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STARFLEET MARINE
CORPS



XENOSTUDIES
ROMULAN

Revision 2007

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STARFLEET MARINE CORPS

Xenostudies Romulan Manual

2007 Edition



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Part 1 - Introduction

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Reference works used in creation of this manual;

Information & images found in this manual has been compiled from many sources on the Internet.

1. "Rihannsu Encyclopedia." 2006. Thompson, Carol. 11 Sept. 2006
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Anonymous. 11 Sept. 2006.
<<http://home.teleport.com/~vli/lifesci.htm>>.

Pronoun Disclaimer

In this manual, "he", "him", and "his" are used following the standard English-language grammatical convention to use these forms for gender-nonspecific pronouns. No sexist bias is intended. The convention is used merely for ease of writing and reading. There have been and hopefully always will be plenty of female members in the SFMC, and no slight to them is intended.

Acknowledgments

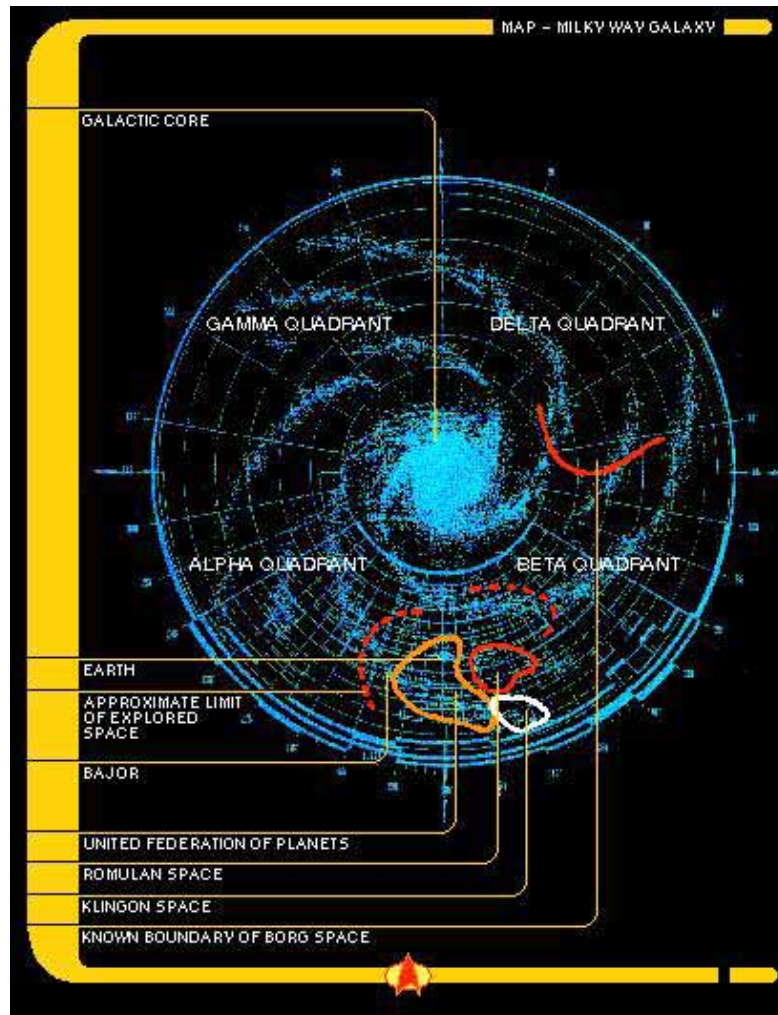
This manual would not have been possible without the help of the countless people who have worked on the source material, this and previous manuals.

Reporting Authority

The governing authority for Xenostudies Branch information is the Commanding Officer, Training Command (COTRACOM). Send questions, comments, or suggestions concerning Support to: tracom@sfi.org

Part 2 – The Romulan Star Empire

Galaxy Map



On this Federation galaxy map you can see where the Romulan Empire is situated. In the heart of the Romulan Star Empire are the two planets Ch'Rihan (Romulus) and Ch'Havran (Remus). The political center of the Romulan Star Empire is the star system 128 Trianguli. The sun (Eisn) is a dwarf type K star, surrounded by six planets. The third planet is ch'Rihan. Ch'Havran orbits ch'Rihan much the same as Luna orbits Terra in a double-planet configuration. *(Note that later canon sources place this planet in the 4th orbit about the sun.)*

Ch'Rihan



Above: The Capital City of Ch'Rihan, Ra'tleihfi at dawn

Ch'Rihan (called Romulus by the Federation) was the first world settled by those who left Vulcan a thousand years ago. When they first arrived, they were surprised that their future home was so unlike Vulcan. In comparison it was a paradise, and it took the Romulan people time to adjust biologically and psychologically to their new environment. Their culture had to change to include water-dependent activities, such as agriculture, and leisure sports such as fishing and sailing.

Ch'Rihan is a beautiful "M" Class planet of forests, lakes, and waterfalls. Aside from several large cities on the planet, ch'Rihan is largely forest and protected wilderness. Several areas on the planet's surface are very mountainous. The Apex Sea is a very beautiful ocean on ch'Rihan.

Ch'Rihan is where the main capital Ra'tleihfi is situated. Most of the government offices and agencies are on ch'Rihan. The Romulan Senate is located on ch'Rihan as well, as is the Praetor's office. Headquarters for both the Romulan Military and the Tal Shiar are located on ch'Rihan. Orbital facilities include communication satellites, defense satellites, a manufacturing facility, and a vast power station which contains a network of singularities which it taps for power and beams down to the planet's cities and homes.

A planetary map of Ch'Rihan may be seen at <http://www.pfrpg.org/RH/chrihanmap.htm>

Ch'Havran

Ch'Havran, (called Remus by the Federation) is smaller, drier, and cooler than ch'Rihan. Aside from a forested northern continent, and a narrow tropical band around the equator, most of ch'Havran is plains and desert. Three major tectonic fault lines traverse the planet, contributing to recurring earthquakes and volcanic eruptions. Weather in the sub-tropics and tropics tend to be stormy with frequent hurricanes.

Colonized by settlers some hundred years after ch'Rihan was settled, Ch'Havran is the military-industrial center of the Empire. The atmosphere of the planet is still heavy with industrial pollutants left over from the days before industrial replicators and environmental controls. Several orbital factories are visible from the planet's surface: ore processing, massive shipyards, and research laboratories. Rumor has it that the Tal Shiar have a cloaked orbital station somewhere above the planet.

Recent intelligence has established that ch'Havran is home to the indigenous Remans who work the mines and the factories. Remans also make ferocious warriors and male Remans are employed as front-line fighters. The indigenous people were unknown for so long because they live only on the dark side of the planet or underground.

(Note that the movie "Nemesis" describes Remus as a planet with one side always facing the sun (tidally locked))

A planetary map of Ch'Havran may be seen at <http://www.pfrpg.org/RH/chhavran.htm>

Colony Worlds

Aside from ch'Rihan and ch'Havran, the Romulan Star Empire also includes some 100 other star systems that have willingly or unwillingly joined the Romulan Star Empire. These worlds are inhabited by Romulan colonists and/or indigenous cultures. There are approximately five-hundred billion sentients living in the Empire and fifty billion sentients living in the far-flung colonies.

Colony Worlds are useful not only for their resources but also for their possible strategic location as military outposts and for colonization of the Romulan people.

Examples of Colony Worlds are:

Barradis III, Calder II, Dessica II, Draken IV, Galornden Core, Yadalla Prime (ST. Encyclopedia)

Agurthan Outpost, Gaius, Hasdrubal, Hellaro Corva II, Justarus, Paxar IV, Pollar, Quatel, Subera Penal Colony, Sudeka III, Tareus Shipyards, Tegedaar, and Tigelis VII (Way Of D'era sourcebook).

Part 3 - The Romulan People

Physiology

Romulans are generally shorter and stockier than their Vulcan counterparts, coming closer to the Human standard of just under 6 feet tall. Romulans look like Vulcans but they have a V-shaped brow ridge. Males have softer facial features than Vulcans. The height of Romulan males ranges between 5'7" to 6'3" and their weight is between 145 to 250 pounds. The males have strength two to three times stronger than that of the average non-Romulan humanoids.

The height of Romulan females range from 5'6" to 5'9" and weigh between 126 to 165 pounds. There are a few exceptions as in any race, however Romulan females are, like the males, generally of greater strength than those of other races. Romulan blood is different from Terrans as Romulans have green blood based on copper instead of red based on iron.

Romulan physiology is not completely identical of Vulcans. Because of two millennia of separation from their Vulcan ancestors Romulan people have developed in a different way. Vulcans have more pointed ears than Romulans and have slightly darker skins than Romulans. This is because Vulcan is a dryer and hotter planet than Ch'Rihan and Ch'Havran. The color of Romulan hair and eyes is either black or brown not like other humanoid races where hair and eye color varies in different colors. Romulans like Vulcans live much longer than Terrans. The maximum Romulan lifespan that can ever be expected is approximately 250 standard years, with more typical figures ranging from 200 to 230 or so. Generally, the last 10 to 25 of those years are spent in a weakened state, as is common with most races.

The Romulans are the descendants of Vulcan emigrants, so for all intents and purposes, a description of Vulcan physiology will fit the Romulan as well. The following descriptions are adapted from the following Vulcan website:
<http://www.teleport.com/~vli/lifesci.htm>

Vulcanoid Senses

Sight: Each eye is protected by a clear inner eyelid or nictitating membrane that helps filter out harmful radiation, heat and dust. The third eyelid is vestigial in Romulans. Vulcan vision is less acute in bright light, while their night vision is more acute. This is thought to be due to the fact that the Vulcans descended from nocturnal predatory "cat-apes". As in most very hot and arid climates, most life on Vulcan was and is nocturnal, sheltering from the blistering heat during the day and only coming out during cooler temperatures at night. Because of their eyes, Vulcanoid living accommodations or vessels are much more dimly lit than those of most other species. Most Vulcanoids find the lighting of standard Star Fleet vessels on the bright side, although they find the lighting of Romulan or Klingon vessels comfortable. It has recently been discovered that many Vulcanoids serving on mixed Star Fleet vessels wear a type of tinted, polarizing contact lens to enable them to work without unnecessary and unhealthy eyestrain.

Hearing: The ears of most vulcanoids are very distinctive in that the top of the external ear structure tapers into a clearly defined point. There appears to be a clear sexual dimorphism in ear shape, with males tending to have bigger ears with more prominent points. Romulan eartips are more blunt than their Vulcan ancestors. The hearing of most vulcanoids is very acute under most conditions. While their low frequency hearing range is nearly identical to humans, their high

frequency hearing range is significantly higher. This is to be expected in beings descended from predatory, nocturnal creatures living in a thin atmosphere.

Smell: The size and shape of the nose of Vulcanoids conform to the normal range of most humanoid/vulcanoid species. Because of their evolution in a hot, arid environment, though, the nose of the Vulcans has become highly adapted to filtering dust and sand from the air during inhalation, and minimizing moisture loss during exhalation. Because the sinus spaces of the Vulcanoids contain moisture-reclaiming cells in place of what would be a large number of olfactory cells in other beings, the sense of smell of Vulcanoids is not nearly as acute as that of most other humanoid species. *(Note, that "Enterprise" contradicted this fact by claiming T'Pol was highly sensitive to odors.)*

Taste: The size and shape of the tongue of Vulcanoids conforms to the normal range of most humanoid/vulcanoid species. Unfortunately, due to the fact that taste is related to the sense of smell, Vulcanoids have a well-known lack of taste sensation. Vulcanoids are especially weak in tasting sweet things, although their sense of taste for salty and bitter things is relatively good. In order to enjoy the taste of things, Vulcanoids have historically tended to highly spice or season their foods. Some traditional Vulcan dishes are nearly impossible to eat by other humanoids. *(Note that Tuvok preferred his food bland. So we can assume that individuals have varying tastes.)*

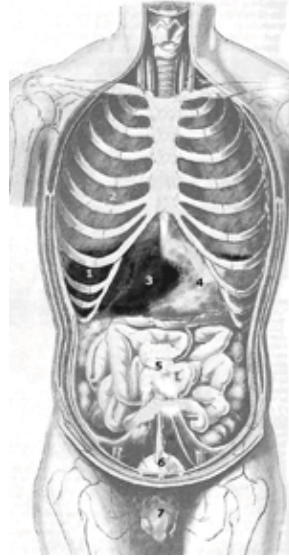
Touch: Vulcanoids have a very acute sense of touch in all its forms, especially heat, pressure and texture. Vulcans are tactile beings by nature but must, by necessity, limit their contact with living beings because of their innate telepathic abilities. Romulans, however, having lost most of their telepathic abilities, do not find touching other living beings repulsive.

Body Organs & Systems

Skin: The epidermis of Vulcanoids, unlike that of many other humanoids, is a twin-featured moisture-proof barrier to prevent dehydration. Vulcans lack sweat glands as an evolutionary development to conserve moisture in an extremely hot, arid climate. Excess heat is drawn away by the blood to be exhaled or stored and radiated from the skin when external temperatures are lower. This is why Vulcans have a very warm breath and their skin is almost hot to the touch under most conditions. Another difference in the skin of Vulcans is the fact that, even though the skin does not give off moisture, it can directly absorb moisture from the surroundings if there is any. In prehistoric times, Vulcans would stand in rare fog or rainfalls nude to maximize absorption of precious water that the body then stored. This technique is taught to the present day as a survival tool. *(ed. note: From the description of the structure of the skin, it is assumed that Vulcanoids have little or no body hair other than that on the scalp.)*

Brain: externally, it is difficult to tell the Vulcanoid brain from that of most sentient humanoid/vulcanoid species, except by color -- the human brain is greyish with a pink tinge, whereas the Vulcan brain is greyish with a green tinge. A normal Vulcanoid brain is about 1600 cc in size, practically identical to that of humans. The olfactory center of the Vulcanoid brain is smaller due to function (see the "Nose" section above), while the Vulcan mid-brain is somewhat larger and more convoluted than that of a human, explaining the telepathic powers all Vulcans possess to one degree or another. The midbrain in a Romulan tends to be smaller and less convoluted. This means that the majority of Romulans are not telepathic. However, very rarely, a Romulan is born with a fully-developed midbrain and tends to be telepathic.

Heart: The Vulcanoid heart is located approximately where one would expect to find the liver in most humanoids. It is believed that the Vulcanoid heart was displaced to allow additional space for the lungs which, by necessity, are somewhat larger in order to extract sufficient oxygen from a thin atmosphere. In order to protect the heart region, cartilaginous ribs extend lower on the torso of a Vulcanoid. Another consequence of the position of the heart and lower ribs is that the fetus is carried quite low in Vulcanoid women, often causing discomfort for most of the pregnancy. The adult Vulcanoid heart rate is approximately 240 beats per minute and normal blood pressure is 80/40, both far from the norm of most humanoids.



Liver: The Vulcanoid liver is much smaller than that of most humanoids because many of the functions it has in other humanoids is done elsewhere in the Vulcanoid body. For example, the kidneys not only filter fluids, they filter out and store certain substances. Other parts of the digestive and circulatory systems also have additional functions.

Kidneys & Bladder: In some ways the kidneys of the Vulcanoid are more important than any other organ, since they manage the body's water retention system. In pre-technical times, kidney disease was the number one medical condition that caused a premature death, whereas cancers or heart disease were the cause in most other humanoids. The Vulcanoid urinary system passes slightly less than half of all water taken into the body, while the rest is recycled. This is an adaptation to life on a very dry, arid planet where water is rarely found in its natural state. The urine of Vulcanoids is relatively thick and viscous, actually more like an oil than a watery liquid. The Vulcanoid bladder can hold urine for a number of days, unlike the bladders of most humanoids which have to be drained at least once a day and usually more often. The lining of the bladder also plays a small part in retrieving some water before the urine is finally eliminated.

