

SPACEDOCK



STARSHIP RECOGNITION MANUAL - VOLUME FIVE
SHIPS OF THE ROMULAN STAR EMPIRE

*"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

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INTRODUCTION

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.

The Ship Recognition Manual, Vol. Five: Starships of the Romulan Star Empire contains a thorough review of Romulan starships—from how they're organized, to how they're built, to what they're like. It's got new technology, new rules for Romulan ships, and 27 templates for Romulan and related starships.

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.

SRM5: 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 at

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ROMULAN STARSHIP CLASSIFICATIONS

ROMULAN SHIP TYPE	CLASSIFICATION CODE	STARFLEET EQUIVALENT
Dreadnoughts		
Dreadnought	DR	BA
Warbirds		
Warbird	WB	WA
Heavy Warbird	WBH	WH, BA
Light Warbird	WBL	WL
Strike Warbird (proposed)	WBST	WA, WH
Swift Warbird	WBSW	WA, WL
Cruisers		
Cruiser	CA	CA
Heavy Cruiser	CH	CH
Incursion Cruiser	CI	CF
Light Cruiser	CL	CL
Strike Cruiser	CS	CS
Swift Cruiser	CSW	CS
Starbirds		
Starbird	SB	CEX, SV
Far Starbird	SBF	CEX, SVH
Generational Cruiser	SB-GC	None
Heavy Starbird	SBH	CEX
Light Starbird	SBL	CEX, CA, or SV
Frigates		
Frigate	FR	FR
Heavy Frigate	FH	FH
Incursion Frigate	FI	FF
Light Frigate	FL	FL
Strike Frigate	FS	None
Swift Frigate	FSW	None
Gunships		
Assault Gunship	GA	FH, DA
Heavy Gunship	GH	DH
Sublight Gunship	GS	FL
Birds of Prey		
Bird of Prey	BP	ES
Swift Bird of Prey (proposed)	BPSW	ES, EL
Scouts		
Scout	SS	SS
Far Scout	SF	None
Heavy Scout	SH	SH
Couriers		
Courier	SC	SC
Far Courier	SCF	SC
Swift Courier	SCSW	SC
Specialized		
Gunship Carrier	GC	None
Medical Cruiser	MC	MD
Research/Laboratory	SRS/SRL	SRS/SRL
Support/Auxiliary		
Armored Transport	TTA	TTA
Cargo Carrier	TC	TC
Military Freighter	TMF	TC
Occupation Transport	TTO	TTA
Shuttle (impulse)	IS	IS

3 230 3 251763

ROMULAN DREADNOUGHTS CURRENTLY IN SERVICE

CLASS	CLASSIFICATION CODE
<i>Vereleus</i>	DR
<i>Praetorian</i> (proposed)	DR

Cont...

Shuttle (warp)	WS	WS
Tanker	TA	TA
Tender	TN	TN
Transport	TT	TT
Tug	TG	TG

ROMULAN WARBIRODS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)	
CLASS	CLASSIFICATION CODE
<i>D'deridex</i>	WBH
<i>D'sera</i>	WBL
<i>D'valek</i>	WBSW
<i>D'vanga</i>	WBH
<i>T'korex</i>	WB
<i>T'varo</i>	WBSW
<i>V'iir</i>	WB
<i>T'kassan</i> (proposed)	WBST

ROMULAN STARBIRODS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)	
CLASS	CLASSIFICATION CODE
<i>Ralek</i>	SB
<i>T'rasus</i>	SB
<i>V'tana</i>	SBF
<i>Vidian</i>	SBH
<i>T'kairin</i> (proposed)	SB-GC

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.

STARBIRODS

"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 apprecia-

tion 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.

FRIGATES

The Romulans use Frigates for a wide variety of missions. Standard Frigates assist with planetary occupation and pacification, long-range patrols, and the Empire's internal security. Incursion Frigates penetrate enemy territory on reconnaissance runs and raids, using their cloaks to excellent effect. Heavy and Strike Frigates fill various and sundry military roles; many were destroyed by the Jem'Hadar during the Dominion War. Swift and Light Frigates conduct long-range patrols, perform rapid response missions, and protect important trade routes on the frontiers.

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

ROMULAN CRUISERS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)	
CLASS	CLASSIFICATION CODE
<i>Ak'tel</i>	CA
<i>D'viret</i>	CI
<i>Meret</i>	CI
<i>Nelvek</i>	CH
<i>Prelar</i>	CSW
<i>Shar'ves</i>	CA
<i>Vercaal</i>	CL

ROMULAN FRIGATES CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)	
CLASS	CLASSIFICATION CODE
<i>Brentoc</i>	FR
<i>D'tavan</i>	FS
<i>D'theros</i>	FL
<i>D'virin</i>	FI
<i>Melek'aan</i>	FR
<i>Serex</i>	FH
<i>Thalan</i>	FSW

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.

SHIP TYPE	AVERAGE NUMBER OF CREWMEN PER 100 SUs
Bird of Prey	3
Courier	3
Cruiser	25
Dreadnought	50
Frigate	23
Gunship	8
Medical	42
Research/Laboratory	8
Scout	6
Starbird	22
Surveyor	30
Transport	3
Warbird	40

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).

BRANCH/T	DREADNOUGHT	WARBIRD	CRUISER/ STARBIRD	FRIGATE	GUNSHIP	SCOUT/ BIRD OF PREY	SCIENCE/ MEDICAL
Command	18	17	17	20	18	14	12
Operations							
Engineering/Technical	14	15	14	17	18	16	11
Operations, General	22	23	25	19	18	27	10
Security/Tactical	17	16	22	24	23	19	14
Science							
Medical/Support	12	13	10	10	15	08	34
Science/Research	17	16	12	10	08	16	29
Officers/Enlisted	32/68	30/70	29/71	27/73	34/66	65/35	33/67

TABLE 3.030A RC334

ROMULAN RECREATION RATINGS

SHIP TYPE	TYPICAL RECREATION RATING
Bird of Prey	2-5
Courier	1-3
Cruiser	4-10
Dreadnought	6-10
Frigate	2-7
Gunship	2-6
Medical	3-6
Research/Laboratory	3-6
Scout	1-2
Starbird	5-10
Surveyor	3-6
Transport	4-10
Warbird	4-9

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 singularity).

TABLE 3.030B RC334

TAURHAI GRAVITY INDUCTION DRIVE TABLE

TYPE OF DRIVE	SU COST	POWER COST	MAXIMUM JUMP LENGTH	LY PER MINUTE
Class I	200	150	.5 light-year	3
Class II	250	200	1 light-year	6
Class III	300	250	2 light years	12
Class IV	350	300	3 light-years	18



ARTIFICIAL QUANTUM SINGULARITY DRIVE SYSTEMS TABLE

AQSD TYPE	SU	POWER GENERATED PER ROUND
Type I	45	50-149
Type II	60	150-249
Type III	75	250-349
Type IV	90	350-449
Type V	105	450-549
Type VI	120	550-649
Type VII	135	650-749
Type VIII	150	750-849

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.

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.).

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 *Spaced-*

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.

ROMULAN POLITICAL OFFICER OVERLAY

- Athletics (choose Specialization) 1 (2)
- Computer (choose Specialization) 1 (2)
- Dodge 1
- Energy Weapon (Disruptor) 1 (2)
- Espionage (Romulan Intelligence Techniques) 1 (2)
- Interrogation (choose Specialization) 2 (3)
- Law (Romulan) 2 (3)
- Personal Equipment (choose Specialization) 1 (2)
- Planetside Survival (choose Specialization) 1 (2)
- Politics (Romulan) 2 (3)
- Security (choose Specialization) 2 (3)
- Shipboard Systems (choose Specialization) 1 (2)
- Surveillance (choose Specialization) 1 (2)
- Vehicle Operations (choose Specialization) 1 (2)

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.

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.

SHIP TYPE	AVERAGE NUMBER OF LABS PER SIZE
Bird of Prey	1-3
Courier	0-1
Cruiser	2-4
Dreadnought	2-7
Frigate	1-3
Gunship	1-2
Medical	3-6
Research/Laboratory	3-7
Scout	0-1
Starbird	2-6
Surveyor	2-5
Transport	0-1
Warbird	1-4

ROMULAN DISRUPTORS TABLE

ROMULAN DISRUPTOR TYPE	STANDARD DISRUPTOR TYPE	SU	DAMAGE	SHOTS PER ROUND
Type <i>Kelcheb</i>	Type 1	4	40	2
Type <i>Suk’aa</i>	Type 2	8	60	2
Type <i>Bethaal</i>	Type 3	12	80	2
Type <i>Vobac</i>	Type 4	16	100	2
Type <i>Eb’el</i>	Type 5	20	120	2
Type <i>Domash</i>	Type 6	24	140	3
Type <i>Chareth</i>	Type 7	28	160	3
Type <i>Anthep</i>	Type 8	32	180	3
Type <i>Prenak</i>	Type 9	36	200	3
Type <i>Tethpet</i>	Type 10	40	220	3
Type <i>Uregal</i>	Type 11	44	240	5
Type <i>Valkar</i>	Type 12	48	260	5
Type <i>Arendev</i>	Type 13	52	280	5

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PLASMA TORPEDO TABLE

TYPE	BASE DAMAGE	DAMAGE LOSS
Class XIV	600	6 points per +30,000 km (+1 MU)
Class XV	900	6 points per +30,000 km (+1 MU)
Class XVI	1,000	6 points per +10,000 km (+0.33 MU)
Class XVII	1,200	6 points per +10,000 km (+0.33 MU)
Class XVIII*	1,500	6 points per +10,000 km (+0.33 MU)

*: 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.

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SUGGESTED ROMULAN SHUTTLE COMPLEMENTS

The following guidelines indicate the average number of Size 2 ships (shuttlecraft) Romulan starships tend to carry (they can also carry Size 1 shuttlepods). A ship may substitute other small vessels, with the Narrator's permission.

Bird of Prey: 0-2	Courier: 0-1
Cruiser: 20-40	Dreadnought: 30-50
Frigate: 25-40	Gunship: 5-10
Medical: 4-10	Research/Laboratory 5-15
Scout: 0-1	Starbird: 20-40
Surveyor: 5-15	Transport: 0-2
Warbird: 20-30	

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.

3 3 3 3 3 3 3 3

ROMULAN SHIELD DESIGNATION TABLE

ROMULAN SHIELD GENERATOR DESIGNATION	STANDARD SHIELD GENERATOR DESIGNATION	SU COST	PROTECTION
Type R-I or R-IA	Class 1	1 x Size	10-200
Type R-IB	Class 2	2 x Size	210-400
Type R-IC	Class 3	3 x Size	410-600
Type R-ID	Class 4	4 x Size	610-800
Type R-II	Class 5	5 x Size	810-1000
Type R-III	Class 6	6 x Size	1010-1200
Type R-IV	Class 7	7 x Size	1210-1400

RECENT ROMULAN HISTORY

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.

