

Romulan Ship Recognition Manual 2385 Edition

Credits

**Romulan Ship Recognition Manual
2385 Edition**

**Star Trek Starship Combat Simulator Phase II
Rules and Klingon Ship Statistics compiled by:**

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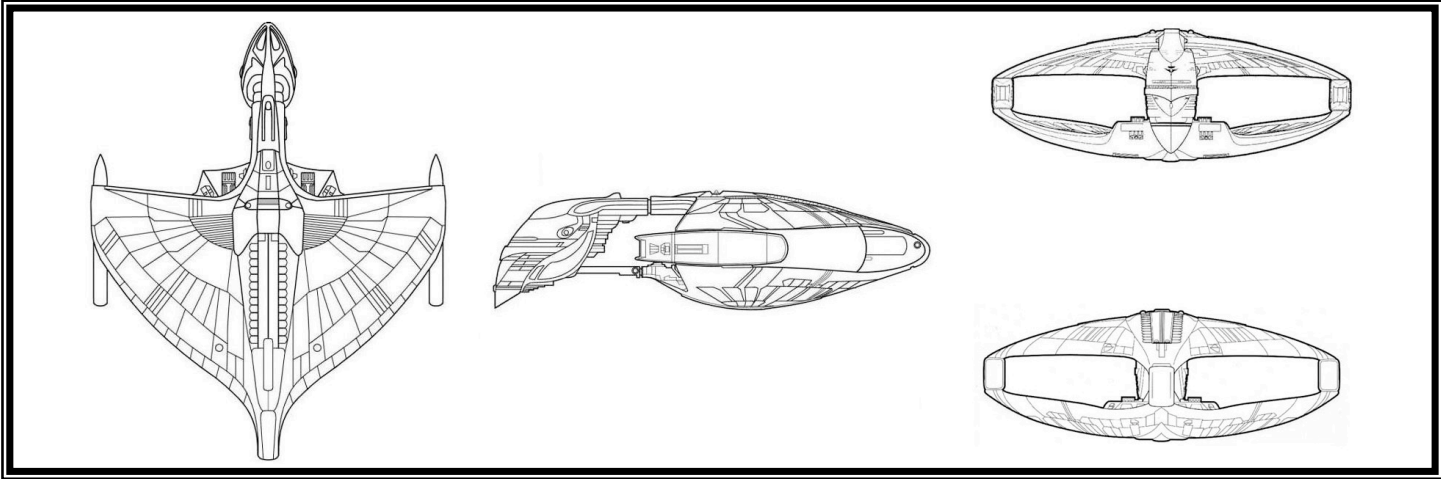
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Warbird Class Battlecruiser