Stomach & Digestion: As with all known true humanoid/vulcanoid beings, digestion begins in the mouth with the chewing of food and its mixture with saliva. As part of their evolutionary development to conserve moisture, Vulcanoids do not salivate from emotional or external sensual cues. Food has to actually be in the mouth being chewed before saliva will be released. After swallowing, the food bolus travels down the esophagus to the stomach with peristaltic contractions. The esophagus is separated from the stomach by the esophageal valve ("cardiac sphincter" in humans). The Vulcanoid "stomach" is actually two joined chambers -- the first section is a spherical muscular object and the second section is a flattened oval object. The two sections are separated by the first pyloric valve. In the first stomach, the undigested food is mixed with acids and enzymes, then subjected to vigorous muscular contraction until it is broken down into a mash. After formation of this mash, the first pyloric valve opens and the contents enter the second stomach. The first valve closes, as well as a second pyloric valve at the posterior end, if not already closed. The second stomach is where the mash from the first stomach is subjected to more intense acids, bile and enzymes, quickly reducing the contents to their basic components. After digestion is complete, the second pyloric valve

opens and the soupy mixture enters the intestine where absorption of nutrients and water takes place.

Because civilized Vulcans have been vegetarians for many centuries, most Vulcans are unable to digest meat products of any kind should a survival situation require it. Most Vulcan first aid or survival kits contain packets of oral enzyme supplements for use in such emergencies. Replicated meat substitutes, based on plant proteins, do not require such supplements. Romulans have evolved over the last millennium to be able to digest natural meats.

Intestine & Excretion: The intestine of the Vulcans plays the same role as it does in all lifeforms with one, absorbing nutrients and water, and packaging wastes for excretion. The intestine of Vulcans is very simple compared to those of most humanoid species. Instead of a complicated system of duodenum, jejunum, ileum, and large intestine, the Vulcans only have a continuous coil of intestine that is a blend of features from the small and large intestines of other humanoids. The Vulcans do not possess an appendix. As with all Vulcan body systems, the intestine of the Vulcan body is very efficient, and the feces that are eliminated is a fairly dry, compact mass. Diarrhea, although very rare, will kill a Vulcan much quicker than most humanoids, unless copious amounts of water are ingested immediately to replace what is lost. According to the Vulcans, constipation and hemorrhoids are unknown to them. Federation medical experts are dubious of this claim, despite never encountering either condition in a Vulcan!

Reproductive Systems: As with the vast majority of known humanoid/vulcanoid beings, the Vulcans are differentiated into male and female genders. In response to extreme environmental conditions, where mortality is high, all native Vulcan animal life, including the Vulcans themselves, can breed at any time during the year. The Vulcan female is always fertile. The Vulcan male can mate at any time, but must mate every 7 years during pon farr or he will die due to chemical imbalances occurring at this time.. Vulcans will not readily discuss this subject with non-Vulcans, but Federation doctors and biologists have noted this 7-year cycle in all Vulcan animal life to one extent or another. It is now believed that all Vulcan life was synchronized in this 7-year cycle at some point in the very distant past. Astronomers have noted a 7-year cycle of solar activity in the Vulcan star system and it is believed that animal life on Vulcan evolved to breed without fail during this time of especially low solar activity when radiation levels of all kinds were at their lowest. Over the 2000 years since the Romulan split from the Vulcans, the circadian rhythm of ch'Rihan and ch'Havran has changed this 7-year cycle in the Romulans. Romulan males no longer endure Ponn Farr.

The Vulcanoid male reproductive organs parallel those of most other known humanoid/vulcanoid beings. The Vulcanoid penis is an erectile structure without external sheath or foreskin, therefore Vulcans have no need for circumcision. As part of the Vulcanoid evolutionary process, the male organ is almost fully retracted into the body when not in use as a protective measure. Vulcanoids also have two testes in a scrotal structure that is close to the body, not pendulous, and a prostate that produces and stores seminal fluid. Once ejaculated, the sperm of Vulcanoids is viable for a maximum of about 30 hours before losing mobility. It is believed that Vulcanoid males remain fertile during their entire adult life.

The Vulcanoid female reproductive organs also closely parallel those of other known humanoid/vulcanoid beings. They are comprised of a vagina, uterus and ovaries. There are no lengthy uterine or Fallopian tubes in women; the ovaries are directly connected to the uterine body by short ducts. As part of the evolutionary process to

conserve body water, Vulcanoid women do not menstruate. Ovulation occurs each month from alternate ovaries. The ovum enters the uterus usually in less than a day, where it remains awaiting fertilization. If no fertilization takes place within 10-14 days, the ovum deteriorates and its substance is absorbed into the uterine lining. Should fertilization occur, the blastocyst will implant itself in the uterine wall and hormones will activate formation of a placenta. Growth and development of a fetus will occur within the uterus with delivery being made through the vagina. The need for Caesarian types of deliveries, although rare, is not unknown to Vulcanoids.

Twinning is very rare in Vulcanoids, probably as a consequence of evolving on a planet where scarce resources would favor only survival of one infant at a time. Fraternal twins are exceedingly rare, whereas identical twins are the norm. Multiple births beyond three are unheard of. The idea of giving birth to multiple children is considered repugnant to most Vulcans and may be innate. It is unknown how long Vulcanoid females remain fertile, although it is believed that it lasts well into maturity. Vulcanoid women on Vulcan rarely have more than two children in a lifetime, unless they need to replace a child that died, but Vulcanoids on colony worlds are known to have as many as five children. Because of the low survival rate of Romulan children, Romulan females are encouraged to have as many children as their families or Houses can support.

Cultural Philosophy

Cautious at best and extremely xenophobic at worst, the Romulan people have a right to paranoia born of their violent history. The experience with the Orion pirates of Etosha on ancient Vulcan and during the journey, the Iruhe, burned a lesson into their minds forever: never trust an alien. It is their belief that all other races are inferior and wastes of material and space, unworthy of either respect or mercy.

Even Romulans who are not of pure blood are shunned and treated much as aliens, generally shown neither respect nor mercy. This attitude was demonstrated in the Romulan's Treaty of Algeron with the Federation, which was negotiated completely via subspace radio, and through the countless confrontations with the Klingons and Federation.

Mnhei'sahe

At the center of the Romulan code of behavior is the importance of "mnhei'sahe." It is an abstract measurement of a Romulan's personal honor and is often used as a status symbol in his culture. Mnhei'sahe, which translates loosely to "the ruling passion," centers around a strong respect and appreciation of honor, duty, courtesy and strength. In all interactions between Romulans, it is imperative that all parties leave afterward feeling that their honor and "face," is intact. If not, it is paramount to denying mnhei'sahe to the offended party. If the offending party feels he can apologize without himself losing face, he does so. Wars, executions and deaths of entire households can be required to satisfy mnhei'sahe. If mnhei'sahe is always intact within the Empire, the Romulans believe that they can never lose.

If the disgraced party is beyond redemption, those present may simply execute him or recommend he commit ritual suicide by sending him swords in order prevent further disgrace and loss of mnhei'sahe. Above all, mnhei'sahe is sensitive to the context of the situation and is a rather interpretive concept. It is not a specific codified set of rules, but an unspoken understanding which guides the actions of all Romulans throughout life. Romulans honor their word when it is given to another

Romulan. To break with one's word means dishonor and a loss of *mnhei'sahe*, a fate worse than death. Politeness, respect, and quiet dignity are always required if *mnhei'sahe* is to be satisfied.

Romulans honor power as much as they honor loyalty. The goal of each Romulan is power, if not for one's self or House, then always for the Empire. Romulans are always loyal to the Empire itself, not to any one person. For the Romulans, power can not be defined in the standard Terran terms, but is the power of *mnhei'sahe*, and it defines the structure within Romulan society and the daily decisions each Romulan makes.

Religious Beliefs

What do Romulans believe? The answers are as varied as the people themselves. There is no one Romulan religion or philosophy. However, there are a few generalities.

Religion is a highly personal matter. There are few organized or public religions and there has never been a state-sponsored religion, simply because it would not occur to most Romulans. Having the government dictate one's religion would be like having the government sanction one's favorite color. What would be the point?

In contrast to this lack of organized religion, religious practices permeate Romulan daily life. Traditional ceremonies and governmental and military events typically involve dedications or vows to some deity, power, or potentiality. Starting at an early age, children learn several different faiths, not in the name of cultural diversity, but simply as something every Romulan should know.

The Four Elements

Air, Water, Fire and Earth. This is the Quatrad that many Romulans identify themselves with. The Identification can be from the physical to the metaphysical. Water can be compared to wine, one of its physical forms, but it can also be compared to qualities of calm reason, of birth, or of death.

Some symbols and meanings of the Elements:

Water: the color blue, Wine, Blood, any drink, flowing water, birth, death, tears, purity, eternity

Air: the color yellow, Name Flag, any flying bird, starship, wind, weather, the mind, freedom, unpredictability

Fire: the color red, Star, nova, plasma fire, light, lightning, explosion, volcano, singularity, the soul, passion, strength

Earth: the color green, grass, soil, stone, tree, mountain, valley, building, the physical body, the family, endurance, renewal

A Sentient Universe

Many Romulans consider the Universe itself to have borderline sentience, much as a favored pet. It craves attention, and responds to such (or the lack of it) with affection (or annoyance). They further believe that the existence of a 'thing' gives it the right of nobility -- to be honored and appreciated; to be named, and hence to be able to respond to that name. The Romulan language is therefore rich with phrases which acknowledge the sentience of the Universe such as: "Oh Elements, avert it!", "What in the Element's name?", "Elements be thanked!", "Oh Fire & Air &

Earth!", "Powers and Elements!", "Elements granting" and so forth.

Origins of Romulan Beliefs

When the Travelers (the future Romulans) left Vulcan, they were determined to make a fresh start. They knew that if they took all their culture with them, their new world would simply be a second Vulcan, their ending no better than their beginning. So they chose carefully what knowledge, beliefs, and ideas to keep, and swore to forget the rest, letting their children grow up free of Vulcan's self-destructive taint. Among the things left behind were nearly of all the planet's six hundred religions. They were not, of course, forgotten completely, and the influence of many Vulcan beliefs can still be found in present-day Romulans. But by and large, this symbolic book-burning succeeded. Old habits were not easy to break, but few Travelers consciously followed any Vulcan religion.

Belief in the Elements developed gradually during the Journey. It was the first purely Romulan religion -- though there had been Vulcan religions which worshipped the names of the Elements, in substance and detail they were utterly unlike the new belief. It would have made very little sense for a people entirely dependent upon technology -- whose lives daily rested on intimate knowledge of their ships' workings and of the hazards of space -- to develop a religion that contradicted or questioned scientific fact. Children who had known nothing but space all their lives, students daily learning the intricacies of astrophysics, would not have accepted myths of turtles supporting the universe or worlds created with a thought. And they had little need (or so they thought) for supernatural explanations of the Universe. What was created, then, was less a religion in the Terran sense than a philosophy or a worldview. It was not so much about explaining what is as about discussing what should be, and what could be done to help things be more as they should. By the end of the Journey, this basic philosophy was accepted by nearly all the Travelers.

Other religions developed, but they generally shared the essential characteristics of the first. Until contact with aliens, supernatural mythology was almost nonexistent. After contact, the expansionist phase of Romulan history began, and with it came some reversions to the old ways. Isolated colony worlds with low levels of technology developed their own beliefs. Some Romulans adopted alien religions, and even Element-worship was profoundly influenced by contact.

But the fundamental philosophy developed on the Journey is still held by the vast majority of the Romulans. The only major recent disagreement over religion deals with the adoption of Vulcan practices (i.e. Reunification), and the objection there is made is not to their content, but out of fear that the Vulcans are attempting to sublimate Romulan culture into their own. The Romulans fight over many things, but religion is not one of them. The Homeworlds have never seen a religious war.

Cultural Facts

Language

Contrary to common belief, the Romulans as a people speak two major languages, Rihansu (or Sav'lesta) and Rom'lesta (or Havransu). The former is more closely related to High Vulcan than the later and is the foremost language of the Senate, and the noble families and is predominant on ch'Rihan. Most naval officers have at least a working knowledge of it, even if they are not native speakers. Rom'lesta is the language of the people, and is spoken by the majority of the Romulan people, and in particular by the natives of ch'Havran.

Whilst most naval vessels, being primarily formed of crew from one of the twin worlds, will adopt the primary language of their world, officers inevitably have a great working knowledge of both languages, and there are many common words between the two. Typically the Rihansu names for military ranks are of Rom'lesta descent, but Rihansu versions of the Rom'lesta originals are the ranks in common use.

Refer to the website <http://www.pfrpg.org/RH/> if you are interested in a detailed discussion of the Romulan language.

Recreation

Most Romulans play games such as d'elo, which is a game of stones and sticks that can be traced back to ancient Vulcan. Other games include Lhi -- a game of wits and riddles, Trayatik -- a dice throwing game, much like craps and Khariat -- a stacking game, much like Earth's 'Jenga'.

There are arena games, where athletes, both men and women, show their prowess with various Romulan weapons and fighting techniques, as is expected of the Romulan people. Blood sports, such as Ke'veshrek (similar to kick boxing) and Flitter racing (anti-grav speedway racing) are also extremely popular, and are often broadcast on a regular schedule all through out the Empire.

Romulans also relish nature and enjoy the beauty of it, and most are avid hikers and enjoy the typical outdoor activities.

The Arts

Artistic abilities show the softer side of the Romulan personality, balancing a fierce warrior ethic with the sensitivity of an artist. Sculpting, pottery, and carving are the most popular media -- Romulans prefer to work in 3 dimensional forms.

In addition to the visual arts, there is writing, literature, poetry, and drama. While less common, scroll painting (a mix of calligraphic writing and light painting) has a long tradition in the Romulan culture.

The Family

Structure

The foundation of Romulan culture is the family unit. The family includes not only parents and children, but also extended family members and servants. Lineage is determined through the matriarchal line and an important consideration when certain inherited positions of state are to be filled. Physically each "House" is constructed of several smaller individual family units, usually gathered together in one large military-style complex for defensive purposes. The goal of each House is to be able to protect and defend its members without assistance.

However, each Lesser House also owes allegiance (militarily and politically) to one of the powerful Great Houses and would expect that the aligned Great House would come to their aid if necessary. Such an allegiance can ensure the young people of the lower house are admitted into the best schools, receive the best jobs and get assigned to the best postings after Serona. The Lesser house can ask its great House to introduce favorable legislation into the Senate, to vote in its favor, even to adopt one of its own into the family, thus increasing the standing of the adopted child.

Divorce and separation are rare with Romulan families, because the bond between the husband and wife is so very deep. A typical Romulan family is very happy and devoted to each other, with the bond of love. Within the family unit the first lessons in Mnhei'sahe will be taught, to ground a child in the basic morality of Romulan life. The family also includes every single blood member of the House. Each member of the House is responsible to see that all of the children are raised in the proper traditions of the House and that the lessons of Mnhei'sahe are taught and learned.

Women and men are equals in the social structure. Sexuality is expressed via eye color changes. Violet and Black. Violet is the color showing sexual desire or desire for mate. In time to choose a mate, it is involuntary and only occurs with a mate whom also exhibits the same reaction in direct contact via palm to palm. If no reaction or if one sided, then there is no contact. If the reaction is mutual then a mating is found to be possible. Recent social changes have enabled multiple mates to be enjoyed, but only one life bond can be chosen.