YEAR	EVENT
2343	Battle of Chi'tan; Star Empire defeats the Taurhai by attacking their homeworld.
2344	Attack on Klingon outpost of Narendra III
2346	Romulans attack Khitomer and massacre many Klingons
2349-51	First Taurhai Offensive
2350	Battle of Rhendasa IV
2353-57	Second Taurhai Offensive
2357	Battle of Tendasha
2354	Battle of Norkan; Admiral Alidar Jarok destroys several Federation colonies
2361	Blockade of Serus III
2364	First re-contact with UFP
2364	First contact with the M'rok
2365-66	Third Taurhai Offensive
2365	Battle of Yarra Sarnel
2366	Treaty of alliance signed with the M'rok
2367-68	Fourth Taurhai Offensive
2368	Battle of Eridam
2367	Battle of Vendrath Prime
2369-74	Fifth Taurhai Offensive
2371	Battle of the Blue Spiral Nebula
2374	Battle of Destrix
2372	Battle of Delta Corescus; Romulans defeat a large band of piratical raiders
2374-75	Dominion War

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
 Basic: 1,000
 Expanded: 300
 Luxury: 85
 Unusual: 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 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

Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 30

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

Number: 220
 Capacity: 8 persons per pod 12

PROPULSION SYSTEMS

WARP PROPULSION SYSTEM

Nacelles: Type 5C6 68
 Speed: 5.0/8.2/9.6 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16
 Upgrading: 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)

Auxiliary Power: 6 reactors (generate 5 Power/reactor/round) 18

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

EPS: Standard Power flow, +400 Power transfer/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
 Upgrading: Class Beta (+2) [2 Power/computer/round] 4
 ODN 30

NAVIGATIONAL DEFLECTOR [5 POWER/ROUND]

Range: 10/20,000/50,000/150,000 40
 Accuracy: 5/6/8/11
 Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 40

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

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

Navigation Sensors [5 Power/round] 22

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

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 1 (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 1 (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 1 (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]

12 SCIENCE SYSTEMS
Rating 3 (+2) [3 Power/round] 25
 Specialized Systems: 3 15
 Laboratories: 25 6

11 TACTICAL SYSTEMS

4 Forward Disruptor Array 58
2
 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

100 Forward Dorsal Disruptor Array 50
3
 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

25 Forward Ventral Disruptor Array 50
12
 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

12 Aft Dorsal Disruptor Array 50
6
 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

144 Aft Ventral Disruptor Array 50
144
 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

112 Command Hull Ventral Disruptor Array 50
40
 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

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10
10

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: 60 Class XIV plasma; 240 Type G-II singularity

TA/T/TS: Class Gamma [2 Power/round]

Strength: 9
 Bonus: +2
 Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard)

Shield Generator: Type R-IV (Protection 1300) [130 Power/round]
 Shield Grid: Type C (50% increase to 1950 Protection)
 Subspace Field Distortion Amplifiers: Class Iota (Threshold 430)
 Recharging System: Class I (45 seconds)

Backup Shield Generators: 4 (1 per shield)

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 40 Size worth of ships

Standard Complement: 16 shuttlecraft, 8 shuttlepods
 Location(s): Main hull ventral, main hull dorsal

Captain's Yacht: Yes

DESCRIPTION AND NOTES

FLEET DATA: The *D'deridex*-class warbird, a vessel whose very appearance strikes fear into the heart of the enemies of the Star Empire, is the primary capital ship of the Romulan people (though not the largest; that distinction goes to the *Vereleus*-class Dreadnought). Since the Empire first fielded it in 2361, it has become the core ship of the Star Navy and its most commonly seen ship, both by the Romulan people and by their enemies.

The *D'deridex's* design lineage begins in the late 23rd century, when the Star Empire first fielded the *Argus*-class Warbird in its many conflicts against the Klingons and other species. After the disastrous outcome of the Tomed Incident (2311), in which Starfleet inflicted substantial losses on the Star Navy, and ultimately defeated it, by discovering and exploiting certain weaknesses in the *Argus* class, Romulan engineers began developing other ships which would include the *Argus's* strengths but lack its weaknesses. The result was the *Men'los* class Warbird, which entered service in 2322. The *Men'los* resembled the *Argus* in certain respects, but was larger, more powerful, and had a slightly "rounded" hull to improve the effectiveness of the cloaking device. Several upgrades of the class, to exploit new technologies, occurred over the next 20 years, during which the class served with distinction. In the late 2340s, when the *Men'los* began to show its age, the Star Navy put its best designers to work again.

28 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'deridex's* systems, and a second round of upgrades, scheduled to begin in 2378, will allow the *D'deridex* to continue its role as a frontline vessel into the 2380s and beyond.

30
12 Initially, the *D'deridex* 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'deridex'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'deridex*s on a regular basis. Most Romulans powerful enough to control their own fleets use a *D'deridex* as their flagship.

147 (x4)
12
10 The *D'deridex* 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 *Uregal*) 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'deridex*, 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'dereq*, lost following a bizarre, garbled transmission about "colored lights" and "fiery 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 Federation 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 legendary 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 cleverness 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'dara*, 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).

DERESEUS CLASS

Class and Type: *Deresus*-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
 Inner

RESISTANCE

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]
 Backup: Class 4 (Protection 35) [1 Power/10 Protection/round]
Specialized Hull: Atmospheric Capability; Planetfall Capability

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]
 Reserve Life Support [5 Power/round]
 Emergency Life Support (30 emergency shelters)
 Gravity [3 Power/round]
 Consumables: 2 years' worth

REPLICATOR SYSTEMS

Food Replicators [5 Power/round]
 Industrial Replicators
Type: Network of small replicators [2 Power/round]
Medical Facilities: 5 (+1) [5 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 Holds: 10,000 cubic meters
 Locations: Four locations throughout ship

ESCAPE PODS

Number: 120
 Capacity: 4 persons per pod

SUS

20
20
9
9
26
13
13
10

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
 Upgrading: Package 1 for Sustainable, Maximum 4

IMPULSE ENGINE

Type: Class 5 (.7c/.9c) [7/9 Power/round] 25
 Acceleration Upgrading: 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: Aft amidships
 Engine Core Ejection System: Yes 5
Impulse Engine[s]: 1 Class 5 (generates 40 Power/engine/round)
Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) 6
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
 Upgrading: Class Alpha (+1) [1 Power/computer/round] 2
 ODN 15

NAVIGATIONAL DEFLECTOR [5 POWER/ROUND]

Range: 10/20,000/50,000/150,000 20
 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)
 High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0)
 Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)
 Strength Package: Class 6 (Strength 6)
 Gain Package: Class Beta (+2)
 Coverage: Standard

Lateral Sensors [5 Power/round] 18

Strength Package: Class 6 (Strength 6)
 Gain Package: Class Beta (+2)
 Coverage: Standard

Navigational Sensors [5 Power/round] 16

Strength Package: Class 6 (Strength 6)
 Gain Package: Class Beta (+2)

Probes: 60 6

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 31
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

20 Location: Forward
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

9 Dorsal Disruptor Array 31
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

17 Location: Dorsal
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

1 Ventral Disruptor Array 31
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

3 Location: Ventral
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

30 Forward Torpedo Launcher 15
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]

42 Location: Forward
Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher 15
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]

28 Location: Aft
Firing Arc: Aft, but are self-guided

29 Torpedoes Carried: 14 2
TA/T/TS: Class Alpha [0 Power/round] 6

12 Strength: 7
5 Bonus: +0
5 Weapons Skill: 3

Shields (Forward, Aft, Port, Starboard) 34 (x4)
Shield Generator: Type R-1C (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) 4
Auto-Destruct System 5

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**

FLEET DATA: 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 *Deresus* 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

20 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: Turbolifts, Jefferies tubes [2 Power/round]
Fire Suppression System [1 Power/round when active]
Cargo Holds: 100,000 cubic meters
 Locations: 8 locations throughout ship

SUs

Escape Pods		8
Number: 140		
Capacity: 8 persons per pod		
PROPULSION SYSTEMS		
WARP PROPULSION SYSTEM		
Nacelles: Type 5A		55
Speed: 5.0/7.0/8.0 [1 Power/.2 warp speed]		
PIS: Type H (12 hours of Maximum warp)		16
Upgrading: Package 1 for Standard, Sustainable, and Maximum		6
Special Configuration: Embedded		24
IMPULSE ENGINE		
Type: Class 3A (.5c/.75c) [5/7 Power/round]		18
Location: Main hull		
IMPULSE ENGINE	24	
Type: Class 3A (.5c/.75c) [5/7 Power/round]	24	18
Location: Main hull		
Reaction Control System (.025c) [2 Power/round when in use]		6
POWER SYSTEMS		
WARP ENGINE		
Type: Class 8/N (generates 440 Power/round)		94
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)		40
Emergency Power: Type D (generates 40 Power/round)		60
EPS: Standard Power flow, +300 Power transfer/round		
Standard Usable Power: 496		
OPERATIONS SYSTEMS		
Bridge: Command hull		30
COMPUTERS		
Core 1: Command hull [5 Power/round]	10	12
Core 2: Main hull, forward [5 Power/round]	20	12
Core 3: Main hull, aft [5 Power/round]	20	12
Upgrading: Class Alpha (+1) [1 Power/computer/round]	35	6
ODN	10	18
NAVIGATIONAL DEFLECTOR [5 POWER/ROUND]		24
Range: 10/20,000/50,000/150,000	12	
Accuracy: 5/6/8/11		
Location: Ventral main hull	6	
SENSOR SYSTEMS	9	
Long-range Sensors [5 Power/round]		40
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)	25	
Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)	48	
Strength Package: Class 9 (Strength 9)	18	
Gain Package: Class Beta (+2)	6	
Coverage: Standard	3	

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 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

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]

24 SECURITY SYSTEMS

Rating: 4

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

16
6
6

22 SCIENCE SYSTEMS

Rating 2 (+1) [2 Power/round]

Specialized Systems: 1
Laboratories: 8

16
5
2

TACTICAL SYSTEMS

Forward Disruptor Array

54

11 Type: *Valkar*
Damage: 260 [26 Power]
2 Number of Emitters: Up to 5 shots per round
2 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000

36 Location: Forward command hull
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

9 Forward Dorsal Disruptor Array

50

Type: *Uregal*
Damage: 240 [24 Power]
2 Number of Emitters: Up to 5 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000

19 Location: Forward dorsal
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

1 Forward Ventral Disruptor Array

50

Type: *Uregal*
Damage: 240 [24 Power]
9 Number of Emitters: Up to 5 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000

9 Location: Forward ventral
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

3 Aft Dorsal Disruptor Array

50

Type: *Uregal*
Damage: 240 [24 Power]
68 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

60 Aft Ventral Disruptor Array

50

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

45 Location: Aft ventral
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

30

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 40

TA/T/TS: Class Gamma [2 Power/round] 12

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

28 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

Size: 10
 Length: 822.35 meters
 Beam: 753.77 meters
 Height: 303.46 meters
 Decks: 67
 Mass: 6,230,500 metric tonnes
 SUs Available: 3,250
 SUs Used: 3,122

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]

Specialized Hull: Cloak-Enhancing

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 1,450/5,513/19,000

CREW QUARTERS

Spartan: 3,300
 Basic: 450
 Expanded: 75
 Luxury: 23
 Unusual: 12

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
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
Number: 240

Capacity: 8 persons per pod

PROPULSION SYSTEMS

SUs

WARP PROPULSION SYSTEM

Nacelles: Type 6D 105
 Speed: 6.0/9.2/9.6 [1 Power/.2 warp speed]
 PIS: Type C (6 hours of Maximum warp) 6

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

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, to port and starboard

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

POWER SYSTEMS

ARTIFICIAL QUANTUM SINGULARITY DRIVE

Type: Type VII (generates 750 Power/round) 150
 Location: Amidships
 Engine Core Ejection System: Yes 10

