Romulan
Ship Recognition Manual
2385 Edition
Credits

Romulan Ship Recognition Manual
2385 Edition

Star Trek Starship Combat Simulator Phase II
Rules and Klingon Ship Statistics compiled by:
   Travis J. Offenberger
   Kenneth G.R. Minick

STAR TREK is a Trademark of Paramount Pictures Corporation

Star Trek Starship Tactical Combat Simulator Phase II revisions
courtesy of Sporadic Enterprises.

Distributed free of charge.
In the mid-2340s, Starfleet intelligence began to get “sniffs” of a new Romulan warship type in operation across the Neutral Zone. Although Starfleet had not made contact with the Empire in several decades by this point, there always existed a keen interest in what their neighbors across the north-south divide were doing. Long range scans since the war revealed more and more about a vessel of massive proportions, at least twice the size of and Federation starship and with an unusual power signature that defied the analysis of the best minds at Starfleet Engineering. Numerous attempts to penetrate the Star Empire for information about this new vessel failed, and for many years Starfleet could only guess at its capabilities. It was not until 2364 that the starship Enterprise got a first detailed look at the new Romulan behemoth, and the news wasn’t good.

In the years since, much has been learned about the Warbird-class of Romulan Warbirds is the most destructive and disorienting to Starfleet’s eyes. The vessels were badly undergunned and underpowered and were barely a match for the line starships of the day. It wasn’t until a modernization program started in 2356 that the Warbird began to grow as a serious contender in the field of galactic brinkmanship. From the start however, the Warbird was a wonderland of technological innovation and seemingly limitless potential.

At the heart of the new class is a forced quantum singularity powerplant that provides power to her primary systems. Although the output is on par with a traditional M/A/M arrangement, the advantage comes from never having to refuel the vessel during its operational lifetime. Once the reactor is brought on line, it stays that way. The tradeoff comes at the expense of a slightly lower top speed and manpower intensive maintenance needs.

Over the years, the Romulans have continually upgraded the class and regularly abandon old models as new ones come on line. Different engine, disruptor and torpedo weapon designs have appeared on a nearly annual basis, with the type B D’Deridex remaining in production until the end of the Dominion and Raven conflicts. The Warbird class has undergone several iterations during the last two decades with more expected to follow. New generation of Warbirds improves upon the last in some degree or another, and the Romulans have become masters at finding ways to expand the capabilities of their most cherished warship design.

To date, Starfleet has captured three Warbirds of various types, though only the type E Peregrine-class Pi’kahk was taken with its quantum singularity core intact and running. Although all three vessels have yielded an enormous wealth of data, Starfleet has as yet been unable to reverse engineer the powerplant at least that of the Pi’kahk class vessels. Current speculation holds that the cores are produced at a dedicated facility and the ship is built around the massive engine in space.

The type A Warbird entered service in 2337 and immediately entered wide scale production. In retrospect, the class was grossly underpowered and poorlygunned and was a poor match for existing Federation or Klingon vessels of the day. However, the Warbird did demonstrate an enormous leap forward in the Romulan’s construction capabilities and techniques and was an ominous portent of things to come in the next few years.

The type B D’Deridex was the direct result of information gleaned about the capabilities of the new Federation Galaxy class starships. She was built with a completely new tactical suite and greater speed in mind. The D’Deridex was envisioned as a specific counter to that perceived threat, though at a massive cost. Despite extensive losses of the D’Deridexes during the Dominion and Raven conflicts, the ships of this type are still considered by the Romulans to be the most formidable class ever fielded by the Empire.

The type C Talon was developed alongside the more powerful D’Deridex class as an easier to build alternative to the grossly expensive flagship. Her suite of older but reliable RPL-3 plasma weapons were chosen over the then new and rare RTA-S torpedoes along with the easier to produce RWW-I disruptor banks. The Talons have never been choice assignments and took enormous losses during the Dominion and Raven conflicts.

The type D Sparrowhawk was an experiment in turning the class into an all plasma gun platform. Slightly weaker shields and a poor torpedo array marred the otherwise great potential of the class, and only a few were built. The type E Peregrine built upon the lessons learned from the Sparrowhawk and was an all disruptor E class warbird. The type E Peregrine was larger and more sluggish in her handling, but the class was a complete success otherwise. The Peregrines were also grossly expensive to build and maintain and construction ended in 2379.

The type F Kamarak was the first serious attempt to improve on the D’Deridex design and has been only a partial success. Upgraded structural systems, torpedo capacity, and shields came at the cost of a small measure of maneuverability, disruptor rate of power and secondary power generation. Although the Kamarak is in all respects superior to the D’Deridex, most in the fleet find the results favorable. The type G Leviathan remains in production at a rate of two new vessels per year.

The type H Talon-class warbirds placed in service, twelve were built specifically as that class and 30 were refit from type A D’Deridex. 7 have been destroyed and one has been captured by the Romulan Free States. The type H Talon-class in the next few years, though these rumors are unconfirmed. If true, the Romulans may finally be poised to shift the balance of power in their favor along the Neutral Zone.

Of the 80 A type Warbirds produced, none remain in active service. The type A/1 class was taken with its quantum singularity core intact and running. Although the Pi’kahk class was built to 27 new vessels per year. The Talon-class warbirds built, 9 remain in active service, 25 have been destroyed and three were captured. This type of warbird is no longer being produced.