When the time is not right for finding a life bond (usually during the middle of the year known to Vulcans as "Amok Time" and around the 30 to 40th year of life) a couple may engage in 'romantic' interludes, which may eventually produce a life bond. This form of mating is akin to serious dating in humans.

Marriage

When a man takes a wife, he also takes her name and becomes a member of her house, sworn to uphold it against all enemies. The only exception to this scenario is if the wife has no family. In that case SHE would take the husband's name and join his family. The Romulans are a passionate and close-knit people. Marriages are for life and are not entered into without serious consideration. There is no word for divorce in the Romulan Language.

Procreation, without the benefit of marriage for the sole purpose of producing children for one's House is a common practice among Romulan females and is considered an honorable option for an unmarried female. Although childbearing during the teenage years is possible, having a child at so early an age is considered socially unacceptable. Most females have their first child after the age of 40.

Children



Male and female children are equally prized. There is no one person responsible for the care of the children. Rather, the entire household considers themselves to be responsible for each child. Except for the obvious role of childbearing, the Romulans have no separate specific male and female societal roles as do some other similar species. All household members, including servants, are responsible to see that the children are cared for, educated, and protected.

While the raising of children is a community effort, the formal education of the children is usually done under the strict auspices of a highly learned tutor in a nursery or schoolroom setting. The position of tutor to the House is considered an extremely important post and good tutors are held in exceptionally high esteem by the Romulans.

All children receive basic education in the sciences, the arts, literature, and mandatory military service. They are tutored in the proper forms of address for adults, equals, superiors and servants. The important concepts of honor, respect, duty, strength, service to the Empire, and self-sacrifice are engrained within our children at a very early age. Prior to the age of testability, all children are extensively trained and prepared to their maximum potential. Children who have successfully completed the D'sora ceremony are the joy of every Romulan household. An adopted member of the family has the same rank and receives the same respect as a blood member, but with the added responsibility of another House, perhaps. Adoptions are commonplace.

Another commonplace adoption, a unique form of revenge, usually prompted by a Mnhei'sahe in the case of the murder of a child, is known as "hostage fostering". In this situation, a House steals the children of a rival House and rears them as their own. A family that has lost their child in this manner usually never sees them again.

The D'sora Ceremony

In the face of ever-present shortages of food and supplies, the ancient Romulans had to make certain difficult decisions. Preferential treatment was given to those individuals with the best chance for survival in the harsh environment. Only the smartest, healthiest, and strongest could survive. It was customary for the ill and infirm to simply walk away from the settlements, to elect to die with honor, than to strain the meager resources of the people to care for individuals who could not contribute to the greater good.

During this time of survival, the D'sora Ceremony was formed, the testing of young children for intelligence, for strength, and adaptability. Those children who passed the test are feted to a glorious time of feasting, dressed in magnificent ceremonial robes, and honored at a special religious service, at which time they were given their family name and officially entered into the historical records of the family. Those who did not pass, that is, those who were genetically or intellectually inferior or ill or infirm in any way, were quietly and painlessly put to death and never spoken of again. *(There is evidence that this ceremony was still in effect in the ST; TNG episode "The Enemy" where Centurion Bochra was surprised that LaForge was allowed to live, having been born blind.)*

Part 4 - The Government

Civilian Government

The Romulan Star Empire is a republic, albeit an oligarchic one. (Government ruled by a few people). Politics is filled with labyrinth plots, closed-door dealings, and individuals maneuvering for political advantage. It is a complex game of chess, or move and counter move, risky gambits, strategy and cunning. A career in Romulan politics has the potential for great rewards, but also carries considerable risk for the overly ambitious.

The government is Tricameral (three branches of government. It is divided into Executive, the Upper Senate and the Lower Senate. Because of the problems the Romulans have had with solitary rulers, they make certain that no one person or group has absolute power over the Empire.

Executive Branch

The Continuing Committee

Composed of the Praetor, the chairman of the Tal Shiar, three military officers, the Proconsul, the Vice Proconsul, and the top politicians (Consuls) of the political parties (coalitions), this committee serves as an executive council to determine policy. The committee is designed to foster compromise and agreement. Each branch reports on any matters of importance. Any disagreements or decisions are put to a vote after each side expresses its opinion. A simple majority vote settles the issue.

As with anything in Romulan politics, nothing is as simple as it appears. The military often sides with the Praetor, giving him a full bloc of votes in exchange for appointing certain admirals to the committee. The Senators on the Committee are further pressured not to vote against the Praetor in the fear that they may be seen to obstruct a popular ruler. It is only behind the closed doors of the Committee that anyone dare challenge the Praetor.

The Praetor

The Praetor is the leader of the Empire and of the Romulan People. The person (male or female) holding this position is the very embodiment of honor, accomplishment, discipline, and D'era, the destiny of the Romulan people to spread out and conquer the stars. The Praetor is elected by the Senate from candidates worthy of the position and who are popular with the Romulan people, as he or she must be the representative and role model of all Romulans.

The Praetor has supreme command over the military, the authority to interpret and enforce laws, to inflict the death penalty. There is so much importance placed on this position, that the Praetor gives up his name while in office and is simply known as "Praetor." His or her popularity affect the entire culture of the Romulan populace. Fashions and activities at the palace become trends throughout the Empire. The Praetor's speeches stir the spirits of the people and provide support for particular legislation or initiatives on the part of the Senate. The Praetor's image gives people hope in times of trouble and helps inspire loyalty at all times.

The Praetor commands an exclusive Praetorian Guard, a full legion of personnel and ships, including D'deridex Class warships and all the personnel necessary to command and maintain those ships. The Guard attends all public and ceremonial function and accompanies the Praetor on all travels. The Praetor always travels

aboard the flagship when he or she must travel off world. Members of the Guard act as the Praetor's personal agents, spies and assassins to carry out missions too sensitive to entrust to anyone else, especially if the Praetor is currently out of favor with the Tal Shiar or the Senate. Often Guard members will be placed undercover among the Senatorial fleets to ferret out those who might be disloyal or aspire to gain full control for their factions. It has been rumored that the Praetor has spies even among the Tal Shiar.

The High Command

The High Command is a non-political body, which serves to advise the executive council on military, diplomatic, intelligence, and economic affairs. Depending on the current balance of power in the executive council it may report to the executive council as a whole or directly to the Praetor. The High Command has no formal power and can not set or enact policy on its own. Its only function is to advise the government on matters of importance to its members. Of course, in reality, High Command members frequently do a great deal of lobbying for their own ideas and some have had a significant influence on Imperial policy due to their command of large portions of the Romulan society.

The Romulan Senate

The Romulan Senate is the supreme governmental body of the Empire. The Senate has executive and legislative power, and even has limited judicial power. Senators have the power, pending approval of the Senate as a whole, to make laws, levy taxes, declare war, command fleets, and a host of other vested powers. It maintains complete control over the appropriation of the Empire's resources, determines and executes foreign policy, and makes and ratifies treaties. It approves and disapproves legislation, as well as the elections of governmental officials, and it determines who will be entrusted with the powers of the Praetorship. Because of the many political ties to the appointed Praetor, removing one from office causes vast changes in voting power and support, so it is a rare occurrence.

The Romulan Senate is also a center of political intrigue and infighting. The most ancient and noble families of the Empire struggle daily to further their own causes, for the glory of the Empire, and often for their own personal advancement. The Senate is composed of many factions that bring many voices into Romulan politics and these factions provide a system of checks and balances in the continual struggle for personal power.

Most Senators are from ancient families, and candidates for an open senatorial seat are chosen from the previous Senator's family. Candidates openly campaign for the positions, appearing in public and making alliances with key senators and coalition (party) members. Before the final choice, each candidate makes a final speech before the entire senate, the speeches broadcast throughout the Empire.

Senatorial Coalition

The Romulan Senate is divided up into different coalitions, groups of senators with similar political goals and ideologies who band together out of mutual interest. Coalition members shift constantly as the political climate changes and issues change. Nevertheless, there are some long-standing coalitions based on age-old issues of Romulan politics. These are large coalitions with many supporters and may contain smaller coalitions with differences in the finer points of ideology and implementation.

Consul

Consuls are the heads of the coalitions in the Senate. They are the spokespeople for their coalition and represent their coalition on the Continuing Committee. They are elected by their coalitions, and in the case of political disfavor, are expected to resign so another consul can be elected. Consuls of the major coalitions control key governorships and ministries

Proconsul

The Proconsul is elected by the Senate from the ruling coalition. The Vice Proconsul is occasionally chosen from another coalition, but usually from the ruling party. Proconsul terms are for 10 years, and may be renewed at the pleasure of the Senate. Proconsuls tend to rise and fall with their coalitions, but a proconsul may serve for many decades. The Proconsul controls the lion's share of power in the senate, since he/she represents the ruling coalition. The Proconsul sets the Senate agenda, determining what order and when an issue will be brought before the Senate. He can effectively tie up legislation indefinitely. It is best if the Praetor makes the Proconsul his ally, so that his policies get pushed through the Senate. Another powerful influence of the proconsul is to "suggest" how the Empire deals diplomatically with its neighbors.

The Vice Proconsul handles the many details the Consul doesn't have time to tend to. Many people see the Vice Proconsul office as a step up into the coveted Proconsul position, which in reality is more powerful than that of the Praetor.

Local government

Planetary Governor

A planetary governor appointed by the Senate administers each world in the Romulan Star Empire. The governor answers to the Senator representing his province, who brings any concerns or issues before the Senate for consideration. Planetary governors are always Romulans, even on non-Romulan planets.

A planetary governor has broad discretionary powers in handling local affairs on his world, but answer to the Senate if there is trouble. Governors have a strong interest in maintaining order, discipline, and productivity on their worlds to ensure their positions. The Senator can remove a governor who does not meet with his approval. A Planetary Governor serves until he chooses to resign. Many Senators start out as governors and retain a network of contacts and friends on the worlds they have governed.

The Judicial System

The Romulan judiciary is part of the Executive branch of government. Justice is based on the principal assumption that the accused is guilty until proven otherwise.

Romulan court cases are judged by a tribunal. Three judges are chosen from the Upper Senate for each case. The defendant may represent him or herself, or choose to have a separate legal representative. In many instances (and where available) this representation is usually provided by the Advisor of the defendant's own House.

The following is the procedure followed after the commission of a crime:

1. Victim may either contact the authorities, or apprehend the suspect on his or her own.
2. Any and all necessary actions may be taken in the apprehension of the suspect, including the use of deadly force. However, If a suspect is killed and later determined to be innocent, the killer shall be put on trial for murder, regardless of circumstance. This does not apply to members of the Tal` Shiar whilst enforcing Imperial law.
3. Upon apprehension or death of the suspect, a notice of apprehension and trial date must be immediately posted. All trial dates must be within 1 week of apprehension, for late justice is no justice.
4. Apprehended suspects must make a full and complete confession of the truth of the situation. There is no right to counsel before the trial itself.
5. At the trial, the suspect and the plaintiff, or their chosen representatives, confront each other and detail their respective cases to the tribunal. The suspect is under the onus to prove his or her innocence.
6. The tribunal delivers its decision and sentences the suspect if guilty. If the suspect is innocent, the plaintiff may be subject to penalty.
7. Punishment is administered immediately. There is no right of appeal.

Romulan Right of Statement

A condemned prisoner has the right to record an official statement regarding his guilt or innocence.

Romulan Statement of Rights

As the basic treatise of Romulan law, let it be proclaimed that all citizens are created equal in honorable potential. All retain the basic freedom to treat and be treated according to their relative merit.

The Romulan Empire grants its citizens the following basic honorable freedoms:

1. The right of procreation.
2. The right to own property and to manage it as necessary. (Slavery and owner's right to discipline)
3. The right to commit honorable suicide.
4. The right to commerce, subject to the needs of the Empire.
5. The right to present a defense in a publicly recorded trial, aside a public defender, before the tribunal.
6. The right to apprehend and charge as a private citizen, any criminal or enemy of the empire.
7. The right to bear arms, for defense or sign of status, in public and in private. (many Romulans carry a small dagger for personal defense.)

Keep in mind that to be a 'citizen', one must be of Vulcanoid descent. This includes Romulan half bloods and Vulcans, but never non-Vulcanoid races. For these aliens (around 8% of the total population) living in the Empire, the status of second rate citizen (no rights, but protection of life by the Empire) is their best attainable post, and slavery (no rights) their worst.

The Romulan Empire strictly prohibits its citizens the following actions:

1. The bearing of beam or projectile weapons specified in the 2401 Trinity agreement, unless directed by enlistment or government decree.
2. Any action deemed to be against the interest of the Empire.
3. Public dissension with the ideals of the Romulans.
4. Publishing or distributing materials deemed in opposition to the interest of the Empire.

Part 5 - The Star Navy

Military Ranks

ROMULAN	TRANSLATION	STARFLEET
Uhlán	Junior Officer	Cadet
Erien	Ante-Centurion	Ensign
Erie'Arrain	Sub-Centurion	Lt. J.G.
Arrain	Centurion	Lieutenant
khre'Arrain	Senior-Centurion	Lt. Commander
erie'Riov	Sub-Commander	Commander
Riov	Commander	Captain
Ael'Riov	Wing Commander	Fleet Captain
Galae'Riov	Fleet Commander	Commodore
Enarrain	High Commander	Rear Admiral
khre'Riov	Commander-General	Vice Admiral
Enriov	Senior-Commander	Admiral
Galae'Enriov	Senior Fleet Commander	

The Fleets (Galae)

Unlike Starfleet hierarchy, which has a clear chain of command from the recruit to the United Federation of Planets, the officers of the various Star Navy Fleets also have political and philosophical ties to other fleets and to the families or the regions that those fleets represent. A motivated officer will seek to rise in political power by forming loyalties outside his direct chain of command.

The Romulan Star Navy is divided into several classifications of fleets, Command, Senatorial, Coalition, Praetorial, and special fleets. Fleet assignments are based on political favor. A fleet in disfavor with the government may be assigned duty in some back-water area of space, where the most exciting thing to monitor is an occasional spatial anomaly. A fleet in favor may get a prestigious position along the Neutral Zone.

A fleet can remain under the control of a Senator or a Family for generations. A fleet can be divided into one or more Wings. Though the ideal is to have 100 vessels in a Wing, the realities of political-military influences mean that most of the fleets will be smaller than the ideal, while a very powerful senator may have a fleet consisting of one Wing of several hundred vessels. The 24th Century trend is towards larger fleets with many smaller vessels, rather than small fleets with only a few Warbirds.

Command Fleets

The Command fleets are under the direct control of the Star Command and of the Continuing Committee. They are assigned to the most sensitive and crucial areas of the Romulan Empire. Being the most numerous, non-Romulans are most likely to be confronted by a command fleet than any other type of fleet. Each division of a Command Fleet is called a Command Wing, each with a wing-ship (flagship). Command fleets stationed far from the Imperial Core are much larger than command fleets stationed closer to home. Sometimes a fleet will be nicknamed for the area in which it is stationed, such as the "4th Othan Fleet."

Senatorial Fleets

Since many senators achieved their positions through military service, as a reward for their achievements, they continue to retain their ties to their former commanders first, becoming de facto senatorial fleets. Some have remained under the normal control of a particular Senate seat for generations. The infrastructure of these fleets is not so much built as transferred, with senatorial houses and families passing their infrastructure and holdings down from one generation to another. When unique questions of succession arise, senatorial fleets are sometimes passed to other members of a prominent family's coalition.