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

Auxiliary Power: 6 reactors (generate 5 Power/reactor/round) 18

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

EPS: Standard Power flow, +300 Power transfer/round 80

Standard Usable Power: 830

OPERATIONS SYSTEMS

Bridge: Command hull 50

Auxiliary Control Room: Engineering hull 30

Separation System: Command hull separation [10 Power] 10

COMPUTERS

Core 1: Command hull [5 Power/round] 20

Core 2: Engineering, starboard [5 Power/round] 20

Core 3: Engineering, port [5 Power/round] 20

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

Accuracy: 5/6/8/11

Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 36

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: 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: 4	
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: 4/5/7/10 Location: Aft dorsal	
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: 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	
20	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
18	SECURITY SYSTEMS
	Rating: 4 16
	Anti-Intruder System: Yes [1 Power/round] 10
6	Internal Force Fields [1 Power/3 Strength] 10
	SCIENCE SYSTEMS
	Rating 2 (+1) [2 Power/round] 20
	Specialized Systems: Two 10
11	Laboratories: 23 6
2	TACTICAL SYSTEMS
3	Forward Disruptor Array 55
	Type: <i>Valkar</i>
60	Damage: 260 [26 Power]
	Number of Shots: Up to 5 shots per round
	Targeting System: Accuracy 3/4/6/9
20	Range: 10/30,000/100,000/300,000
	Location: Forward on command hull
	Firing Arc: 360 degrees forward
3	Firing Modes: Standard, Pulse
	Forward Ventral Disruptor Array 55
26	Type: <i>Valkar</i>
	Damage: 260 [26 Power]
	Number of Shots: Up to 5 shots per round
	Targeting System: Accuracy 3/4/6/9
1	Range: 10/30,000/100,000/300,000
	Location: Ventral on command hull
	Firing Arc: 360 degrees ventral
12	Firing Modes: Standard, Pulse
	Starboard Wing Disruptor Array 54
12	Type: <i>Valkar</i>
	Damage: 260 [26 Power]
	Number of Shots: Up to 5 shots per round
	Targeting System: Accuracy 3/4/6/9
12	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)
12	Firing Modes: Standard, Pulse
	Port Wing Disruptor Array 54
6	Type: <i>Valkar</i>
	Damage: 260 [26 Power]
	Number of Shots: Up to 5 shots per round
	Targeting System: Accuracy 3/4/6/9
68	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
64	Type: <i>Valkar</i>
	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
52	Firing Arc: 360 degrees ventral
	Firing Modes: Standard, Pulse

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

TA/T/TS: Class Gamma [2 Power/round]

Strength: 9
 Bonus: +2

Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard)

Shield Generator: Type R-IV (Protection 1400) [140 Power/shield/round] **130 (x4)**
 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

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 60 Size worth of ships

Standard Complement: 30 shuttlecraft
 Location(s): Two aft ventral, one aft dorsal

Captain's Yacht: Yes

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-

55 mous *S'varen*-class Dreadnought. When the *S'varen* Project was cancelled, the Navy shifted the *D'valek* into a perimeter defense and rapid response role. Having proven itself adept at these tasks, and deadly in battle, the *D'valek* now serves as a mainstay of the Core Defense fleets (units the Star Navy assigns to territories throughout the Imperial core worlds).

During the Dominion War, several wings of *D'valeks* participated as part of the Romulan legions under Ar'nal Belisarus Velal. Their potent combination of size, strength, and maneuverability made them a force to be reckoned with on many battlefields. Several even survived the Battle of Cardassia more or less intact, and they and their crews have since been honored for their noble efforts on behalf of the Empire.

NOTEWORTHY VESSELS/SERVICE RECORDS/ENCOUNTERS: *D'valek*, prototype; *Cestron*, under the command of Centurion Va'rel served as wingship of the Garsheb Command Wing during the Fifth Taurhai Offensive (2369); *Ja'gaen*, destroyed in suicide run against Taurhai Star Dragon in the Battle of Suindar VI during the Fifth Taurhai Offensive (2369); *Imparatex*, lost under mysterious circumstances while engaged in routine patrol of the Klingon border (2370); *S'varan*, assigned to patrol duty along Federation Neutral Zone, during which it detected several potential Federation incursions (2371-75); *Kormorex*, flagship of Ar'nal Reteth for his command of the reserve forces which saved the day during the Battle of Delta Corescus and ensured a Romulan victory (2372); *D'ressa*, destroyed three enemy vessels during recapture of Benzar (2374); *D'daen*, participated in several major Dominion War actions and accounted for many enemy casualties, destroyed by Dominion forces during final assault on Cardassia (2375); *S'tel*, escorted Romulan dignitaries to the signing of the Treaty of Bajor (2375).

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
 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]
 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

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:

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

SUs

PROPULSION SYSTEMS

WARP PROPULSION SYSTEM

Nacelles: Type 5E 75
 Speed: 5.6/9.0/9.2 [1 Power/.2 warp speed]
 PIS: Type I (18 hours of Maximum warp) 18
 Upgrading: two Package Threes for Standard 12

IMPULSE ENGINE

Type: Class 5 (.7c/.9c) [7/9 Power/round] 25
 Acceleration Upgrading: Class Alpha (66% acceleration) [1 Power/round when active] 2
 Location: Aft

IMPULSE ENGINE

Type: Class 5 (.7c/.9c) [7/9 Power/round] 25
 Acceleration Upgrading: 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] 6

POWER SYSTEMS

WARP ENGINE

Type: Class 10/P (generates 550 Power/round) 110
 Location: Amidships
 Warp Core Ejection System: Yes 6

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

Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) 9

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

EPS: Standard Power flow, +200 Power transfer/round 50

Standard Usable Power: 630

OPERATIONS SYSTEMS

Bridge: Command hull 30

COMPUTERS

Core 1: Forward [5 Power/round] 12
 Core 2: Engineering [5 Power/round] 12
 ODN 18
Navigational Deflector [5 Power/round] 24
 Range: 10/20,000/50,000/150,000
 Accuracy: 5/6/8/11
 Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 34
 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 6 (Strength 6)
 Gain Package: Class Beta (+2)
 Coverage: Standard
Lateral Sensors [5 Power/round] 18
 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]

14 SCIENCE SYSTEMS

Rating 2 (+1) [2 Power/round]

Specialized Systems: 2

2 Laboratories: 19

16

10

4

TACTICAL SYSTEMS

Forward Disruptor Array

42

8 Type: *Prenak*

Damage: 200 [20 Power]

2 Number of Shots: Up to 3 shots per round

2 Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward

24 Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

9 **Ventral Disruptor Array**

38

Type: *Anthep*

Damage: 180 [18 Power]

2 Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

17 Range: 10/30,000/100,000/300,000

Location: Ventral

Firing Arc: 360 degrees ventral

Firing Modes: Standard, Pulse

1 **Forward Dorsal Disruptor Array**

38

Type: *Anthep*

Damage: 180 [18 Power]

9 Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

9 Range: 10/30,000/100,000/300,000

Location: Forward dorsal

Firing Arc: 360 degrees dorsal

Firing Modes: Standard, Pulse

3 **Aft Dorsal Disruptor Array**

38

Type: *Anthep*

Damage: 180 [18 Power]

51 Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

51 Range: 10/30,000/100,000/300,000

Location: Aft dorsal

Firing Arc: 360 degrees dorsal

Firing Modes: Standard, Pulse

48 **Aft Disruptor Array**

38

Type: *Anthep*

Damage: 180 [18 Power]

39 Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

39 Range: 10/30,000/100,000/300,000

Location: Aft

Firing Arc: 360 degrees aft

Firing Modes: Standard, Pulse

30 **Plasma Torpedo Launcher (High-Yield)**

22

Standard Load: Class XIV plasma torpedo (600 Damage; see rules)

Spread: 4

16 Range: See text

6 Targeting System: Accuracy 4/5/7/10

6 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)

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 crewmembers 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

8 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.

51 (x4) **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'nitor*, 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]
 Backup: Class 4 (Protection 35) [1 Power/10 Protection/round]
 Backup: Class 4 (Protection 35) [1 Power/10 Protection/round]
 Specialized Hull: Atmospheric Capability; Planetfall Capability

PERSONNEL SYSTEMS

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

CREW QUARTERS

Spartan: 90
 Basic: 50
 Expanded: 10
 Luxury: 2
 Unusual: None

ENVIRONMENTAL SYSTEMS

Basic Life Support [11 Power/round]
 Reserve Life Support [6 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: 7 (+2) [7 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 Holds: 5,000 cubic meters

Locations: Three locations throughout ship

Escape Pods

Number: 120
 Capacity: 4 persons per pod

PROPULSION SYSTEMS

WARP PROPULSION SYSTEM

Nacelles: Type 5B 60
 Speed: 5.0/7.0/9.0 [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
 Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active] 2
 Location: Aft

IMPULSE 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)

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

Emergency Power: Type D (generates 40 Power/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

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)

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] 20

Strength Package: Class 7 (Strength 7)

Gain Package: Class Beta (+2)

Coverage: Standard

Navigational Sensors [5 Power/round] 18

Strength Package: Class 7 (Strength 7)

Gain Package: Class Beta (+2)

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 [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 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 each 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

2 TACTICAL SYSTEMS

Forward Disruptor Array **50**
 Type: *Uregal*
 Damage: 240 [24 Power]
 11 Number of Emitters: Up to 5 shots per round
 Targeting System: Accuracy 4/5/7/10
 2 Range: 10/30,000/100,000/300,000
 2 Location: Forward of command hull
 Firing Arc: 360 degrees forward
 20 Firing Modes: Standard, Pulse

Forward Dorsal Disruptor Array **42**
 Type: *Prenak*
 9 Damage: 200 [20 Power]
 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
 1 Range: 10/30,000/100,000/300,000
 Location: Dorsal on command hull
 17 Firing Arc: 360 degrees dorsal
 Firing Modes: Standard, Pulse

Aft Dorsal Disruptor Array **42**
 Type: *Prenak*
 1 Damage: 200 [20 Power]
 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
 9 Range: 10/30,000/100,000/300,000
 Location: Aft on dorsal main hull
 9 Firing Arc: 360 degrees dorsal
 Firing Modes: Standard, Pulse

Forward Ventral Disruptor Array **42**
 Type: *Prenak*
 3 Damage: 200 [20 Power]
 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
 45 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 **42**
 Type: *Prenak*
 42 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
 28 Firing Arc: 360 degrees ventral
 Firing Modes: Standard, Pulse

Aft Disruptor Array **42**
 Type: *Prenak*
 29 Damage: 200 [20 Power]
 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
 16 Range: 10/30,000/100,000/300,000
 Location: Aft
 5 Firing Arc: 360 degrees aft
 5 Firing Modes: Standard, Pulse

10

2

Forward Torpedo Launcher	16
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	4
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)	4
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).