Of the 15 D Sparrowhawk-class warbirds built, 7 remain in active service. 5 have been destroyed, 4 and 1 is listed as missing, presumed lost. The type B is still in production at a rate of two new vessels per year.

Of the 37 C Talon-class warbirds built, 9 remain in active service, 25 have been destroyed and three were captured. This type of warbird is no longer being produced.

Of the 10 E Peregrine-class warbirds built, 8 remain in active service. 8 have been destroyed, 1 is listed as missing, presumed lost, one has been scrapped and one, the Pi’kahk was captured by Starfleet on stardate 4/8002. The Peregrines are no longer in production and were discontinued in 2372.

Of the 20 F Kamarak-class warbirds built, 15 remain in active service. Five have been destroyed. The F type warbird is still produced at a rate of two new vessels per year.

Of the 42 G type D’Deridex-class warbirds produced, 42 remain in active service. 34 have been destroyed, 5 have been scrapped and 1 is listed as missing, presumed lost. The type B is still in production at a rate of two new vessels per year.

Of the 19 H type Talon-class warbirds built, 8 remain in active service. 3 have been destroyed, 2 are in reserve status and one, the Talon-class warbird remains in production and was discontinued in 2379.

Of the 19 E type Peregrine-class warbirds built, 8 remain in active service. 8 have been destroyed, 1 is listed as missing, presumed lost, one has been scrapped and one, the Pi’kahk was captured by Starfleet on stardate 4/7510. 7 have been captured by or defected to the Romulan Free States. The type H Talon-class is no longer in production and was discontinued in 2379. The type J type Raptor-class warbirds built, 7 remain in active service. Two have been destroyed and one has been captured by the Federation on stardate 4/7410. The Raptor-class is no longer in production and was discontinued in 2379. The type K type Leviathan-class warbirds built, 42 remain in active service. 34 have been destroyed, 5 have been scrapped and 1 is listed as missing, presumed lost. The type H Talon-class is still in production at a rate of two new vessels per year.

Of the 21 J type Class warbirds constructed, 20 remain in active service with one listed as destroyed. The Decius remains in production at a rate of two new vessels per year.
The *Pyre* class battlecruiser came about as an attempt to improve upon the *Battlehawk*-class and incorporate several advances that had entered fleet service in the proceeding years. At only 70% the mass of the original *Battlehawk*, the *Pyre* is slightly more maneuverable and sports more robust shields and torpedo systems. However, no amount of reworking the original flawed design could earn the *Pyre* the modicum of respect it deserved, and it is an unpopular assignment. The future of the class may go hand in hand with that of the *Battlehawk* as a decision will be rendered soon whether to retire, mothball or refit the *Pyre* fleet. Many believe that the class will at the very least be retained in a reserve status as many are barely 20 years old and in superb condition. Of the 45 *Pyre*-class battlecruisers produced, 34 remain in active service. 5 have been destroyed, three have been scrapped, one serves in the training command and the remaining two have defected to the Romulan Free States. Production of the class ended some time in the early 2360s.

Unlike the Klingon L-24 class or Federation *Excelsior*-class of the late 2290s, the *Z-1 Nova* class never enjoyed the extensive series of refits that kept her rivals an integral part of the respective fleets for so long. Intelligence reports show that the Romulans had abandoned upgrading their fleet of Novas by 2325 and retired most of the class by 2340. However, losses during the Dominion War necessitated the recalling of many vessels of the class from mothballs and twenty Novas went back into service. Fortunately for their crews, the Romulans had the good sense to keep them far from the front lines and none were lost in the course of the war. Instead, Novas were used to beef up internal lines and patrol non-critical border regions. On paper, the Nova sports a fairly impressive array of tactical and defensive systems. In reality, her computer, sensor and communications systems are of an antiquated design and are increasingly becoming more of a hindrance than an asset. Although the class is rated for emergency warp speeds of warp 9 and a cruising speed of warp 6, in reality they are barely capable of warp 7.5 and 5.5 respectively. Alloy damage from long term exposure to a variety of contaminants with no provision for systems swapouts has made the *Nova* ice in the proceeding decade almost dangerous in the extreme. Combat efficiency than an asset. Although the class is rated for emergency warp speeds of warp 9 and a cruising speed of warp 6, in reality they are barely capable of warp 7.5 and 5.5 respectively. Alloy damage from long term exposure to a variety of contaminants with no provision for systems swapouts has made the *Nova* almost dangerous in the extreme.
**Warhawk Class Battlecruiser**

**Construction Data:**
- Model Number: A
- Date Entered Service: 4/3/03

**Hull Data:**
- Superstructure Points: 110
- Damage Chart: B
- Cloaking Device Type: RCI
- Power Requirements: 75
- Crew: 1100
- Shuttlecraft: 100

**Engines and Power Data:**
- Total Power Units Available: 184
- Movement/Point Ratio: 6/1
- Warp Engine Type: RWB-1
- Number: 2
- Power Units Available: 64
- Cruising Speed: 6
- Emergency Speed: 9.5
- Impulse Engine Type: RIF-3
- Number: 2
- Power Units Available: 28
- Auxiliary Power: 18
- Reserve Power: 9