Most Senatorial fleets remain small, serving as a physical representation of their scion's power and prestige within the Imperial hierarchy. Only the fleets of the most powerful senators approach the grandeur of the Command fleets, and most senatorial fleets consist of only one Wing. Consular fleets are often the exception, since they tend to benefit from the political and budgetary powers of their patrons. Consular fleets often become temporary or de facto coalition fleets as well. In the contemporary Star Empire, only the consular fleets and four senatorial fleets boast multiple Wings.

Coalition Fleets

Less common than Senatorial fleets, Coalition fleets are temporary creations formed in times of crisis or political upheaval. In almost every case, a coalition fleet is formed of several Senatorial fleets, or portions thereof. Most Coalition fleets possess a higher than normal representation of legates (political officers) to assure smooth transitions among the various fleet command structures. Such fleets also attract more than the normal share of Continuing Committee representatives, since the peacetime massing of such forces tends to make the Star Command a little nervous.

Praetorian Fleet

The naval arm of the distinguished Praetorian Guard, the Praetorian Fleet falls under the direct command of the Praetor. Its primary duties are escort and patrol mission throughout the Imperial Core, and specifically in the home system of Romulus. A Praetorian escort is considered a high honor for visiting dignitaries, Senators, or high-ranking military personnel. The fleet also accompanies the Praetor wherever he travels. Together with the ground forces arm of the Guard, the fleet is responsible for the safety of the Praetor whenever he leaves ch'Rihan (Romulus). In times of great celebration or victory, the fleet also bears the privilege of leading triumphal cruises through the home systems.

The Praetorian Fleet is the only fleet permitted to enter the home system of Romulus. All other fleets are anchored in neighboring systems or at nearby bases when stationed near the Imperial Core. Members of the three Wings receive appointment to the Praetorian Fleet based on merit and loyalty. The changing nature of loyalties in the Romulan Navy, especially close to the Praetor, means that turnover is high in this fleet. There are always officers waiting in the wings to prove their loyalty to the Praetor, and thus take their places in this prestigious fleet.

Military Service

Serona

Upon reaching young adulthood, all Romulans are required to undergo a five year period of military service known as SERONA. They receive a modest amount of military training and then are assigned duties based on the Empire's needs, their skills, and their inclinations. (in that order)

Serona "scruffs" do the menial tasks aboard a ship or posting. This frees up the real soldiers for important duties.

Romulan War College

The Military Rhetor of the Romulan Star Empire is what Starfleet is to the Federation. Only the very best gain admission to the College. Graduation from the College is a guarantee of not only a career in the Military, but also of prestige and later, a life in the political arena.

The first three years are spent in intensive study, after which cadets serve their final year on a starship.

Year One is spent in intensive physical training and learning basic military doctrine. Activities such as long runs, unarmed combat training, and reduced rations make the students lean and mean.

Year Two the students learn about military equipment, strategy, tactics and ships. They learn to operate the major areas of a starship.

Year Three is spent in the students' specialties. They spend long hours learning their field inside and out. A student who does not function satisfactorily in his third year is subjected to mind alteration so he doesn't remember anything he learned at the college and is ejected from the program

Year Four is spent aboard a Starship as a Junior Uhlan. Though Uhlans can be ordered to do anything by the other officers, they are not abused, but learn a great deal. As in the Third Year, if an Uhlan does not perform satisfactorily he will be mind wiped and ejected from the College.

Once a student graduates from the War College, he begins his first five-year tour of duty, based on the needs of the Empire and his specialty.

Ground Troops

Like all other major powers, the Romulan Star Empire sometimes finds that its military objectives require more than just powerful starships. Some situations call for the presence of troops on the ground to deal with situations too difficult or too delicate for the brute force of a starship. In such circumstances, the Star Empire assigns the forces of the Planetary Command to deal with the problem.

Although they amount to a very small percentage of the Romulan military when compared to the navy, ground forces nevertheless play many important roles. When the navy wants a planet pacified without significant damage, it sends in the Planetary Command troops. When terrorists or insurrectionists begin a campaign on a Romulan world, the ground forces get the call to go into the hills, caverns, and cities to root the criminals out and bring them to justice. If a threat force captures Romulan territory, the ground forces recapture it.

The Planetary Command has its own rank structure and table of organization separate from that of the Romulan navy. Most soldiers hold the equivalent rank of private. Above that basic rank one finds, from lowest to highest, the equivalents of corporals, sergeants, lieutenants, captains, majors, colonels, and generals. The supreme commander of the Planetary Command holds the rank of Major-General.

At any given time the entire Planetary Command usually has 100-150 regiments of soldiers stationed on various worlds, though the size of the force may increase drastically in times of prolonged war.

Planetary Command recruits participate in a Serona like all other young Romulans, but instead of proceeding to the Romulan Academy after completing their mandatory service, they attend the military ground school. Their basic training includes weapons use, Romulan tactical doctrines, small unit tactics, fitness and survival courses, and escape and evasion. Also included as part of the basic training regimen is a program designed to develop a high pain threshold in the recruit. This results in the soldier's near-legendary ability to keep functioning efficiently even when experiencing intense pain.

Basic training lasts twelve weeks, after which the recruits attend specialized training schools. For example, recruits who show leadership potential attend the Officer's Training Academy (from which they graduate with the rank of sergeant [provisional]), while one whose talents lie in the area of stealth might learn scouting or forward observation.

Ground troops wear a uniform similar to that of the Romulan navy, but dark forest green in color instead of steel gray. As in the navy, the shape and style of the uniform's harness indicates rank. Troopers currently use the Type R-7 disruptor rifle as their primary weapon. Support weapons include the standard disruptor pistol, disruptor grenades, and a multifunctional knife.

Unarmed Combat

Unarmed combat (martial arts) has been a part of Romulan military and civilian life even before they left Vulcan. Some of them are rooted in ancient Vulcan practices and some have developed on the streets of ch'Rihan or ch'Havran. Romulans tend to be secretive about their fighting styles and if they must be used against non-Romulans, they make sure that no witnesses leave the battle alive.

Romulan Navy Martial Arts

Kormorek

The basic moves are Block, Durasha (a fist-smash or punch), Kuluri (a hand or fist strike against a nerve cluster), M'larek (bone-breaking or organ-damaging strike) and Sidrok (breaking of a joint by grabbing and either twisting or striking the joint with the other hand). The form is quite ancient and its origins are lost in time.

Kormorek is a swift, brutal fighting style. When two combatants meet on the field, one of them, at least, is going to leave it bloody, if he leaves it at all. It is not uncommon for both to be covered in their own blood at the end of a match. Though blocking is permitted in the conventions of the style, blocking and dodging are considered cowardly and combatants do not fend off the strikes of their opponents. The style is looked down on by "respectable" Romulans because it is so violent and vicious. Though it is not sanctioned by the Military, some officers learn it "on the streets" before they enter the War College.

N'Delrek

N'Delrek is also an ancient art and resembles Terran jujitsu and wrestling. The objective is to grapple the opponent to the ground and disable him with a punch or strike.

CH'Vashrek

Though not as ancient a combat style as Kormorek or N'Delrek, it has been around for a thousand years. It began in the monasteries of the warrior-priests, the CH'Vash, who developed it as a way to maintain fitness. The combat form resembles a combination of Terran martial arts, and many "styles" have developed from the original form. Some are graceful and flowing, some are direct and quick.

Tenalri

This combat style resembles Terran kickboxing. This combat form also developed "in the streets" but later became legitimized. Matches are public affairs, and spectators wager on who is going to win.

Llaekh-ae'rl

Loosely translated as "laughing murder," this is something like Judo. It is used as a training exercise on long voyages to keep in shape.

The Tal Diann

Responsibilities

The Tal Diann is the Romulan Star Command's internal affairs division, and as such, fills a multi-function role in the Romulan Star Navy. Many years ago, when the Tal Shiar began to assume a role of major importance in Romulan society and politics, the Romulan navy realized that trusting to the intelligence service's good graces might prove unwise. Since the Tal Shiar seemed intent on subjecting the military to the same stringent scrutiny as the rest of the populace and began exercising its sweeping powers of conscription more and more frequently, the military created its own intelligence service, not to gather information on the Empire's enemies, but to keep tabs on the Tal Shiar. The Tal Diann polices its own, and operates counter-intelligence operations against the Tal Shiar.

In Romulan society, individual Senators can amass a great deal of power. Many rise through the military ranks, and command fleets of their own, which presents certain logistical problems. Aristocratic families placed their sons and daughters in the military, giving them de facto control of certain fleets, which eventually became hereditary prerogatives. Praetors could not necessarily count on the loyalty of these Senatorial Fleets, who sometimes paid more homage to their individual Senator, rather than the Empire as a whole. In an effort to ensure the Empire's control, the Praetor conferred more political duties upon the Tal Diann, as a fail-safe to the Tal Shiar. Today, the Tal Diann maintains and monitors relations between the Star Command and the various fleets, as well as between fleets themselves.

In addition to policing the military, the Tal Diann operates as the military intelligence branch of the Romulan military. Because of the secretive and conspiratorial nature of the Tal Shiar, it might choose to distribute (or not distribute) information to the navy based on what was best for the Tal Shiar, not what was best for the navy. To ensure it receives all the intelligence it needs to do its job properly and keep its ships and crews safe, the Tal Diann executes espionage activities against the Empire's enemies.

Recruits

The navy recruits Tal Diann agents from among soldiers undergoing basic training. It removes from regular military training those individuals who show promise on certain aptitude tests and sends them to an espionage training camp. They spend approximately one year there studying the ships and military technology of the Star Empire's enemies, perfecting basic espionage techniques, and receiving political indoctrination. At the end of this year, the navy posts each new agent to the Tal Diann cell where it feels that agent's talents can best serve it. For example, an agent with a talent for traffic analysis might receive an assignment to a Tal Diann listening post on the edge of the Federation Neutral Zone, while a particularly clever agent from a particular region might end up on one of that region's Senator's ships, as a junior officer.

The CMI

The navy designates the head of the Tal Diann as "Chief of Military Intelligence," or CMI. The CMI holds the ranks of admiral in the Romulan navy, and thus stands on equal footing with the other Star Command leaders. The CMI holds a seat on the Continuing Committee, much to the consternation of the Tal Shiar. Like so much of Romulan society, with its Byzantine network of connections, the CMI also reports directly to the Praetor.

Several junior officials, each holding the rank of centurion, serve underneath the CMI. These include the Chief of Planetary Forces Intelligence, Chief of Stellar Forces Intelligence, and Chief of Operations. The latter holds the responsibility for planning and executing those operations against the Empire's enemies it dares not trust to the Tal Shiar. Meanwhile, the agents under the Chief of Planetary Forces Intelligence and Chief of Stellar Forces Intelligence work to ensure the loyalty of soldiers within their respective commands, ferret out traitorous soldiers before the Tal Shiar can, and execute counter-intelligence missions against the Tal Shiar.

Legates and Other Operatives

The most visible members of the Tal Diann are the legates, analogous to USSR's naval political officers. Every ship in the fleet is assigned a legate, who serves as the Star Command's eyes and ears. Legates typically rank commander or higher, and while aboard ship they serve independently of the centurion. Although these "political officers" do not have the authority to seize command of a starship (like the Tal Shiar), they have broad powers when it comes to policing the military.

Legates monitor communications, have access to personal logs, and keep track of operations aboard ship. Disloyal soldiers can expect to be ferreted out, before the Tal Shiar finds them, thus keeping political ammunition out of their hands. Legates typically receive copies of a centurion's orders, as well as secondary protocols about which the centurion knows nothing. Thus, the legate can remind a centurion of his duty, should he conveniently "forget," and has a back up plan in case the centurion fails. Legates also send frequent reports back to Romulus, through fractal-encrypted transmission. Survival-minded centurions always keep this in mind, to ensure glowing reports arrive at Star Command.

Yet this system is not perfect. Occasionally, charismatic senators, admirals, or centurions subvert agents of the Tal Diann. Legates often find themselves far from Romulus, and must depend on the good graces of their assigned Centurion. More than one legate has met with an "accident" during a mission. Through threats and bribery, some Tal Diann agents have been "persuaded" to use their far-reaching powers to provide information on rival ships or fleets, thus aiding the very people they're supposed to watch.

The Tal Diann is more than the highly visible legates, however. Several junior Tal Diann agents are assigned to each ship, and form the base of the legate's espionage cell. In addition, recruiting spies from among a Warbird's rank and file is not difficult—loyal soldiers can always be persuaded to serve the Empire's goals. These operatives report on activities throughout the ship, and as such, represent a "fifth column" operation on board every ship.

Weaponry & Technology

Research And Development Division

The R&D Division is responsible for developing and producing new technologies intended for use by Tal Shiar agents. Some of their projects are:

Offensive & Defensive weapons such as more powerful disruptors, miniature disruptors, disguised disruptors, or disruptor offshoots like the extremely painful Varon-T type Disruptor which slowly tears a target apart from the inside molecule by molecule

Improved cloaking devices like the planetary cloak and personal cloak

Replications of foreign weapons for use in convincing other powers that a certain empire or federation has been selling weapons illegally

Espionage equipment like miniature, concealed sensors & computer systems, explosives, concealed body armor, incapacitating drugs & other chemicals.

They also analyze scientific data and foreign technologies collected by agents.

Cloaking Device



The cloaking device is an energy screen generator used to render a ship or object invisible to the eye and to most sensor systems. This is accomplished by gravitational lensing, the creation of a distorted image of an object when its light is focused by gravity. In the case of a cloaking device, the light is focused so that the object's index of refraction (the phase velocity of radiation in free space divided by the phase velocity of the same radiation in a specified medium) matches its surroundings, making the object transparent. Cloaking a ship requires precisely balancing the radiation emissions from the warp drive nacelles, dissipating all electromagnetic radiation, gravitational fields and other energy emissions emanating from the ship, and distorting space in such a way that electromagnetic radiation and energy emissions are directed around the ship through subspace at velocities faster than light.

On Stardate 1709.1 the Bonhomme's sensors picked up a ship in Romulan Space. Suddenly, it vanished from the sensors, reappeared directly in front of the outpost and fired what later came to be called a "plasma torpedo". The torpedo obliterated the outpost's deflector screens, nearly destroying it. A second shot finished the intruder's job. Then the ship simply disappeared from view.

That was the first encounter with the Romulans after almost a century since the battle of Cheron. The vessel that destroyed S-4023 (and also S-4024 and S-4025)

was a Romulan P-1A Bird of Prey with a first generation cloaking device. Later, a third generation cloaking device was obtained by the U.S.S. Enterprise in an espionage mission.

The Klingons gained the technology from their alliance with the Romulans in exchange for their D-6 Raxor and D-7 Klolode battle cruisers. Thus the three major powers in this part of the galaxy came to possess what proved to be one of the most formidable weapons ever.

Starfleet, which used the cloaking device on its vessels in the late 2200's and early 2300's, has decided that the peaceful (mostly) mission definition of the Explorer type of starships precludes its use. Furthermore, the overall shape and hull materials used in the Galaxy, Ambassador, and Oberth class starships would interfere with the cloaking device. Although it is still possible to cloak them, the energy necessary increases beyond reasonable limit. Today, only specialized scouting, stealth, and battle ships use cloaking devices.

The Romulan Empire naturally still uses the cloaking device. Although much about them is now unknown due to the fifty-year contact breach after the Tomed incident, it is certain that their newest vessels, the D'Deridex class Warbirds, are equipped with a new generation of cloaking devices which have so far defied all Federation attempts at detection without the use of tachyons.

