shield/round]
- **Shield Grid:** Type C (50% increase to 1050 Protection)
- **Subspace Field Distortion Amplifiers:** Class Epsilon (Threshold 230)
- **Recharging System:** Class 1 (45 seconds)

**BACKUP SHIELD GENERATORS:** 4 (1 per shield)

**AUTO-DESTROY SYSTEM:** 5

---

**AUXILIARY SPACECRAFT SYSTEMS**

- **Shuttlebay(s):** None
- **Captain’s Yacht:** No

---

**DESCRIPTION AND NOTES**

**FLEET DATA:** The Vadak-class Heavy Gunship blends a number of typically Romulan starship design features into a pleasing whole. The main hull is rectangular, with several small symmetrically-placed superstructures along its length dorsally and ventrally. The command hull, similar to those seen on the Theta-class Swift Courier and D’deridex-class Heavy Warbird, attaches directly to the forward side of the main hull, though the aft edge is raised above the main hull, not flush with it as on the Theta. The ship’s secondary impulse engine is mounted on the aft edge of the command hull. The wing pylons look somewhat like those of the D’deridex, but are smaller, and slightly swept back towards the aft of the ship.

**NOTES:**

- **Design:** Designed to patrol and defend the borders of disputed systems and fronts established by the Star Navy during time of war, the Vadak is relatively slow when moving at warp speed, but fast and agile at impulse so that it can react to enemy incursions swiftly. It carries heavy shields and powerful weapons (mostly disruptors), and some engineers have uprated their Vadaks with even greater offensive capability (including an improved TA/T/TS).

- **Operation:** The Vadak does not have the spartan interior one would expect from a ship of its patently military nature—its designers believed that serving aboard a fighting ship did not mean having to sacrifice comfort. The corridors are roomy and well-lit, and the quarters larger and more comfortable than on most Romulan ships of comparable size. As a result, some Romulan officers think of Vadak crewmembers as “soft,” but no Federation or Taurhai commander who has faced one of these vessels would agree.

**NOTEWORTHY VESSELS/SERVICE RECORDS/ENCOUNTERS:**

- **Vadak, prototype:** Dortarus, stopped a pirate raid on Gevallos III by single-handedly destroying or crippling three of the raiders’ ships (2361);
- **Du’rarex, helped to hold the Romulan secondary line at the Battle of Yarra Sarnel (2365);**
- **Methallus, rescued transport stranded by imminent collapse of warp containment field, saving the lives of 224 citizens (2369);**
- **Gal’genaru, participated in the Battle of Delta Corescus (2372);**
- **Phoras, destroyed at the Battle of Ricktor Prime after successfully defending the Galaxy-class U.S.S. Jules Verne, NCC-69923, from a Jem’Hadar attack (2375).**

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**061 VADAK 3/3**
VEL'TAR CLASS

Class and Type: Vel’tar-Class Armored Transport (“Drop Ship”)
Commissioning Date: 2355

SYSTEM

SUs

HULL SYSTEMS

Size: 2
Length: 28.37 meters
Beam: 6.25 meters
Height: 4.11 meters
Decks: 1
Mass: 16.58 metric tonnes
SUs Available: 625
SUs Used: 625

Hull
Outer
Inner

Resistance
Outer Hull: 8
Inner Hull: 8

STRUCTURAL INTEGRITY FIELD

Main: Class 4 (Protection 70/90) [1 Power/10 Protection/round] 23
Backup: Class 4 (Protection 35) [1 Power/10 Protection/round] 12
Backup: Class 4 (Protection 35) [1 Power/10 Protection/round] 12
Specialized Hull: Atmospheric Capability; Planetfall Capability 4

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 2/12/20

Crew Quarters
Spartan: 1
Basic: None
Expanded: None
Luxury: None
Unusual: None

Environmental Systems

Basic Life Support [3 Power/round]
Reserve Life Support [2 Power/round]
Emergency Life Support [4 emergency shelters]
Gravity [1 Power/round]
Consumables: 2 days’ worth

Replicator Systems

Food Replicators [2 Power/round]
Industrial Replicators: None

Medical Facilities: 2 (+0) [2 Power/round]
Recreation Facilities: 1 [2 Power/round]
Personnel Transport: Jefferies tubes [0 Power/round]
Fire Suppression System [1 Power/round when active]
Cargo Holds: 40 cubic meters
Locations: Aft

Escape Pods
Number: 2
Capacity: 8 persons per pod

PROPULSION SYSTEMS

Warp Propulsion System

Nacelles: Type 5.4
Speed: 5.0/6.0/7.5 [1 Power/.2 warp speed]
PIS: Type A (4 hours of Maximum warp)
Uprating: Package 1 for maximum 2

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round]
Acceleration Uprising: Class Alpha (66% acceleration) [1 Power/round when active]
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] 2

POWER SYSTEMS

Warp Engine

Type: Class 4/1 (generates 200 Power/round)
Location: Dorsal (horizontal)
Warp Core Ejection System: Yes 4

Impulse Engines:
1 Class 3A (generates 28 Power/engine/round) 6
Emergency Power: Type B (generates 30 Power/round) 30
EPS: Standard Power flow, +100 Power transfer/round 20

Standard Usable Power: 228

OPERATIONS SYSTEMS

Bridge: Forward cockpit 10

Computer
Core 1: Aft [5 Power/round] 4
ODN 6

Navigational Deflector [5 Power/round]
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward ventral

Sensor Systems

Long-range Sensors [5 Power/round] 23
Range Package: Type 2 (Accuracy 3/4/7/10) 4
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0) 4
Low Resolution: 12 light-years (1/1.1-3.0/3.1-8.0/8.1-12) 2
Strength Package: Class 6 (Strength 6) 1
Gain Package: Class Alpha (+1) 2
Coverage: Standard

Lateral Sensors [5 Power/round] 15
Strength Package: Class 6 (Strength 6) 1
Gain Package: Class Alpha (+1) 2
Coverage: Standard

Navigational Sensors [5 Power/round] 12
Strength Package: Class 6 (Strength 6) 1
Gain Package: Standard 2

Probes: None
Sensors Skill: 3
CHAPTER 3

SHIPS OF THE ROMULAN STAR EMPIRE

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
[1 Power/round in use]

Navigational Computer
Main: Class 2 (+1) [1 Power/round]
  Backups: One
  Inertial Damping Field
Main
  Strength: 7 [3 Power/round]
  Number: 2
Backup
  Strength: 5 [2 Power/round]
  Number: 2

Attitude Control [1 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 6 [2 Power/round]
  Strength: 6
  Security: -3 (Class Gamma uprating)
  Basic Uprating: Class Alpha (+1)

Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS

Emitter: Class Gamma [3 Power/Strength used/round]
  Accuracy: 4/5/7/10
  Location: Forward ventral
Emitter: Class Gamma [3 Power/Strength used/round]
  Accuracy: 4/5/7/10
  Location: Aft ventral

TRANSPORTERS

Type: Personnel [5 Power/use]
  Pads: 6
  Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
  Energizing/Transition Coils: Class H (Strength 8)
  Number and Location: One amidships

Cloaking Device: Class 7 [40 Power/class/round]

SECURITY SYSTEMS

Rating: 1
  Anti-Intruder System: Yes [1 Power/round]
  Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS

Rating 1 (+0) [1 Power/round]
  Specialized Systems: None
  Laboratories: None

TACTICAL SYSTEMS

Forward Disruptor Array
  Type: Eb’el
  Damage: 120 [12 Power]
  Number of Shots: Up to 2 shots per round
  Targeting System: Accuracy 4/5/7/10
  Range: 10/30,000/100,000/300,000
  Location: Forward
  Firing Arc: 360 degrees forward
  Firing Modes: Standard, Pulse

Forward Plasma Torpedo Launcher (High-Yield)
  Standard Load: Class XIV plasma torpedo (600 Damage; see rules)
  Spread: 3
  Range: See text
  Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]
  Location: Forward ventral
  Firing Arc: Forward, but are self-guided

Torpedoes Carried: 12

2 TA/T/TS: Class Beta [1 Power/round]
  Strength: 8
  Bonus: +1

8 Weapons Skill: 3

Shields (Forward, Aft, Port, Starboard)
  Shield Generator: Type R-IB (Protection 300) [30 Power/shield/round]
  Shield Grid: Type B (33% increase to 400 Protection)
  Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)
  Recharging System: Class 1 (45 seconds)
  Backup Shield Generators: 4 (1 per shield)
  Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None
Captain’s Yacht: No

DESCRIPTION AND NOTES

FLEET DATA:

Designed to rapidly and safely carry squads of Romulan troops from ships in orbit to the surface of planets in situations when the use of transporters is impossible or ill-advised, the Vel’tar-class “Drop Ship” (as Romulan personnel call it) can carry up to 12 fully armed and equipped soldiers. A small, boxy, ugly vessel, built solely according to utilitarian principles, it typically carries its troops under cover of cloak (though the cloak becomes much less effective once it enters an atmosphere), lands on a planet, and discharges its “cargo” through large side doors. It can also transport troops off six at a time with its transporter. It then leaves the ground, taking to the air (or even returning to space) until it receives a call to pick up troops or perform some other mission. In the event it encounters trouble, it comes equipped with a small forward disruptor array and a plasma torpedo launcher.
# Vereleus Class

**Class and Type:** Vereleus-Class Dreadnought  
**Commissioning Date:** 2371

## System

### Hull Systems

<table>
<thead>
<tr>
<th>Size</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Length</td>
<td>1,350.25 meters</td>
</tr>
<tr>
<td>Beam</td>
<td>764.38 meters</td>
</tr>
<tr>
<td>Height</td>
<td>333.21 meters</td>
</tr>
<tr>
<td>Decks</td>
<td>72</td>
</tr>
<tr>
<td>Mass</td>
<td>6,950,000 metric tonnes</td>
</tr>
<tr>
<td>Hull Systems Available</td>
<td>3,750</td>
</tr>
<tr>
<td>Hull Systems Used</td>
<td>3,586</td>
</tr>
</tbody>
</table>

### Resistance

- Outer Hull: 10
- Inner Hull: 10

### Structural Integrity Field

- Main: Class 7 (Protection 100/150) [1 Power/10 Protection/round] 40
- Backup: Class 7 (Protection 50) [1 Power/10 Protection/round] 20

## Personnel Systems

### Crew Passengers/evac: 1,850/800/15,000

### Crew Quarters

- Spartan: 500
- Basic: 1,400
- Expanded: 340
- Luxury: 90
- Unusual: 22

### Environmental Systems

- Basic Life Support (13 Power/round) 40
- Reserve Life Support (7 Power/round) 20
- Emergency Life Support (60 emergency shelters) 20
- Gravity (5 Power/round) 10
- Consumables: 3 years’ worth 30

### Replicator Systems

- Food Replicators [10 Power/round] 10
- Industrial Replicators [16 Power/round] 29
- Type: Two networks of small replicators [2 Power/round] 2
- Type: 3 large units [2 Power/replicator/round] 2

### Medical Facilities

- Type: Mark 1 [2 Power/round when active] 5
- Type: Mark II [8 Power/round] 64
- Type: Medical Transport [1 Power/round when active] 30
- Cargo Holds: 100,000 cubic meters 12

### Escape Pods

- Number: 220
- Capacity: 12 persons per pod

## Propulsion Systems

### Warp Propulsion System

- Nacelles: Type 6C6 103
  - Speed: 6.0/9.0/9.6 (1 Power/2 warp speed)
  - PIS: Type H (12 hours of Maximum warp) 16

### Impulse Engine

- Type: Class 5 (.7c/.9c) [7/9 Power/round] 25
  - Location: Aft
- Type: Class 5 (.7c/.9c) [7/9 Power/round] 25
  - Location: Aft, port and starboard
- Reaction Control System (.025c) [2 Power/round when in use] 10

## Power Systems

### Artificial Quantum Singularity Drive

- Type: Type VIII (generates 820 Power/round) 157
  - Location: Main hull
  - Engine Core Ejection System: Yes 10

### Impulse Engine(s)

- Class 5 (generate 40 Power/engine/round) 18
- Auxiliary Power: 6 reactors (generate 5 Power/reactor/round) 50
- Emergency Power: Type F (generates 50 Power/round) 50
- EPS: Standard Power flow, +400 Power transfer/round 90
- Standard Usable Power: 900

## Operations Systems

### Bridge: Command hull dorsal forward 50
### Auxiliary Control Room: Main hull 30
### Secondary Auxiliary Control Room: Main hull 30