**Weapons and Firing Data:**
- Beam Weapon Type: RWW-I
- Number: 12
- Firing Arcs: 6 f, 4 p/s, 2 a
- Chart: Y
- Max Power: 10
  - +3 (1-10)
  - +2 (11-17)
  - +1 (18-24)
- Missile Weapon Type: RTA-S
- Number: 20
- Firing Arcs: 10 f/p/s, 10 a
- Chart: 5
- Power to Arm: 1
- Damage: 10

**Shields Data:**
- Deflector Shield Type: RSS-M
- Shield Point Ratio: 1/6
- Max Shield Power: 22side

**Combat Efficiency:**
- Point Value: 205

---

**Deathstorm Class Heavy Cruiser**

**Construction Data:**
- Model Number: Mk II
- Date Entered Service: 4/7/09

**Hull Data:**
- Superstructure Points: 80
- Damage Chart: B
- Cloaking Device Type: RCI
- Power Requirements: 75
- Crew: 1200
- Troops: 500
- Shuttlecraft: 40

**Engines and Power Data:**
- Total Power Units Available: 155
- Movement/Point Ratio: 4/1
- Warp Engine Type: RWA-1
- Number: 2
- Power Units Available: 55
- Cruising Speed: 6
- Emergency Speed: 9.5
- Impulse Engine Type: RIG-1
- Number: 1
- Power Units Available: 55
- Auxiliary Power: 16
- Reserve Power: 8

**Weapons and Firing Data:**
- Beam Weapon Type: RWW-I
- Number: 10
- Firing Arcs: 2 f/p/s, 2 f/l, 2 f/s, 2 p/s, 2 a/p/s
- Chart: Y
- Max Power: 10
  - +3 (1-10)
  - +2 (11-17)
  - +1 (18-24)
- Missile Weapon Type: RTA-S
- Number: 8
- Firing Arcs: 4 f/p/s, 4 a
- Chart: 5
- Power to Arm: 1
- Damage: 10
- Missile Weapon Type: RPL-4
- Number: 1
- Firing Arcs: 1 f
- Chart: 0
- Power to Arm: 12
- Damage: RL-4

**Shields Data:**
- Deflector Shield Type: RSS-M
- Shield Point Ratio: 1/6
- Max Shield Power: 22

**Combat Efficiency:**
- Point Value: 181

---

The Warhawk-class battlecruiser is a fairly typical battlecruiser type developed in the early 2360s as a supplement to the emerging D'Deridex type Warbirds. Functionally and tactically, the two ships have a lot in common, though the larger Warbird sports a more robust power plant and higher sustainable rate of fire. The Warhawk is not without its fans though, and features an impressive communications suite and capability for coordinating fleet movements in her extensive CIC facility.

On the battlefield, the Warhawks were a favorite target for Dominion raiders seeking to sow confusion among her enemies' ranks. It took several losses before the Romulans learned to protect their fleet command assets effectively against these tactics. By this time though, fleet command duties were being passed to the larger Kamarak type Warbirds, and production of the class was brought to an abrupt halt.

Of the 33 Warhawk-class battlecruisers built, 17 remain in active service. 15 have been destroyed and one was scrapped. Production of the class ended in 2374.

---

She is maintenance intensive, short ranged, awkwardly gunned and thoroughly unpopular among her crews. In short, the Deathstorm is the pariah of the Romulan fleet. In actuality, the ship is well suited for offensive operations and is a valuable fleet asset that is all too often under utilized due to her poor reputation.

When the class was developed in the early 2360s, the Deathstorm was built around a mixed missile weapon suite of a heavy plasma torpedoes and standard photon torpedo launchers. When operating with a pair of Mandukar-class destroyers, the Deathstorm presents a serious threat that can cut a swath through most enemy formations with deadly ease. When she is placed on the defensive, the Deathstorm has a hard time fending for itself without extensive fleet support. Fortunately for the class though, her “wing” structures provide almost total cover for her warp nacelles from most angles, and when pressed the Deathstorms have an uncanny ability to fleet the field to return at a time and place more to their liking.

The class underwent one modest revision in the early 2370s that saw an upgrade to her photon torpedo and shield systems. By the time the Dominion War began, all vessels of the class had either been refit to the new standard or were custom built to the Mk II specifications.

Of the 30 Deathstorm-class heavy cruisers built, 19 remain in active service. 6 have been destroyed, three were scrapped, and two have defected to the Romulan Free States. Production ended in 2374.
**Rath Class Attack Cruiser**

**Construction Data:**
- Model Number: Mk I
- Date Entered Service: 4/7004
- Hull Data: 92
- Damage Chart: B
- Cloaking Device Type: RCI
- Power Requirements: 75
- Crew: 104
- Troops: 20
- Shuttlecraft: 3
- Landing Capability: Yes

**Engines and Power Data:**
- Total Power Units Available: 238
- Movement/Point Ratio: 5/1
- Warp Engine Type: RWB-1
- Number: 2
- Power Units Available: 64
- Cruising Speed: 7
- Emergency Speed: 9.975
- Impulse Engine Type: RIH-2
- Number: 2
- Power Units Available: 55
- Auxiliary Power: 24
- Reserve Power: 12

**Weapons and Firing Data:**
- Beam Weapon Type: RWW-I
- Number: 12
- Max Power: 10
- Fire Arcs: 4 f/p, 4 f/s
- Chart: Y
- Missile Type: RPL-4
- Number: 8
- Fire Arcs: 4 f/p, 4 f/s
- Chart: Q
- Power to Arm: 12
- Damage: RL-4

**Shields Data:**
- Deflector Shield Type: RSS-M
- Shield Point Ratio: 1/6
- Max Shield Power: 22/side

**Combat Efficiency:**
- Point Value: 280

As a tactical asset geared toward taking the fight to the enemy, the Rath-class attack cruiser has few peers in any of the Alpha Quadrant fleets. No other vessel of comparable size is able to match the Rath's raw firepower or ability to consistently deal out massive amounts of damage. Unfortunately for the Romulans, building only a handful of these marvelous vessels nearly bankrupted their fleet procurement process.