Construction Data:	D'Deridex	Talon	Sparrowhawk	Peregrine	Kamarak	Leviathan	Bloodhawk	Raptor	Decius	Terex
Series Designation:	B	C	D	E	F	G	H	I	J	K
Model Number:	4/6205	4/6208	4/7002	4/7303	4/7503	4/7601	4/7701	4/7702	4/7805	4/7805
Date Entered Service:										
Hull Data:										
Superstructure Points:	110	100	110	110	125	110	135	110	135	135
Damage Chart:	B	B	B	B	B	B	B	B	B	B
Size:										
Length:	1041 m	1041 m	1041 m	1041 m	1041 m	1041 m	1041 m	1041 m	1041 m	1041 m
Width:	772 m	772 m	772 m	772 m	772 m	772 m	772 m	772 m	772 m	1041 m
Height:	285 m	285 m	285 m	285 m	285 m	285 m	285 m	285 m	285 m	1041 m
Transporters:										
Standard Six Person-	12	12	12	12	12	12	12	12	12	12
Combat 22 Person-	10	10	10	10	10	10	10	10	10	10
Cargo, small-	5	5	5	5	5	5	5	5	5	5
Cargo, large-	3	3	3	3	3	3	3	3	3	3
Cloaking Device Type:	RCI	RCI	RCI	RCI	RCI	RCI	RCI	RCI	RCI	RCI
Power Requirements:	75	75	75	75	75	75	75	75	75	75
Crew:	300 Officers 800 Enlisted	300 Officers 800 Enlisted	300 Officers 800 Enlisted	300 Officers 800 Enlisted	300 Officers 800 Enlisted	300 Officers 800 Enlisted	300 Officers 800 Enlisted	300 Officers 800 Enlisted	300 Officers 800 Enlisted	300 Officers 600 Enlisted
Troops:	400	400	400	400	400	400	400	400	400	400
Evacuation Limit	25,000	25,000	25,000	25,000	25,000	25,000	25,000	25,000	25,000	25,000
Shuttlecraft:	120									
Engines and Power Data:										
Total Power Units Available:	228	184	184	184	218	148	160	176	238	260
Movement/Point Ratio:	5/1	5/1	5/1	7/1	6/1	5/1	6/1	5/1	5/1	6/1
Warp Engine Type:	RIWB-1	RIWB-1	RIWB-1	RIWB-1	RIWB-1	RIWD-1B	RIWD-1B	RIWB-1	RIWB-1	RIUWB-2
Number:	2	2	2	2	2	2	2	2	2	2
Power Units Available:	64	64	64	64	64	50	50	64	64	90
Cruising Speed:	6	6	6	6	6	6	6	6	6	7
Emergency Speed:	9.4	9.4	9.4	9.4	9.4	9	9	9.4	9.4	9.75
Impulse Engine Type:	RIH-1	RIF-3	RIF-3	RIF-3	RIG-7	RIF-4	RIG-5	RIF-4	RIH-2	RIG-6
Number:	2	2	2	2	2	2	2	2	2	2
Power Units Available:	50	28	28	28	45	24	30	24	55	40
Auxiliary Power:	22	18	18	18	22	14	16	18	24	26
Reserve Power:	11	9	9	9	11	7	8	9	12	13
Weapons and Firing Data:										
Beam Weapon Type:	RWW-Y	RWW-I	RPW-G	RWW-W	RWW-Y	RWW-I	RWW-I	RWW-I	RWW-Y	RWW-Y
Number:	16	12	10	18	14	12	12	12	16	16
Firing Arcs:	6 f, 4 p/s, 4 f/p/s, 2 a	6 f, 4 p/s, 2 a	10 f/p/s	6 f, 6 f/p/s, 6 f/p/s/a	4 f, 4 p/s, 4 f/p/s, 2 a	6 f, 4 p/s, 2 a	6 f, 4 p/s, 2 a	6 f, 4 p/s, 2 a	4 f, 4 p/s, 6 f/p/s/a, 2 a	6 f, 4 p/s, 4 f/p/s/a, 2 a
Chart	Y	Y	X	W	Y	Y	Y	Y	Y	Y
Max Power:	12	10	25	7	12	10	10	10	12	12
+3	(1-15)	(1-10)	(1-10)	(1-10)	(1-15)	(1-10)	(1-10)	(1-10)	(1-15)	(1-15)
+2	(16-20)	(11-17)	(11-17)	(11-17)	(16-20)	(11-17)	(11-17)	(11-17)	(16-20)	(16-20)
+1	(21-24)	(18-24)	(18-22)	(18-20)	(21-24)	(18-24)	(18-24)	(18-24)	(21-24)	(21-24)
Missile Weapon Type:	RTA-S	RPL-3	RTA-S	RTA-S	RTA-S	RTA-S	RTS-S	RPL-6	RTA-S	RTA-S
Number:	20	4	6	24	8	12	2	20	12	12
Firing Arcs:	10 f/p/s, 10 a	4 f/p/s	4 f/p/s, 2 a	12 f/p/s, 12 a	6 f/p/s, 2 a	6 f/p/s, 4 a	2 f	10 f/p/s, 20 a	6 f/p/s, 6 a	6 f/p/s, 6 a
Chart	S	T	S	S	S	S	W	S	S	S
Power to Arm:	1	8	1	1	10	1	16	1	1	1
Damage:	10	RL-3	10	10	10	10	10	RL-6	10	10
Missile Weapon Type:										RPL-4
Number:										2
Firing Arcs:										2 f
Chart										Q
Power to Arm:										12
Damage:										RL-4
Shields Data:										
Deflector Shield Type:	RSS-M	RSS-M	RSS-2	RSR-1	RSR-1	RSS-2	RSS-2	RSS-2	RSR-1	RSR-1
Shield Point Ratio:	1/6	1/6	1/5	1/7	1/7	1/5	1/5	1/5	1/7	1/7
Max Shield Power:	22/side	22/side	25/side	28/side	28/side	25/side	25/side	25/side	28/side	28/side
Combat Efficiency										
Point Value:	245	205	207	209	261	177	189	207	276	297