The events surrounding the Khitomer conference, classified until recently, have brought to attention the fact that one of the main disadvantages of the cloaking device, the inability to fire a photon torpedo, has been nullified by the renegade Klingon vessel Dakronh. Although it was destroyed, and its schematics have not survived, it appears that the cloaking device would be useless today due to the vast improvement of sensor devices used by Star Fleet.

The vessel was designed to reduce the cloaking power shortly before firing, just enough to fire a specially designed high-velocity photon torpedo through it. However, this resulted in a momentary emission of radiation from the ship and the leak of impulse engine products (plasma) through the cloak. The vessel was destroyed by homing a photon torpedo on those plasma traces. The momentary radiation burst from the ship as the cloaking power was reduced was too small to be detectable by the instruments of that era, but would be sufficient to pinpoint the ship's location today.

Quantum Singularity Drive

Romulan ships do not make use of matter/antimatter reactors like most vessels but instead of that they make use of a quantum singularity drive. The Quantum Singularity Reactor is one of the greatest Romulan achievements.

Quantum singularity is the same anomaly that powers a black hole. This so called artificial gravity well can generate a tremendous amount of energy that gives the ships their thrust. A quantum singularity reactor can only be shut down at a docking station due to the fact that it cannot be restarted in space.

The reactor itself houses a singularity: a point in space where the laws of physics supposedly break down. Matter is continuously fed into the singularity. The gravity from the singularity pulls the matter together, forcing it to not only fuse, but to bump into each other, etc. This creates an enormous amount of energy, and fuel sources are unlimited. It is not only more efficient than matter/antimatter drive but also much more powerful.

One of the problems that Federation scientists have had with artificial singularity reactors is that they simply cannot understand how the ship can move with this massive gravitational anomaly within the heart of the ship. The solution is that Romulans use the same device that the Federation uses to control gravity: they place a Inertial Dampening Field around the reactor. Thus the ship's computer is unaware of the reactor. This process releases the equivalent of a standard Federation Matter/Antimatter Reaction Assembly.

Disruptors



Mid 24th Century disruptor pistol



mid 24th Century disruptor rifle

Also known as a Phase Disruptor, these weapons are in common use throughout the alpha quadrant. They follow the same basic principle as the Federation Phaser in that they cause the target to transition violently out of this continuum. But the Disruptor uses slow nadions rather than rapid nadions in generating the energy beam. This gives the disruptor considerably lower energy conversion efficiency than the Starfleet phaser. This is partially offset by a moderate reduction in the size of the hardware required for the weapon itself - the space freed up by this allows a higher power weapon to be installed in the same space. The Federation phaser is therefore considered to be more sophisticated and generally more effective than the disruptor, which relies on brute power to overcome its efficiency failings.



(Shown to the left is a late 24th Century disruptor rifle) Like phasers, disruptor weapons can fire sustained beams or pulses depending on the exact configuration of the hardware. One major drawback to this type of weapon is that no user has been able to develop the efficiency of the system to a point where individual emitters can be linked via force coupling. This makes

it virtually impossible to construct a linear disruptor array along the pattern of Starfleet's phaser arrays. Since these weapons entered Federation service on board the Ambassador class there has been massive investment by the Klingons and Romulans to overcome this deficiency, but neither power has been able to field such a weapon. Recent warship designs by these two powers have instead concentrated on building ever larger and more powerful single emitter weapons, culminating in the two giant disruptor cannon fitted to the Klingon Negh'Var class. The linear phaser array thus remains a significant advantage for Starfleet.

Mind Control Device



This is a device that taps directly into the neural pathways of the brain. The Romulans use horrific images to desensitize the subject, then implant subconscious instructions into him. The subject can thusly be programmed to do a number of undercover operations such as sabotage and assassination without being aware of his actions nor having any moral qualms about what he is doing.

A telepresence device was used as early as the 22nd Century to force Aenar Andorians to pilot a drone ship. (Enterprise: the Aenar). It tapped into the telekinetic powers of telepaths.

It is assumed that both devices are based on the same technology. Use of the device is painful for the subject and requires a long recovery period.

That the Romulans have lost most of their telepathic abilities over the last two millennia have encouraged them to find other means of enhancing innate telepathic abilities. Of course these devices have led to nefarious uses such as mind control.

Thalaron Generator

A type of radiation which was the Federation considered to be theoretical until 2379, when it was detected aboard the Reman vessel Scimitar. Shinzon had managed to develop a method of producing and controlling thalaron for weapon purposes. The unique properties of thalaron make possible a "cascading biogenic pulse", an energy discharge which can expand almost without limit depending on the radiant intensity of the radiation. Any living being caught within the discharge undergoes a rapid and catastrophic change, becoming almost rock-like - a process which is of course instantly fatal. Non-living material is not affected.

Shinzon developed at least two different versions of the device; one was a small and highly portable unit which could be easily carried by a single person. It produced a discharge capable of enveloping a large room. The Romulan Senator Tal'aura, an ally of Shinzon, smuggled one of these devices into the Romulan Senate chamber to assassinate the entire senate as part of Shinzon's coup.



The second version was built into the Scimitar - indeed the ship was in large part a flying thalaron generator weapon intended to be capable of enveloping an entire planet. Shinzon intended to use the device against Earth, but was forced to try and capture Captain Picard first in order to gain the transplant material he needed to correct his own genetic defects. When the Scimitar was disabled during a battle with the Enterprise-E, Shinzon tried to use the thalaron weapon against the Starship. The device was destroyed before it could fire when Lieutenant Commander Data fired his phaser into the thalaron generator.

Vessels

Vessel information and pictures have been gleaned from existing Romulan sources, most notably <http://www.ex-astris-scientia.org/>, www.stguardian.to/starbase/ and <http://www.DITL.org>

Romulan Bird of Prey (22nd Century)



Type: Stealth warship

Commissioned: Entry date uncertain, but prior to 2151.

Dimensions: *Length:* 250 m *Beam:* 273 m *Height:* 60 m

Decks: 9

Crew: Approximately 100

Armament: 2 x Plasma cannon, total output 750 TeraWatts

4 x S1 photon torpedo tube

Defense Systems: Standard Monotanium Single hull plus 1 cm Polarized armor.

Standard level Structural Integrity Field

Warp Speeds (TOS scale):

Normal Cruise: 2

Maximum Cruise: 2.5

Maximum Rated: 3 for 2 hours.

Strength Indices: (Galaxy class = 1,000)

Beam Firepower: 15

Torpedo Firepower: 125

Weapon Range and Accuracy: 10

Shield Strength: unknown

Hull Armor: 30

Speed: 14

Combat Maneuverability: 2,400

Overall Strength Index: 56

Diplomatic Capability: 2

Expected Hull Life: 40

Notes: These vessels were in use by the Romulans during the 2150s, and featured prominently in the Earth-Romulan war of that era. They were similar in capability to the NX class Starships of the time, though their use of cloaking technology gave them some advantage.

Romulan Bird of Prey (23rd Century)



Type: Stealth warship

Commissioned: 2266 - 2275, remained in service until 2305

Dimensions: *Length:* 192 m *Beam:* 180 m *Height:* 51 m

Decks: 5

Mass: 200,000 metric tons

Crew: 150

Armament: No beam weapons x Heavy Plasma launcher Equivalent to 20 S2 photon torpedo tube

Defense Systems: shield system, total capacity 40,500 TeraJoules

Light Monotanium Single hull.

Low level Structural Integrity Field

Warp Speeds (TOS scale):

Normal Cruise: 3.5

Maximum Cruise: 3.6

Maximum Rated: 4 for 2 hours.

Strength Indices: (Galaxy class = 1,000)

Torpedo Firepower: 1,250

Weapon Range and Accuracy: 50

Shield Strength: 15

Hull Armor: 0.31

Speed: 33

Combat Maneuverability: 7,510

Overall Strength Index: 371

Diplomatic Capability: None

Expected Hull Life: 30

Notes: One of the most interesting designs of the 2260's, this vessel was designed to combine a very high level of firepower with stealth, small size and maneuverability. Unfortunately for the Romulans, this came at the cost of very low speed and limited range.

The Bird of Prey was the first vessel in standard military service which was known by the Federation to incorporate cloaking technology. A force field selectively bends light - and sensor signals - around the ship, while a series of measures were taken

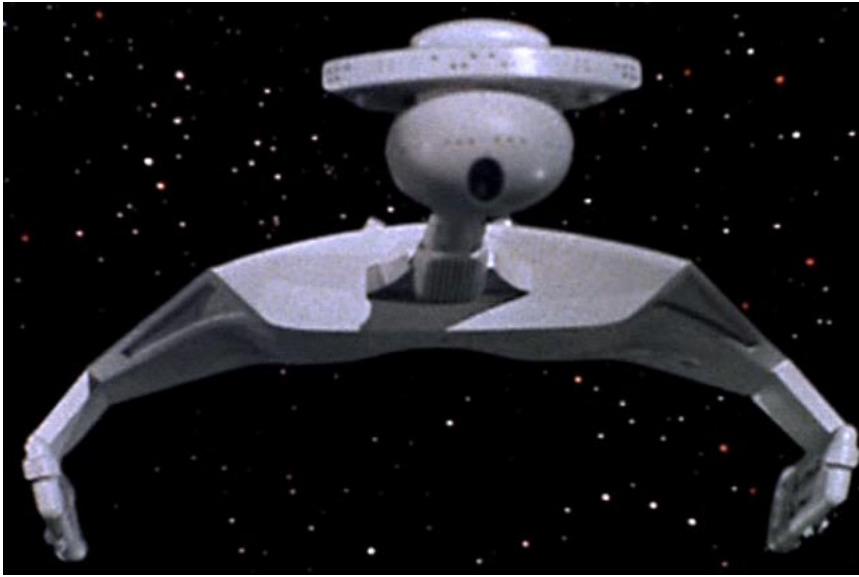
to reduce the emissions from internal systems to an absolute minimum. The power required to maintain the cloaking device was enormous, and the Romulan vessel was unable to raise shields or fire whilst using this system. This difficulty was not helped by the fact that the ship had only simple impulse-style fusion generators to power her. While these were of a very high output, they were no match for the matter/antimatter system of contemporary Federation designs.

To provide sufficient firepower to destroy heavily shielded vessels and installations, the bird of prey was equipped with a plasma torpedo system. This vented the entire output of the ships EPS system into an enclosing force field (see weaponry section for details), creating a large and highly destructive energy bolt.

In 2266 the Romulans sent the first of their new ships across the neutral zone in order to test out the Federations technological and psychological preparedness for open warfare. The vessel was successful in destroying several of the Federation outposts along the zone before being engaged by the USS Enterprise. A game of cat-and-mouse ensued as the two ships attempted to destroy each other repeatedly. The Romulan cloaking device proved only partially successful; the Enterprise was unable to gain a solid targeting lock, but was able to gain sporadic position information sufficient to follow the Romulan ship. Several other weaknesses in the Romulan design surfaced; use of the cloaking device for long periods drained most of the ships fuel reserves, while the plasma torpedo itself did not perform well even against an Enterprise suffering from several important malfunctions. Performance of this weapon against a fully functional Starship would subsequently be seen to be questionable at best.

Ultimately the Enterprise was able to cripple the Romulan vessel, whose captain self-destructed the ship rather than be captured. The Romulans were convinced that they could not compete with the Federation technologically, despite having fielded a somewhat innovative design. Instead they turned to the Klingon Empire for assistance. In return for cloaking technology the Klingons agreed to supply D-7 heavy cruisers, and these rapidly became the core of the Romulan fleet.

D-7 Cruiser



Type: Cruiser (Obsolete) - Klingon import, figures for 2265

Unit Run: Total 437 imported since 2245. 112 were in service at the beginning of the Dominion war; 60 of these were lost in the war.

Commissioned: Dates uncertain, but in service as of 2267

Dimensions: *Length:* 228 m *Beam:* 160 m *Height:* 60 m

Decks: 18

Mass: 344,000 metric tons

Crew: 480

Armament: 10 x Mark 7 disrupter cannon, total output 5,500 TeraWatts

2 x Basic photon torpedo tube with 260 rounds

Defense Systems: Standard shield system, total capacity 81,000 TeraJoules

Heavy Monotanium Double hull plus 5 cm High density armor.

Standard level Structural Integrity Field

Warp Speeds (TOS scale):

Normal Cruise: 5

Maximum Cruise: 6

Maximum Rated: 8 for 10 hours.

Strength Indices: (Galaxy class = 1,000)

Beam Firepower: 110

Torpedo Firepower: 100

Weapon Range and Accuracy: 40

Shield Strength: 30

Hull Armor: 520

Speed: 267

Combat Maneuverability: 6,000

Overall Strength Index: 139

Diplomatic Capability: None

Expected Hull Life: 100

Notes: In 2268 Starfleet Intelligence reported a most troubling development - the Romulan Empire had acquired a substantial number of Klingon D-7 class battle cruisers to supplement their fleet. Somewhat ironically, the impetus for this move on their part could well be the actions of the Federation Starship Enterprise. The Romulans had fielded a new "bird of prey" type vessel in 2266. As a test of this

ship one was sent across the Neutral Zone to attack the Earth outposts along the border. The Enterprise engaged the Romulan ship in battle, ultimately defeating it. The loss of their most advanced vessel must have demonstrated to the Romulans that they had little chance of mounting a full scale invasion of the Federation; more worryingly, it may have implied that their own borders were not safe from possible Federation incursions.

Romulans traded their cloaking technology for Klingon warships. In the hands of the Klingons the D-7 was considered to be somewhat less than a match for the Constitution class, one-on-one. But when fitted with a Romulan cloaking device the Klingon vessel had a huge advantage over its Federation counterpart.

Fearing a Romulan invasion, the Federation felt it had no choice but to act. Captain Kirk was sent on a mission into Romulan space, feigning mental unbalance in order to give the Federation a degree of deniability. His ship was quickly surrounded by D-7s, and Kirk was able to infiltrate the lead ship and steal its cloaking device. The Romulan commander was also captured as the Enterprise made its escape.

By treaty the Federation is not allowed to develop or deploy cloaking technology, a rule Kirk briefly broke by using the captured Romulan device to evade pursuit and return to Federation space. Possession of the cloak allowed Federation scientists to devise counters to it, mostly in the form of more advanced sensor systems.

Despite their possession of the D-7, the Romulans never did mount a serious invasion of the Federation. Little is known about the service life of the D-7 in Romulan hands, but by 2344 the Romulan fleet was equipped with Warbird type vessels which took part in the attack on the Klingon outpost of Narendra III. It is probable that the Romulans retired their D-7s as relations with the Klingon Empire went sour, so as not to have to rely on them for spares and support. A date of 2325 is generally regarded as being a reasonable figure for their retirement.