The Rath is roughly twice the size of a Klingon B'rell-class scout, but devotes much more space to crew accommodations and fuel storage. Her rapid fire RPL-4 plasma torpedo array is unique to the class and occupies a pair of wing mounted exterior pods near the dorsal wing roots. During the Dominion War, the Rath's were used as raiding vessels who acted in pairs against Dominion depots deep in enemy space. Acting in concert, the duo would swoop into an enemy base, decloak and unleash a withering volley of plasma weaponry. With the enemy thrown into chaos, the Rath's would either recloak and move on to the next target of opportunity or lurk nearby until vulnerable rescue units moved into the area.

Of the 8 Rath-class attack cruisers built, 6 remain in active service. One was destroyed, while the other, the Rehan, was listed as lost, presumed destroyed after encountering an unclassified spatial rift near the Klingon Border.

**Algeron Class Battlecruiser**

**Construction Data:**
- Model Number: Mk I
- Date Entered Service: 4/7302
- Damage Chart: B
- Hull Data: 90
- Superstructure Points: 48
- Cloaking Device Type: RCG
- Power Requirements: 700
- Crew: 120
- Troops: 120
- Shuttlecraft: 14

**Engines and Power Data:**
- Total Power Units Available: 160
- Movement/Point Ratio: 5/1
- Warp Engine Type: RWB-1B
- Number: 2
- Power Units Available: 50
- Cruising Speed: 6
- Emergency Speed: 9.4
- Impulse Engine Type: RG-5
- Number: 2
- Reserve Power: 30
- Auxiliary Power: 16
- Reserve Power: 8

**Weapons and Firing Data:**
- Beam Weapon Type: RWW-Y
- Number: 12
- Fire Arcs: 2 f/p, 2 f/s, 2 p/i, 4 a
- Chart: Y
- Max Power: 12
- Missile Type: RPL-5
- Number: 2
- Fire Arcs: 2 f/p
- Chart: S
- Power to Arm: 14
- Damage: RL-5

**Shields Data:**
- Deflector Shield Type: RSS-M
- Shield Point Ratio: 1/6
- Max Shield Power: 22/side

**Combat Efficiency:**
- Point Value: 187

The Algeron-class cruiser's design is clearly inspired by a fusion of the Pyre and Warbird-class vessels, and greatly expands on the capabilities of both those vessel types. At barely half the length of a Warbird, the Algeron is still an imposing vessel with a good blend of offensive firepower and defensive staying power. Her shields are of a slightly less efficient type that what is in general use at this time, but are sufficient for the class’ needs.

In the field, the Algeron makes a fine surveyor and explorer, an aspect of vessel design that the Romulan fleet has let fall by the wayside in recent years. At the very least, the Algeron is one of the longest ranged vessels in their fleet and sports a number of special machine shops capable of turning out parts that can keep the Algeron's on the go for years at a time. While engaged in combat operations, these facilities can become invaluable to other vessels seeking her service in an attempt to press home the fight without wasting time in a drydock.

In an effort to exploit her exploration capability, the Algeron sports a unique docking system that allows a Vastam-class scout to attach to the underside of the mothership between the warp nacelles. In this manner, on a long mission Vastam crews can enjoy the facilities of the Algeron, refuel and perform maintenance. On the flip side, the parent vessel can utilize the Vastam as an advance scout in unexplored regions or send her into areas where she would dare not go.

Of the 24 Algeron-class cruisers built to date, 18 are in active service. Six have been destroyed in the line of duty. Production of the Algeron continues at a rate of two new vessels per year.
Avian Class Cruiser

Construction Data:
- Model Number: Mk I
- Date Entered Service: 4/0007

Hull Data:
- Superstructure Points: 80
- Damage Chart: B
- Cloaking Device Type: RCI
- Power Requirements: 75
- Crew: 200
- Troops: 25
- Shuttlecraft: 4

Engines and Power Data:
- Total Power Units Available: 183
- Movement/Point Ratio: 5/1
- Warp Engine Type: RWIB-1
- Number: 2
- Power Units Available: 64
- Cruising Speed: 6
- Emergency Speed: 9.0
- Impulse Engine Type: RIH-2
- Number: 1
- Power Units Available: 55
- Auxiliary Power: 18
- Reserve Power: 9

Weapons and Firing Data:
- Beam Weapon Type: RWW-I
- Number: 12
- Firing Arcs: 6 f, 6 f/s
- Chart: Y
- Max Power: +2
- +3 (1-10)
- +4 (11-17)
- +5 (18-24)
- Missile Weapon Type: RPL-3
- Number: 2
- Firing Arcs: 2 f
- Chart: T
- Power to Arm: 8
- Damage: RL-3