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 101
 Speed: 6.0/9.0/9.4 [1 Power/.2 warp speed]
 PIS: Type C (6 hours of Maximum warp) 6

IMPULSE ENGINE

Type: Class 5 (.7c/.9c) [7/9 Power/round] 25
 Location: Aft

IMPULSE ENGINE

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] 7

POWER SYSTEMS

WARP ENGINE

28 **Type: Class 11/Q (generates 575 Power/round)** 123
 28 Location: Aft amidships
 Warp Core Ejection System: Yes 7

12 **Impulse Engine[s]:** 2 Class 5 (generate 40 Power/engine/round)

12 **Auxiliary Power:** 5 reactors (generate 5 Power/reactor/round) 15

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

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

17 **Standard Usable Power:** 655

OPERATIONS SYSTEMS

Bridge: Command hull 35

Auxiliary Control Room: Main hull 21

63 **Separation System: Command hull separation [10 Power]** 7

25 **COMPUTERS**

12 Core 1: Command hull [5 Power/round] 14

8 Core 2: Main hull [5 Power/round] 14

2 Uprating: Class Alpha (+1) [1 Power/computer/round] 4

ODN 21

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

14 Range: 10/20,000/50,000/150,000

14 Accuracy: 5/6/8/11

7 Location: Ventral

21 **SENSOR SYSTEMS**

7 **Long-range Sensors [5 Power/round]** 42

13 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

21 **Lateral Sensors [5 Power/round]** 18

7 Strength Package: Class 6 (Strength 6)

1 Gain Package: Class Beta (+2)

Coverage: Standard

10 **Navigational Sensors [5 Power/round]** 16

Strength Package: Class 6 (Strength 6)

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: 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]

4 SCIENCE SYSTEMS
Rating 2 (+1) [2 Power/round] 17
 Specialized Systems: 1 5
 Laboratories: 14 4

11 TACTICAL SYSTEMS

2 Forward Disruptor Array 46
 2 Type: *Tethpet*
 Damage: 220 [22 Power]
 42 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
 Range: 10/30,000/100,000/300,000
 12 Location: Forward of command hull
 Firing Arc: 360 degrees forward
 Firing Modes: Standard, Pulse

2 Forward Dorsal Disruptor Array 42
 2 Type: *Prenak*
 Damage: 200 [20 Power]
 21 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
 1 Firing Arc: 360 degrees dorsal
 Firing Modes: Standard, Pulse

12 Aft Dorsal Disruptor Array 42
 12 Type: *Prenak*
 Damage: 200 [20 Power]
 12 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
 12 Firing Arc: 360 degrees dorsal
 Firing Modes: Standard, Pulse

6 Forward Ventral Disruptor Array 42
 6 Type: *Prenak*
 Damage: 200 [20 Power]
 Number of Shots: Up to 3 shots per round
 68 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

60 Aft Ventral Disruptor Array 42
 60 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 42
 37 Type: *Prenak*
 Damage: 200 [20 Power]
 16 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
 7 Range: 10/30,000/100,000/300,000
 7 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: 60 Class XIV plasma, 90 Type II photon

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

Strength: 8
 Bonus: +1

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard)

82 (x4)

Shield Generator: Type R-III (Protection 1050) [105 Power/shield/round]
 Shield Grid: Type B (33% increase to 1400 Protection)
 Subspace Field Distortion Amplifiers: Class Eta (Threshold 350)
 Recharging System: Class I (45 seconds)

Backup Shield Generators: 4 (1 per shield)

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 30 Size worth of ships

Standard Complement: 15 shuttlecraft
 Location(s): Aft ventral, command hull aft

Captain's Yacht: No

DESCRIPTION AND NOTES

FLEET DATA: 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

24 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.

24 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.

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 9 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); *Indrilus*, 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 (2375); *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

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: 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
 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: 1,500 cubic meters

Locations: Aft

Escape Pods

Number: 20
 Capacity: 8 persons per pod

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PROPULSION SYSTEMS

WARP PROPULSION SYSTEM

Nacelles: Type 5B 60
 Speed: 5.0/7.0/9.0 [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: Aft
Reaction Control System (.025c) [2 Power/round when in use] 3

POWER SYSTEMS

WARP ENGINE

Type: Class 5/H (generates 265 Power/round) 62
 Location: Amidships
 Warp Core Ejection System: Yes 3
Impulse Engine[s]: 1 Class 3A (generates 28 Power/engine/round)
Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) 6
Emergency Power: Type C (generates 30 Power/round) 30
EPS: Standard Power flow, +100 Power transfer/round 25

Standard Usable Power: 313

OPERATIONS SYSTEMS

Bridge: Command hull 15

COMPUTER

Core 1: Amidships forward [5 Power/round] 6
 Core 2: Amidships aft [5 Power/round] 6
 Uprating: Class Alpha (+1) [1 Power/computer/round] 2
 ODN 9
Navigational Deflector [5 Power/round] 12
 Range: 10/20,000/50,000/150,000
 Accuracy: 5/6/8/11
 Location: Forward

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 44
 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 7 (Strength 7)
 Gain Package: Class Beta (+2)
 Coverage: Standard
Lateral Sensors [5 Power/round] 20
 Strength Package: Class 7 (Strength 7)
 Gain Package: Class Beta (+2)
 Coverage: Standard
Navigational Sensors [5 Power/round] 18
 Strength Package: Class 7 (Strength 7)
 Gain Package: Class Beta (+2)
Probes: 60 6
Sensors Skill: 4

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: 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)
 2 Shield Generator: Type R-1B (Protection 300) [30 Power/shield/round]
 1 Shield Grid: Type B (33% increase to 400 Protection)
 Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)
 12 Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) 4
Auto-Destruct System 2

AUXILIARY SPACECRAFT SYSTEMS
Shuttlebay(s): Capacity for 6 Size worth of ships 12
 1 Standard Complement: 3 shuttlecraft
 Location(s): Aft
 17 **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).

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NELVEK CLASS

Class and Type: *Nelvek*-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]
 Backup: Class 5 (Protection 40) [1 Power/10 Protection/round]
 Backup: Class 5 (Protection 40) [1 Power/10 Protection/round]

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]
 Reserve Life Support [6 Power/round]
 Emergency Life Support (36 emergency shelters)
 Gravity [3 Power/round]
 Consumables: 4 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: 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: 133,000 cubic meters

Locations: Ten locations throughout ship

Escape Pods

Number: 140
 Capacity: 8 persons per pod

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)

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

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 15
 12 **Standard Usable Power: 536**

OPERATIONS SYSTEMS

Bridge: Command hull 30

COMPUTERS

8 Core 1: Command hull [5 Power/round] 12
 22 Core 2: Main hull, forward [5 Power/round] 12
 16 Core 3: Main hull, aft [5 Power/round] 12
 24 Uprating: Class Alpha (+1) [1 Power/computer/round] 6
 5 ODN 18

Navigation Deflector [5 Power/round]

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

SENSOR SYSTEMS

24 **Long-range Sensors [5 Power/round]** 40
 Range Package: Type 4 (Accuracy 3/4/7/10)
 6 High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
 9 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

35 **Lateral Sensors [5 Power/round]** 24

56 Strength Package: Class 9 (Strength 9)

18 Gain Package: Class Beta (+2)

6 Coverage: Standard

4 **Navigation Sensors [5 Power/round]** 22

8 Strength Package: Class 9 (Strength 9)

Gain Package: Class Beta (+2)

Probes: 20 4

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: 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 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 [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

54

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

9 Starboard Wing Disruptor Array

49

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

1 Port Wing Disruptor Array

49

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

3 Dorsal Starboard Disruptor Array

50

Type: *Uregal*
Damage: 240 [24 Power]
68 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

60 Dorsal Port Disruptor Array

50

Type: *Uregal*
Damage: 240 [24 Power]
45 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

30 Ventral Starboard Disruptor Array

50

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

16
5
4

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 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: 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 50

TA/T/TS: Class Gamma [2 Power/round] 12

Strength: 9
 Bonus: +2

Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard) 62 (x4)

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) 8

Auto-Destruct System 6

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 16 Size worth of ships 32

Standard Complement: 8 shuttlecraft
 Location(s): Aft, port and starboard

Captain's Yacht: No

50 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 *Nelvek* 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 *Nelvek* 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: *Nelvek*, 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'tathos*, 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).

28

28

28

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

HULL

Outer
 Inner

RESISTANCE

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]
 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 70
 Speed: 5.0/8.5/9.0 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16
 Upgrading: Package 1 for Sustainable 2

IMPULSE ENGINE

Type: Class 5 (.7c/.9c) [7/9 Power/round] 25
 Acceleration Upgrading: Class Beta (75% acceleration) [2 Power/round when active] 4
 Location: Aft

IMPULSE ENGINE

Type: Class 5 (.7c/.9c) [7/9 Power/round] 25
 Acceleration Upgrading: Class Beta (75% acceleration) [2 Power/round when active] 4
 Location: Aft ventral, to port and starboard

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

POWER SYSTEMS

ARTIFICIAL QUANTUM SINGULARITY DRIVE

Type: Type IV (generates 400 Power/round) 95
 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) 9

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

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

Standard Usable Power: 480

OPERATIONS SYSTEMS

Bridge: Command hull 25

COMPUTER

Core 1: Main hull [5 Power/round] 10

Upgrading: 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] 36

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] 20

Strength Package: Class 7 (Strength 7)

Gain Package: Class Beta (+2)

Coverage: Standard

SUs

20

20

9

9

26

13

13

3

10

2

4

1

20

10

10

5

15

5

5

30

48

15

5

1

6

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 8 [40 Power/class/round]

SECURITY SYSTEMS

Rating: 4

Anti-Intruder System: Yes [1 Power/round]

Internal Force Fields [1 Power/3 Strength]

18 SCIENCE SYSTEMS

Rating 2 (+1) [2 Power/round]

15

Specialized Systems: None

5

Laboratories: 8

2

TACTICAL SYSTEMS

Forward Disruptor Array

50

11 Type: *Uregal*

Damage: 240 [24 Power]

2

Number of Emitters: Up to 5 shots per round

2

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

20

Location: Forward of command hull

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

6

Starboard Wing Disruptor Cannon

42

Type: *Prenak*

Damage: 200 [20 Power]

1

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

17

Range: 10/30,000/100,000/300,000

Location: Forward tip of starboard "wing"

Firing Arc: 240 degrees forward

Firing Modes: Standard, Pulse

1

Port Wing Disruptor Cannon

42

Type: *Prenak*

Damage: 200 [20 Power]

9

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

9

Range: 10/30,000/100,000/300,000

Location: Forward tip of port "wing"

Firing Arc: 240 degrees forward

Firing Modes: Standard, Pulse

3

Dorsal Disruptor Array

38

Type: *Anthep*

Damage: 180 [18 Power]

45

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

42

Ventral Disruptor Array

38

Type: *Anthep*

Damage: 180 [18 Power]

42

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

29

Aft Disruptor Array

38

Type: *Anthep*

Damage: 180 [18 Power]

16

Number of Shots: Up to 3 shots per round

5

Targeting System: Accuracy 4/5/7/10

5

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: 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

16 outfoxed three Taurhai defenders to flank a key component of the enemy lines and attack vulnerable ships during the Battle of Eridam (2368).