### Computers (Biotogenically Enhanced Computer System)

- Core 1: Command hull [7 Power/round] 30
- Core 2: Main hull [7 Power/round] 30
- Core 3: Main hull [7 Power/round] 30
- Uprating: Class Beta (+2) [2 Power/computer/round] 12
- ODN 30

### Navigational Deflector [5 Power/round] 40

- Range: 10/20,000/50,000/150,000 30
- Accuracy: 5/6/8/11 30
- Location: Ventral 30

## Sensor Systems

### Long-range Sensors [5 Power/round] 56

- Range Package: Type 8 (Accuracy 3/4/7/10) 30
- High Resolution: 6 light-years (.5/6-1.0/1.1-4.5/4.6-6.0) 30
- Low Resolution: 18 light-years (1/1.1-6.5/6.6-13.5/13.6-18) 30
- Strength Package: Class 9 (Strength 9) 30
- Gain Package: Class Beta (+2) 30
- Coverage: Standard 30

### Lateral Sensors [5 Power/round] 24

- Strength Package: Class 9 (Strength 9) 30
- Gain Package: Class Beta (+2) 30
- Coverage: Standard 30

### Navigational Sensors [5 Power/round] 22

- Strength Package: Class 9 (Strength 9) 30
- Gain Package: Class Beta (+2) 30
Probes: 100
Sensors Skill: 5

Flight Control Systems
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
[1 Power/round in use]
Navigational Computer
Main: Class 3 (+2) [2 Power/round]
  Backups: 2
  Inertial Damping Field
Main
  Strength: 9 [3 Power/round]
  Number: 4
Backup
  Strength: 6 [2 Power/round]
  Number: 4
Attitude Control [2 Power/round]

Communications Systems
Type: Class 8 [2 Power/round]
  Strength: 8
  Security: -5 (Class Delta uprating)
  Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round]

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round]
  Accuracy: 4/5/7/10
  Location: Forward dorsal
Emitter: Class Delta [3 Power/Strength used/round]
  Accuracy: 4/5/7/10
  Location: Forward ventral
Emitter: Class Delta [3 Power/Strength used/round]
  Accuracy: 4/5/7/10
  Location: Aft ventral
Emitter: Class Alpha [3 Power/Strength used/round]
  Accuracy: 5/6/8/11
  Location: One in each shuttlebay

Transporters
Type: Personnel [5 Power/use]
  Pads: 6
  Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
  Energizing/Transition Coils: Class I (Strength 9)
  Number and Location: Three in command hull, four in main hull
Type: Emergency [7 Power/use]
  Pads: 24
  Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
  Energizing/Transition Coils: Class I (Strength 9)
  Number and Location: Four in command hull, four in main hull
Type: Cargo [4 Power/use]
  Pads: 400 kg
  Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
  Energizing/Transition Coils: Class I (Strength 9)
  Number and Location: Two in command hull, six in main hull
Cloaking Device: Class 10 [40 Power/class/round]

Security Systems
Rating: 5
  Anti-Intruder System: Yes [1 Power/round]
  Internal Force Fields [1 Power/3 Strength]

Science Systems
Rating 3 (+2) [3 Power/round]
  Specialized Systems: 2
  Laboratories: 22

Tactical Systems
Forward Disruptor Array
  Type: Arendev
  Damage: 280 [28 Power]
  Number of Emitters: Up to 5 shots per round
  Targeting System: Accuracy 3/4/6/9
  Range: 10/30,000/100,000/300,000
  Location: Forward command hull
  Firing Arc: 360 degrees forward
  Firing Modes: Standard, Pulse
Forward Dorsal Disruptor Array
  Type: Valkar
  Damage: 260 [26 Power]
  Number of Emitters: Up to 5 shots per round
  Targeting System: Accuracy 3/4/6/9
  Range: 10/30,000/100,000/300,000
  Location: Forward dorsal
  Firing Arc: 360 degrees dorsal
  Firing Modes: Standard, Pulse
Forward Ventral Disruptor Array
  Type: Valkar
  Damage: 260 [26 Power]
  Number of Emitters: Up to 5 shots per round
  Targeting System: Accuracy 3/4/6/9
  Range: 10/30,000/100,000/300,000
  Location: Forward ventral
  Firing Arc: 360 degrees ventral
  Firing Modes: Standard, Pulse
Aft Dorsal Disruptor Array
  Type: Valkar
  Damage: 260 [26 Power]
  Number of Emitters: Up to 5 shots per round
  Targeting System: Accuracy 3/4/6/9
  Range: 10/30,000/100,000/300,000
  Location: Aft dorsal
  Firing Arc: 360 degrees dorsal
  Firing Modes: Standard, Pulse
Aft Ventral Disruptor Array
  Type: Valkar
  Damage: 260 [26 Power]
  Number of Emitters: Up to 5 shots per round
  Targeting System: Accuracy 3/4/6/9
  Range: 10/30,000/100,000/300,000
  Location: Aft ventral
  Firing Arc: 360 degrees ventral
  Firing Modes: Standard, Pulse
Command Hull Ventral Disruptor Array
  Type: Valkar
  Damage: 260 [26 Power]
  Number of Emitters: Up to 5 shots per round
  Targeting System: Accuracy 3/4/6/9
  Range: 10/30,000/100,000/300,000
  Location: Command hull ventral
  Firing Arc: 360 degrees ventral
  Firing Modes: Standard, Pulse
**CHAPTER 3**

**VERELEUS 3/3**

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**SHIPS OF THE ROMULAN STAR EMPIRE**

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**Forward Plasma Torpedo Launcher (High-Yield)**

- **Standard Load:** Class XIV plasma torpedo (600 Damage; see rules)
- **Spread:** 10
- **Range:** See text
- **Targeting System:** Accuracy 3/4/6/9
- **Power:** [20 + 5 per torpedo fired]
- **Location:** Forward
- **Firing Arc:** Forward, but are self-guided

**Aft Plasma Torpedo Launcher (High-Yield)**

- **Standard Load:** Class XIV plasma torpedo (600 Damage; see rules)
- **Spread:** 10
- **Range:** See text
- **Targeting System:** Accuracy 3/4/6/9
- **Power:** [20 + 5 per torpedo fired]
- **Location:** Aft
- **Firing Arc:** Aft, but are self-guided

**Torpedoes Carried:**

- **80 Class XIV plasma:** 30 (x4)
- **220 Type G-II singularity:** 12

**TA/T/TS:**

- **Class Gamma** [2 Power/round]
- **Strength:** 9
- **Bonus:** +2
- **Weapons Skill:** 5
- **Shields (Forward, Aft, Port, Starboard):** 144 (x4)
  - **Shield Generator:** Type R-IV (Protection 1400) [140 Power/round]
  - **Shield Grid:** Type C (30% increase to 2100 Protection)
  - **Subspace Field Distortion Amplifiers:** Class Iota (Threshold 450)
  - **Recharging System:** Class 1 (45 seconds)
- **Backup Shield Generators:** 4 (1 per shield)
- **Auto-Destruct System**

**AUXILIARY SPACECRAFT SYSTEMS**

- **Shuttlebay(s):** Capacity for 50 Size worth of ships
  - **Standard Complement:** 20 shuttlecraft, 10 shuttlepods
  - **Location(s):** Main hull aft ventral, command hull aft

**Captain’s Yacht:** Yes

---

**DESCRIPTION AND NOTES**

**Fleet Data:**

The largest ship ever actively produced by the Romulan Star Empire, the Vereleus-class Dreadnought represents the acme of Romulan starship technology and design. The most recent major project undertaken by the Corps of Starship Engineers, the Vereleus includes all the latest advances in starship systems. The Star Navy intended it to function not only as a powerful offensive and exploratory platform, but indeed as a sort of mobile front-line command center, and it has met the High Command’s expectations in every respect.

The Vereleus successfully combines many design elements from the D’deridex class and its progeny with those of older models, such as the D’virin and Meret classes. Its large command hull, extending forward from the main body of the ship on a dorsal “neck,” clearly shows the influence of the D’deridex, as do the ship’s many weapons. On the other hand, its main hull (a large, rectangular structure in one piece instead of the rounded, two-part structure on the D’deridex), its straight, downward-thrusting wing pylons, and its warp nacelles just as clearly derive from more established designs.

The Corps of Starship Engineers did not combine these diverse design elements on a whim; everything about the Vereleus is crafted to help it perform its missions as efficiently as possible.

The expanded command hull and single-part main hull allows for larger, deeper facilities than those found on the D’deridex and similar ships, and also permit an arrangement of the ship’s sophisticated sensor arrays which has the least possible adverse effect on the cloaking device.

The Vereleus also boasts many other advanced systems. Some of the most important include: a biogenically enhanced computer system with the latest programming upgrades; Type R-IV phased deflector shields with the highest maximum defensive strength presently attainable by Imperial technology; expanded sensor platforms able to detect a far larger than normal number of substances and phenomena in standard configuration; enhanced subspace communications equipment; and Type Arendev and Valkar disruptor arrays operated by a Class Gamma tactical system.

While most commanders have expressed nothing but satisfaction about the Vereleus, some have noted that its dorsal “neck” leaves the command hull vulnerable to being separated from the main hull by a targeted enemy attack. A special committee of the Star Navy is currently studying a proposal by the Corps of Starship Engineers to alter the shape of the neck, making it much larger and deeper. Crew quarters, cargo bays, medical facilities, and perhaps an additional shuttlebay would fill the additional space.

**NoteWorthy Vessels/Service Records/Encounters:**

Vereleus, prototype; Enem, held the central Romulan formation during the Battle of the Delta Corexus despite a withering enemy attack (2372);

Marrus, first ship of the Navy to receive and use singularity torpedoes (2373); Sor, destroyed two powerful Taurhai battle cruisers and was in turn destroyed itself in the Battle of Destrix during the Fifth Taurhai Offensive (2374); Ko’nar, flagship of Ar’nal Belisar Velal during the Dominion War, destroyed with the loss of all hands during the Battle of Cardassia (2374-75); Lin’chev, participated in the liberation of Betazed (2375); Pilaron, overtly patrolled the border of the Federation Neutral Zone from the final weeks of Dominion War through the signing of the Treaty of Bajor to prevent Starfleet from believing wartime losses had crippled the Star Navy (2375); Veletan, serving as the flagship of the Fourth Spinward Fleet (2374-present); Tovarek, serving as the flagship of the Tullan Fleet (2375-present).
CHAPTER 3

SHIPS OF THE ROMULAN STAR EMPIRE

VIDIAN CLASS

Class and Type: Vidian-Class Heavy Starbird
Commissioning Date: 2362

SYSTEM

HULL SYSTEMS

Size: 8
- Length: 630.21 meters
- Beam: 468.95 meters
- Height: 122.46 meters
- Decks: 25
- Mass: 4,225,000 metric tonnes
- SUs Available: 2,500
- SUs Used: 2,314

Hull
- Outer
- Inner

Resistance
- Outer Hull: 10
- Inner Hull: 10

Structural Integrity Field
- Main: Class 5 (Protection 80/120) [1 Power/10 Protection/round]
- Backup: Class 5 (Protection 40) [1 Power/10 Protection/round]
- Backup: Class 5 (Protection 40) [1 Power/10 Protection/round]

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 658/155/6,700

Crew Quarters
- Spartan: 200
- Basic: 300
- Expanded: 100
- Luxury: 30
- Unusual: 10

Environmental Systems
- Basic Life Support [11 Power/round]
- Reserve Life Support [6 Power/round]
- Emergency Life Support (48 emergency shelters)
- Gravity (4 Power/round)
- Consumables: 5 years’ worth

RepliCator Systems
- Food Replicators [8 Power/round]
- Industrial Replicators [22 Power/round]
- Type: Two networks of small replicators [2 Power/round]
- Type: 2 large units [2 Power/replicator/round]

Medical Facilities: 8 (+2) [8 Power/round]

Recreation Facilities: 7 [14 Power/round]

Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]

Fire Suppression System [1 Power/round when active]

Cargo Holds: 300,000 cubic meters
- Locations: 20 locations throughout ship

Escape Pods
- Number: 180
- Capacity: 8 persons per pod

PROPULSION SYSTEMS

Warp Propulsion System
- Nacelles: Type 5D6
  - Speed: 5.0/8.4/9.6 [1 Power/2 warp speed]
  - PIS: Type H (12 hours of Maximum warp)

Impulse Engine
- Type: Class 3A (.5c/.75c) [5/7 Power/round]
  - Location: Main hull, aft