Shields Data:
- Deflector Shield Type: RSS-2
- Shield Point Ratio: 1/5
- Max Shield Power: 25

Combat Efficiency:
- Point Value: 192

Part science vessel and part fleet cruiser, the Avian has amassed a respectable operational record since it was introduced into service. Avian crews paid a terrific price during the Dominion War and were often used as a screening command ship with two or three Mandukar’s at the point of a main body of Warbirds. They were often singled out for destruction by the Cardassians because of their reputation of dishing out a healthy rate of disruptor fire. As science vessels, the Avians typically operate with one or two Vastam-class scouts as a mini task force in unexplored space. In this role they have been modestly successful and are one of the longer ranged vessels in the Romulan inventory. For any Romulan officer looking to expand his experience in the science fields, there are few better assignments than an Avian.

Of the 40 Avian-class cruisers built, 18 remain in active service. 19 have been destroyed, two have been scrapped and one is listed as missing, presumed destroyed. The class is notable for the unique paint schemes that the yard workers apply to the “bird” pattern on each vessel’s dorsal hull. These colorful works of art are a point of pride for Avian crews and a contributing factor to the high morale that these ships enjoy.

Battlehawk Class Cruiser

Construction Data:
- Model Number: A
- Date Entered Service: 7
- Damage Chart: B

Hull Data:
- Superstructure Points: 110
- Cloaking Device Type: RCG
- Power Requirements: 48
- Crew: 360
- Troops: 200
- Shuttlecraft: 20

Engines and Power Data:
- Total Power Units Available: 100
- Movement/Point Ratio: 4/1
- Warp Engine Type: RWID-1
- Number: 2
- Power Units Available: 40
- Cruising Speed: 6
- Emergency Speed: 9
- Impulse Engine Type: RIG-4
- Number: 1
- Power Units Available: 20
- Auxiliary Power: 10
- Reserve Power: 5

Weapons and Firing Data:
- Beam Weapon Type: RPW-G
- Number: 6
- Firing Arcs: 2 f, 4 f/s
- Chart: X
- Max Power: 25
- +3 (1-12)
- +4 (13-18)
- +5 (19-22)
- Missile Weapon Type: RPA-C
- Number: 4
- Firing Arcs: 4 f/s
- Chart: M
- Power to Arm: 1
- Damage: 10

Shields Data:
- Deflector Shield Type: RSL-2
- Shield Point Ratio: 1/4
- Max Shield Power: 18

Combat Efficiency:
- Point Value: 124

It is not clear when the Battlehawk-class cruiser first entered the Romulan Fleet inventory, but it is easy to say that the design has nearly exceeded usefulness as a fleet asset. Her shields are woefully underpowered in the face of modern firepower and her ability to provide serious weapons fire is modest at best. For sure, the Battlehawks are sturdy vessels and are useful in a number of fleet support roles, but their time is quickly coming to a close. Even upgrading the class as a whole has been deemed unfeasible, and it is not likely that the next ten years half of the existing vessels will most likely be reverted to mothball status or scrapped. The remaining vessels may either serve out their operational lifespan or be relegated to reserve status.

Obviously, the class was the inspiration behind the Warbird-class, though the Battlehawk is barely half the size of that impressive class. Nonetheless, the two are often confused on long range scans, and the Romulans have used this in the past to mask fleet movements against Starfleet along the Neutral Zone or the Dominion during that conflict. In this, it can be said, the Battlehawks still provide a modest service to the Empire.

Of the 90 Battlehawk-class cruiser constructed to date, 44 remain in active service. 23 have been destroyed, six are listed as missing, presumed destroyed, seven have been scrapped and 10 have defected to the Romulan Free States. Construction of the class ended sometime in the early 2350s.
### Hathos Class Cruiser