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

16

Torpedoes Carried: 4

4

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)

4

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 dorsally, 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
 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

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]
 Reserve Life Support [5 Power/round]
 Emergency Life Support (24 emergency shelters)
 Gravity [2 Power/round]
 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]

Recreation Facilities: 5 [10 Power/round]

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

Fire Suppression System [1 Power/round when active]

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 5E6 78
 Speed: 5.0/9.0/9.6 [1 Power/.2 warp speed]
 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)

Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) 9

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]

Range: 10/20,000/50,000/150,000 16

Accuracy: 5/6/8/11

Location: Forward ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 48

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] 24

Strength Package: Class 9 (Strength 9)

Gain Package: Class Beta (+2)

Coverage: Standard

2 Navigational Sensors [5 Power/round] 22

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 [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

4 TACTICAL SYSTEMS

Forward Disruptor Array 42
 Type: *Prenak*
 Damage: 200 [20 Power]
 12 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
 2 Range: 10/30,000/100,000/300,000
 3 Location: Forward on command hull
 Firing Arc: 360 degrees forward
 Firing Modes: Standard, Pulse

16 Dorsal Disruptor Array 38
 Type: *Anthep*
 Damage: 180 [18 Power]
 4 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
 Range: 10/30,000/100,000/300,000
 1 Location: Dorsal amidships
 Firing Arc: 360 degrees dorsal
 19 Firing Modes: Standard, Pulse

Ventral Disruptor Array 38
 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

6 Forward Torpedo Launcher 16
 Standard Load: Type II photon torpedo (200 Damage)
 Spread: 6
 30 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

28 Torpedoes Carried: 60 6
TA/T/TS: Class Beta [1 Power/round] 9
 Strength: 8
 Bonus: +1

Weapons Skill: 4

28 Shields (Forward, Aft, Port, Starboard) 37 (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)

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

16 AUXILIARY SPACECRAFT SYSTEMS
 4 Shuttlebay(s): None
 4 Captain's Yacht: No

14 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) [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]

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 76
 Speed: 5.0/9.0/9.3 [1 Power/.2 warp speed]
 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

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

POWER SYSTEMS

WARP ENGINE

Type: Class 7/M (generates 390 Power/round) 84
 Location: Amidships

Impulse Engine[s]: 2 Class 5A (generate 44 Power/engine/round)

Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) 6

Emergency Power: Type C (generates 35 Power/round) 35

EPS: Standard Power flow, +200 Power transfer/round 40

Standard Usable Power: 478

OPERATIONS SYSTEMS

Bridge: Command hull (forward) 20

COMPUTER

Core 1: Amidships [5 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

Accuracy: 5/6/8/11

Location: Forward ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 48

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] 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)

SUs

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Probes: 20
Sensors Skill: 4

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: 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 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 42
 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

2 Location: Forward on command hull
3 Firing Arc: 360 degrees forward
16 Firing Modes: Standard, Pulse

Dorsal Disruptor Array 38
 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

1 Location: Dorsal amidships
19 Firing Arc: 360 degrees dorsal
 Firing Modes: Standard, Pulse

Ventral Disruptor Array 38
 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

6 Location: Ventral amidships
6 Firing Arc: 360 degrees ventral
 Firing Modes: Standard, Pulse

Aft Disruptor Array 38
 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

30 Location: Aft
28 Firing Arc: 360 degrees aft
 Firing Modes: Standard, Pulse

Forward Torpedo Launcher 15
 Standard Load: Type G-II singularity torpedo (400 Damage)
 Spread: 4
 Range: 15/350,000/1,500,000/4,050,000

42 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 4

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

12 **Weapons Skill:** 4

4 **Shields (Forward, Aft, Port, Starboard)** 38 (x4)
4 Shield Generator: Type R-ID (Protection 650) [65 Power/shield/round]
9 Shield Grid: Type C (50% increase to 975 Protection)
 Subspace Field Distortion Amplifiers: Class Delta (Threshold 200)
 Recharging System: Class 1 (45 seconds)

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

RESISTANCE

Outer Hull: 6
 Inner Hull: 6

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 Capability

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

REPLICATOR SYSTEMS

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

Medical Facilities: 5 (+1) [5 Power/round]

Recreation Facilities: 3 [6 Power/round]

Personnel Transport: Jefferies tubes [0 Power/round]

Fire Suppression System [1 Power/round when active]

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
 Speed: 6.0/8.6/9.6 [1 Power/.2 warp speed]
 PIS: Type C (6 hours of Maximum warp) 6

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

POWER SYSTEMS

WARP ENGINE

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

Impulse Engine[s]: 1 Class 5A (generate 44 Power/engine/round)

Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) 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

Uprating: Class Alpha (+1) [1 Power/computer/round] 2

ODN 9

Navigational Deflector [5 Power/round] 12

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 31

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 6 (Strength 6)

Gain Package: Class Alpha (+1)

Coverage: Standard

Lateral Sensors [5 Power/round] 15

Strength Package: Class 6 (Strength 6)

Gain Package: Class Alpha (+1)

Coverage: Standard

Navigational Sensors [5 Power/round] 14

Strength Package: Class 6 (Strength 6)

Gain Package: Class Alpha (+1)

Probes: 4 1

Sensors Skill: 4

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 3 12
 [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 [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

2 **Aft Dorsal Disruptor Array** 34

3 Type: *Chareth*

Damage: 160 [16 Power]

12 Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

4 Location: Aft dorsal

Firing Arc: 360 degrees dorsal

Firing Modes: Standard, Pulse

1 **Forward Ventral Disruptor Array** 34

Type: *Chareth*

Damage: 160 [16 Power]

19 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

6 **Aft Ventral Disruptor Array** 34

Type: *Chareth*

Damage: 160 [16 Power]

15 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

18 **Aft Disruptor Array** 34

Type: *Chareth*

12 Damage: 160 [16 Power]

3 Number of Shots: Up to 3 shots per round

3 Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

8 Location: Aft

Firing Arc: 360 degrees aft

Firing Modes: Standard, Pulse

Forward Torpedo Launcher 15

Standard Load: Type II photon torpedo (200 Damage)

34 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 15

Standard Load: Type II photon torpedo (200 Damage)

34 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 2

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

Strength: 7

Bonus: +0

Weapons Skill: 3

Shields (Forward, Aft, Port, Starboard)	18 (x4)
Shield Generator: Type R-1B (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)	4
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).

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

SUs

PROPULSION SYSTEMS

WARP PROPULSION SYSTEM

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

IMPULSE ENGINE

Type: Class 4A (.6c/.85c) [6/8 Power/round] 22
 Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active] 2
 Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] 3

POWER SYSTEMS

WARP ENGINE

Type: Class 5/H (generates 265 Power/round) 62
 Location: Amidships

Impulse Engine[s]: 1 Class 4A (generates 35 Power/engine/round)

Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) 6
Emergency Power: Type C (generates 30 Power/round) 30
EPS: Standard Power flow, +100 Power transfer/round 25

Standard Usable Power: 300

OPERATIONS SYSTEMS

Bridge: Command hull 15

COMPUTER

Core 1: Amidships forward [5 Power/round] 6
 Uprating: Class Alpha (+1) [1 Power/computer/round] 2
 ODN 9
Navigational Deflector [5 Power/round] 12
 Range: 10/20,000/50,000/150,000
 Accuracy: 5/6/8/11
 Location: Forward

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 36
 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] 20
 Strength Package: Class 7 (Strength 7)
 Gain Package: Class Beta (+2)
 Coverage: Standard

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

Probes: 40 4
Sensors Skill: 4

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: 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]	24
SECURITY SYSTEMS	
Rating: 2	8
Anti-Intruder System: Yes [1 Power/round]	3
Internal Force Fields [1 Power/3 Strength]	3
SCIENCE SYSTEMS	
Rating 1 (+0) [1 Power/round]	8
Specialized Systems: None	
Laboratories: 2	2
TACTICAL SYSTEMS	
Forward Disruptor Array	26
Type: <i>Eb'el</i> 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]	9
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)	

2 Backup Shield Generators: 4 (1 per shield)	4
1 Auto-Destruct System	2

12 AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None
Captain's Yacht: No

4 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.

1 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.

9 **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).

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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

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]
 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
 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: 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
 Speed: 5.0/7.0/9.0 [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] 9

POWER SYSTEMS

ARTIFICIAL QUANTUM SINGULARITY DRIVE

Type: Type VII (generates 650 Power/round) 135
 Location: Main hull

Engine Core Ejection System: Yes 9

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

Auxiliary Power: 5 reactors (generate 5 Power/reactor/round) 15

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

EPS: Standard Power flow, +320 Power transfer/round 77

Standard Usable Power: 706

OPERATIONS SYSTEMS

Bridge: Command hull dorsal forward 45

COMPUTERS

Core 1: Command hull [5 Power/round] 18

Core 2: Main hull [5 Power/round] 18

Core 3: Main hull [5 Power/round] 18

Upgrading: Class Beta (+2) [2 Power/computer/round] 12

ODN 27

Navigational Deflector [5 Power/round] 36

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 40

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

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: 120 12

Sensors Skill: 5

FLIGHT CONTROL SYSTEMS

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

[1 Power/round in use] 11

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: 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 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

TACTICAL SYSTEMS

Forward Disruptor Array

54

Type: *Valkar*

Damage: 260 [26 Power]

4 Number of Emitters: Up to 5 shots per round

2 Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

72 Location: Forward command hull

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

20 **Forward Dorsal Disruptor Array**

50

Type: *Uregal*

Damage: 240 [24 Power]

2 Number of Emitters: Up to 5 shots per round

Targeting System: Accuracy 4/5/7/10

26 Range: 10/30,000/100,000/300,000

Location: Forward dorsal

Firing Arc: 360 degrees dorsal

Firing Modes: Standard, Pulse

1 **Forward Ventral Disruptor Array**

50

Type: *Uregal*

Damage: 240 [24 Power]

12 Number of Emitters: Up to 5 shots per round

Targeting System: Accuracy 4/5/7/10

12 Range: 10/30,000/100,000/300,000

Location: Forward ventral

Firing Arc: 360 degrees ventral

Firing Modes: Standard, Pulse

6 **Aft Dorsal Disruptor Array**

50

Type: *Uregal*

Damage: 240 [24 Power]

144 Number of Emitters: Up to 5 shots per round

Targeting System: Accuracy 4/5/7/10

144 Range: 10/30,000/100,000/300,000

Location: Aft dorsal

Firing Arc: 360 degrees dorsal

Firing Modes: Standard, Pulse

144 **Aft Ventral Disruptor Array**

50

Type: *Uregal*

Damage: 240 [24 Power]

112 Number of Emitters: Up to 5 shots per round

Targeting System: Accuracy 4/5/7/10

112 Range: 10/30,000/100,000/300,000

Location: Aft ventral

Firing Arc: 360 degrees ventral

Firing Modes: Standard, Pulse

36 **Command Hull Ventral Disruptor Array**

50

Type: *Uregal*

Damage: 240 [24 Power]

20 Number of Emitters: Up to 5 shots per round

9 Targeting System: Accuracy 4/5/7/10

9 Range: 10/30,000/100,000/300,000

Location: Command hull ventral

Firing Arc: 360 degrees ventral

19 Firing Modes: Standard, Pulse

10

4

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 30

TA/T/TS: Class Gamma [2 Power/round] 12

Strength: 9
 Bonus: +2

Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard) 108 (x4)

Shield Generator: Class R-II (Protection 1000) [100 Power/shield/round]
 Shield Grid: Type C (50% increase to 1500 Protection)
 Subspace Field Distortion Amplifiers: Class Eta (Threshold 330)
 Recharging System: Class I (45 seconds)

Backup Shield Generators: 4 (1 per shield) 8

Auto-Destruct System 9

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.

28 The Star Navy produces almost as many *T'korex*s as *D'deridex*s; 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.