Impulse Engine
- Type: Class 3A (.5c/.75c) [5/7 Power/round]
  - Location: Ventral of pylons, attached to main hull

Reaction Control System (.025c) [2 Power/round when in use]

POWER SYSTEMS

Artificial Quantum Singularity Drive
- Type: Type V (generates 530 Power/round)
  - Location: Main hull, amidships

Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round)

Auxiliary Power: 5 reactors (generate 5 Power/reactor/round)

Emergency Power: Type F (generates 50 Power/round)

EPS: Standard Power flow, +250 Power transfer/round

Standard Usable Power: 586

OPERATIONS SYSTEMS

Bridge: Command hull dorsal forward

Computers
- Core 1: Command hull [5 Power/round]
- Core 2: Main hull, starboard [5 Power/round]
- Core 3: Main hull, port [5 Power/round]
- Uprating: Class Beta (+2) [2 Power/computer/round]

Navigational Deflector [5 Power/round]
- Range: 10/20,000/50,000/150,000
- Accuracy: 5/6/8/11
- Location: Ventral

Sensor Systems
- Long-range Sensors [5 Power/round]
- Range Package: Type 6 (Accuracy 3/4/7/10)
- High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)
- Low Resolution: 48 light-years (1/1.1-5.0/5.1-12.0/12.1-16)
- Strength Package: Class 9 (Strength 9)
- Gain Package: Class Beta (+2)
- Coverage: Standard
- Strength Package: Class 9 (Strength 9)
- Gain Package: Class Beta (+2)
- Coverage: Standard

Lateral Sensors [5 Power/round]
- Strength Package: Class 9 (Strength 9)
- Gain Package: Class Beta (+2)
- Coverage: Standard

Navigational Sensors [5 Power/round]
- Strength Package: Class 9 (Strength 9)
- Gain Package: Class Beta (+2)
- Probes: 140
- Sensors Skill: 5
FLIGHT CONTROL SYSTEMS
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
   [1 Power/round in use]
Navigational Computer
   Main: Class 3 (+2) [2 Power/round]
   Backups: 2
Inertial Damping Field
   Main
      Strength: 9 [3 Power/round]
      Number: 3
   Backup
      Strength: 6 [2 Power/round]
      Number: 3
Attitude Control [2 Power/round]

COMMUNICATIONS SYSTEMS
Type: Class 8 [2 Power/round]
   Strength: 8
   Security: -3
   Basic Uprating: Class Alpha (+1)
   Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS
Emitter: Class Gamma [3 Power/Strength used/round]
   Accuracy: 4/5/7/10
   Location: Forward ventral
Emitter: Class Gamma [3 Power/Strength used/round]
   Accuracy: 4/5/7/10
   Location: Aft ventral
Emitter: Class Alpha [3 Power/Strength used/round]
   Accuracy: 5/6/8/11
   Location: Shuttlebay (x2)

TRANSPORTERS
Type: Personnel [5 Power/use]
   Pads: 6
   Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
   Energizing/Transition Coils: Class I (Strength 9)
   Number and Location: Two in command hull, four in main hull
Type: Emergency [7 Power/use]
   Pads: 24
   Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
   Energizing/Transition Coils: Class I (Strength 9)
   Number and Location: Two in command hull, four in main hull
Type: Cargo [4 Power/use]
   Pads: 400 kg
   Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
   Energizing/Transition Coils: Class I (Strength 9)
   Number and Location: One in command hull, four in main hull
Cloaking Device: Class 8 [40 Power/class/round]

SECURITY SYSTEMS
Rating: 4
   Anti-Intruder System: Yes [1 Power/round]
   Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS
Rating 3 (+2) [3 Power/round]
   Specialized Systems: 4
   Laboratories: 48

TACTICAL SYSTEMS
Forward Disruptor Array
   Type: Tethpet
   Damage: 220 [22 Power]
   Number of Shots: Up to 3 shots per round
   Targeting System: Accuracy 4/5/7/10
   Range: 10/30,000/100,000/300,000
   Location: Forward of command hull
   Firing Arc: 360 degrees forward
   Firing Modes: Standard, Pulse

Dorsal Disruptor Array
   Type: Prenak
   Damage: 200 [20 Power]
   Number of Shots: Up to 3 shots per round
   Targeting System: Accuracy 4/5/7/10
   Range: 10/30,000/100,000/300,000
   Location: Dorsal on main hull
   Firing Arc: 360 degrees dorsal
   Firing Modes: Standard, Pulse

Ventral Disruptor Array
   Type: Prenak
   Damage: 200 [20 Power]
   Number of Shots: Up to 3 shots per round
   Targeting System: Accuracy 4/5/7/10
   Range: 10/30,000/100,000/300,000
   Location: Ventral on main hull
   Firing Arc: 360 degrees ventral
   Firing Modes: Standard, Pulse

Aft Disruptor Array
   Type: Prenak
   Damage: 200 [20 Power]
   Number of Shots: Up to 3 shots per round
   Targeting System: Accuracy 4/5/7/10
   Range: 10/30,000/100,000/300,000
   Location: Aft
   Firing Arc: 360 degrees aft
   Firing Modes: Standard, Pulse

Forward Plasma Torpedo Launcher (High-Yield)
   Standard Load: Class XIV plasma torpedo (600 Damage; see rules)
   Spread: 6
   Range: See text
   Targeting System: Accuracy 4/5/7/10
   Power: [20 + 5 per torpedo fired]
   Location: Forward
   Firing Arc: Forward, but are self-guided

Aft Plasma Torpedo Launcher (High-Yield)
   Standard Load: Class XIV plasma torpedo (600 Damage; see rules)
   Spread: 6
   Range: See text
   Targeting System: Accuracy 4/5/7/10
   Power: [20 + 5 per torpedo fired]
   Location: Aft
   Firing Arc: Aft, but are self-guided

Torpedoes Carried: 20 Class XIV plasma, 80 Type II photon
   TA/T/TS: Class Beta [1 Power/round]
   Strength: 8
   Bonus: +1
   Weapons Skill: 4
Shields (Forward, Aft, Port, Starboard) 80 (x4)
Shield Generator: Class R-ID (Protection 800) [80 Power/shield/round]
Shield Grid: Type C (50% increase to 1200 Protection)
Subspace Field Distortion Amplifiers: Class Epsilon (Threshold 250)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) 8
Auto-Destruct System 8

AUXILIARY SPACECRAFT SYSTEMS
Shuttlebay(s): Capacity for 16 Size worth of ships 32
Standard Complement: 8 shuttlecraft
Location(s): Main hull ventral, port and starboard
Captain’s Yacht: No

DESCRIPTION AND NOTES
FLEET DATA: The largest exploratory vessel designed to date by the Star Navy, the Vidian-class Heavy Starbird resembles the much smaller Neh’vor-class science vessel, except for a slightly different command hull, wing pylons with slightly less forward sweep, no exposed systems on the wing pylons, a broader central structure for the main hull, and no half circle-shaped superstructure aft.

Able to remain in space for up to five years at a time, the Vidian is a self-reliant vessel, crewed by loyal Romulan officers who don’t mind the deprivation and separation from their loved ones if it means furthering the cause of D’era. Venturing into the deeps of space beyond the furthest Romulan outpost, they find new colony worlds, new strategic assets, and rich economic resources for the Empire to exploit.

NOTEWORTHY VESSELS/SERVICE RECORDS/ENCOUNTERS: Vidian, prototype; T’relt, found a Class L planet with what may be the richest pergium deposits known to the Star Empire (2366); D’narex Tomair, conducted comprehensive survey of the Vela Expanse and space between the Romulan and Klingon Empires (2366-72); Requine, was attacked by and destroyed warning beacon and patrol ship of unknown species in a region coreward of Romulan space, but has proceeded onward with its mission of exploration (2375).
V’TIR CLASS

Class and Type: V’tir-Class Warbird
Commissioning Date: 2369

SYSTEm

HULL SYSTEMS

Size: 8
- Length: 655.48 meters
- Beam: 422.15 meters
- Height: 157.66 meters
- Decks: 35
- Mass: 4,432,050 metric tonnes

SUs Available: 2,775
SUs Used: 2,585

Hull
- Outer
- Inner

Resistance
- Outer Hull: 10
- Inner Hull: 10

Structural Integrity Field
- Main: Class 7 (Protection 100/150) [1 Power/10 Protection/round]
- Backup: Class 7 (Protection 50) [1 Power/10 Protection/round]

Specialized Hull: Cloak-Enhancing

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 875/240/8,500

Crew Quarters
- Spartan: 200
- Basic: 800
- Expanded: 150
- Luxury: 25
- Unusual: 10

Environmental Systems
- Basic Life Support [12 Power/round]
- Reserve Life Support [6 Power/round]
- Emergency Life Support [48 emergency shelters]
- Gravity [4 Power/round]
- Consumables: 3 years’ worth

Repllcator Systems
- Food Replicators [8 Power/round]
- Industrial Replicators
  - Type: Two networks of small replicators [2 Power/replicator/round]
  - Type: 2 large units [2 Power/replicator/round]
- Medical Facilities: 8 (+2) [8 Power/round]
- Recreation Facilities: 7 [14 Power/round]
- Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]
- Fire Suppression System [1 Power/round when active]
- Cargo Holds: 250,000 cubic meters
  - Locations: 15 locations throughout ship
- Escape Pods: 11
  - Number: 180
  - Capacity: 12 persons per pod

PROPULSION SYSTEMS

Warp Propulsion System
- Nacelles: Type 5C2
  - Speed: 5.0/8.0/9.2 [1 Power/2 warp speed]
  - PIS: Type H (12 hours of Maximum warp)

Impulse Engine
- Type: Class 3A (.5c/.75c) [5/7 Power/round]
  - Location: Main hull

Impulse Engine
- Type: Class 3A (.5c/.75c) [5/7 Power/round]
  - Location: Main hull
  - Reaction Control System (.025c) [2 Power/round when in use]

POWER SYSTEMS

Artificial Quantum Singularity Drive
- Type: Type VI (generates 600 Power/round)

Impulse Engine(s): 2 Class 3A (generate 28 Power/engine/round)

Auxiliary Power: 4 reactors (generate 5 Power/reactor/round)

Emergency Power: Type D (generates 40 Power/round)

EPS: Standard Power flow, +300 Power transfer/round

Standard Usable Power: 656

OPERATIONS SYSTEMS

Bridge: Command hull dorsal forward

Computers
- Core 1: Command hull [5 Power/round]
- Core 2: Main hull, starboard [5 Power/round]
- Core 3: Main hull, port [5 Power/round]
- Uprating: Class Beta (+2) [2 Power/computer/round]
- ODN

Navigational Deflector [5 Power/round]
  - Range: 10/20,000/50,000/150,000
  - Accuracy: 5/6/8/11
  - Location: Ventral

Sensor Systems

Long-range Sensors [5 Power/round]
  - Range Package: Type 4 (Accuracy 3/4/7/10)
  - High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
  - Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)

Strength Package: Class 9 (Strength 9)
  - Gain Package: Class Beta (+2)
  - Coverage: Standard

Lateral Sensors [5 Power/round]
  - Strength Package: Class 9 (Strength 9)
  - Gain Package: Class Beta (+2)
  - Coverage: Standard

Navigational Sensors [5 Power/round]
  - Strength Package: Class 9 (Strength 9)
  - Gain Package: Class Beta (+2)

Probes: 120

Sensors Skill: 5
SHIPS OF THE ROMULAN STAR EMPIRE

CHAPTER 3

SHIPS OF THE ROMULAN STAR EMPIRE

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
[1 Power/round in use]
Navigational Computer
Main: Class 3 (+2) [2 Power/round]
Backups: 2
Inertial Damping Field
Main
Strength: 9 [3 Power/round]
Number: 3
Backup
Strength: 6 [2 Power/round]
Number: 3

ATTITUDE CONTROL [2 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 8 [2 Power/round]
Strength: 8
Security: -5 (Class Delta uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS

Type: Personnel [5 Power/use]
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition Coils: Class I (Strength 9)
Number and Location: Two in command hull, four in main hull

Type: Emergency [7 Power/use]
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class I (Strength 9)
Number and Location: Two in command hull, four in main hull

Type: Cargo [4 Power/use]
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class I (Strength 9)
Number and Location: One in command hull, four in main hull

Cloaking Device: Class 8 [40 Power/class/round]

SECURITY SYSTEMS

Rating: 5
Anti-Intruder System: Yes [1 Power/round]
Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS

Rating 2 (+1) [2 Power/round]
Specialized Systems: 2
Laboratories: 16

TACTICAL SYSTEMS

Forward Disruptor Array
Type: Valkar
Damage: 260 [26 Power]
Number of Emitters: Up to 5 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward command hull
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

Dorsal Starboard Disruptor Array
Type: Uregal
Damage: 240 [24 Power]
Number of Emitters: Up to 5 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Dorsal on starboard “wing”
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

Dorsal Port Disruptor Array
Type: Uregal
Damage: 240 [24 Power]
Number of Emitters: Up to 5 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Dorsal on port “wing”
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

Ventral Starboard Disruptor Array
Type: Uregal
Damage: 240 [24 Power]
Number of Emitters: Up to 5 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral on starboard “wing”
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Ventral Port Disruptor Array
Type: Uregal
Damage: 240 [24 Power]
Number of Emitters: Up to 5 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral on port “wing”
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Forward Plasma Torpedo Launcher (High-Yield)
Standard Load: Class XIV plasma torpedo (600 Damage; see rules)
Spread: 10
Range: See text
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward
Firing Arc: Forward, but are self-guided
CHAPTER 3

SHIPS OF THE ROMULAN STAR EMPIRE

Starboard Wing Plasma Torpedo Launcher (High-Yield)
Standard Load: Class XIV plasma torpedo (600 Damage; see rules)
Spread: 10
Range: See text
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward edge of starboard “wing”
Firing Arc: Forward, but are self-guided

Port Wing Plasma Torpedo Launcher (High-Yield)
Standard Load: Class XIV plasma torpedo (600 Damage; see rules)
Spread: 10
Range: See text
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward edge of port “wing”
Firing Arc: Forward, but are self-guided

Aft Plasma Torpedo Launcher (High-Yield)
Standard Load: Class XIV plasma torpedo (600 Damage; see rules)
Spread: 10
Range: See text
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Aft
Firing Arc: Aft, but are self-guided

Torpedoes Carried: 100 Class XIV plasma; 200 Type G-II singularity
Strength: 9
Bonus: +2

Weapons Skill: 5
Shields (Forward, Aft, Port, Starboard) 82 (x4)
Shield Generator: Class R-II (Protection 900) [90 Power/shield/round]
Shield Grid: Type B (33% increase to 1200 Protection)
Subspace Field Distortion Amplifiers: Class Zeta (Threshold 300)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) 8
Auto-Destruct System 8

AUXILIARY SPACECRAFT SYSTEMS
Shuttlebay(s): Capacity for 25 Size worth of ships 50
Standard Complement: 10 shuttlecraft, 5 shuttlepods
Location(s): Main hull ventral, port and starboard
Captain’s Yacht: Yes 10

DESCRIPTION AND NOTES

Fleet Data: One of the newest warbirds in the Romulan fleet, the V’tir incorporates design principles different from those of the D’deridex class and related ships. Instead of using the Argus class and its successors as the basis for the design, the Star Navy’s engineers chose instead to look to that line of ships deriving from the D-7 class Battle Cruisers obtained from the Klingons in the late 2360s. While Romulan ship designers had used aesthetics and system arrangements deriving from the Klingon vessels in later starships, they were not nearly as common as Argus-descended ships. Chief Engineer Praddus, the man in charge of the V’tir Design Project, decided to take the path less chosen and try to develop an innovative and powerful ship that wouldn’t look like the D’deridex’s younger cousin.

The jury remains out on whether he succeeded. In the eyes of many, the V’tir is an ungainly-looking cross between a D-7 and a D’deridex. Its main hull is a single, slightly curved, structure that curves down sharply at its edges to hold warp nacelles. The dome-like command hull attaches to a central spine that projects slightly forward and upward. To its admirers, the V’tir resembles one of the graceful scavandra swans of Romulus, sweeping in for a landing on some crystal-clear mountain lake; to its detractors, it’s an awkward-looking ugly duckling.

However, admirer and detractor alike agree that regardless of its appearance, the V’tir is a powerful ship that plays an important role as part of the Romulan military arm. Smaller than both the D’deridex and T’korex, but larger than the Light Warbirds, it neatly combines the power of the former with the mobility and agility of the latter. Its array of Valkar and Uregal disruptors (one forward, one on each side of each “wing” of the main hull) and torpedo launchers (one forward, one on the forward edge of each “wing,” one aft) provide it with sufficient firepower to take on any foe. Many V’tirs were used during the Dominion War, helping to hold the line against powerful Jem’Hadar and Cardassian fleets.

Noteworthy Vessels/Service Records/Encounters: V’tir, prototype; Thosar, under the command of Centurion Broden, fought in and survived five major battles of the Fifth Taurhai Offensive without ever sustaining more than 20% casualties (2371-74); D’moreus, destroyed two Firedrakes during the Battle of Destrix (2374); Pharros, participated in the liberation of Benzar (2374); Hortarus, ambushed and destroyed three Jem’Hadar Battle Cruisers (2375).
PART TWO
ROMULAN
CIVILIAN
VESSELS
## DESARA CLASS

**Class and Type:** Desara-Class Merchant Vessel  
**Commissioning Date:** 2345

### SYSTEM

**HULL SYSTEMS**

- **Size:** 5
- **Length:** 165.32 meters
- **Beam:** 96.22 meters
- **Height:** 45.35 meters
- **Decks:** 7
- **Mass:** 279,000 metric tonnes (plus mass of cargo, when loaded)
- **SUs Available:** 1,000
- **SUs Used:** 888

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<th><strong>HULL</strong></th>
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**RESISTANCE**

- **Outer Hull:** 4
- **Inner Hull:** 4

**STRUCTURAL INTEGRITY FIELD**

- **Main:** Class 3 (Protection 60/90) [1 Power/10 Protection/round] 23
- **Backup:** Class 3 (Protection 30) [1 Power/10 Protection/round] 12

**PERSONNEL SYSTEMS**

- **Crew/Passengers/Evac:** 26/40/2,900

**CREW QUARTERS**

- **Barracks:** None
- **Spartan:** 11
- **Basic:** 40
- **Expanded:** 4
- **Luxury:** None
- **Unusual:** None

**ENVIRONMENTAL SYSTEMS**

- **Basic Life Support** [10 Power/round] 20
- **Reserve Life Support** [5 Power/round] 10
- **Emergency Life Support** (30 emergency shelters) 10
- **Gravity** [3 Power/round] 5
- **Consumables:** 1 years’ worth

**REPLICATOR SYSTEMS**

- **Food Replicators** [5 Power/round] 5
- **Industrial Replicators** Type: Network of small replicators [2 Power/round] 5

**MEDICAL FACILITIES**

- **3 (+1)** [3 Power/round] 3

**RECREATION FACILITIES**

- **4** [8 Power/round] 4

**PERSONNEL TRANSPORT**

- **Turbolifts, Jefferies tubes** [2 Power/round] 15

**CARGO SUPPRESSION SYSTEM**

- **[1 Power/round when active]** 12

**ESCAPE PODS**

- **Number:** 30
- **Capacity:** 4 persons per pod

### PROPULSION SYSTEMS

**Warp Drive**

- **Nacelles:** Type 4A6 39
- **Speed:** 4.0/7.4/8.6 [1 Power/.2 warp speed]
- **PI: Type F** [9 hours of Maximum warp] 12

**IMPULSE ENGINE**

- **Type:** Class 3A (.5c/.75c) [5/7 Power/round] 18
- **Location:** Aft of main hull

**SUSPENSION CONTROL SYSTEM (.025c)** [2 Power/round when in use] 5

### POWER SYSTEMS

**WARP ENGINE**

- **Type:** Class 5/H (generates 265 Power/round) 62
- **Location:** Amidships of main hull

**IMPULSE ENGINE(S):** 1 Class 3A (generate 28 Power/engine/round) 9

**EMERGENCY POWER:** 3 reactors (generate 5 Power/reactor/round) 35

**EPS:** Standard Power flow, +120 Power transfer/round 37

**Standard Usable Power:** 293

### OPERATIONS SYSTEMS

**Bridge:** Forward dorsal of command hull 28

**COMPUTER**

- **Core 1:** Aft of command hull [5 Power/round] 10
- **ODN:** 15

**NAVIGATIONAL DEFLECTOR** [5 Power/round] 20

- **Range:** 10/20,000/50,000/150,000
- **Accuracy:** 5/6/8/11
- **Location:** Ventral of command hull

**SENSOR SYSTEMS**

- **Long-range Sensors** [5 Power/round] 18
- **Range Package:** Type 2 (Accuracy 3/4/7/10) 20
- **High Resolution:** 5 light-years (.5/.6-.1.0/.1.1-3.5/3.6-5.0) 10
- **Low Resolution:** 12 light-years (1/1.1-3.0/3.1-8.0/8.1-12) 10
- **Strength Package:** Class 5 (Strength 5) 10
- **Gain Package:** Standard 10
- **Coverage:** Standard 5

**LATERAL SENSORS** [5 Power/round] 10

- **Strength Package:** Class 5 (Strength 5) 5
- **Gain Package:** Standard 5
- **Coverage:** Standard 5

**NAVIGATIONAL SENSORS** [5 Power/round] 10

- **Strength Package:** Class 5 (Strength 5) 15
- **Gain Package:** Standard 15
- **Coverage:** Standard 5

**NAVIGATIONAL COMPUTER**

- **Main:** Class 1 (+0) [0 Power/round] 0
- **Backups:** 2 0

**FLIGHT CONTROL SYSTEMS**

**Autopilot:** Shipboard Systems (Flight Control) 2, Coordination 1 7

**Autopilot:** Shipboard Systems (Flight Control) 2, Coordination 1 7

**Autopilot:** Shipboard Systems (Flight Control) 2, Coordination 1 7
Inertial Damping Field
Main
  Strength: 8 [3 Power/round]
  Number: 2
Backup
  Strength: 5 [2 Power/round]
  Number: 2
Attitude Control [1 Power/round]

Communications Systems
Type: Class 5 [2 Power/round]
  Strength: 5
  Security: -2
  Basic Uprating: None
Emergency Communications: No

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round]
  Accuracy: 5/6/8/11
  Location: Forward ventral of command hull

Transporters
Type: Personnel [4 Power/use]
  Pads: 4
    Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
    Energizing/Transition Coils: Class E (Strength 5)
    Number and Location: One in command hull, one in main hull
Type: Cargo [6 Power/use]
  Pads: 800 kg
    Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
    Energizing/Transition Coils: Class G (Strength 7)
    Number and Location: One in each cargo pod
Cloaking Device: None

Security Systems
Rating: 3
  Anti-Intruder System: Yes [1 Power/round]
  Internal Force Fields (1 Power/3 Strength)
Security: -2
Basic Uprating: None

Science Systems
Rating 1 (+0) [1 Power/round]
  Specialized Systems: None
  Laboratories: None

Tactical Systems
Shields (Forward, Aft, Port, Starboard) [29 (x4)]
  Shield Generator: Class 2 (Protection 350) [35 Power/shield/round]
  Shield Grid: Type B (33% increase to 465 Protection)
  Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)
  Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield)
Auto-Destruct System

Auxiliary Spacecraft Systems
Shuttlebay(s): Capacity for 6 Size worth of ships
  Standard Complement: 3 shuttlecraft
  Location(s): Aft of main hull
Captain’s Yacht: No

Description and Notes
Fleet Data: The Desara class of cargo carriers represents a typical merchant vessel found in Romulan space. It consists of a main “hull” which is an oval-shaped rounded framework similar to parts of the D’deridex. Five large cargo containers fit into this frame. Attached to the dorsal center of the framework is a large command hull, which also includes accommodations for the crew and the passengers. The command hull projects forward from the main hull slightly for docking purposes.

Per Romulan law, civilian vessels cannot have military-strength systems, or any weapons, unless specifically licensed to do so. (Such licenses are rarely granted; the applicant must show that he travels outside the Empire, or in regions of the Empire considered “highly dangerous,” for more than half of his logged light-years.) Many a merchant captain secretly flouts these regulations, so Narrators may add a low-powered disruptor or two (for protection against pirates, of course!) if desired.