<table>
<thead>
<tr>
<th>Construction Data:</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Model Number:</td>
<td>A</td>
</tr>
<tr>
<td>Date Entered Service:</td>
<td>4/8/203</td>
</tr>
<tr>
<td>Hull Data:</td>
<td></td>
</tr>
<tr>
<td>Superstructure Points:</td>
<td>70</td>
</tr>
<tr>
<td>Damage Chart:</td>
<td>B</td>
</tr>
<tr>
<td>Cloaking Device Type:</td>
<td>RCG</td>
</tr>
<tr>
<td>Power Requirements:</td>
<td>48</td>
</tr>
<tr>
<td>Crew:</td>
<td>540</td>
</tr>
<tr>
<td>Troops:</td>
<td>400</td>
</tr>
<tr>
<td>Shuttlecraft:</td>
<td>6</td>
</tr>
<tr>
<td>Engines and Power Data:</td>
<td></td>
</tr>
<tr>
<td>Total Power Units Available:</td>
<td>130</td>
</tr>
<tr>
<td>Movement/Point Ratio:</td>
<td>4/1</td>
</tr>
<tr>
<td>Warp Engine Type:</td>
<td>RIWD-1</td>
</tr>
<tr>
<td>Number:</td>
<td>2</td>
</tr>
<tr>
<td>Power Units Available:</td>
<td>40</td>
</tr>
<tr>
<td>Cruising Speed:</td>
<td>6</td>
</tr>
<tr>
<td>Emergency Speed:</td>
<td>9</td>
</tr>
<tr>
<td>Impulse Engine Type:</td>
<td>RIH-1</td>
</tr>
<tr>
<td>Number:</td>
<td>1</td>
</tr>
<tr>
<td>Power Units Available:</td>
<td>50</td>
</tr>
<tr>
<td>Auxiliary Power:</td>
<td>14</td>
</tr>
<tr>
<td>Reserve Power:</td>
<td>7</td>
</tr>
<tr>
<td>Weapons and Firing Data:</td>
<td></td>
</tr>
<tr>
<td>Beam Weapon Type:</td>
<td>RWW-I</td>
</tr>
<tr>
<td>Number:</td>
<td>8</td>
</tr>
<tr>
<td>Firing Arcs:</td>
<td>4 f, 2 p/a, 2 s/a</td>
</tr>
<tr>
<td>Chart:</td>
<td>Y</td>
</tr>
<tr>
<td>Max Power:</td>
<td>10</td>
</tr>
<tr>
<td>+3:</td>
<td>(1-10)</td>
</tr>
<tr>
<td>+2:</td>
<td>(11-17)</td>
</tr>
<tr>
<td>+1:</td>
<td>(18-24)</td>
</tr>
<tr>
<td>Missile Weapon Type:</td>
<td>RTA-S</td>
</tr>
<tr>
<td>Number:</td>
<td>10</td>
</tr>
<tr>
<td>Firing Arcs:</td>
<td>4 f/p/s, 2 p, 2 s, 2 a</td>
</tr>
<tr>
<td>Chart:</td>
<td>S</td>
</tr>
<tr>
<td>Power to Arm:</td>
<td>1</td>
</tr>
<tr>
<td>Damage:</td>
<td>10</td>
</tr>
<tr>
<td>Missile Weapon Type:</td>
<td>RPL-3</td>
</tr>
<tr>
<td>Number:</td>
<td>1</td>
</tr>
<tr>
<td>Firing Arcs:</td>
<td>1 f</td>
</tr>
<tr>
<td>Chart:</td>
<td>T</td>
</tr>
<tr>
<td>Power to Arm:</td>
<td>8</td>
</tr>
<tr>
<td>Damage:</td>
<td>RL-3</td>
</tr>
<tr>
<td>Shields Data:</td>
<td></td>
</tr>
<tr>
<td>Deflector Shield Type:</td>
<td>RSP-A</td>
</tr>
<tr>
<td>Shield Point Ratio:</td>
<td>1/4</td>
</tr>
<tr>
<td>Max Shield Power:</td>
<td>20 side</td>
</tr>
<tr>
<td>Combat Efficiency:</td>
<td>142</td>
</tr>
<tr>
<td>Point Value:</td>
<td></td>
</tr>
</tbody>
</table>

The Hathos-class cruiser was a modest attempt to improve upon the disappointing Pyre-class and give the fleet a supplementary cruiser while the new generation of D’eridex-class warbirds came on line. In this role the Hathos can be said to be slightly more successful than her predecessor, but only slightly so. The Hathos has the advantage of a modern torpedo type and decent disruptors, but on the whole lacks the power or rate of fire to be a truly devastating weapons platform. It is difficult to find any other praise for a class that can barely stand against Starfleet’s second line starships. However, the Hathos is simple to build and maintain and does have its supporters within the Empire.

In 2377 the whole class was pulled from service for a period of three months after the warship Klaskar mysteriously blew up while on a high warp run from Corellia Prime to Romulus. A detailed analysis of her warp core assembly revealed serious manufacturing defects that necessitated the scrapping of three other vessels of the class. The Klaskar and the three other ships had been built together at the same yard nine years previously and received defective parts from the same supplier.

Of the 50 Hathos-class cruisers built, 35 remain in active service. Seven have been destroyed, 4 have been scrapped, and 4 have defected to the Romulan Free States. Production of the class ended in 2372 after a short ten-year production run.