28 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 Bazar (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
 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: 322/400/4,650

CREW QUARTERS

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

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

Recreation Facilities: 8 [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: 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
 Upgrading: 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

IMPULSE ENGINE

Type: Class 4B (.65c/.85c) [6/8 Power/round] 23
 Location: Aft, port and starboard
Reaction Control System (.025c) [2 Power/round when in use] 7

POWER SYSTEMS

ARTIFICIAL QUANTUM SINGULARITY DRIVE

Type: Type VI (generates 590 Power/round) 124
 Location: Amidships
 Engine Core Ejection System: Yes 7

Impulse Engine[s]: 2 Class 4B (generate 38 Power/engine/round)

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

Upgrading: 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

Location: Ventral

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)

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 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]

4 SCIENCE SYSTEMS
Rating 2 (+1) [2 Power/round] 17
 Specialized Systems: 2 10
 Laboratories: 17 4
12 TACTICAL SYSTEMS
2 Forward Disruptor Array 46
 3 Type: *Tethpet*
 Damage: 220 [22 Power]
28 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
 Range: 10/30,000/100,000/300,000
8 Location: Forward of command hull
 Firing Arc: 360 degrees forward
 Firing Modes: Standard, Pulse
2 Forward Dorsal Disruptor Array 42
 Type: *Prenak*
 Damage: 200 [20 Power]
19 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
 Range: 10/30,000/100,000/300,000
1 Location: Forward dorsal on main hull
 Firing Arc: 360 degrees dorsal
 Firing Modes: Standard, Pulse
12 Aft Dorsal Disruptor Array 42
 Type: *Prenak*
 Damage: 200 [20 Power]
12 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
 Range: 10/30,000/100,000/300,000
12 Location: Aft dorsal on main hull
 Firing Arc: 360 degrees dorsal
 Firing Modes: Standard, Pulse
6 Forward Ventral Disruptor Array 42
 Type: *Prenak*
 Damage: 200 [20 Power]
 Number of Shots: Up to 3 shots per round
68 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
60 Aft Ventral Disruptor Array 42
 Type: *Prenak*
 Damage: 200 [20 Power]
 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
60 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 42
 Type: *Prenak*
 Damage: 200 [20 Power]
37 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
 Range: 10/30,000/100,000/300,000
16 Location: Aft
 Firing Arc: 360 degrees aft
 Firing Modes: Standard, Pulse
7
7

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 I (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 *T'rasus*-class Starbird, the first of the new “Starbird” exploratory vessels.

The design of the *T'rasus* drew heavily on the plans and specifications then being drafted by the *D'deridex* Development Project. As a result, the *T'rasus* 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 *T'rasus* has succeeded admirably at the goals the Star Navy set for it. *T'rasus* 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 *T'rasus* 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

24 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 *T'rasus* 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 *T'rasus*-class ships served under Ar'nal Belisarus Velal during the Dominion War, and the Star Navy developed several more military-oriented variants of the class during the 2370s.

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NOTEWORTHY VESSELS/SERVICE RECORDS/ENCOUNTERS: *T'rasus*, 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).

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56

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]
 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 years' worth

REPLICATOR SYSTEMS

Food Replicators [5 Power/round]5
 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 50
 Speed: 5.0/6.0/7.0 [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
 Acceleration Upgrading: Class Alpha (66% acceleration) [1 Power/round when active] 2
 Location: Aft

IMPULSE ENGINE

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

POWER SYSTEMS

ARTIFICIAL QUANTUM SINGULARITY DRIVE

Type: Type IV (generates 370 Power/round) 92
 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) 9

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

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

Standard Usable Power: 450

OPERATIONS SYSTEMS

Bridge: Command hull 25

COMPUTER

Core 1: Main hull [5 Power/round] 10
 Upgrading: 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] 36

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] 20

Strength Package: Class 7 (Strength 7)

Gain Package: Class Beta (+2)

Coverage: Standard

Navigational Sensors [5 Power/round] 14

Strength Package: Class 7 (Strength 7)

Gain Package: Standard

Probes: 20
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 ventral
Emitter: Class Beta [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, 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: One in each cargo bay
Cloaking Device: Class 7 [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: 4

2 TACTICAL SYSTEMS

Forward Disruptor Array 46
 Type: *Tethpet*
 Damage: 220 [22 Power]
 11 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
 2 Range: 10/30,000/100,000/300,000
 2 Location: Forward of command hull
 Firing Arc: 360 degrees forward
 20 Firing Modes: Standard, Pulse

Forward Dorsal Disruptor Array 42
 Type: *Prenak*
 9 Damage: 200 [20 Power]
 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
 1 Range: 10/30,000/100,000/300,000
 Location: Forward dorsal on main hull
 17 Firing Arc: 360 degrees dorsal
 Firing Modes: Standard, Pulse

Aft Dorsal Disruptor Array 42
 Type: *Prenak*
 1 Damage: 200 [20 Power]
 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
 6 Range: 10/30,000/100,000/300,000
 Location: Aft dorsal on main hull
 6 Firing Arc: 360 degrees dorsal
 Firing Modes: Standard, Pulse

Forward Ventral Disruptor Array 42
 Type: *Prenak*
 3 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
 30 Location: Forward ventral on main hull
 Firing Arc: 360 degrees ventral
 Firing Modes: Standard, Pulse

Aft Ventral Disruptor Array 42
 Type: *Prenak*
 42 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
 28 Firing Arc: 360 degrees ventral
 Firing Modes: Standard, Pulse

Aft Disruptor Array 42
 Type: *Prenak*
 Damage: 200 [20 Power]
 26 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
 Range: 10/30,000/100,000/300,000
 12 Location: Aft
 5 Firing Arc: 360 degrees aft
 5 Firing Modes: Standard, Pulse

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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: 4

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

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) 4

Auto-Destruct 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.

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).

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 com-

parative 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).

VEL'TAR CLASS

Class and Type: Vel'tar-Class Armored Transport ("Drop Ship")
Commissioning Date: 2355

SYSTEM

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]
 Backup: Class 4 (Protection 35) [1 Power/10 Protection/round]
 Backup: Class 4 (Protection 35) [1 Power/10 Protection/round]

Specialized Hull: Atmospheric Capability; Planetfall Capability

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

SUs

PROPULSION SYSTEMS

WARP PROPULSION SYSTEM

Nacelles: Type 5.4 52
 Speed: 5.0/6.0/7.5 [1 Power/.2 warp speed]
 PIS: Type A (4 hours of Maximum warp) 2
 Upgrading: Package 1 for Maximum 2

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Acceleration Upgrading: Class Alpha (66% acceleration) [1 Power/round when active] 2
 Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] 2

POWER SYSTEMS

WARP ENGINE

Type: Class 4/I (generates 200 Power/round) 50
 Location: Dorsal (horizontal)
 Warp Core Ejection System: Yes 4

Impulse Engine[s]: 1 Class 3A (generates 28 Power/engine/round)

Auxiliary Power: 2 reactors (generate 5 Power/reactor/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] 8

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)

High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)

Low Resolution: 12 light-years (1/1.1-3.0/3.1-8.0/8.1-12)

Strength Package: Class 6 (Strength 6)

Gain Package: Class Alpha (+1)

Coverage: Standard

Lateral Sensors [5 Power/round] 15

Strength Package: Class 6 (Strength 6)

Gain Package: Class Alpha (+1)

Coverage: Standard

Navigational Sensors [5 Power/round] 12

Strength Package: Class 6 (Strength 6)

Gain Package: Standard

Probes: None

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: 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

11 Firing Arc: Forward, but are self-guided

Torpedoes Carried: 12

2

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

9

1 Strength: 8
Bonus: +1

8 **Weapons Skill: 3**

Shields (Forward, Aft, Port, Starboard)

12 (x4)

Shield Generator: Type R-1B (Protection 300) [30 Power/shield/round]

2 Shield Grid: Type B (33% increase to 400 Protection)

Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)

Recharging System: Class 1 (45 seconds)

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

4

Auto-Destruct System

2

17 AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None

Captain's Yacht: No

1 DESCRIPTION AND NOTES

9 **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.

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VERELEUS CLASS

Class and Type: *Vereleus*-Class Dreadnought
Commissioning Date: 2371

SYSTEM

HULL SYSTEMS

Size: 10
 Length: 1,350.25 meters
 Beam: 764.38 meters
 Height: 333.21 meters
 Decks: 72
 Mass: 6,950,000 metric tonnes
 SUs Available: 3,750
 SUs Used: 3,586

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]
 Backup: Class 7 (Protection 50) [1 Power/10 Protection/round]

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]
 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
 Type: Two networks of small replicators [2 Power/round]
 Type: 3 large units [2 Power/replicator/round]

Medical Facilities: 9 (+2) [9 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: 12 locations throughout ship

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

IMPULSE ENGINE

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]: 2 Class 5 (generate 40 Power/engine/round)
Auxiliary Power: 6 reactors (generate 5 Power/reactor/round) 18
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 (BIOGENETICALLY 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
 Upgrading: Class Beta (+2) [2 Power/computer/round] 12
 ODN 30
Navigational Deflector [5 Power/round] 40
 Range: 10/20,000/50,000/150,000
 Accuracy: 5/6/8/11
 Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 56
 Range Package: Type 8 (Accuracy 3/4/7/10)
 High Resolution: 6 light-years (.5/.6-1.0/1.1-4.5/4.6-6.0)
 Low Resolution: 18 light-years (1/1.1-6.5/6.6-13.5/13.6-18)
 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: 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 1 (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 1 (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 1 (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]

10 SCIENCE SYSTEMS
Rating 3 (+2) [3 Power/round] 25
 Specialized Systems: 2 10
 Laboratories: 22 6

11 TACTICAL SYSTEMS

4 Forward Disruptor Array 59
 2 Type: *Arendev*
 Damage: 280 [28 Power]
 80 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
 20 Firing Arc: 360 degrees forward
 Firing Modes: Standard, Pulse

2 Forward Dorsal Disruptor Array 55
 Type: *Valkar*
 Damage: 260 [26 Power]
 26 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
 1 Firing Arc: 360 degrees dorsal
 Firing Modes: Standard, Pulse

12 Forward Ventral Disruptor Array 55
 Type: Type: *Valkar*
 Damage: 260 [26 Power]
 12 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
 12 Firing Arc: 360 degrees ventral
 Firing Modes: Standard, Pulse

6 Aft Dorsal Disruptor Array 55
 Type: Type: *Valkar*
 Damage: 260 [26 Power]
 Number of Emitters: Up to 5 shots per round
 126 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

144 Aft Ventral Disruptor Array 55
 Type: 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

102 Command Hull Ventral Disruptor Array 55
 40 Type: Type: *Valkar*
 Damage: 260 [26 Power]
 20 Number of Emitters: Up to 5 shots per round
 10 Targeting System: Accuracy 3/4/6/9
 10 Range: 10/30,000/100,000/300,000
 Location: Command hull ventral
 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 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; 220 Type G-II singularity

TA/T/TS: Class Gamma [2 Power/round]

Strength: 9
 Bonus: +2

Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard)

Shield Generator: Type R-IV (Protection 1400) [140 Power/round]
 Shield Grid: Type C (50% increase to 2100 Protection)
 Subspace Field Distortion Amplifiers: Class Iota (Threshold 450)
 Recharging System: Class I (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.

28 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.

30 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 Delta Corescus 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 Belisarus 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).