Because merchant vessels often vary from a standard configuration, Narrators can easily create entire merchant fleets simply by tweaking this Starship Template, adding, removing, or upgrading a few systems here or there.
ROMULAN SENATORIAL TRANSPORT

Class and Type: Transport
Commissioning Date: 2370

SYSTEM

HULL SYSTEMS
Size: 4
Length: 105.77 meters
Beam: 28.54 meters
Height: 23.24 meters
Decks: 4
Mass: 83,500 metric tonnes
SUs Available: 1,300
SUs Used: 1,294

Hull
Outer
Inner

Resistance
Outer Hull: 8
Inner Hull: 8

STRUCTURAL INTEGRITY FIELD
Main: Class 3 (Protection 60/90) [1 Power/10 Protection/round]
Backup: Class 3 (Protection 30) [1 Power/10 Protection/round]
Backup: Class 3 (Protection 30) [1 Power/10 Protection/round]
Specialized Hull: Cloak-Enhancing; Atmospheric Capability; Planetfall

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 53/150/3,400

Crew Quarters
Spartan: None
Basic: 50
Expanded: 140
Luxury: 10
Unusual: 3

Environmental Systems
Basic Life Support [10 Power/round] 16
Reserve Life Support [5 Power/round] 16
Emergency Life Support [24 emergency shelters] 16
Gravity [2 Power/round] 16
Consumables: 1 years’ worth

Replicator Systems
Food Replicators [4 Power/round] 4
Industrial Replicators
Type: Network of small replicators [2 Power/round] 4
Medical Facilities: 8 [8 Power/round] 40
Recreation Facilities: 8 [16 Power/round] 64
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 4
Fire Suppression System [1 Power/round when active] 4
Cargo Holds: 5,000 cubic meters
Locations: Six locations throughout ship
Escape Pods
Number: 80
Capacity: 8 persons per pod

PROPULSION SYSTEMS

Warp Propulsion System
Nacelles: Type SE6
Speed: 5.0/9.0/9.6 [1 Power/2 warp speed] 78
PIS: Type I (24 hours of Maximum warp) 18

Impulse Engine
Type: Class 5A (.72c/.9c) [7/9 Power/round] 28
Location: Aft ventral, port and starboard

Impulse Engine
Type: Class 5A (.72c/.9c) [7/9 Power/round] 28
Location: Ventral of each wing pylon, attached to main hull

Reaction Control System (.025c) [2 Power/round when in use] 4

POWER SYSTEMS

Warp Engine
Type: Class 8/N (generates 430 Power/round) 93
Location: Amidships

Impulse Engines [2]: Class 5A (generate 44 Power/engine/round) 15
Auxiliary Power: 5 reactors (generate 5 Power/reactor/round) 50
Emergency Power: Type F (generates 50 Power/round) 45

Standard Usable Power: 518

OPERATIONS SYSTEMS
Bridge: Command hull (forward) 20

Computer
Core 1: Forward [5 Power/round] 8
Uprating: Class Alpha (+1) [1 Power/computer/round] 2
ODN 12

Navigational Deflector [5 Power/round] 16
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward ventral

Sensor Systems
Long-range Sensors [5 Power/round] 36
Range Package: Type 4 (Accuracy 3/4/7/10) 8
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0) 4
Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14) 4
Strength Package: Class 7 (Strength 7) 4
Gain Package: Class Beta (+2) 4
Coverage: Standard 4

Lateral Sensors [5 Power/round] 20
Strength Package: Class 7 (Strength 7) 4
Gain Package: Class Beta (+2) 4
Coverage: Standard 4

Navigational Sensors [5 Power/round] 18
Strength Package: Class 7 (Strength 7) 4
Gain Package: Class Beta (+2) 4
Probes: 10
Sensors Skill: 5

### Flight Control Systems

**Autopilot:** Shipboard Systems (Flight Control) 3, Coordination 3  
[1 Power/round in use]

**Navigational Computer**  
Main: Class 2 (+1)  
Number: 2

**Inertial Damping Field**  
Main  
Strength: 9  
Number: 2  
Backup  
Strength: 6  
Number: 2

**Attitude Control**  
[1 Power/round]

### Communications Systems

**Type:** Class 9 [2 Power/round]  
Strength: 9  
Security: -6 (Class Delta uprating)  
Basic Uprating: Class Beta (+2)  
Emergency Communications: No

### Tractor Beams

**Emitters:**  
Class Gamma [3 Power/Strength used/round]  
Accuracy: 4/5/7/10  
Location: Forward ventral  
Number and Location: One forward

### Transporters

**Type:** Personnel [4 Power/use]  
Pads: 4  
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)  
Energizing/Transition Coils: Class G (Strength 7)  
Number and Location: One forward

**Type:** Emergency [5 Power/use]  
Pads: 16  
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)  
Energizing/Transition Coils: Class G (Strength 7)  
Number and Location: One amidships

**Type:** Cargo [4 Power/use]  
Pads: 400 kg  
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)  
Energizing/Transition Coils: Class G (Strength 7)  
Number and Location: One in largest cargo hold

**Cloaking Device:** Class 9 [40 Power/class/round]

### Security Systems

**Rating:** 5  
Anti-Intruder System: Yes [1 Power/round]  
Internal Force Fields [1 Power/3 Strength]

### Science Systems

**Rating:** 1 (+0) [1 Power/round]  
Specialized Systems: None  
Laboratories: 3

### Tactical Systems

**Forward Disruptor Array**  
Type: Prenak  
Damage: 200 (20 Power)  
Number of Shots: Up to 3 shots per round

---

**Targeting System:** Accuracy 4/5/7/10  
**Range:** 10/30,000/100,000/300,000  
**Location:** Forward on command hull  
**Firing Arc:** 360 degrees forward  
**Firing Modes:** Standard, Pulse

**Forward Torpedo Launcher**  
**Standard Load:** Type G-II singularity torpedo (400 Damage)  
**Spread:** 6  
**Range:** 15/350,000/1,500,000/4,050,000  
**Targeting System:** Accuracy 4/5/7/10  
**Power:** [20 + 5 per torpedo fired]  
**Location:** Forward on command hull  
**Firing Arc:** Forward, but are self-guided  
**Torpedoes Carried:** 60

**TA/T/TS:** Class Beta [1 Power/round]

### Auxiliary Spacecraft Systems

**Shuttlebay(s):** Capacity for 8 Size worth of ships  
**Standard Complement:** 4 shuttlecraft  
**Location(s):** Aft

**Captain’s Yacht:** Yes

### Description and Notes

**Fleet Data:** When powerful Romulan senators travel, they desire three things: speed, secrecy, and comfort. The Romulan Senatorial Transport provides all three, and more. Its powerful engines, state of the art cloaking and communications systems, and luxurious accommodations make the ideal means of transport for high-ranking Romulan officials.

**Physically,** the Senatorial Transport resembles a smaller version of the T’rasus-class Light Starbird, with a few modifications. First, the connecting interhull is thicker and the command hull smaller, reducing the possibility of the command hull being severed from the ship by a lucky enemy shot. Second, the wing pylons are more rounded, with a more pronounced downward curve, somewhat like the D’deridex.
PART THREE
ALLIED
AND
THREAT
VESSELS

CHAPTER 3
ALLIED AND THREAT VESSELS
# Ships of the Romulan Star Empire

## SHIPS OF THE ROMULAN STAR EMPIRE

### Taurhai Star Dragon

**Class and Type:** Star Dragon-Class Ship  
**Commissioning Date:** Mid 24th century

### System

#### Hull Systems

<table>
<thead>
<tr>
<th>Size: 12</th>
<th>SU: 48</th>
</tr>
</thead>
<tbody>
<tr>
<td>Length: 1,500.00 meters</td>
<td>48</td>
</tr>
<tr>
<td>Beam: 250.00 meters</td>
<td>48</td>
</tr>
<tr>
<td>Height: 250.00 meters</td>
<td>48</td>
</tr>
<tr>
<td>Decks: 55</td>
<td>48</td>
</tr>
<tr>
<td>Mass: 8,450,000 metric tonnes</td>
<td>48</td>
</tr>
</tbody>
</table>

**Hull**
- Outer: SU 10  
- Inner: SU 10

**Resistance**
- Outer Hull: SU 10  
- Inner Hull: SU 10

**Structural Integrity Field**
- Main: Class 7 (Protection 100/150) [1 Power/10 Protection/round] 42  
- Backup: Class 7 (Protection 50) [1 Power/10 Protection/round] 21

### Personnel Systems

**Crew/Passengers/Evac:** 1,500/1,600/18,000

**Crew Quarters**
- Spartan: SU 800  
- Basic: SU 1,300  
- Expanded: SU 200  
- Luxury: SU 40  
- Unusual: SU 15

**Environmental Systems**
- Basic Life Support [13 Power/round] 48  
- Reserve Life Support [7 Power/round] 24  
- Emergency Life Support [72 emergency shelters] 24  
- Gravity [6 Power/round] 12  
- Consumables: 10 years’ worth 120

**Replicator Systems**
- Food Replicators [12 Power/round] 12  
- Industrial Replicators 36

**Medical Facilities**
- Type: Two networks of small replicators [2 Power/round] 45  
- Type: 4 large units [2 Power/replicator/round] 18

**EMH:** Mark III [5 Power/round when active] 45  
**Recreation Facilities:** 8 [16 Power/round] 64

**Personnel Transport:**
- Turbolifts, Jefferies tubes [2 Power/round] 36  
- Fire Suppression System [1 Power/round when active] 12

**Cargo Holds:** 300,000 cubic meters 9  
Locations: 25 locations throughout ship

**Escape Pods**
- Number: 260  
- Capacity: 12 persons per pod 15

### Propulsion Systems

**Gravity Induction Drive**
- Type: Class III [250 Power/use] 300  
  - Speed: 2 light-years maximum per jump (24 light-years per minute)

**Impulse Engine**
- Type: Class 6 (.75c/.9c) [7/9 Power/round] 30  
  - Location: Aft section of command hull, port and starboard

### Power Systems

**Matter/Antimatter Power Generation System I**
- Type: Class 9/O (generates 450 Power/round) 100  
  - Location: Aft section of command hull

**Matter/Antimatter Power Generation System II**
- Type: Class 9/O (generates 450 Power/round) 100  
  - Location: Segment 17

**Impulse Engine[s]:** 2 Class 6 (generate 48 Power/engine/round) 15

**Auxiliary Power:** 5 reactors (generate 5 Power/reactor/round) 40

**Emergency Power:** Type D (generates 40 Power/round) 40

**EPS:** Standard Power flow, +300 Power transfer/round 90

**Standard Usable Power:** 996

### Operations Systems

**Bridge:** Command hull, forward dorsal 60  
**Auxiliary Control Room:** Segment 8 36  
**Separation System:** 13 detachable segments (command hull and each 2 segments) [5 Power per segment detached] 156

### Computers

**Core 1:** Command hull [5 Power/round] 24  
**Core 2:** Segment 10 [5 Power/round] 24  
**Core 3:** Segment 20 [5 Power/round] 24  
- Uprating: Class Beta (+2) [2 Power/computer/round] 12  
- ODN 36

**Gravimetric Deflector [5 Power/round] 48  
- Range: 10/20,000/50,000/150,000 48  
- Accuracy: 5/6/8/11 11  
- Location: To port and starboard of ventral side of command hull

### Sensor Systems

**Long-range Sensors [5 Power/round] 48  
- Range Package: Type 6 (Accuracy 3/4/7/10) 48  
- High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0) 48  
- Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16) 48  
- Strength Package: Class 9 (Strength 9) 48  
- Gain Package: Class Beta (+2) 48  
- Coverage: Standard

**Lateral Sensors [5 Power/round] 24  
- Strength Package: Class 9 (Strength 9) 24  
- Gain Package: Class Beta (+2) 24  
- Coverage: Standard
Navigational Sensors [5 Power/round]
   Strength Package: Class 9 (Strength 9)
   Gain Package: Class Beta (+2)
Probes: 40
Sensors Skill: 5

Flight Control Systems
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 3
   [1 Power/round in use]
Navigational Computer
   Main: Class 2 (+1) [1 Power/round]
   Backups: Three
Inertial Damping Field
   Main
      Strength: 9 [3 Power/round]
      Number: 2
   Backup
      Strength: 6 [2 Power/round]
      Number: 2
Attitude Control [3 Power/round]

Communications Systems
Type: Class 7 [2 Power/round]
   Strength: 7
   Security: -4 (Class Gamma uprating)
   Basic Uprating: Class Alpha (+1)
Emergency Communications: Yes [2 Power/round]
Holocommunications: Yes

Tractor Beams
Emitter: Class Delta [2 Power/Strength used/round]
   Accuracy: 4/5/7/10
   Location: Forward of command hull
Emitter: Class Delta [2 Power/Strength used/round]
   Accuracy: 4/5/7/10
   Location: Aft ventral of Segment 20
Emitter: Class Alpha [2 Power/Strength used/round]
   Accuracy: 5/6/8/11
   Location: Shuttlebay (x4)