### Kesix Class Cruiser

<table>
<thead>
<tr>
<th>Construction Data:</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Model Number:</td>
<td>A</td>
</tr>
<tr>
<td>Date Entered Service:</td>
<td>7</td>
</tr>
<tr>
<td>Damage Chart:</td>
<td>B</td>
</tr>
<tr>
<td>Hull Data:</td>
<td></td>
</tr>
<tr>
<td>Superstructure Points:</td>
<td>98</td>
</tr>
<tr>
<td>Crew:</td>
<td>480</td>
</tr>
<tr>
<td>Troops:</td>
<td>90</td>
</tr>
<tr>
<td>Shuttlecraft:</td>
<td>8</td>
</tr>
<tr>
<td>Engines and Power Data:</td>
<td></td>
</tr>
<tr>
<td>Total Power Units Available:</td>
<td>200</td>
</tr>
<tr>
<td>Movement/Point Ratio:</td>
<td>5/1</td>
</tr>
<tr>
<td>Warp Engine Type:</td>
<td>RIWD-1B</td>
</tr>
<tr>
<td>Number:</td>
<td>2</td>
</tr>
<tr>
<td>Power Units Available:</td>
<td>50</td>
</tr>
<tr>
<td>Cruising Speed:</td>
<td>6</td>
</tr>
<tr>
<td>Emergency Speed:</td>
<td>9.6</td>
</tr>
<tr>
<td>Impulse Engine Type:</td>
<td>RIH-1</td>
</tr>
<tr>
<td>Number:</td>
<td>2</td>
</tr>
<tr>
<td>Power Units Available:</td>
<td>50</td>
</tr>
<tr>
<td>Auxiliary Power:</td>
<td>20</td>
</tr>
<tr>
<td>Reserve Power:</td>
<td>10</td>
</tr>
<tr>
<td>Weapons and Firing Data:</td>
<td></td>
</tr>
<tr>
<td>Beam Weapon Type:</td>
<td>RPW-I</td>
</tr>
<tr>
<td>Number:</td>
<td>18</td>
</tr>
<tr>
<td>Firing Arcs:</td>
<td>9 f/p, 9 f/s</td>
</tr>
<tr>
<td>Chart:</td>
<td>X</td>
</tr>
<tr>
<td>Max Power:</td>
<td>7</td>
</tr>
<tr>
<td>+3:</td>
<td>(1-10)</td>
</tr>
<tr>
<td>+2:</td>
<td>(11-17)</td>
</tr>
<tr>
<td>+1:</td>
<td>(18-22)</td>
</tr>
<tr>
<td>Missile Weapon Type:</td>
<td>RPL-5</td>
</tr>
<tr>
<td>Number:</td>
<td>2</td>
</tr>
<tr>
<td>Firing Arcs:</td>
<td>2 f</td>
</tr>
<tr>
<td>Chart:</td>
<td>S</td>
</tr>
<tr>
<td>Power to Arm:</td>
<td>14</td>
</tr>
<tr>
<td>Damage:</td>
<td>RL-5</td>
</tr>
<tr>
<td>Shields Data:</td>
<td></td>
</tr>
<tr>
<td>Deflector Shield Type:</td>
<td>RSS-M</td>
</tr>
<tr>
<td>Shield Point Ratio:</td>
<td>1/8</td>
</tr>
<tr>
<td>Max Shield Power:</td>
<td>22</td>
</tr>
<tr>
<td>Combat Efficiency:</td>
<td>142</td>
</tr>
<tr>
<td>Point Value:</td>
<td></td>
</tr>
</tbody>
</table>

During the 2360s, the Romulans had been accused of being one-trick-ponies, a power that had produced only one truly exceptional warship design in decades. The Kesix finally makes up for that, and has been regarded as one of the finest cruisers fielded by the Romulan Navy in decades. This rugged and much loved vessel is built to blaze a trail before the fleet’s main body and is a symbol of Romulan technical prowess.

The Kesix is literally built around a pair of massive RPL-5 plasma weapons, a one-two knockout punch that is the envy of many fleets. Her forward mounted plasma cannons are a massive improvement upon the old RPW-G type and have finally given credence to the design. Her top speed of warp 9.6 is moderately faster than the official fleet speed of warp 9.4 and has gotten ships of the class clear of danger on more than one occasion. Her sensor suite is easily the finest in the Empire, and the Romulans have taken to using the Kesix as heavy scouts when the use of smaller vessels may prove to be inappropriate.

Of the 18 Kesix-class cruisers built, all remain in service. Construction of the class continues at a rate of three vessels per year.
Construction Data:
Model Number: A  B  C
Date Entered Service: 4/4008 4/5109 4/6803

Hull Data:
Superstructure Points:  70  76  82
Damage Chart: B  B  B
Size:
Length: 372 m  370 m  372 m
Width: 177 m  177 m  177 m
Height: 90 m  90 m  90 m
Transporters:
Standard Six Person- 5  5  5
Combat 10 Person- 3  3  3
Cargo, small- 2  2  2
Cargo, large- 2  2  2
Cloaking Device Type: RCE  RCE  RCE
Power Requirements: 36  38  38
Crew: 65 Officers 65 Officers 65 Officers
Passengers: 305 Enlisted 305 Enlisted 305 Enlisted
Evacuation Limit: 20  20  20
Shuttlecraft: 3  3  3

Engines and Power Data:
Total Power Units Available: 98  145  156
Movement/Point Ratio: 4/1  4/1  4/1
Warp Engine Type: RIWA-1  RIWD-1B  RIWD-1B
Number: 2  2  2
Power Units Available: 35  50  50
Cruising Speed: 6  6.5  6.5
Emergency Speed: 8.5  9.3  9.4
Impulse Engine Type: RIF-3  RIG-7  RIF-3
Number: 1  1  2
Power Units Available: 28  45  28
Auxiliary Power: 10  14  16
Reserve Power: 5  7  8

Weapons and Firing Data:
Beam Weapon Type: RB-11  RWW-I  RWW-Y
Number: 8  8  8
Firing Arcs: 2 f, 2 f/p, 2 f/s, 2 f/p, 2 f/s, 2 a
Chart: V  Y  Y
Max Power: 9  10  10
+3: (1-10)  (1-10)  (1-10)
+2: (11-16)  (11-17)  (11-17)
+1: (17-21)  (18-24)  (18-24)
Missile Weapon Type: RPL-3  RTA-S  RPL-3
Number: 6  12  6
Firing Arcs: 4 f/p, 2 f/p, 2 f/s, 4 a
Chart: T  S  T
Power to Arm: 8  1  8
Damage: RL-3  10  RL-3

Shields Data:
Deflector Shield Type: RSP-1  RSM-5  RSS-2
Shield Point Ratio: 1/4  1/5  1/5
Max Shield Power: 18/side  20/side  25/side
Combat Efficiency
Point Value: 136  165  195

For years after their introduction to fleet service, the Mandukar-class destroyer was considered to be a pariah; the luckless class that no self-respecting officer would serve aboard and no fleet commander wished to take into battle. Early models were riddled with maintenance issues and were considered to be disturbingly underpowered in most circles. Though she was intended to replace the T-10 destroyer of nearly a half-century before, it would be many years before the Mandukar-class could be an accepted part of the fleet.