In the mid-2340s, Starfleet intelligence began to get "sniffs" of a new Romulan warship type in operation across the Neutral Zone. Although Starfleet had not made contact with the Empire in several decades by this point, there always existed a keen interest in what their neighbors across the no-mans-land were up to. Long range scans revealed grainy images of a vessel of massive proportions, at least twice the size of and Federation starship and with an unusual power signature that defied the analysis of the best minds at Starfleet Engineering. Numerous attempts to penetrate the Star Empire for information about this new vessel failed, and for many years Starfleet counted itself lucky that the Romulans had chosen to isolate themselves from the rest of the Alpha Quadrant. It wasn't until 2364 that the starship *Enterprise* got a first detailed look at the new Romulan behemoth, and the news wasn't good.

In the years since, much has been learned about the *Warbird*-class of Romulan battlecruisers. It is now known that the early versions of the class were badly under gunned and underpowered and were barely a match for the line starships of the day. It wasn't until a modernization program started in 2356 that the *Warbird* began to grow as a serious contender in the field of galactic brinkmanship. From the start however, the *Warbird* was a wonderland of technological innovation and seemingly limitless potential.

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

Over the years, the Romulans have continually upgraded the class and regularly abandon old models as new ones come on line. Different engine, disruptor and torpedo weapons have produced nearly a dozen subtypes of the class with some, like the B type *D'Deridex* remaining in production while others, like the type E *Peregrine* have fallen out of favor. Losses during the Dominion and Raven conflicts have brought about an additional six variants of the *Warbird* hullform in the last decade with more expected to follow. Each new generation of *Warbird* improves upon the last in some degree or another, and the Romulans have become masters at finding new ways to expand the capabilities of their most cherished warship design.

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

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

The type B *D'deridex* was the direct result of information gleaned about the capabilities of the new Federation *Galaxy*-class starships. She was built with a completely new tactical suite and greater speed in mind. The *D'deridex* was envisioned as a specific counter to that perceived threat, though at a massive cost. Despite extensive losses of the *D'deridex*s during the Dominion and Raven conflicts, the ships of this type are still considered to be prestige assignments.

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

The type D *Sparrowhawk* was an experiment in turning the class into an all plasma gun platform. Slightly weaker shields and a poor torpedo array marred the otherwise great potential of the class, and only a few were built.

The type E *Peregrine* built upon the lessons learned from the *Sparrowhawk* and sports an all disruptor tactical array capable of a withering rate of fire. Upgraded heavy shields and weapons made the type E more sluggish in her handling, but the class was a complete success otherwise. The *Peregrines* were also grossly expensive to build and maintain and construction ended in 2379.

The type F *Kamarak* was the first serious attempt to improve on the *D'deridex* design and has been only a partial success. Upgraded structural systems, torpedo capacity, and shields came at the cost of a small measure of maneuverability, disruptor rate of power and secondary power generation. Although the *Kamarak* is in all respects superior to the *D'deridex*, most in the fleet find the elder type to be a more balanced defensive platform. One place the *Kamarak* does excel in over the *D'deridex* however is exploration, and the class has done much to expand the borders of the Empire in the last decade. Although the fleet's smaller science vessels are fine at what they do, only the *Kamarak*'s possess the larger ship borne sensor platforms and telescopes that were specifically designed for the class.