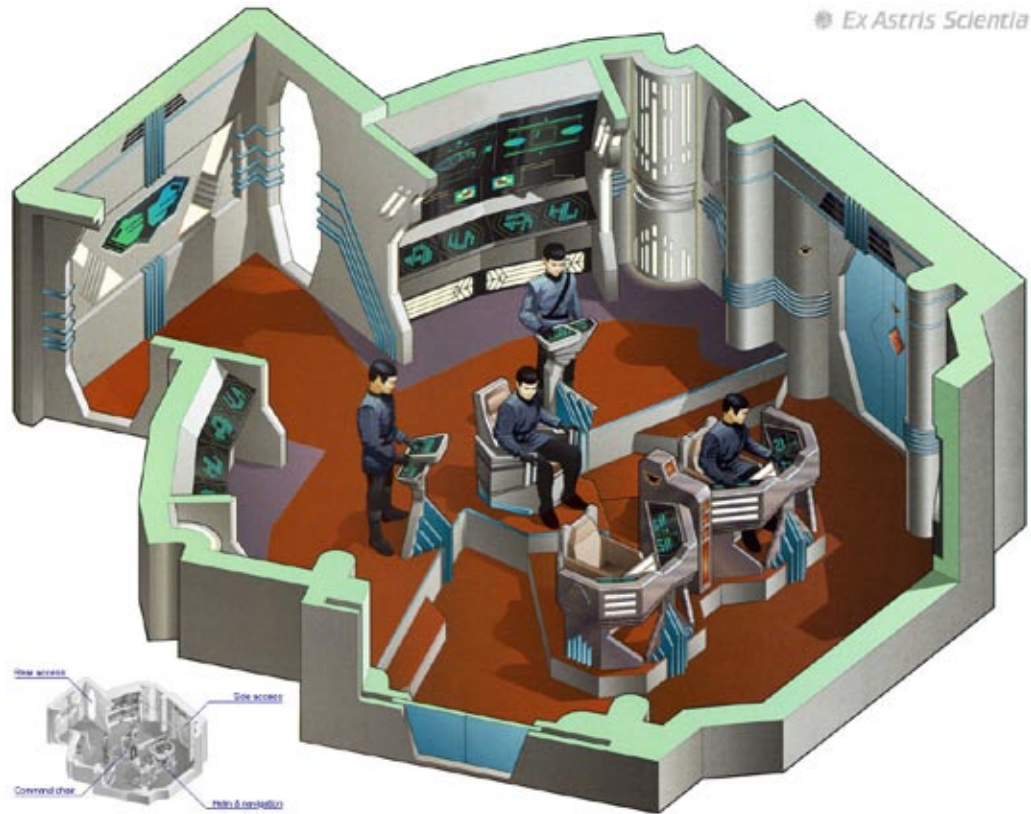
D'deridex – Romulan Warbird



FORE VIEW



AFT VIEW



WARBIRD BRIDGE

Type: Battleship

Unit Run:

Belak – Destroyed, D'deridex – Active, Devoras – Active, Haakona – Active, Khazara – Active, Makar – Destroyed, Temet – Active, Terix – Active, plus 449 others built in total. 328 have been lost in all. The class remains in production.

Commissioned: Unknown, but approx. 2345 to date

Dimensions: *Length:* 1,041.65 m *Beam:* 772.43 m *Height:* 285.47 m

Decks: 82

Mass: 4,320,000 metric tons (estimated)

Crew: 1,500, troops and officers

Armament: 6 x Class 21 disrupter cannon, total output 65,000 TeraWatts

12 x S2 photon torpedo tube3 with 800 rounds

Defense Systems: Standard shield system, total capacity 2,295,000 TeraJoules

Standard Duranium/Tritanium Double hull plus 11 cm High density armor.

Standard level Structural Integrity Field

Warp Speeds (TNG scale):

Normal Cruise: 5

Maximum Cruise: 9

Maximum Rated: 9.5 for 10 hours.

Strength Indices: (Galaxy class = 1,000)

Beam Firepower: 1,300

Torpedo Firepower: 750

Weapon Range and Accuracy: 880

Shield Strength: 850

Hull Armor: 1,200

Speed: 955

Combat Maneuverability: 680

Overall Strength Index: 980

Diplomatic Capability: Equivalent to Starfleet Grade 3/4

Expected Hull Life: 60

Notes: For much of the operational life of the Romulan Warbird, Starfleet knew absolutely nothing about it. Indeed, it was not until 2364 that any Starfleet personnel even saw a Warbird firsthand. Prior to this only the haziest of intelligence reports existed concerning any class of Romulan vessel. An encounter between a Romulan Warbird and the USS Enterprise at the Romulan neutral zone in that year provided Starfleet with its first good information on the Warbird. The first impressions were not comforting ones; the Romulan vessel was almost double the length of the Enterprise, itself then the largest and most powerful vessel in Starfleet. The Warbird's cloaking device was highly effective against the latest Federation sensors, and the great size of the vessel indicated that it outgunned Starfleet's finest by a considerable margin.

Over the next few years Starfleet intelligence devoted considerable resources to the new Romulan threat. The defection of Admiral Jarok promised to be a famous intelligence coup, but disappointingly it proved to be a disinformation ploy by the Romulans. The return of former Ensign DeSeve, who had previously defected to the Romulan Empire in 2349, generated a good deal of background information on the Romulan military structure and the general capability of their fleet, but provided little specific detail. The Federation's greatest victory in the intelligence war occurred shortly after the defection of DeSeve when Vice Proconsul M'ret and two of his aides defected. M'ret, who had served on several defense related councils in the Romulan Senate, was able to provide a great deal of detailed information on the capabilities of the Warbird - among other things.

The appearance of overwhelming size and strength was to prove somewhat deceptive. Much of the vessel's internal volume is given over to ground forces and their supporting equipment. Although the disrupter armament is impressive, the technology behind it is significantly behind that of the Federation's phaser banks. The disrupters have a high power but relatively low rate of fire and somewhat limited range. The twelve torpedo tubes are capable of firing only one torpedo each at a time, and have a combined rate of fire some 80% that of the two tubes of a Galaxy class battle section. The Warbird is somewhat slower than a Galaxy class starship, and also a great deal less agile. The Federation has also made considerable progress in defeating the Romulan cloaking technology in the past few years. The deployment of wide area tachyon nets along the border together with advanced sensor posts has made penetrating Federation space a rather chancy proposition for the Warbird.

Nevertheless, the Romulan Warbird remains an impressive design that is capable of defeating all but the most advanced and powerful Federation vessels. Starfleet continues to treat these behemoths with a considerable degree of respect.

Norexan



Type: Warbird - general attack ship

Unit Run: Unknown; at least two in service as of 2378, including the Valdore.

Commissioned: Unknown, but 2378 or earlier

Dimensions: *Length:* 603.5 m *Beam:* 911.4 m *Height:* 94 m

Mass: Unknown

Crew: Unknown

Armament: 12 x Medium and heavy pulse disrupter cannon, total output 55,000 TeraWatts

6 x S3 photon torpedo tube

Defense Systems: Standard shield system, total capacity 3,240,000 TeraJoules
Heavy Duranium/Tritanium Double hull plus 8 cm High density armor.

High level Structural Integrity Field

Warp Speeds (TNG scale):

Maximum Rated: 9.95 for 10 hours.

Strength Indices: (Galaxy class = 1,000)

Beam Firepower: 1,100

Torpedo Firepower: 3,750

Weapon Range and Accuracy: 1,100

Shield Strength: 1,200

Hull Armor: 1,200

Speed: 2,184

Combat Maneuverability: 3,700

Overall Strength Index: 1,930

Diplomatic Capability: Unknown

Expected Hull Life: Unknown

Notes: Relatively little is known about these ships - they certainly have photon torpedoes and disrupter weapons, they have cloaks and shields. Their sleek lines are relatively high performance suggests a recent design.

Two of these ships joined the Enterprise-E in battle against the Scimitar in an attempt to prevent Praetor Shinzon from using his Thalaron weapon against Earth. Both were disabled in short order, indicating that the Norexan class is not generally a match for the Sovereign class ship.

Most probably, these ships are a result of the Dominion war. The Romulan D'Deridex did not fare especially well in the war despite its great size, and many predicted that the Romulans would move toward smaller, more sophisticated vessels in the future. Although the Scimitar itself seems to indicate that the Remans at least continue to pursue the idea of the "supership" concept, the Norexans indicate that the Romulan fleet has learned its lessons well.

Warp Shuttle



Type: Long range warp shuttle

Unit Run: Unknown; estimated 925 in service

Commissioned: 2358 – present

Dimensions: *Beam:* 15.98 m *Height:* 6.57 m

Decks: 1

Mass: 142.311 metric tons (estimated)

Crew: 15

Armament: 6 x disrupter cannon, total output 900 TeraWatts, 2 x Micro photon torpedo tube

Defense Systems: Standard shield system, total capacity 40,500 TeraJoules

Light Duranium Single hull.

Low level Structural Integrity

Maximum Rated: 9.6

Strength Indices: (Galaxy class = 1,000)

Beam Firepower: 18

Torpedo Firepower: 25

Weapon Range and Accuracy: unknown

Shield Strength: 15

Hull Armor: 0.62

Speed: 1,000

Combat Maneuverability: 16,500

Overall Strength Index: 108
Diplomatic Capability: 1
Expected Hull Life: 15

Notes: This vessel has only recently been seen up close by the Federation, more because no serious effort has been put into learning about such a low priority craft than due to any great effort at secrecy on the part of the Romulans. The craft is approximately equal to a Federation Runabout in size and capability, although it is more biased toward long range transportation and so is considerably faster. The armament is on a par with the Danube class, with six Disruptors and a pair of photon torpedo tubes. One unusual feature of a vessel this size is the installation of a cloaking device.

These vessels are not produced in anything like the same numbers as the Federation Runabouts, even accounting for the smaller Romulan fleet. This has led to some speculation that the vessels suffer from an undisclosed design fault, perhaps in the warp drive system. A more likely answer is that relatively high warp capability of this model makes it too expensive to be worth producing in very large quantities, and it is likely that the Romulans operate slower classes of shuttles - perhaps variants on this one - to make up the difference.

Science Ship



Type: Technology test bed and research vessel1
Unit Run: Pi – Active, plus 1,049 others built in total. 750 have been lost in all. The class remains in production.
Commissioned: 2361 – present **Dimensions:** *Beam: 94 m Height: 15 m*
Decks: 2
Mass: 57,000 metric tons
Crew: Approximately 100
Armament: 2 x Light disrupter cannon, total output 1,000 TeraWatts, 1 x S2 photon torpedo tube with 25 rounds
 Defense Systems : Standard shield system, total capacity 67,500 TeraJoules
 Standard Duranium/Tritanium Single hull plus 2 cm High density armor.
 Low level Structural Integrity Field
Warp Speeds (TNG scale):
Normal Cruise: 6
Maximum Cruise: 7.8
Maximum Rated: 8.6 for 12 hours.
Strength Indices: (Galaxy class = 1,000)
Beam Firepower: 20
Torpedo Firepower: 62.5
Weapon Range and Accuracy: 20

Shield Strength: 25
Hull Armor: 212.5
Speed: 680
Combat Maneuverability: 11,240
Overall Strength Index: 113
Diplomatic Capability: None
Expected Hull Life: 30

Notes: As with most Romulan vessels, little is known about the Romulan Science ship. They are apparently a development of the Scout ship that the Romulans fielded in 2358, and are believed to have very similar performance characteristics. The basic hull design is identical, but the forward and aft ends have been radically altered. The entire forward hull has been redesigned, and a large semi-circular module has been added to the aft. Some detail of the forward section was gained when the Enterprise-D lent aid to one of these vessels in 2368. The forward section was found to contain the ships engineering spaces and warp core. The ship was found to be equipped with a phased cloak device, which in theory would allow the ship to pass through normal matter whilst cloaked. This technology was tested by the Klingons some years ago, and found to be highly unstable and dangerous. Presumably the Romulans found some of the same difficulties.

The aft section probably contains a variety of sensor and scanner devices, and the main body presumably contains science laboratories and other such areas.

Scout Ship



Type: Scout vessel - Modified Science ship
Unit Run: Unknown
Commissioned: 2358 - present
Dimensions: *Length:* 98 m *Beam:* 94 m *Height:* 15 m
Decks: 2
Mass: 5,830 metric tons
Crew: 73
Armament: 2 x Light disrupter cannon, total output 2,000 TeraWatts
 1 x S2 photon torpedo tube with 25 rounds
Defense Systems: Standard shield system,
 total capacity 67,500 TeraJoules
 Standard Duranium/Tritanium Single hull plus 2 cm High density armor.

Low level Structural Integrity Field

Warp Speeds (TNG scale):

Normal Cruise: 6

Maximum Cruise: 7.8

Maximum Rated: 8.6 for 12 hours.

Strength Indices: (Galaxy class = 1,000)

Beam Firepower: 40

Torpedo Firepower: 62.5

Weapon Range and Accuracy: 20

Shield Strength: 25

Hull Armor: 212.5

Speed: 680

Combat Maneuverability: 14,600

Overall Strength Index: 120

Expected Hull Life: 30

Notes: Very little is known about these ships; they appear to be light scout vessels, but could also be used for general patrol in areas where a large and costly D'Deridex class vessel is not required. Admiral Jarok used a scout ship to cross the Neutral Zone during his defection in 2366. The Admiral set the ship to self-destruct before Federation personnel could board and inspect it, in order to prevent the Federation from learning about Romulan technology. These ships were used widely in the Dominion war, and suffered heavily at the hands of the Jem'Hadar.

Scorpion



Type: Ground attack craft

Unit Run: Unknown

Commissioned: Unknown, but in service in numbers by 2378

Dimensions: *Length:* 4 m *Beam:* 1.5 m *Height:* 1.5 m

Decks: 1

Mass: 2.5 metric tons

Crew: 2

Armament: 1 x disrupter cannon

Sublight propulsion only

Combat Maneuverability: 23,800

Overall Strength Index: 28

Notes: The Scorpion is a Reman design in use with the Romulan Empire from circa 2378. Starfleet intelligence had gained some intelligence on the craft, but relatively little was known about them. The first close up look was gained when Captain Picard and Lieutenant Commander Data used a Scorpion to make their escape from the Praetor's flagship Scimitar. The Scorpion is essentially a militarized shuttlepod - small, relatively limited in its capabilities, but easy to produce in quantity. Its flight performance is insufficient to allow it a serious role as a fighter craft, and it most probably serves as a ground attack craft.

The armament is light even by those standards - a single disrupter cannon is carried, and although no hard figures are available this was used by Picard during his escape and appeared to be approximately the equivalent of a Starfleet Type IV phaser as used on many Federation shuttlecraft. Mounting this on the dorsal surface limits its field of fire against ground targets. There was no sign of any torpedo launcher or other weapons, though possibly these can be fitted externally if required.

The lack of shields or armor would make lingering over, or even near, hostile forces an unlikely proposition. The Scorpion is most likely intended to be used in support of Romulan (or Reman) ground troops, loitering above friendly territory and then making fast diving runs at the enemy's forward areas before rapidly escaping. Even so, the casualty rate against the kind of defenses mounted by Federation forces would be quite high.

Scimitar (Reman Design)



Type: Heavy battleship

Unit Run: At present, only one ship of this type has been observed.

Commissioned: 2378, remained in service until 2378

Dimensions: *Length:* 890 m *Beam:* 1,350 m *Height:* 245 m

Mass: Unknown

Crew: Unknown

Armament: 52 x heavy disrupter cannon, total output 1,000,000 TeraWatts, 27 x S3 photon torpedo tube

1 x Thalaron Radiation emitter (excluded from strength indices)

Defense Systems: Primary and secondary shield system, total capacity 2,160,000 TeraJoules

Standard Duranium/Tritanium Double hull plus 9 cm High density armor.

Standard level Structural Integrity Field

Warp Speeds (TNG scale):

Maximum Rated: 9.99 for 12 hours.