144 (x4)

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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
 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 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, aft

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Location: Ventral of pylons, attached to main hull
Reaction Control System (.025c) [2 Power/round when in use] 8

POWER SYSTEMS

ARTIFICIAL QUANTUM SINGULARITY DRIVE

Type: Type V (generates 530 Power/round) 113
 Location: Main hull, amidships

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

Auxiliary Power: 5 reactors (generate 5 Power/reactor/round) 15

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

EPS: Standard Power flow, +250 Power transfer/round 65

Standard Usable Power: 586

OPERATIONS SYSTEMS

Bridge: Command hull dorsal forward 40

COMPUTERS

Core 1: Command hull [5 Power/round] 16

Core 2: Main hull, starboard [5 Power/round] 16

Core 3: Main hull, port [5 Power/round] 16

Upgrading: Class Beta (+2) [2 Power/computer/round] 12

ODN 24

Navigation Deflector [5 Power/round] 32

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Ventral

Sensor Systems

Long-range Sensors [5 Power/round] 48

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] 24

Strength Package: Class 9 (Strength 9)

Gain Package: Class Beta (+2)

Coverage: Standard

Navigation Sensors [5 Power/round] 22

Strength Package: Class 9 (Strength 9)

Gain Package: Class Beta (+2)

Probes: 140 14

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 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 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

46

11 Type: *Tethpet*

Damage: 220 [22 Power]

4 Number of Shots: Up to 3 shots per round

2 Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

48 Location: Forward of command hull

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

12 **Dorsal Disruptor Array**

42

Type: *Prenak*

Damage: 200 [20 Power]

2 Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

19 Range: 10/30,000/100,000/300,000

Location: Dorsal on main hull

Firing Arc: 360 degrees dorsal

Firing Modes: Standard, Pulse

1 **Ventral Disruptor Array**

42

Type: *Prenak*

Damage: 200 [20 Power]

9 Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

9 Range: 10/30,000/100,000/300,000

Location: Ventral on main hull

Firing Arc: 360 degrees ventral

Firing Modes: Standard, Pulse

6 **Aft Disruptor Array**

42

Type: *Prenak*

Damage: 200 [20 Power]

108 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

108 **Forward Plasma Torpedo Launcher (High-Yield)**

24

Standard Load: Class XIV plasma torpedo (600 Damage; see rules)

Spread: 6

Range: See text

Targeting System: Accuracy 4/5/7/10

70 Power: [20 + 5 per torpedo fired]

Location: Forward

Firing Arc: Forward, but are self-guided

Aft Plasma Torpedo Launcher (High-Yield)

24

Standard Load: Class XIV plasma torpedo (600 Damage; see rules)

Spread: 6

Range: See text

16 Targeting System: Accuracy 4/5/7/10

8 Power: [20 + 5 per torpedo fired]

8 Location: Aft

Firing Arc: Aft, but are self-guided

23 **Torpedoes Carried: 20 Class XIV plasma, 80 Type II photon**

10

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

9

10 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: 4,433,000 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]
 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

REPLICATOR SYSTEMS

Food Replicators [8 Power/round]
 Industrial Replicators
 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: 250,000 cubic meters

Locations: 15 locations throughout ship

Escape Pods

Number: 180
 Capacity: 12 persons per pod

PROPULSION SYSTEMS

WARP PROPULSION SYSTEM

Nacelles: Type 5C2 66
 Speed: 5.0/8.0/9.2 [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] 8

POWER SYSTEMS

ARTIFICIAL QUANTUM SINGULARITY DRIVE

Type: Type VI (generates 600 Power/round) 125
 Location: Main hull
 Engine Core Ejection System: Yes 8

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

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 70

Standard Usable Power: 656

OPERATIONS SYSTEMS

Bridge: Command hull dorsal forward 40

COMPUTERS

Core 1: Command hull [5 Power/round] 16

Core 2: Main hull, starboard [5 Power/round] 16

Core 3: Main hull, port [5 Power/round] 16

Upgrading: Class Beta (+2) [2 Power/computer/round] 12

ODN 24

Navigational Deflector [5 Power/round] 32

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 40

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

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: 120 12

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: -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: 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: 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

54

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

12 **Dorsal Starboard Disruptor Array**

50

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

1 **Dorsal Port Disruptor Array**

50

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

6 **Ventral Starboard Disruptor Array**

50

Type: *Uregal*
Damage: 240 [24 Power]
108 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

108 **Ventral Port Disruptor Array**

50

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

32 **Forward Plasma Torpedo Launcher (High-Yield)**

28

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

18
10
4

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

TA/T/TS: Class Gamma [2 Power/round]

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

28 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.

28 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 Destrinx (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

HULL

Outer 20
 Inner 20

RESISTANCE

Outer Hull: 4 3
 Inner Hull: 4 3

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
 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 5

REPLICATOR SYSTEMS

Food Replicators [5 Power/round] 5
 Industrial Replicators 5
 Type: Network of small replicators [2 Power/round]

Medical Facilities: 3 (+1) [3 Power/round] 15

Recreation Facilities: 4 [8 Power/round] 32

Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 15

Fire Suppression System [1 Power/round when active] 5

Cargo Holds: 420,000 cubic meters 13
 Locations: Five cargo containers (each 150 x 16 x 35 meters)

Escape Pods

Number: 30 3
 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]
 PIS: 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
Reaction 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)
Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) 9
Emergency Power: Type C (generates 35 Power/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)
 High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
 Low Resolution: 12 light-years (1/1.1-3.0/3.1-8.0/8.1-12)
 Strength Package: Class 5 (Strength 5)
 Gain Package: Standard
 Coverage: Standard

Lateral Sensors [5 Power/round] 10

Strength Package: Class 5 (Strength 5)
 Gain Package: Standard
 Coverage: Standard

Navigational Sensors [5 Power/round] 10

Strength Package: Class 5 (Strength 5)
 Gain Package: Standard

Probes: 5 1

Probe Launcher 2

Sensors Skill: 3

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 2, Coordination 1 7
 [1 Power/round in use]

Navigational Computer

Main: Class 1 (+0) [0 Power/round] 0
 Backups: 2 0

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 Upgrading: 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]

SCIENCE SYSTEMS

Rating 1 (+0) [1 Power/round]

Specialized Systems: None
 Laboratories: None

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard)

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.

20

6

1

10

6

26

70

12

5

5

10

29 (x4)

4

5

12

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 Capability

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

Recreation Facilities: 8 [16 Power/round]

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

Fire Suppression System [1 Power/round when active]

Cargo Holds: 5,000 cubic meters

Locations: Six locations throughout ship

Escape Pods

Number: 80
 Capacity: 8 persons per pod

SUs

PROPULSION SYSTEMS

WARP PROPULSION SYSTEM

Nacelles: Type 5E6 **78**
 Speed: 5.0/9.0/9.6 [1 Power/.2 warp speed]
 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 Engine[s]: 2 Class 5A (generate 44 Power/engine/round)

Auxiliary Power: 5 reactors (generate 5 Power/reactor/round) **15**

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

EPS: Standard Power flow, +250 Power transfer/round **45**

Standard Usable Power: 518

OPERATIONS SYSTEMS

Bridge: Command hull (forward) **20**

COMPUTER

Core 1: Forward [5 Power/round] **8**

Upgrading: 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)

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] **20**

Strength Package: Class 7 (Strength 7)

Gain Package: Class Beta (+2)

Coverage: Standard

Navigational Sensors [5 Power/round] **18**

Strength Package: Class 7 (Strength 7)

Gain Package: Class Beta (+2)

Probes: 10 **1**

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 [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

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 [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	
12	Location: Forward on command hull	
	Firing Arc: 360 degrees forward	
2	Firing Modes: Standard, Pulse	
3	Forward Torpedo Launcher	16
	Standard Load: Type G-II singularity torpedo (400 Damage)	
16	Spread: 6	
	Range: 15/350,000/1,500,000/4,050,000	
	Targeting System: Accuracy 4/5/7/10	
4	Power: [20 + 5 per torpedo fired]	
	Location: Forward on command hull	
	Firing Arc: Forward, but are self-guided	
1	Torpedoes Carried: 60	6
	TA/T/TS: Class Beta [1 Power/round]	9
28	Strength: 8	
	Bonus: +1	
	Weapons Skill: 5	
	Shields (Forward, Aft, Port, Starboard)	42 (x4)
	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)	
9	Recharging System: Class 1 (45 seconds)	
	Backup Shield Generators: 4 (1 per shield)	4
9	Auto-Destruct System	4

AUXILIARY SPACECRAFT SYSTEMS

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

Standard Complement: 4 shuttlecraft

15 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.
- 14 Senatorial Transports are built, maintained, and operated solely by senators and other persons with enough wealth and power to afford them. The owners usually go to great lengths to keep the existence and/or capabilities of their transports secret from the Star Navy and the Tal Shiar. (The Tal Shiar uses a similar vessel for many of its own missions.)
- 31 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*.

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**PART THREE
ALLIED
AND
THREAT
VESSELS**

TAURHAI STAR DRAGON

Class and Type: *Star Dragon*-Class Ship
Commissioning Date: Mid 24th century

SYSTEM

HULL SYSTEMS

Size: 12
 Length: 1,500.00 meters
 Beam: 250.00 meters
 Height: 250.00 meters
 Decks: 55
 Mass: 8,450,000 metric tonnes
 SUs Available: 4,500
 SUs Used: 4,495

HULL

Outer 48
 Inner 48

RESISTANCE

Outer Hull: 10
 Inner Hull: 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
 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: 800 40
 Basic: 1,300 130
 Expanded: 200 40
 Luxury: 40 40
 Unusual: 15 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
 Type: Two networks of small replicators [2 Power/round]
 Type: 4 large units [2 Power/replicator/round]

Medical Facilities: 9 (+2) [9 Power/round]

EMH: Mark III [5 Power/round when active] 18

Recreation Facilities: 8 [16 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: 25 locations throughout ship

Escape Pods

Number: 260 15
 Capacity: 12 persons per pod

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

IMPULSE ENGINE

Type: Class 6 (.75c/.9c) [7/9 Power/round] 30
Location: Aft of Segment 24

Reaction Control System (.025c) [2 Power/round when in use] 12

POWER SYSTEMS

MATTER/ANTIMATTER POWER GENERATION SYSTEM I

Type: Class 9/0 (generates 450 Power/round) 100
Location: Aft section of command hull

MATTER/ANTIMATTER POWER GENERATION SYSTEM II

Type: Class 9/0 (generates 450 Power/round) 100
Location: Segment 17

Impulse Engine[s]: 2 Class 6 (generate 48 Power/engine/round)

Auxiliary Power: 5 reactors (generate 5 Power/reactor/round) 15

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

Accuracy: 5/6/8/11

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)

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] 24

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: 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]

22 SCIENCE SYSTEMS

Rating 3 (+2) [3 Power/round]

Specialized Systems: 3

4 Laboratories: 46

27

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TACTICAL SYSTEMS

Forward Heavy Graviton Beam

60

12 Type: *Rhu'shai*

Damage: 280 [28 Power]

2 Number of Emitters: Up to 5 shots per round

3 Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward of command hull

48 Firing Arc: 360 degrees forward

Firing Modes: Standard, Continuous, Pulse, Wide-Beam

12 **Dorsal Heavy Graviton Beams (x3)**

180

Type: *Rhu'shai*

Damage: 280 [28 Power]

3 Number of Emitters: Up to 5 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

19 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)

180

1 Type: *Rhu'shai*

1 Damage: 280 [28 Power]

Number of Emitters: Up to 5 shots per round

12 Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Ventral of Segments 4, 12, and 20

12 Firing Arc: 360 degrees ventral

Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Starboard Heavy Graviton Beams (x3)

180

12 Type: *Rhu'shai*

Damage: 280 [28 Power]

Number of Emitters: Up to 5 shots per round

125 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)

180

12 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

16

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

Segment Torpedo Launchers (x4)

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: 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 shuttlepods, 20 shuttlecraft
 Location(s): Ventral of Segments 15, 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

64 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.