Transporters
Type: Personnel [10 Power/use]
   Pads: 8
   Emitter/Receiver Array: Personnel Type 12 (5,000,000 km range)
   Energizing/Transition Coils: Class I (Strength 9)
   Number and Location: Two in command hull, one each in Segments 8, 16, and 24
Type: Emergency [9 Power/use]
   Pads: 28
   Emitter/Receiver Array: Emergency Type 5 (25,000 km range)
   Energizing/Transition Coils: Class I (Strength 9)
   Number and Location: Two in command hull, one each in Segments 8, 16, and 24
Type: Cargo [9 Power/use]
   Pads: 800 kg
   Emitter/Receiver Array: Cargo Type 8 (5,000,000 km range)
   Energizing/Transition Coils: Class I (Strength 9)
   Number and Location: One in command hull, one each in Segments 4, 12, and 24

Cloaking Device: None

Security Systems
Rating: 4
   Anti-Intruder System: Yes [1 Power/round]
   Internal Force Fields (1 Power/3 Strength)

Science Systems
Rating 3 (+2) [3 Power/round]
   Specialized Systems: 3
   Laboratories: 46

Tactical Systems
Forward Heavy Graviton Beam
   Type: Rhu’shai
   Damage: 280 [28 Power]
   Number of Emitters: Up to 5 shots per round
   Targeting System: Accuracy 4/5/7/10
   Range: 10/30,000/100,000/300,000
   Location: Forward of command hull
   Firing Arc: 360 degrees forward
   Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Dorsal Heavy Graviton Beams (x3)
   Type: Rhu’shai
   Damage: 280 [28 Power]
   Number of Emitters: Up to 5 shots per round
   Targeting System: Accuracy 4/5/7/10
   Range: 10/30,000/100,000/300,000
   Location: Dorsal of Segments 4, 12, and 20
   Firing Arc: 360 degrees dorsal
   Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Ventral Heavy Graviton Beams (x3)
   Type: Rhu’shai
   Damage: 280 [28 Power]
   Number of Emitters: Up to 5 shots per round
   Targeting System: Accuracy 4/5/7/10
   Range: 10/30,000/100,000/300,000
   Location: Ventral of Segments 4, 12, and 20
   Firing Arc: 360 degrees ventral
   Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Starboard Heavy Graviton Beams (x3)
   Type: Rhu’shai
   Damage: 280 [28 Power]
   Number of Emitters: Up to 5 shots per round
   Targeting System: Accuracy 4/5/7/10
   Range: 10/30,000/100,000/300,000
   Location: Starboard of Segments 10, 18, and 22
   Firing Arc: 360 degrees starboard
   Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Port Heavy Graviton Beams (x3)
   Type: Rhu’shai
   Damage: 280 [28 Power]
   Number of Emitters: Up to 5 shots per round
   Targeting System: Accuracy 4/5/7/10
   Range: 10/30,000/100,000/300,000
   Location: Port of Segments 10, 18, and 22
   Firing Arc: 360 degrees port
   Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Forward Torpedo Launcher
   Standard Load: Type II quantum torpedo (450 Damage)
   Spread: 8
   Range: 15/350,000/1,500,000/4,050,000
   Targeting System: Accuracy 4/5/7/10
   Power: [20 + 5 per torpedo fired]
   Location: Forward of command hull
   Firing Arc: Forward, but are self-guided
SHIPS OF THE ROMULAN STAR EMPIRE

CHAPTER 3

SHIPS OF THE ROMULAN STAR EMPIRE

Segment Torpedo Launchers (x4)
  Standard Load: Type II quantum torpedo (450 Damage)
  Spread: 8
  Range: 15/350,000/350,000/3,000,000
  Targeting System: Accuracy 4/5/7/10
  Power: [20 + 5 per torpedo fired]
  Location: One each dorsal (Segment 9), ventral (Segment 13), port (Segment 17), and starboard (Segment 21)
  Firing Arc: Various, but are self-guided
  Torpedoes Carried: 300
  TA/T/TS: Class Gamma [2 Power/round]
  Strength: 9
  Bonus: +2
  Weapons Skill: 5

Taurhai Absorption Fields (Forward, Aft, Port, Starboard) 184 (x4)
  Shield Generator: Class 7 (Protection 1400) [140 Power/shield/round]
  Shield Grid: Type C (50% increase to 2100 Protection)
  Subspace Field Distortion Amplifiers: Class Iota (Threshold 450)
  Recharging System: Class 2 (40 seconds)
  Backup Shield Generators: 4 (1 per shield)
  Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 50 Size worth of ships
  Standard Complement: 10 shuttles, 20 shuttlecraft
  Location(s): Ventral of Segments 13, 16, 23, and 24
  Captain’s Yacht: Yes

DESCRIPTION AND NOTES

FLEET DATA: The most powerful and versatile vessel fielded by the Taurhai Unity, the “Star Dragon” (a Romulan term; the Taurhai designation is unknown) represents the pinnacle of Taurhai space travel technology. It consists of a 300 meter-long wedge-shaped command hull, which also includes the main engineering section, and 24 50 meter-long segments. Thanks to Taurhai structural integrity fields, gravity induction units, and other technologies, the ship can “coil” and “flex” at the joints of the segments, thus allowing it to perform some bizarre, but highly effective, maneuvers in combat. (Consider the Star Dragon to be Size 5 for purposes of calculating the amount of benefits it can receive from maneuvers, and the Difficulty of performing those maneuvers; see Spacedock, pages 101-03.) The ship’s gravimetric deflectors are located to port and starboard of the ventral side of the command hull.

Furthermore, a Star Dragon’s crew can separate the ship, dividing it into the command hull and up to twelve “sub-ships” of two segments each (see Detachable Segments, page ??). Normally this is only done when the ship as a whole has been badly damaged (or is otherwise stranded), but occasionally Taurhai commanders have used this feature to surprise and defeat an enemy.

Virtually any other Alpha or Beta Quadrant species would find a Star Dragon to be a treasure trove of advanced, sophisticated technology. Taurhai transporters, tractor beams, and the like put those of the Star Empire or the Federation to shame, and many other Taurhai inventions could be incorporated in other species’s systems to their general improvement. Unfortunately for the Romulans, the auto-destruct systems on Star Dragons are very efficient, leaving little more than dust behind. Taurhai crews willingly sacrifice their own lives to prevent their technology from falling into enemy hands if necessary, though usually the clever Taurhai officers can find a way to save the day.

To help prosecute their ongoing conflicts with the Romulans and other enemies, the Taurhai have provided the Star Dragon with powerful armaments. Thirteen separate heavy graviton beam generators, and five quantum torpedo launchers, make the ship a match for any foe. These weapons are scattered over the surface of the ship, so that loss of any given segment only costs the ship a fraction of its offensive capability. The ship’s high Power capacity allows it to attack multiple targets at once.

However, like the Federation, the Taurhai use their ships as much for exploration and diplomacy as defense, and the Star Dragon comes equipped with systems for use on those sorts of missions as well. The ship has nearly four dozen laboratories, including three highly specialized ones. Its sensors are extremely advanced as well. Both laboratories and sensor pallets are modular, and can be swapped out for different ones at a space station or like facility.

Perhaps most amazingly of all, a Star Dragon includes powerful “converters” that can perform total matter/energy conversion. This allows a Star Dragon to remain in space almost indefinitely, without the need for refueling. Although the need for supplies and maintenance will eventually drive a Star Dragon to port, according to Romulan estimates one of these ships could remain in space without any degree of outside support for a decade.

The Romulans presume that the Taurhai give their ships individual names, but since they do not display said names on the exteriors of their ships, those names remain unknown.
# TAURHAI FIREDRAKE

**Class and Type:** Firedrake-class Cruiser  
**Commissioning Date:** Mid 24th century

## SYSTEM

### HULL SYSTEMS

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<tr>
<th>Size: 6</th>
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<tbody>
<tr>
<td>Length: 325.00 meters</td>
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<tr>
<td>Beam: 75.00 meters</td>
</tr>
<tr>
<td>Height: 75.00 meters</td>
</tr>
<tr>
<td>Decks: 15</td>
</tr>
<tr>
<td>Mass: 1,270,000 metric tonnes</td>
</tr>
<tr>
<td>SUs Available: 2,300</td>
</tr>
<tr>
<td>SUs Used: 2,083</td>
</tr>
</tbody>
</table>

### RESISTANCE

- **Outer Hull:** 10 SUs per round  
- **Inner Hull:** 10 SUs per round

### STRUCTURAL INTEGRITY FIELD

- **Main:** Class 5 (Protection 80/120)  
- **Backup:** Class 5 (Protection 40)

### PERSONNEL SYSTEMS

**Crew/Passengers/Evac:** 472/310/6,750

### CREW QUARTERS

- Spartan: 160 SUs  
- Basic: 350 SUs  
- Expanded: 90 SUs  
- Luxury: 20 SUs  
- Unusual: 2 SUs

### ENVIRONMENTAL SYSTEMS

- **Basic Life Support:** 24 SUs per round  
- **Reserve Life Support:** 12 SUs per round  
- **Emergency Life Support:** 24 SUs per round  
- **Gravity:** 6 SUs per round  
- **Consumables:** 6 years’ worth

### REPLICATOR SYSTEMS

- **Food Replicators:** 6 SUs per round  
- **Industrial Replicators:** 9 SUs per round  
- **Medical Facilities:** 7 (2 large) SUs per round  
- **Recreation Facilities:** 7 SUs per round  
- **Personnel Transport:** 24 SUs per round  
- **Fire Suppression System:** 6 SUs per round when active  
- **Cargo Holds:** 80,000 cubic meters

### Escape Pods

- Number: 140  
- Capacity: 8 persons per pod

## PROPULSION SYSTEMS

### GRAVITY INDUCTION DRIVE

**Type:** Class I (150 Power/use)  
**Speed:** .5 light-years maximum per jump (6 light-years per minute)

### IMPULSE ENGINE

**Type:** Class 6 (.75c/.9c) [7/9 Power/round]  
**Location:** Aft section of command hull, port and starboard

### POWER SYSTEMS

### MATTER/ANTIMATTER POWER GENERATION SYSTEM

**Type:** Class 8/N (generates 440 Power/round)  
**Location:** Aft section of command hull

### IMPULSE ENGINE(s)

- **1 Class 6 (generates 48 Power/engine/round)**  
- **4 reactors (generate 5 Power/reactor/round)**

### AUXILIARY POWER:

- **Type D (generates 40 Power/round)**

### EPS:

- **Standard Power flow, +300 Power transfer/round**

### OPERATIONS SYSTEMS

- **Bridge:** Command hull  
- **Auxiliary Control Room:** Segment 3  
- **Separation System:** 5 detachable segments (command hull and each 2 segments)

### COMPUTERS

- **Core 1:** Command hull [5 Power/round]  
- **Core 2:** Segment 5 [5 Power/round]  
- **Uprating:** Class Beta (+2) [2 Power/computer/round]

### SENSOR SYSTEMS

- **Long-range Sensors:** 40 SUs per round  
- **High Resolution:** 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)  
- **Low Resolution:** 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)

### NAVIGATIONAL SENSORS

- **Probes:** 60  
- **Sensors Skill:** 4
### Flight Control Systems

**Autopilot:** Shipboard Systems (Flight Control) 3, Coordination 2
- [1 Power/round in use]

**Navigational Computer**
- Main: Class 2 (+1) [1 Power/round]
  - Backups: Two
    - Inertial Damping Field
- Main
  - Number: 3
  - Strength: 8 [3 Power/round]

**Backup**
- Number: 3
  - Strength: 5 [2 Power/round]

**Attitude Control** [2 Power/round]

### Communications Systems

**Type:** Class 7 [2 Power/round]
- Strength: 7
- Security: -4 (Class Gamma uprating)
- Basic Uprating: Class Alpha (+1)

**Emergency Communications:** [1 Power/round]

**Holocommunications:** [1 Power/round]

### Tractor Beams

**Emitter:** Class Delta [2 Power/Strength used/round]
- Accuracy: 4/5/7/10
- Location: Forward of command hull

**Emitter:** Class Delta [2 Power/Strength used/round]
- Accuracy: 4/5/7/10
- Location: Aft ventral of Segment 20

**Emitter:** Class Alpha [2 Power/Strength used/round]
- Accuracy: 5/6/8/11
- Location: Shuttlebay

### Transporters

**Type:** Personnel [10 Power/use]
- Pads: 8
  - Emitter/Receiver Array: Personnel Type 12 (5,000,000 km range)
  - Energizing/Transition Coils: Class I (Strength 9)
  - Number and Location: One in command hull, one each in Segments 3 and 6