Strength Indices: (Galaxy class = 1,000)

Beam Firepower: 20,000
Torpedo Firepower: 16,875
Weapon Range and Accuracy: 1,420
Shield Strength: 800
Hull Armor: 1,000
Speed: 4,125
Combat Maneuverability: 3,000
Overall Strength Index: 10,745
Diplomatic Capability: Unknown, but probably limited to Grade 2
Expected Hull Life: Unknown

Notes: Produced by the Remans but technically operating under the flag of the Romulan Empire, the Scimitar was first encountered by the USS Enterprise-E, which traveled to Romulus in 2378 at the invite of the new Praetor, Shinzon. The ship is a large vessel, roughly the size of the D'Deridex in terms of volume. It was classified by Captain Picard as a predator, and this is certainly an apt description. The ship carried very heavy armament and shielding, enabling it to remain in a battle for prolonged periods under heavy fire.

Like most Romulan ships the Scimitar is fitted with a new cloaking device, but this is of a new type which is undetectable to the current generation of Federation sensor systems. There were no detectable tachyon emissions or residual anti-protons from the cloak, making accurate targeting impossible. Still worse was the fact that the Scimitar could fire all weapons whilst cloaked, much as the Klingon prototype Bird of Prey which Captain Kirk faced at Khitomer could.

When Shinzon attempted to invade the Federation Captain Picard took the Enterprise-E into battle with the Scimitar. The results were shocking; whereas General Chang's ship was unshielded and lost its cloak when the Enterprise-A scored a single hit, the Scimitar retained its cloak and was undamaged throughout numerous weapon impacts. The difficulty in scoring hits on the ship made an already lopsided battle a hopeless affair for the Enterprise.

Although two Norexan-class Warbirds joined the Sovereign class ship in battle, the Scimitar was easily able to defeat these ships in a matter of minutes before turning its attention back to the Enterprise. Captain Picard did give a good account



of his ship, fighting until all weapons were exhausted before then ramming the Scimitar rather than surrendering. The Sovereign's hull did appear to be rather stronger than the Scimitar's, yet although the impact did inflict considerable damage on the Reman ship even this did not stop it. Only a last desperate boarding action by Picard and Lieutenant Commander Data was

able to stop the enemy vessel.

Perhaps most worrying of all, the Scimitar was designed to house a Thalaron radiation emitter system, which could engulf ships or even whole planets. As a weapon of mass destruction the Scimitar would be horrendously effective, able to exterminate planetary populations with ease.

The Romulans seem unlikely to proceed with class production of the Scimitar as the design stands - the employment of a Thalaron system would likely provoke a quadrant-wide armaments race of horrific scale and scope. However, there is nothing preventing them from producing a modified design with only conventional weaponry. Should this prove to be the case, Starfleet has much thinking to do.

Part 6 - The Tal Shiar

Overview

The Tal Shiar is the Romulan Empire's equivalent of Earth's Federal Intelligence Agency. Its name comes from Old Vulcan word *talshaya*, meaning Swift Death or Merciful Execution. They have a broad scope of power, extending into all walks of Romulan life, and all citizens are assured in their safety, knowing the Tal Shiar are everywhere, watching for disloyalty and/or threats to the Empire. They are considered above the law and are responsible for ensuring the loyalty of ALL citizens, even high placed government officials and military personnel.

The Tal Shiar sets its own budget, chooses its own personnel, and practices most of its duties behind the scenes, without anyone but the highest, most trusted officials in the government even knowing it happened. They expect, and usually receive, cooperation from all citizens of the Empire.

Citizens are supposed to be ever vigilant for signs of disloyalty so they can report the offender to the Tal Shiar. Most people are afraid to voice opinions against anything the government tells them. Speaking out in any way is often taken as a sign of disloyalty and one never knows where the Tal Shiar spies are hiding.

They also receive full cooperation from the government and military. An agent can commandeer anything he needs to complete his mission, even if he needs an entire Warbird! An agent's orders are to be followed immediately, without question. Questioning an agent of the Tal Shiar is also taken as signs of disloyalty.

By the same token, Tal Shiar are expected not to abuse their power. The Tal Shiar has a reputation for handling its own affairs, and any agent who abuses his power is promptly dealt with. In order to carry out their mission, they must, and do, maintain an image of infallibility.

The Tal Shiar and the Tal Diann set spies in each other's ranks, especially within the fleet. The two agencies do not work well together.

Like any other government's secret service, the Tal Shiar is divided up into divisions, each with its own sphere of influence. *Organization and inner workings of the Tal Shiar are covered in depth in the School of Intelligence in Trek, SIS-103.*

One primary difference the Tal Shiar exhibits from the Cardassian Obsidian Order is that the Romulans prefer to employ technology to obtain information. Rather than beat the information out of a detainee, they prefer to use various mind-control or mind-reading devices combined with drugs. The Tal Shiar is always looking for a way to enhance their own mental abilities that they lost when they embraced passion over logic and when the environment of the Romulan homeworlds caused an evolutionary shift in their former mental abilities.

Much of their activities are centered around the mind: Information gathering, mental interrogation, brainwashing, holographic simulations, and research into telepathy.

Recruiting & Training

Agents are recruited from the Romulan Naval Academy and entered into the Tal Shiar's programs. The new agent is thoroughly trained, his background scrutinized, his performance evaluated throughout his training, in fact his whole career in the Tal Shiar.

Because of this constant scrutiny, it is impossible (with very few short-lived exceptions) for an infiltrator to become an officer in the Tal Shiar. Only one attempt by Starfleet, which was aided by the underground, managed to plant Commander Troi as a Tal Shiar Major on a Naval ship. This would never have worked on a Tal Shiar vessel, and only lasted for a short time on the naval vessel.

For many decades, the Tal Shiar's power was unchallenged. But one disastrous mission nearly destroyed the organization.

The Omarion Nebula Incident

(from the following website: http://memory-alpha.org/en/wiki/Battle_of_the_Omarion_Nebula)

Omarion Nebula incident

The Battle of the Omarion Nebula was the first major armed engagement between forces of the Alpha and Beta Quadrants and the Dominion, as well as the only major engagement to take place in the Gamma Quadrant. In the battle, a combined Obsidian Order and Tal Shiar fleet attempted to launch a preemptive strike on the Founders' homeworld in the Omarion Nebula, only to be ambushed and completely destroyed by the Jem'Hadar. This disastrous defeat has been likened to the Federation's defeat to the Borg at the Battle of Wolf 359.

Prelude

The year 2371 was an anxious time for the various powers of the Alpha and Beta Quadrants, as the threat posed by the Dominion on the other side of the Bajoran wormhole loomed ever closer. The Jem'Hadar offensive of 2370, which had claimed amongst others the USS *Odyssey*, and the subsequent encounter between the USS *Defiant* and the Founders, had revealed a ruthless, technologically advanced enemy determined to impose their version of order on the chaotic galaxy. Although a full-scale invasion did not follow the initial appearance of the Jem'Hadar as was feared, war seemed to be only a matter of time.

Immediately the United Federation of Planets and the Klingon Empire began preparations for a Dominion incursion, including the fortification of Deep Space 9 and the investigation of methods to combat changeling infiltration. The Romulan Star Empire, ever cautious, loaned a cloaking device to the Federation (installed on the *Defiant*) in exchange for intelligence Starfleet gathered on the Dominion, but refused to send ships of their own to the Gamma Quadrant. The Cardassian Union, occupied by its own internal and external concerns, also remained relatively uninvolved.

Secret Alliance

At this time, the Cardassian Enabran Tain was living out his retirement on Arawath, as the only head of the Obsidian Order to survive long enough to do so. Frustrated by the Central Command's complacency in the face of the Dominion threat and wearied by his three-year absence from power, Tain drafted a plan to destroy the Dominion in a single decisive move. To accomplish this he contacted the Romulan Tal Shiar, and proposed a joint venture, executed independently of either

organization's parent government. However, unbeknownst to him, his counterpart in the Tal Shiar, Colonel Lovok, had been replaced by a changeling. The Founders saw in Tain's plan their own opportunity, and did everything they could to carry it forward.

Through the Romulans, Tain had access to all the information gathered on the Dominion by Starfleet over the past several months. He learned of the Founders' control over the Jem'Hadar via their addiction to ketracel-white, and the location of their homeworld inside the Omarion Nebula. Tain concluded accurately that a massive attack directed towards the Founders' homeworld, eradicating the Founders and with them the supply of white, would cripple the Dominion irreparably.

In great secrecy, the Obsidian Order began building a fleet of Keldon-class warships in the Orias system, even though Cardassian law specifically prohibited the organization from operating military spacecraft of any kind. The fleet was equipped with cloaking devices provided by the Tal Shiar, which had been modified to avoid detection by Dominion scanners. Meanwhile, the Tal Shiar assembled its own force of several D'Deridex-class warbirds. Numbering twenty ships altogether, their combined firepower was sufficient to obliterate the crust of the Founders' homeworld in one hour, and the mantle in five. Apart from those directly involved in the operation, the only individuals who knew of the Tain's plan were Elim Garak and Odo, who had been captured and held aboard Tain's flagship while investigating the deaths of several former Obsidian Order operatives.

Launch

Near the end of 2371, the combined Cardassian-Romulan fleet left the Orias system and headed for the Bajoran Wormhole. As they passed Deep Space 9, the ships decloaked and transmitted parallel messages to the Cardassian and Romulan governments. In the Cardassian message, Tain explained his motives as that of defending Cardassia, and advised the Cardassian fleet to be on alert for any Dominion reprisals. Both governments denied any knowledge of the mission, though despite the possibility of open war they elected to wait and see whether Tain would succeed.

Starfleet also chose not to interfere with the attack, admitting that Tain's plan had a fair chance of success. Vice Admiral Toddman ordered the civilian evacuation of Deep Space 9 and sent a task force of nine starships to reinforce the Bajor system. Meanwhile, Commander Benjamin Sisko disobeyed orders and took the Defiant into the Gamma Quadrant in the hope of rescuing Odo and Garak.

The Battle

As the fleet entered orbit of the Founders' homeworld, they found the planet completely undefended, the Founders in a liquid state on the surface -- apparently they had achieved the element of surprise. Tain confidently ordered the fleet to decloak and attack, with the words "so much for the Dominion, open fire." Thirty percent of the planet's crust was destroyed in the opening volley, but something was amiss: there was no change in the number of life-forms on the surface. They soon realized that the Founders had already evacuated the planet, leaving behind only an automated transponder to send out false sensor readings. The entire operation had been a trap.

Mere moments later, a massive fleet of 150 Jem'Hadar attack ships emerged from the nebula, completely surrounding Tain's fleet. The Jem'Hadar's phased polaron beam weapons tore through the shields of the Cardassian and Romulan ships just as they had the Odyssey less than a year before, inflicting heavy damage in a

matter of minutes. Amidst the chaos, Lovok helped Odo and Garak escape, telling them that "no changeling had ever harmed another." The two fled Tain's warbird in the runabout USS Mekong just before it exploded, and were picked up shortly after by the Defiant.

Outgunned with no hope of retreat, the remnants of the Cardassian-Romulan fleet fought to their annihilation. As the Jem'Hadar ships continued to focus on the fleet, the Defiant fought its way out of the battle zone and escaped back to Deep Space 9. A few members of the fleet, including Tain, survived the battle and were detained at Internment Camp 371 until their rescue by Garak and Commander Worf in 2373.

Aftermath

By any measure the Battle of the Omarion Nebula was a catastrophe for the Romulan and Cardassian forces resulting in destruction not seen since The Battle of Wolf 359. The Tal Shiar suffered a severe setback from which it would not recover from for years, and the Obsidian Order ceased to exist altogether. The Founders had identified both organizations as a definite threat due to their efficient and ruthless natures, and had exploited Tain's plan to wipe out both of them in a single stroke. Their victory had been so overwhelming that the Dominion had essentially eliminated two of the major powers in the Alpha/Beta Quadrants from challenging them in the short-term; after their losses neither the Cardassians nor the Romulans would be very willing to wage war against the Dominion.

The destruction of the Obsidian Order also had more far-reaching consequences, which in time the Founders would also exploit to their advantage. Without the constant presence of the Order ensuring loyalty amongst the population, the Cardassian Underground was finally able to topple the Central Command. This in turn led to the Klingon-Cardassian War and the Second Federation-Klingon War in 2372-2373, weakening the Alpha and Beta Quadrants as a whole and nearly destroying the Federation-Klingon alliance, the last remaining bulwark against the Dominion. In addition, the humiliation and damage suffered by the Cardassians as a result of the Klingon attack would ultimately lead them to their alliance with the Dominion, sowing the seeds for the most devastating conflict in modern history, the Dominion War.

Omarion Incident References:

* DS9: "The Jem'Hadar" "The Search, Part I & Part II" "Defiant" "Visionary" "Improbable Cause" "The Die is Cast" "Broken Link" "In Purgatory's Shadow" "By Inferno's Light"

Appendices

Appendix A - Historical Timeline

(Ed. note: from <http://www.pfrpg.org/RH/history.htm> and credits listed thereon)

68 BC: Surak born on Vulcan as the light from the sigma-1014 Orionis nova reaches Vulcan.

23 BC: Vulcan receives first radio signals from Orion pirates arriving in their system.

22 BC, January 18-19: First meeting with the Orion pirates. Orion ship lands, stuns and kidnaps most of the official Vulcan delegation, murders the rest. Surak is not present due to travel difficulties. S'Task is captured. The 'Ahkh' begins.

22 BC, March: End of the 'Ahkh'. Vulcans drive off the Orions using a combination of traditional warfare and psi weapons.

22 BC, November: Cloaked Orion spy ship destroyed. Hulk left in desert outside Te'Rikh as a monument.

23 BC: Riots on Vulcan as militaristic Vulcans in favor of arming to meet the interstellar threat clash with the more numerous pacifists supporting Surak.

7 BC: The number of the 'Declared', Vulcans pledged to follow S'Task on the Journey, reaches 12000. S'Task first suggests that those who wish to go on the Journey should donate all their possessions to the cause.

11 AD: The number of the 'Declared' reaches almost five percent of Vulcan's population. Ultimately, the limited number of ships, and the waning of early excitement about the project will substantially reduce the number of Vulcans who leave on the Journey.

25 AD: Rea's Helm leaves orbit and begins a three month tour of the solar system before accelerating out into interstellar space. Shortly followed by Warbird, Starcatcher, T'Hie, Pennon, Bloodwing, Corona, Lance, Gorget, Sunheart, Forge, Lost Road, Blacklight, Firestorm, Vengeance, Memory, and Shield.

55 AD: The fartravel ships arrive at the first star on their tour, 88 Eri. No habitable planets are found, and after reconnoitering the system the ships continue on towards 198 Eri.

UNKNOWN: Seven ships -- Pennon, Starcatcher, Bloodwing, Forge, Lost Road, Lance, and Blacklight -- are caught in the event horizon of a newly formed black hole nearby 198 Eri. All seven ships are lost.

UNKNOWN: The remaining fartravel ships reach 198 Eri. Demoralized after the black hole disaster, they spend 3.5 years in orbit, storing up energy and debating the future of the Journey. S'Task prevails in the debate and the ships continue on to 4408A/B Trianguli.

UNKNOWN: Two ships -- T'Hie and Corona -- lost to the mind destroying race called the 'Iruhe' at 4408B Trianguli. The remainder of the fleet flees 4408A/B at high speed. Firestorm and Vengeance become separated from the rest of the ships and wander for several years before rejoining the fleet.

UNKNOWN: Warbird suffers a drive failure and falls into 114 Trianguli while attempting a slingshot maneuver.

UNKNOWN: Memory suffers a drive failure and falls into a black dwarf while attempting a slingshot maneuver.

UNKNOWN: Sunheart abandoned after disease kills most of the crew.