From the outset, the class was designed around a withering volley of six forward mounted RPL-3 plasma weapons. Without question, this battery of fire was enough to counter the threat she posed. Later models of the class focused on increasing the vessel's available power output and experimented with newer weapons systems. The B model (code named Mandelar) introduced in the 2350s has very little in common with the initial batch of Mandukars and abandons the RPL-3s in favor of a massive compliment of photon torpedoes. The C type (code name Majyk) of the mid-2360s returned to the plasma weapon array, but now possessed the power reserves to pose a formidable threat against enemy capital ships. In fact, they type C Mandukar is the most well armed destroyer or fleet support vessel in service anywhere, a point of pride for her elite crews.

Of the 54 type A Mandukar-class destroyers produced between 2340 and 2366, 40 are still in service. Seven were destroyed in the line of duty, two are listed as lost, presumed destroyed, and five have defected to the Romulan Free States. Of the 64 type B Mandukar-class destroyers constructed to date, 56 are still in service. Three were destroyed in the line of duty, one was scrapped, one is listed as lost, presumed destroyed, and three have defected to the RFS. Production continues at a rate of two new vessels per year, though that is expected to cease in the next two years.

Of the 38 type C Mandukar-class destroyers built, all remain in active service. Production continues at four new units per year.
One of the more successful scout type vessels in service today is the Romulan *Vastam*-class, a multi-role design that has served the fleet for over two decades. This diminutive ship is by no means as combat oriented as the Klingon *B'rell* or as sophisticated as the Federation *Heimdall*, but the *Vastam* has proven that she can hold her own both on the battlefield and in the most far flung regions of the galaxy.

When developing the *Vastam*, the Romulans had one demand, and that was speed. They wanted a vessel that could run rings around any other ship at sublight velocities and blaze a path at high warp for weeks or even months at a time. They were successful in this and were able to do so without sacrificing her tactical systems or information gathering abilities. To be sure, the vessels are cramped for long durations scouts, but the crews enjoy the high morale and camaraderie that comes from knowing that they are a valued part of the fleet.

As an offensive asset, the *Vastam* is a capable opponent, especially against similarly sized vessels or even older cruisers. However, few fleet commanders would ever squander the *Vastam* in this risky manner as they are perfectly suited for closing with the enemy to gather a wealth of sensor information. Once this is accomplished, they disengage back to friendly lines confident that the enemy will be unable to keep up.

When acting as a vessel of exploration, the *Vastam* has the ability to operate independently if necessary, but their real forte is in cooperating with other larger science oriented vessels to act as an advanced scout. They serve to find the best routes, develop itineraries for their larger charges and perform surveys of items of secondary importance. It is a system that the Romulans have down to a science that is the envy of many fleets throughout the Alpha Quadrant. A minor variant of the *Vastam* omits the topside torpedo launcher in favor of a latching system that allows the scout to dock with an *Algeron*-class cruiser. In this parasite mode, the pair makes use of the facilities of each other and help extend their exploration capabilities.

Of the 120 *Vastam*-class scouts that have entered service, 94 remain in active service. Nine have been destroyed, three have been scrapped, six are listed as lost, presumed destroyed and six have defected to the Romulan Free States. Production continues at a reduced rate of 2 per year.
<table>
<thead>
<tr>
<th>Romulan Plasma Weapon Chart</th>
<th>Romulan Vessel Scenario Point Values</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Range</strong></td>
<td><strong>RL-4</strong></td>
</tr>
<tr>
<td>1</td>
<td>40</td>
</tr>
<tr>
<td>2</td>
<td>40</td>
</tr>
<tr>
<td>3</td>
<td>40</td>
</tr>
<tr>
<td>4</td>
<td>40</td>
</tr>
<tr>
<td>5</td>
<td>30</td>
</tr>
<tr>
<td>6</td>
<td>30</td>
</tr>
<tr>
<td>7</td>
<td>22</td>
</tr>
<tr>
<td>8</td>
<td>20</td>
</tr>
<tr>
<td>9</td>
<td>10</td>
</tr>
<tr>
<td>10</td>
<td>8</td>
</tr>
<tr>
<td>11</td>
<td>6</td>
</tr>
<tr>
<td>12</td>
<td>4</td>
</tr>
<tr>
<td>13</td>
<td>2</td>
</tr>
<tr>
<td>14</td>
<td>2</td>
</tr>
<tr>
<td>15</td>
<td>12</td>
</tr>
<tr>
<td>16</td>
<td>8</td>
</tr>
<tr>
<td>17</td>
<td>8</td>
</tr>
<tr>
<td>18</td>
<td>12</td>
</tr>
<tr>
<td>19</td>
<td>8</td>
</tr>
<tr>
<td>20</td>
<td>6</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>