**Type:** Emergency [9 Power/use]
- Pads: 28
  - Emitter/Receiver Array: Emergency Type 5 (25,000 km range)
  - Energizing/Transition Coils: Class I (Strength 9)
  - Number and Location: One in command hull, one each in Segments 2 and 7

**Type:** Cargo [9 Power/use]
- Pads: 800 kg
  - Emitter/Receiver Array: Cargo Type 8 (5,000,000 km range)
  - Energizing/Transition Coils: Class I (Strength 9)
  - Number and Location: One each in three largest cargo bays

**Cloaking Device:** None

### Security Systems

**Rating:** 4
- Anti-Intruder System: Yes [1 Power/round]
- Internal Force Fields [1 Power/3 Strength]

### Science Systems

**Rating 2 (+1) [2 Power/round]
- Specialized Systems: 2
- Laboratories: 22

### Tactical Systems

**Forward Heavy Graviton Beam**
- Type: Rhu’shai
- Damages: 280 (28 Power)
- Number of Emitters: Up to 5 shots per round
- Targeting System: Accuracy 4/5/7/10
- Range: 10/30,000/100,000/300,000
- Location: Forward of command hull
- Firing Arc: 360 degrees forward
- Firing Modes: Standard, Continuous, Pulse, Wide-Beam

**Dorsal Heavy Graviton Beam**
- Type: Rhu’shai
- Damages: 280 (28 Power)
- Number of Emitters: Up to 5 shots per round
- Targeting System: Accuracy 4/5/7/10
- Range: 10/30,000/100,000/300,000
- Location: Dorsal of Segment 2
- Firing Arc: 360 degrees dorsal
- Firing Modes: Standard, Continuous, Pulse, Wide-Beam

**Ventral Heavy Graviton Beam**
- Type: Rhu’shai
- Damages: 280 (28 Power)
- Number of Emitters: Up to 5 shots per round
- Targeting System: Accuracy 4/5/7/10
- Range: 10/30,000/100,000/300,000
- Location: Ventral of Segment 3
- Firing Arc: 360 degrees ventral
- Firing Modes: Standard, Continuous, Pulse, Wide-Beam

**Starboard Heavy Graviton Beam**
- Type: Rhu’shai
- Damages: 280 (28 Power)
- Number of Emitters: Up to 5 shots per round
- Targeting System: Accuracy 4/5/7/10
- Range: 10/30,000/100,000/300,000
- Location: Starboard of Segment 5
- Firing Arc: 360 degrees starboard
- Firing Modes: Standard, Continuous, Pulse, Wide-Beam

**Port Heavy Graviton Beam**
- Type: Rhu’shai
- Damages: 280 (28 Power)
- Number of Emitters: Up to 5 shots per round
- Targeting System: Accuracy 4/5/7/10
- Range: 10/30,000/100,000/300,000
- Location: Port of Segment 6
- Firing Arc: 360 degrees port
- Firing Modes: Standard, Continuous, Pulse, Wide-Beam

### Forward Torpedo Launcher

**Standard Load:** Type II quantum torpedo (400 Damage)
- Spread: 8
- Range: 15/350,000/1,500,000/4,050,000
- Targeting System: Accuracy 4/5/7/10
- Power: [20 + 5 per torpedo fired]
- Location: Forward of command hull
- Firing Arc: Forward, but are self-guided

### Aft Torpedo Launcher

**Standard Load:** Type II quantum torpedo (400 Damage)
- Spread: 8
- Range: 15/350,000/1,500,000/4,050,000
- Targeting System: Accuracy 4/5/7/10
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**SHIPS OF THE ROMULAN STAR EMPIRE**

**TAURHAI FIREDRAKE 3/3 084**

**Power:** \[20 + 5 \text{ per torpedo fired}\]

**Location:** Aft of Segment 8

**Firing Arc:** Aft, but are self-guided

**Torpedoes Carried:** 100

**TA/T/TS:** Class Gamma [2 Power/round] 12

**Strength:** 9

**Bonus:** +2

**Weapons Skill:** 5

**Taurhai Absorption Fields (Forward, Aft, Port, Starboard):** 49 (x4)

- **Shield Generator:** Class 4 (Protection 750) [75 Power/shield/round]
- **Shield Grid:** Type B (33% increase to 1000 Protection)
- **Subspace Field Distortion Amplifiers:** Class Epsilon (Threshold 250)
- **Recharging System:** Class 2 (40 seconds)

**Backup Shield Generators:** 4 (1 per shield)

**Auto-Destruct System:** 6

**AUXILIARY SPACECRAFT SYSTEMS**

**Shuttlebay(s):** Capacity for 8 Size worth of ships 16

- **Standard Complement:** 4 shuttlecraft

**Location(s):** Aft ventral of Segment 8

**Captain’s Yacht:** No

**DESCRIPTION AND NOTES**

**FLEET DATA:** The Firedrake (a Romulan designation) is, in essence, a miniature version of the Star Dragon, with many of the same (or slightly inferior) systems. It features a 125 meter-long command hull, and eight 25 meter-long separable segments. (Consider the Firedrake to be Size 4 for purposes of calculating the amount of benefits it can receive from maneuvers, and the Difficulty of performing those maneuvers; see *Spacedock*, pages 101-03.)

Compared to the Star Dragon, which frequently undertakes exploratory missions, the Unity regards the Firedrake as a more purely military vessel. When not assigned to a specific wartime fleet, Firedrakes usually patrol disputed borders, conduct raids and skirmishes against threats, defend shipping against pirates, and so forth.
SHIPS OF THE ROMULAN STAR EMPIRE

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SHIPS OF THE ROMULAN STAR EMPIRE

M’ROK WA’H’KR’AA’TA CLASS

Class and Type: M’rok Wa’h’kr’aa’ta-Class Cruiser
Commissioning Date: 2348

SYSTEM

HULL SYSTEMS

Size: 7
Length: 452.36 meters
Beam: 266.66 meters
Height: 136.48 meters
Decks: 30
Mass: 2,565,430 metric tonnes
SUs Available: 2,450
SUs Used: 2,274

Hull Systems

Outer
Inner

Resistance

Outer Hull: 8
Inner Hull: 8

Structural Integrity Field

Main: Class 5 (Protection 80/120) [1 Power/10 Protection/round]
Backup: Class 5 (Protection 40) [1 Power/10 Protection/round]

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 458/153/5,600

Crew Quarters

Spartan: None
Basic: 520
Expanded: 80
Luxury: 25
Unusual: 5

Environmental Systems

Basic Life Support [11 Power/round]
Reserve Life Support [6 Power/round]
Emergency Life Support (42 emergency shelters)
Gravity [4 Power/round]
Consumables: 2 years’ worth

Replicator Systems

Food Replicators [7 Power/round]
Industrial Replicators
Type: Network of small replicators [2 Power/round]
Type: 1 large unit [2 Power/replidicator/round]

Medical Facilities: 6 (+1) [6 Power/round]

Recreation Facilities: 6 [12 Power/round]

Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]

Fire Suppression System [1 Power/round when active]

Cargo Holds: 40,000 cubic meters
Locations: Ten locations throughout ship

Escape Pods

Number: 160
Capacity: 8 persons per pod

PROPULSION SYSTEMS

Warp Propulsion System

Nacelles: Type 5B2

SUs

Speed: 5.0/7.0/9.2 [1 Power/2 warp speed]

PIS: Type H (12 hours of Maximum warp)

Impulse Engine

Type: Class 5 (.7c/.9c) [7/9 Power/round]
Location: Aft of secondary hulls

Impulse Engine

Type: Class 5 (.7c/.9c) [7/9 Power/round]
Location: Aft of secondary hulls

Reaction Control System (.025c) [2 Power/round when in use]

Power Systems

Warp Engine

Type: Class 10/P (generates 525 Power/round)
Location: Command hull, aft amidships

Impulse Engine(s): 2 Class 5 (generate 40 Power/engine/round)

Auxiliary Power: 4 reactors (generate 5 Power/reactor/round)

Emergency Power: Type F (generates 50 Power/round)

EPS: Standard Power flow, +200 Power transfer/round

Standard Usable Power: 605

Operations Systems

Bridge: Command hull

Auxiliary Control Room: Starboard secondary hull

Auxiliary Control Room: Port secondary hull

Computers

Core 1: Command hull [5 Power/round]
Core 2: Starboard secondary hull [5 Power/round]
Core 3: Port secondary hull [5 Power/round]

Uprating: Class Alpha (+1) [1 Power/computer/round]

ODN 21

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Ventral of command hull

Sensor Systems

Long-range Sensors [5 Power/round]

Range Package: Type 6 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)

Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16)

Strength Package: Class 6 (Strength 6)

Gain Package: Class Alpha (+1)

Coverage: Standard

Lateral Sensors [5 Power/round]

Strength Package: Class 6 (Strength 6)

Gain Package: Class Alpha (+1)

Coverage: Standard

Navigational Sensors [5 Power/round]

Strength Package: Class 6 (Strength 6)

Gain Package: Class Alpha (+1)
**FLIGHT CONTROL SYSTEMS**

*Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2 [1 Power/round in use]* 11

**Navigational Computer**

- **Main:** Class 2 (+1) [1 Power/round]
- **Backups:** Two

**Inertial Damping Field**

- **Main**
  - **Strength:** 9 [3 Power/round]
  - **Number:** 3
- **Backup**
  - **Strength:** 6 [2 Power/round]
  - **Number:** 3

**FLIGHT CONTROL SYSTEMS**

**Attitude Control** [2 Power/round] 2

**COMMUNICATIONS SYSTEMS**

- **Type:** Class 7 [2 Power/round] 19
  - **Strength:** 7
  - **Security:** -4 (Class Gamma uprating)
  - **Basic Uprising:** Class Alpha (+1)

**Emergency Communications:** Yes [2 Power/round] 1

**TRACTOR BEAMS**

- **Emitter:** Class Delta [3 Power/Strength used/round] 12
  - **Accuracy:** 4/5/7/10
  - **Location:** Ventral of command hull
- **Emitter:** Class Delta [3 Power/Strength used/round] 12
  - **Accuracy:** 4/5/7/10
  - **Location:** Dorsal of command hull
- **Emitter:** Class Alpha [3 Power/Strength used/round] 6
  - **Accuracy:** 5/6/7/10
  - **Location:** Shuttlebay (x2)

**TRANSPORTERS**

- **Type:** Personnel [5 Power/use] 68
  - **Pads:** 6
  - **Emitter/Receiver Array:** Personnel Type 6 (40,000 km range)
  - **Energizing/Transition Coils:** Class H (Strength 8)
  - **Number and Location:** Two in command hull, one in each secondary hull

- **Type:** Emergency [5 Power/use] 60
  - **Pads:** 16
  - **Emitter/Receiver Array:** Emergency Type 6 (15,000 km range)
  - **Energizing/Transition Coils:** Class H (Strength 8)
  - **Number and Location:** Two in command hull, one in each secondary hull

- **Type:** Cargo [4 Power/use] 60
  - **Pads:** 400 kg
  - **Emitter/Receiver Array:** Cargo Type 3 (40,000 km range)
  - **Energizing/Transition Coils:** Class H (Strength 8)
  - **Number and Location:** Two in each secondary hull

**Cloaking Device:** None

**SECURITY SYSTEMS**

- **Rating:** 4 16
  - **Anti-Intruder System:** Yes [1 Power/round]
  - **Internal Force Fields:** 1 (1 Power/3 Strength)

**SCIENCE SYSTEMS**

- **Rating:** 2 (+1) [2 Power/round] 17
  - **Specialized Systems:** 2
  - **Laboratories:** 17

**4 TACTICAL SYSTEMS**

**Starboard Forward Disruptor Array**

- **Type:** 9
- **Damage:** 200 [20 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Forward of starboard secondary hull
- **Firing Arc:** 360 degrees forward
- **Firing Modes:** Standard, Pulse

**Port Forward Disruptor Array**

- **Type:** 9
- **Damage:** 200 [20 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Forward of port secondary hull
- **Firing Arc:** 360 degrees forward
- **Firing Modes:** Standard, Pulse

**Starboard Disruptor Arrays (x2)**

- **Type:** 9
- **Damage:** 200 [20 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** On outer edge of starboard secondary hull
- **Firing Arc:** 360 degrees starboard
- **Firing Modes:** Standard, Pulse