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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.

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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.

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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

Size: 6
 Length: 325.00 meters
 Beam: 75.00 meters
 Height: 75.00 meters
 Decks: 15
 Mass: 1,270,000 metric tonnes
 SUs Available: 2,300
 SUs Used: 2,083

HULL

Outer 24
 Inner 24

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
 Backup: Class 5 (Protection 40) [1 Power/10 Protection/round] 15

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 472/310/6,750

CREW QUARTERS

Spartan: 160
 Basic: 350
 Expanded: 90
 Luxury: 20
 Unusual: 2

ENVIRONMENTAL SYSTEMS

Basic Life Support [11 Power/round] 24
 Reserve Life Support [6 Power/round] 12
 Emergency Life Support (36 emergency shelters)
 Gravity [3 Power/round] 12
 Consumables: 6 years' worth

REPLICATOR SYSTEMS

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

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] 6

Cargo Holds: 80,000 cubic meters 3

Locations: Ten locations throughout ship

Escape Pods

Number: 140
 Capacity: 8 persons per pod 8

PROPULSION SYSTEMS

GRAVITY INDUCTION DRIVE

Type: Class I [150 Power/use] 200
 Speed: .5 light-years maximum per jump (6 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
 Reaction Control System (.025c) [2 Power/round when in use] 6

POWER SYSTEMS

MATTER/ANTIMATTER POWER GENERATION SYSTEM

Type: Class 8/N (generates 440 Power/round) 94
 Location: Aft section of command hull
 Impulse Engine[s]: 1 Class 6 (generates 48 Power/engine/round)
 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: 488

OPERATIONS SYSTEMS

Bridge: Command hull 30
 Auxiliary Control Room: Segment 3 18
 Separation System: 5 detachable segments (command hull and each 2 segments) [5 Power per segment detached] 30

COMPUTERS

Core 1: Command hull [5 Power/round] 12
 Core 2: Segment 5 [5 Power/round] 12
 Upgrading: Class Beta (+2) [2 Power/computer/round] 8
 ODN 18
 Gravimetric Deflector [5 Power/round] 24
 Range: 10/20,000/50,000/150,000
 Accuracy: 5/6/8/11
 Location: Ventral of command hull, to port and starboard

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 40
 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
 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: 60 6
 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: 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 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

TRANSPORTERS

Type: Personnel [10 Power/use]

Pads: 8
Emitter/Receiver Array: Personnel Type 12 (5,000,000 km range)
Energizing/Transition Coils: Class 1 (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 1 (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 1 (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

60

11 Type: *Rhu'shai*
Damage: 280 [28 Power]
2 Number of Emitters: Up to 5 shots per round
2 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
36 Location: Forward of command hull
Firing Arc: 360 degrees forward
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

9 Dorsal Heavy Graviton Beam

60

Type: *Rhu'shai*
Damage: 280 [28 Power]
2 Number of Emitters: Up to 5 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
19 Location: Dorsal of Segment 2
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

1 Ventral Heavy Graviton Beam

60

1 Type: *Rhu'shai*
Damage: 280 [28 Power]
12 Number of Emitters: Up to 5 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
12 Location: Ventral of Segment 3
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

3 Starboard Heavy Graviton Beam

60

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
75 Location: Starboard of Segment 5
Firing Arc: 360 degrees starboard
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

63 Port Heavy Graviton Beam

60

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
63 Location: Port of Segment 6
Firing Arc: 360 degrees port
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Forward Torpedo Launcher

16

Standard Load: Type II quantum torpedo (400 Damage)
Spread: 8
Range: 15/350,000/1,500,000/4,050,000
16 Targeting System: Accuracy 4/5/7/10
6 Power: [20 + 5 per torpedo fired]
6 Location: Forward of command hull
Firing Arc: Forward, but are self-guided

16 Aft Torpedo Launcher

16

10 Standard Load: Type II quantum torpedo (400 Damage)
6 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 Segment 8	
Firing Arc: Aft, but are self-guided	
Torpedoes Carried: 100	10
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)	8
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.

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

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]
 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/replicator/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 61
 Speed: 5.0/7.0/9.2 [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 of secondary hulls

IMPULSE ENGINE

Type: Class 5 (.7c/.9c) [7/9 Power/round] 25
 Location: Aft of secondary hulls

Reaction Control System (.025c) [2 Power/round when in use] 7

POWER SYSTEMS

WARP ENGINE

28 **Type:** Class 10/P (generates 525 Power/round) 113
 Location: Command hull, aft amidships

9 **Impulse Engine[s]:** 2 Class 5 (generate 40 Power/engine/round)

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

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

EPS: Standard Power flow, +200 Power transfer/round 55

Standard Usable Power: 605

OPERATIONS SYSTEMS

Bridge: Command hull 35

Auxiliary Control Room: Starboard secondary hull 21

Auxiliary Control Room: Port secondary hull 21

COMPUTERS

52 **Core 1:** Command hull [5 Power/round] 14

16 **Core 2:** Starboard secondary hull [5 Power/round] 14

25 **Core 3:** Port secondary hull [5 Power/round] 14

5 **Uprating:** Class Alpha (+1) [1 Power/computer/round] 6

ODN 21

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

14 **Range:** 10/20,000/50,000/150,000

14 **Accuracy:** 5/6/8/11

7 **Location:** Ventral of command hull

SENSOR SYSTEMS

14 **Long-range Sensors** [5 Power/round] 39

7 **Range Package:** Type 6 (Accuracy 3/4/7/10)

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

21 **Lateral Sensors** [5 Power/round] 15

7 **Strength Package:** Class 6 (Strength 6)

1 **Gain Package:** Class Alpha (+1)

Coverage: Standard

9 **Navigational Sensors** [5 Power/round] 14

Strength Package: Class 6 (Strength 6)

Gain Package: Class Alpha (+1)

Probes: 40
Sensors Skill: 4

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

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: Yes [2 Power/round]

TRACTOR BEAMS
Emitter: Class Delta [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Ventral of command hull

Emitter: Class Delta [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Dorsal of command hull

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, one in each secondary 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, one in each secondary 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: Two in each secondary hull

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: 17

4 TACTICAL SYSTEMS

Starboard Forward Disruptor Array 42
 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 42
 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) 84
 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) 84
 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) 84
 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) 84
 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

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-

42 tact. Due to the large size and ferocity of the M'rok fleet, the Romulans decided that it would be best not to become involved in a war with them during a period when they had the Federation and the Taurhai to contend with. Accordingly, peaceful relations continued, culminating in a formal alliance between the two governments in 2366. Since then M'rok ships have bolstered Romulan forces in several conflicts with the Taurhai, though the alliance is mostly an economic one.

16 The *Wa'h'kr'aa'ta*-class Cruiser consists of two roughly half-oval-shaped secondary hulls joined by a crescent-shaped command hull (with the “horns” pointing aft) two-thirds to aft. A large bridge module attaches to the command hull at the midpoint between the secondary hulls. Weapons line the edges and surfaces of all three sections of the ship, for the M'rok defend themselves and their territory vigorously.

16 The *Wa'h'kr'aa'ta* uses a typical matter/antimatter propulsion system to achieve superluminal velocities, though the M'rok have retained the horizontal configuration generally abandoned by the Romulans, Federation, and most other comparative species. The warp core feeds power out to two nacelles, one attached directly to the outer dorsal surface of each secondary hull.

NOTEWORTHY VESSELS/SERVICE RECORDS/ENCOUNTERS: *Wa'h'kr'aa'ta*, prototype; *Treh'ku'ta*, made first contact with the Romulans (2364); *Ukara'ta'mua*, destroyed two Taurhai Firedrakes at the Battle of the Blue Spiral Nebula before suffering a catastrophic warp core explosion due to damage sustained in combat (2371).

20

9

62 (x4)

8

7

40

10

TABLE 3.030A M'ROK

M'ROK TEMPLATE

ATTRIBUTES

Fitness 2 [5]

Vitality +1

Coordination 3 [6]

Reaction +1

Intellect 2 [5]

Perception +1

Presence 2 [5]

Empathy -1

Psi 0 [5]

SKILLS

Athletics (Climbing) 2 (3)

Culture (M'rok) 2 (3)

History (M'rok) 1 (2)

Language

M'rok 2

Primitive Weaponry (Ta'tak) 1 (2)

World Knowledge (M'rokta'ra) 1 (2)

TYPICAL ADVANTAGE

Night Vision +2

Peripheral Vision +1

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.

OTHAN UNASHA CLASS

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
 Inner

RESISTANCE

Outer Hull: 6
 Inner Hull: 6

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]

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 Holds: 5,000 cubic meters

Locations: Five locations throughout ship

Escape Pods

Number: 50
 Capacity: 4 persons per pod

SUs

PROPULSION SYSTEMS

Warp Propulsion System

Nacelles: Type 5 50
 Speed: 5.0/6.0/7.0 [1 Power/.2 warp speed]
 PIS: Type E (8 hours of Maximum warp) 10

IMPULSE ENGINE

Type: Class 3 (.5c/.7c) [5/7 Power/round] 15
 Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] 5

POWER SYSTEMS

WARP ENGINE

Type: Class 6/K (generates 320 Power/round) 72
 Location: Main hull amidships
Impulse Engine[s]: 1 Class 3 (generates 24 Power/engine/round)
Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) 6
Emergency Power: Type C (generates 35 Power/round) 35
EPS: Standard Power flow, +100 Power transfer/round 35

Standard Usable Power: 344

OPERATIONS SYSTEMS

Bridge: Command hull 25

COMPUTER

Core 1: Main hull [5 Power/round] 10
 ODN 15
Navigation Deflector [5 Power/round] 20
 Range: 10/20,000/50,000/150,000
 Accuracy: 5/6/8/11
 Location: Forward ventral of main hull

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 18
 Range Package: Type 2 (Accuracy 3/4/7/10)
 High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
 Low Resolution: 12 light-years (1/1.1-3.0/3.1-8.0/8.1-12)
 Strength Package: Class 5 (Strength 5)
 Gain Package: Standard
 Coverage: Standard

Lateral Sensors [5 Power/round] 10
 Strength Package: Class 5 (Strength 5)
 Gain Package: Standard
 Coverage: Standard

Navigation Sensors [5 Power/round] 10
 Strength Package: Class 5 (Strength 5)
 Gain Package: Standard

Probes: 25 3
Sensors Skill: 3

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 2, Coordination 1
 [1 Power/round in use] 7

Navigation Computer

Main: Class 1 (+0) [0 Power/round] 0
 Backups: Two 0

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 Upgrading: 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

Location: Ventral on main hull
 Firing Arc: 360 degrees ventral
 Firing Modes: Standard, Pulse

Aft Disruptor Array

9 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

12 Location: Aft
 Firing Arc: 360 degrees aft
 Firing Modes: Standard, Pulse

Forward Torpedo Launcher

1 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

15 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]

10 Strength: 7
 Bonus: +0

Weapons Skill: 3

Shields (Forward, Aft, Port, Starboard)

38 (x4) Shield Generator: Class 3 (Protection 480) [48 Power/shield/round]
 Shield Grid: Type B (33% increase to 640 Protection)
 Subspace Field Distortion Amplifiers: Class Delta (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

93 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.