~**533 AD**: The four remaining ships -- Rea's Helm, Gorget, Vengeance and Firestorm -- arrive in the 128 Trianguli system and find two habitable worlds.

~**534 AD, 0 AS (After Settlement)**: The two worlds are named `ch'Rihan' and `ch'Havran' and the first Travelers begin to disembark from the fartravel ships to colonize the two worlds.

~**537 AD, 3 AS**: The last of the Travelers disembark from the ships, leaving only the Ship Clans.

~**594 AD, 60 AS**: Under the rule of Councilor T'Rehu, the nation of Elheu raises a standing army and begins threatening its neighbors. Between 60 AS and 72 AS, T'Rehu invades several smaller neighboring nations.

~**606 AD, 72 AS**: T'Rehu receives the Grand Councilorship after intimidating the Grand Council with the possible use of her armies, and her alliances with the technologically advanced Ship Clans. S'Task walks out on her, and she swears he will never do so again.

~**612 AD, 78 AS**: Famine strikes the South Continent of ch'Havran and 1500 die. T'Rehu has S'Task (aged 248) murdered in the High Council when he attempts to walk out. She declares the beginning of the `rule of women' and takes the title of `Ruling Queen'.

~**630 AD, 96 AS**: A faction from the Eastern continent overthrows T'Rehu and sets up the Tricameral system of government.

~**784 AD, 250 AS**: By this time, the technology in the four remaining Ships has substantially degraded and fallen into disrepair. The Ship Clans have dwindled, and the Romulans now lack an interstellar travel capacity.

~**835 AD, 300 AS**: Over the years 300 AS to 400 AS, the orbits of the Ships decay and they all fall from the sky.

~**1043 AD, 508 AS**: The Romulan government completes a small satellite warning and defense system.

~**2034 AD, ~1499 AS**: The Romulans develop the technology of artificial gravity.

2134 AD, ~1599 AS: The USS Carrizal enters the Romulan star system, evades the satellite warning system, and beams radio first contact messages to the two inhabited planets. The Romulans do not answer them, and the Carrizal leaves after completing its studies.

2137 AD, ~1602 AS: The USS Balboa enters the Romulan star system and is destroyed by the massed particle beams of fifty newly built Romulan ships. The USS Stone Mountain is captured while answering the Balboa's distress call and dissected to acquire warp drive technology.

2156 AD, ~1621 AS: Romulan war begins against Earth forces. The war is fought with primitive atomic weapons and the Romulan Fleet does not yet have warp drive.

2162 AD, ~1627 AS: A humiliating defeat at the Battle of Cheron discourages the Romulans, and the Vulcans persuade the Federation, the two sides negotiate the Treaty of Alpha Trianguli via subspace data upload. The Treaty establishes the Neutral Zone as a one light year buffer between Federation and Romulan space.

2166 AD, ~1631 AS: Romulan forces destroy outposts 2, 3, 4, and 8 in the Neutral Zone (Balance of Terror, TOS) to test the Federations' resolve and defenses. Though still without warp drive, the Romulans have a cloaking device and a plasma energy weapon. Captain James T. Kirk, violates the treaty and enters the Neutral Zone, finally out maneuvering the Romulan Commander, forcing him to self-destruct.

2168 AD, ~1629 AS: The Federation sends Kirk and Spock into Romulan Territory to steal a Romulan cloaking device. They are captured, but manage to escape, taking a Romulan Commander prisoner back to Federation space.

2268 AD, ~1729 AS: The Romulan Empire enters into an Alliance with The Klingon Empire, which results in exchange of technologies, giving the Romulans warp drive and new ship designs.

2287 AD, ~1753 AS: The Romulan Empire sends the Diplomat Caithlin Dar to Nimbus III, a failed colony of peace.

2292 AD, ~1758 AS: The Romulan-Klingon Alliance crumbles and they become bitter enemies for the next 75 years.

2293 AD, ~1759 AS: Romulan Senator Pardek attends the Khitomer Conference.

2311 AD, ~1777 AS: In the *Tomed* incident, Romulan Admiral Vokar attempts to start a war with the Federation by ramming his ship the *Tomed* into a Federation asteroid base. The resulting quantum explosion destroys several bases and the Federation starship *Agamemnon*. Shortly thereafter is signed the Treaty of Algeron between the Romulan Empire and the UFP in which the UFP gives up the right to develop a cloaking device in exchange for a withdrawal of Romulan forces. Also reaffirms the Romulan Neutral Zone. Violation of the RNZ would be considered an act of War.

2344 AD, ~1811 AS: Romulans attack the Klingon colony of Nerendra III. The defense of the colony by the doomed *Enterprise-C* opens diplomatic talks between the Klingons and the Federation, both enemies of the Romulan Empire.

2345 AD, ~1811 AS: Sela is born on ch'Rihan. Due to a time incursion, (Yesterday's *Enterprise*) she is the daughter of Tasha Yar and a Romulan official.

2346 AD, ~1812 AS: Romulans attack the Klingon Colony of Khitomer. Traitor Ja'rod Duras (Klingon) plots with the Romulans to attack the Colony. Romulan Officer Tokath takes nearly 100 Klingon prisoners from Khitomer to a prison camp in the Carraya System (Carraya IV). He allows the Klingon prisoners and the Romulan officers and crew under his command to intermarry, producing a colony of half-breeds, unwelcome in either Empire. The decision not to execute the prisoners cost Tokath his position in the Romulan Empire.

2350 AD, ~1816 AS: The Romulan Science vessel *Talvath* commanded by Telek

R'Mor of the Romulan Astrophysical Academy, departs on a mission to Sector 1385.

2351 AD, ~1817 AS: The Romulan Science vessel Talvath, commanded by Telek R'Mor of the Romulan Astrophysical Academy, makes contact with USS Voyager through a time wormhole through which messages from Voyager are transmitted, to be held until the proper time in the future (20 years) when the messages can be delivered.

2358 AD, ~1824 AS: The Federation violates the Treaty of Algeron by developing a cloaking device. The device is installed on the USS Pegasus, which explodes after its crew mutinies over the experiment. The cloaking device remains intact, however, as the crippled ship drifts in space, cloaking and uncloaking periodically.

2364 AD, ~1830 AS: After the mysterious destruction of several Federation and Romulan outposts along the Romulan Neutral Zone, a Romulan warbird enters the RNZ to investigate. Though it was later discovered that the Borg had destroyed these outposts, hostilities resumed between the Romulan Empire and the Federation.

Senator Pardek attends a trade conference. The archival video of the conference show Spock and Pardek together, which later lead Picard and Data to follow Spock to ch'Rihan, thinking that Spock is compromising Federation security.

Romulans obtain the hull of the Vulcan ship T'Pau to be used in a covert operation to take over Vulcan.

2365 AD, ~1831 AS: The USS Yamato violates the RNZ to find the ancient civilization of Iconia, in hopes of preventing the Romulans from gaining access to their technology. An interstellar incident is almost triggered when the Iconian device nearly destroys both a Romulan Warbird and the Enterprise-D.

2366 AD, ~1832 AS: A Romulan Scoutship enters the RNZ near the Federation outpost Sierra IV. The ship is piloted by defector Admiral Alidar Jarok. He gives the Federation information that the Romulans are planning a military base on Nelvana III. He feels that a war with the Federation would be disastrous for the Romulan Empire. However, the information he "procured" is misinformation fed to him by the Romulan government as a test of loyalty. Jarok later commits suicide to pay for his dishonor.

A Romulan Warbird piloted by Tomalak, enters the RNZ to rescue the survivors of a downed scoutship, the Pi, on Galorndon Core. One of the survivors dies on the Enterprise, but the other is rescued by Engineer LaForge and returned unharmed to Tomalak.

A Romulan Warbird is dispatched to investigate a life form living in space, Gomtuu, with great potential use as a weapon and a vessel. Due to the interference of the Federation, the creature chooses to bond with a Betazoid, and it pushes the Romulan ship and the Enterprise-D to safety before a nearby star explodes.

2367 AD, ~1833 AS: Commander Sela programs a Federation Officer, Geordie LaForge, to assassinate Klingon Governor Vagh to cause a rift between the Klingons and the Federation. Later that year Sela forms a covert alliance with the Duras family to wrest control of the Klingon High Council from Gowron. Though unsuccessful due to the interference of the Federation, the incident did spark a Klingon civil war from 2367 - 2368.

Subcommander Selok, long undercover on Vulcan as Ambassador T'Pel, maneuvers her return to Romulan space by arranging negotiations with the Romulans. She is beamed aboard the Devoras, faking her death by transporter. While the Enterprise crew investigates her death, the Devoras takes Selok safely back to Romulan space.

Telek R'Mor of the Romulan Astrophysical Academy, dies before he can pass along the message chip given to him by Voyager. The messages were to be delivered in 2371 so as not to affect the timeline.

2368 AD, ~1834 AS: Sela attempts to bring supplies to the Duras family to aid them in their rebellion against Gowron. The plan is thwarted by a sensor net formed by a fleet of Federation ships, which detected Sela's ships even under cloak.

The Romulan Empire becomes aware of the underground Unification Movement. Senator Pardek and Proconsul Neral pretend to be sympathetic to the movement in order to assist Sela's planned invasion of Vulcan. Again the Romulan plan is thwarted by the Federation, through the efforts of Ambassador Spock of Vulcan. It is rumored that he has remained undercover on ch'Rihan to aid the Unification Movement.

A Romulan Scout ship issues a distress call to the Enterprise-D, which aids the ship with repairs. The ship is carrying an experimental cloaking device based on phase technology. A transporter accident phases LaForge and Ro, essentially cloaking them from view. It is during this cloaked state that they discover the experimental cloaking device. An anionic beam uncloaks them.

2369 AD, ~1835 AS: Stephan DeSeve, a federation citizen who had given up his citizenship 20 years ago and has chosen to live on ch'Rihan, defects back to Federation space. He conveys a message to Spock that several dissidents are defecting to Federation space with vital information. Deanna Troi is co-opted as an undercover Tal Shiar to ensure the safe delivery of the operatives to Federation space. Commander Toreth is the unlucky person to have the dissidents aboard her ship, the Khazara.

An alien lifeform enters the singularity in a Romulan Warbird, mistaking it for a black hole. The singularity is used by the aliens to lay eggs and incubate their young. The process has shut down all power to the warbird. The Enterprise-D attempts to restore power to the Warbird with an energy beam. But the aliens freeze both ships in time to prevent a disastrous explosion. Eventually the Romulan crew is rescued by the Enterprise and returned to Romulan space.

2370 AD, ~1836 AS: Mercenaries conduct raids on ancient Romulan sites in search of the psionic resonator, a weapon used by telepaths.

The Romulan Warbird Terix finds debris from the USS Pegasus in the Devolin System. The ship is ordered to find the rest of the Pegasus. The previous Pegasus Captain, now Admiral Pressman, is assigned by Starfleet Intelligence to retrieve the illegal cloak if it still exists. Riker tells the Romulans about the device and has Pressman arrested for violating the Treaty of Algeron.

2371 AD, ~1837 AS: Romulans attempt to collapse the Bajoran Wormhole to prevent Dominion forces from entering the Alpha Quadrant. It would have resulted in the destruction of DS9. However, a Federation officer was forewarned, when the Cloak from a nearby Romulan Warbird thrust Miles O'Brien ahead in time to right after the planned collapse of the wormhole.

A joint pre-emptive strike by Tal Shiar and Cardassian against the Founder homeworld in the Omarion Nebula fails.

2373 AD, ~1839 AS: Romulans sign a non-aggression pact with the Dominion and remain uninvolved in the Dominion War until it becomes apparent to the Tal Shiar that the Dominion forces plan to invade Romulan Territory. Though this information was fabricated by the Federation, it does achieve its goal to persuade the Romulans to rethink their pact with the Dominion.

2374 AD, ~1840 AS: Romulans join forces with the Federation and the Klingons against the Cardassian-Dominion forces. The RSE provides warships in the Dominion War, giving the alliance the extra firepower it needs to defeat the Dominion. The Dominion War sees a turning point at the Chintoka System when all three forces destroy an automated Cardassian defense system.

2380 AD, ~1846 AS: With a small group of Remans, the human clone Shinzon destroys the Senate with a thaloron device and takes power, seeking to defeat the Federation as well. He and his weapon are destroyed by the Enterprise-E.

Appendix B - The Tomed Incident

The Tomed Incident was an act of terrorism in 2311 that cost many thousands of Federation lives. History records that Romulan Admiral Aventeer Vokar, an extremist in the Romulan Imperial Fleet, ordered his ship, the Tomed, abandoned by all but six of the crew. From there, Vokar and his cohorts set course for the Foxtrot Sector in Federation space. Upon reaching their destination, the ship impacted with an asteroid base, and its quantum singularity drive caused a massive explosion, disrupting space-time throughout the sector and wiping out dozens of asteroid bases and at least one starship, the USS Agamemnon.

Thousands of lives were lost, with only the USS Enterprise escaping destruction. Vokar apparently committed this act in the hopes of prompting a war between the Federation and the Romulan Star Empire due to his long-standing Romulan chauvinism and imperialistic stances. The Tomed Incident nearly accomplished Vokar's goal before the Klingon Empire, previously neutral, sided with Federation forces, thus prompting the Imperial Fleet to retreat from the border.

Shortly after the Tomed Incident, the Romulan Star Empire forced the Federation to sign a revised Treaty of Algeron. It banned cloaking technology within the UFP in return for the Star Empire's agreement to withdraw into its borders and to recall all of its diplomatic missions and citizens, effectively isolating them on the astropolitical scene. (TLE: Serpents Among the Ruins).

In reality, Vokar did not cause the Tomed Incident, and only the lives of the six Romulans were lost. Capt. John Harriman and Starfleet Intelligence operatives Elias Vaughn and Drysi Gravenor of the UFP stowed aboard the Tomed and tricked most of the crew into abandoning ship. From there, they hijacked the Tomed, ramming it into the Foxtrot Sector asteroid base -- a base that had, like the Agamemnon and the other asteroid bases, been previously emptied of all crew but equipped with special devices designed to emit artificial lifesigns. The deaths of thousands of Starfleet officers from across the Federation had, in the previous years, been covered up, and those officers were then recorded as having all transferred to the Foxtrot bases and to the Agamemnon, completing the fabrication. The Starfleet operatives escaped to the Enterprise, but Vokar and his crew were killed.

About SFMC Academy



The Starfleet Marine Corps Academy was established by Commander Starfleet in 2164 when it was determined that Starfleet Academy could no longer adequately meet the needs of both services. The historical home of the United States' Navy and Marine Corps academies, Annapolis, was selected as the new home of the SFMCA. The head of the Academy, known as Director SFMCA (DCO - Academy), is still headquartered at the main campus in Annapolis.

The motto of the SFMCA is "Facta Non Verba" or, in Federation Standard, "Deeds not Words." This is reflected in the more informal academy slogan, "We lead by example... whether we mean to or not."

The Director SFMCA reports to the Commanding Officer of the Training Command (COTRACOM) who, in addition to the SFMCA, oversees branch schools, enlisted personnel training, advanced technical schools, and periodic skill re-fresher courses. Most of these courses are held either at one of the SFMCA facilities, or at one of the many training facilities in the New Valley Forge system which is home to TRACOM. These facilities, together with an Oberth-class spacedock serving as TRACOM headquarters, comprise Station Valley Forge.

Today, the SFMCA consists of 5 campuses, 8 training worlds, and 42 ranges and field courses throughout the UFP. Together with Station Valley Forge, the SFMCA comprises one of the largest and most advanced military training organizations in the known universe.