**Port Disruptor Arrays (x2)**

- **Type:** 9
- **Damage:** 200 [20 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** On outer edge of port secondary hull
- **Firing Arc:** 360 degrees port
- **Firing Modes:** Standard, Pulse

**Dorsal Disruptor Arrays (x2)**

- **Type:** 9
- **Damage:** 200 [20 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Dorsal of command hull, to port and starboard of bridge module
- **Firing Arc:** 360 degrees dorsal
- **Firing Modes:** Standard, Pulse

**Ventral Disruptor Arrays (x2)**

- **Type:** 9
- **Damage:** 200 [20 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Ventral of command hull, to port and starboard of bridge module
- **Firing Arc:** 360 degrees ventral
- **Firing Modes:** Standard, Pulse
SHIPS OF THE ROMULAN STAR EMPIRE

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SHIPS OF THE ROMULAN STAR EMPIRE

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Aft Disruptor Array
Type: 9
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft of command hull
Firing Arc: 360 degrees aft
Firing Modes: Standard, Pulse

Starboard Forward Torpedo Launcher
Standard Load: Type II photon torpedo (200 Damage)
Spread: 8
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward of starboard secondary hull
Firing Arc: Forward, but are self-guided

Port Forward Torpedo Launcher
Standard Load: Type II photon torpedo (200 Damage)
Spread: 8
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward of port secondary hull
Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher
Standard Load: Type II photon torpedo (200 Damage)
Spread: 8
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Aft of command hull
Firing Arc: Aft, but are self-guided

Torpedoes Carried: 200
TA/T/TS: Class Beta [1 Power/round]
Strength: 8
Bonus: +1
Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard)
Shield Generator: Class 5 (Protection 900) [90 Power/shield/round]
Shield Grid: Type B (33% increase to 1200 Protection)
Subspace Field Distortion Amplifiers: Class Zeta (Threshold 300)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield)
Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS
Shuttlebay(s): Capacity for 20 Size worth of ships
Standard Complement: 10 shuttlecraft
Location(s): Aft ventral of each secondary hull
Captain’s Yacht: Yes

DESCRIPTION AND NOTES

Fleet data: The primary military and exploration ship of the M’rok (see accompanying sidebar), the Wa’h’kr’aa’ta-class Cruiser was first encountered by the Romulan ship Visen in 2364—which was also first contact between the two species. Although the initial confrontation nearly turned into a fight between the two vessels over the rights to an unclaimed system, the two species found a way to work out their differences and begin more peaceful con-
NATIVES OF THE PLANET M’ROKTA’RA (“Home of the People”), the M’rok are a tall, often spindly-looking species descended from an arachnid-like animal. Their most distinctive physical features include their four black eyes (grouped two by two on their head), which grant them superb vision; their purplish skin (the color actually results from a very short layer of fur-like hair all over their bodies); and their long, three-fingered arms (which make them excellent climbers).

The M’rok are best known outside their home region of space for the duelling elements of their culture. All M’rok know how to use the ta’tak, a hook-like bladed knife, and often many other distinctive weapons as well. Any M’rok who takes any degree of offense at any action or statement of another M’rok can challenge him to a duel, then and there, and killing someone in a duel does not count as a crime (though it may start a blood feud with the deceased’s family). Since “offense” is entirely subjective, the M’rok have developed elaborate customs of courtesy and tactfulness. Interactions between M’rok, or with a M’rok, often take many times as long as interactions between other species, since the M’rok have such a roundabout, overly polite way of saying and doing everything.

Although regarded as hot-tempered and bloodthirsty because of their duelling, in truth the M’rok are as sensitive and culturally diverse as most other species. Their art, particularly painting, is highly regarded, since their eyesight allows them to see and use subtleties of color and shading that most species cannot. Their religions are often highly philosophical, complex, and open (though a few have spawned close-minded fanatics, as well).

Following their initial contact with the Romulans in 2364, and their eventual alliance with the Star Empire in 2366, the M’rok have developed strong ties to the Romulans. They have adopted many items of Romulan culture, and Romulan aesthetics have become something of a “fad” over the past decade. Nevertheless, the M’rok remain a distinctive and fascinating species in their own right.
**Class and Type:** Unasha-Class Battle Cruiser  
**Commissioning Date:** 2358

## SYSTEM

### HULL SYSTEMS

**Size:** 5  
**Length:** 193.26 meters  
**Beam:** 75.62 meters  
**Height:** 35.75 meters  
**Decks:** 8  
**Mass:** 312,400 metric tonnes  
**SUs Available:** 1,300  
**SUs Used:** 1,172

### HULL OUTER 20

### HULL INNER 20

### RESISTANCE

Outer Hull: 6  
Inner Hull: 6

### STRUCTURAL INTEGRITY FIELD

Main: Class 3 (Protection 60/90)  
Backup: Class 3 (Protection 30)

### PERSONNEL SYSTEMS

**Crew/Passengers/Evac:** 97/24/3,100

### CREW QUARTERS

- Spartan: 50  
- Basic: 30  
- Expanded: 1  
- Luxury: None  
- Unusual: None

### ENVIRONMENTAL SYSTEMS

- Basic Life Support: 10 Power/round  
- Reserve Life Support: 5 Power/round  
- Emergency Life Support: 30 emergency shelters  
- Gravity: 3 Power/round  
- Consumables: 2 years’ worth

### REPLICATOR SYSTEMS

- None (the Othans lack replicator technology)

### MEDICAL FACILITIES

- 4 (+1) [4 Power/round]

### RECREATION FACILITIES

- 4 [8 Power/round]

### PERSONNEL TRANSPORT

- Turbolifts, Jefferies tubes [2 Power/round]

### FIRE SUPPRESSION SYSTEM

- 1 [Power/round when active]

### CARGO HOLD

- 5,000 cubic meters  
- Locations: Five locations throughout ship

### ESCAPE PODS

- Number: 50  
- Capacity: 4 persons per pod

### PROPULSION SYSTEMS

#### Warp Propulsion System

- Nacelles: Type 5  
- Speed: 5.0/6.0/7.0 [1 Power/2 warp speed]  
- PIS: Type E (8 hours of Maximum warp)

#### Impulse Engine

- Type: Class 3 (.5c/.7c) [5/7 Power/round]

### POWER SYSTEMS

#### Warp Engine

- Type: Class 6/K (generates 320 Power/round)

### AUXILIARY POWER

- 2 reactors (generate 5 Power/reactor/round)

### EMERGENCY POWER

- Type C (generates 35 Power/round)

### EPS

- Standard Power flow, +100 Power transfer/round

### OPERATIONS SYSTEMS

#### Bridge: Command hull

- 25

### COMPUTER

- Core 1: Main hull [5 Power/round]

### NAVIGATIONAL DEFLECTOR

- 20

### SENSOR SYSTEMS

- Long-range Sensors: 18

### FLIGHT CONTROL SYSTEMS

- Autopilot: Shipboard Systems (Flight Control) 2, Coordination 1

### NAVIGATIONAL COMPUTER

- Main: Class 1 (+0) [0 Power/round]  
- Backups: Two

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**CHAPTER 3**

**OTHAN UNASHA CLASS**

**089 OTHAN UNASHA 1/3**
### Inertial Damping Field

- **Main**
  - Strength: 7 [3 Power/round]
  - Number: 2
- **Backup**
  - Strength: 5 [2 Power/round]
  - Number: 3
- **Attitude Control** [1 Power/round]

### Communications Systems

- **Type:** Class 6 [2 Power/round]
  - Strength: 6
  - Security: -2
  - Basic Uprating: None
- **Emergency Communications:** Yes [2 Power/round]

### Tractor Beams

- **Emitter:** Class Beta [3 Power/Strength used/round]
  - Accuracy: 5/6/8/11
  - Location: Forward ventral
- **Emitter:** Class Alpha [3 Power/Strength used/round]
  - Accuracy: 5/6/8/11
  - Location: Shuttlebay

### Transporters

- None (the Othans lack transporter technology)

### Cloaking Device: None

### Security Systems

- **Rating:** 5
  - Anti-Intruder System: Yes [1 Power/round]
  - Internal Force Fields [1 Power/3 Strength]

### Science Systems

- **Rating 1 (+0) [1 Power/round]**
  - Specialized Systems: None
  - Laboratories: 4

### Tactical Systems

#### Forward Disruptor Array

- **Type:** 7
- **Damage:** 160 [16 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 5/6/8/11
- **Range:** 10/30,000/100,000/300,000
- **Location:** Forward edge of main hull
- **Firing Arc:** 360 degrees forward
- **Firing Modes:** Standard, Pulse

#### Dorsal Disruptor Array (x3)

- **Type:** Chareth
- **Damage:** 160 [16 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 5/6/8/11
- **Range:** 10/30,000/100,000/300,000
- **Location:** Dorsal on forward half of main hull, dorsal on command hull
- **Firing Arc:** 360 degrees dorsal
- **Firing Modes:** Standard, Pulse

#### Ventral Disruptor Array (x3)

- **Type:** Chareth
- **Damage:** 160 [16 Power]
- **Number of Shots:** Up to 3 shots per round
- **Targeting System:** Accuracy 5/6/8/11
- **Range:** 10/30,000/100,000/300,000

### Forward Torpedo Launcher

- **Standard Load:** Type II photon torpedo (200 Damage)
- **Spread:** 4
- **Range:** 15/350,000/1,500,000/4,050,000
- **Targeting System:** Accuracy 4/5/7/10
- **Power:** [20 + 5 per torpedo fired]
- **Location:** Forward
- **Firing Arc:** Forward, but are self-guided
- **Torpedoes Carried:** 14

### Aft Torpedo Launcher

- **Standard Load:** Type II photon torpedo (200 Damage)
- **Spread:** 4
- **Range:** 15/350,000/1,500,000/4,050,000
- **Targeting System:** Accuracy 4/5/7/10
- **Power:** [20 + 5 per torpedo fired]
- **Location:** Aft
- **Firing Arc:** Aft, but are self-guided
- **Torpedoes Carried:** 14

### Floater Torpedo Launcher

- **Standard Load:** Type II photon torpedo (200 Damage)
- **Spread:** 4
- **Range:** 15/350,000/1,500,000/4,050,000
- **Targeting System:** Accuracy 4/5/7/10
- **Power:** [20 + 5 per torpedo fired]
- **Location:** Aft
- **Firing Arc:** Aft, but are self-guided
- **Torpedoes Carried:** 14

### Weapons Skill: 3

- **Shields (Forward, Aft, Port, Starboard)**
  - **Shield Generator:** Class 3 (Protection 480) [48 Power/shield/round]
  - **Shield Grid:** Type A (33% increase to 640 Protection)
  - **Subspace Field Distortion Amplifiers:** Class Beta (Threshold 160)
  - **Recharging System:** Class 1 (45 seconds)
  - **Backup Shield Generators:** 4 (1 per shield)
  - **Auto-Destruct System:**

### Auxiliary Spacecraft Systems

- **Shuttlebay(s):** Capacity for 24 Size worth of ships
  - **Standard Complement:** 10 shuttlecraft, 4 shuttlepods
  - **Location(s):** Aft ventral
  - **Captain’s Yacht:** No

### Description and Notes

**Fleet Data:** The Unasha class Battle Cruiser is the most powerful, most advanced starship fielded by the tiny Othan Empire, located between the Klingon and Romulan empires. At war with the Romulans, and covertly bolstered by the Klingons, the Othans are technologically primitive. Although they have had starships for 150 years, their warp-capable vessels remain comparatively slow, and they lack both transporter and replicator technology.

Aggressive and temperamental, the Othans build ships primarily for military purposes. The Unasha is no different; it bristles with weapons (by Othan standards, anyway). Though its weapons are weak compared to those of most Romulan ships, the Othans don’t
hesitate to beef them up with extra power, use suicidal tactics like close passes and ramming runs, and so forth. They like nothing better than to catch some Romulan ships unawares, ambush them, and destroy them.

The Unasha consists of two structures. The first and largest is a wedge- or arrowhead-shaped main hull. Attached to the aft dorsal side of that is the second, a dome-like (or sometimes rectangular) superstructure, the command hull. The forward dorsal edge of the command hull typically features a small structure that contains the bridge, but in some variants the bridge is moved further aft (to the center of the dome) or embedded within the command hull for greater protection. Two pylons reminiscent of those on a Galaxy-class Explorer project port and starboard from the aft end of the main hull to hold the nacelles.