The type G *Leviathan* is an upgrade of the existing type A *Warbird* to more modern specifications. Modest changes to her weapons array and shields were almost secondary to bringing her computer systems, sensors and crew support facilities up to modern specifications. The *Leviathan* has since become the second most prolific type of *Warbird* next to the *D'deridex* and serves as the backbone of their fleet.

The H type *Bloodhawk* was developed with the *Leviathan* as a dedicated intelligence asset. Great care went into improving her cloaking performance and increasing her uncloaked sensor return. Like the *Peregrine*, the *Bloodhawk* was a fine warship but was much more difficult to field and was quickly pulled from production. Naturally, only the most loyal crews are chosen for service aboard the *Bloodhawks*.

The I type *Raptor* was a spirited attempt to add a massive set of plasma torpedoes to the class at the expense of several other systems. Her shields and disruptor systems are adequate for the job, but the class was not all it was hoped it would be. Plans exist to refit the six remaining vessels of the type as dedicated command and control ships, though this has as yet failed to take place.

The J type *Decius* is the second attempt to upgrade the aging *D'deridex*, and in this it has been more of a success than the *Kamarak*. Great care was taken in improving her fields of fire and shield systems while a 35% increase in structural integrity has built a greater degree of resiliency into the hull. The end result was a vessel that had finally outstripped the *D'deridex* as a front line combatant. However, both types are still in production with talk of upgrading the existing B type *D'deridex*s to the J standard in the next ten years. If this plan comes to pass, the Romulans will plan to do so at a rate of four units per year, just as they did with the *Leviathans*.

The K type *Terex* is a massively complex and over gunned upgrade of the *Decius* class and is currently the most powerful ship type in the Romulan inventory. However, the class has been slow to reach fleet service due to its complicated construction process and manpower intensive maintenance needs. In the *Decius*, the Romulans have finally managed to mount plasma and photon torpedoes in the same hull along with the most advanced secondary systems available. Rumors persist that the class may give way to an even more powerful L type *Avatar* class in the next few years, though these rumors are unconfirmed. If true, the Romulans may finally be poised to shift the balance of power in their favor along the Neutral Zone.

Of the 80 A type *Warbirds* produced, none remain in active service. Thirty were refit to type G specifications, 27 were destroyed, four are reported missing, presumed destroyed, 7 were scrapped, two are in the Imperial Naval Training Command, two have been sold to private interests within the Empire, 1 is in reserve status and one, the *Tomed*, was captured by the Federation on stardate 4/7510. 7 have been captured by or defected to the Romulan Free States. The A type is no longer in production and was discontinued in 2372.

Of the 82 type B *D'Deridex*-class warbirds produced, 42 remain in active service. 34 have been destroyed, 5 have been scrapped and 1 is listed as missing, presumed lost. The type B is still in production at a rate of 2 new units per year.

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

Of the 15 type D *Sparrowhawk*-class warbirds built, 7 remain in active service. 5 have been destroyed, two are listed as lost, presumed destroyed and one has been captured by the Romulan Free States. The *Sparrowhawk* is no longer in production and was discontinued in 2379.

Of the 19 E type *Peregrine*-class warbirds built, 8 remain in active service. 8 have been destroyed, 1 is listed as missing, presumed lost, one has been scrapped and one, the *Pi'kaht* was captured by Starfleet on stardate 4/8002. The *Peregrines* are no longer in production and were discontinued in 2379.

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

Of the 42 G type *Leviathan*-class warbirds placed in service, twelve were built specifically as that class and 30 were refit from type A *Warbirds*. 34 remain in active service while 6 have been destroyed, 1 was scrapped and Starfleet captured one, the *Rimnak*, shortly after its construction in 2378. Production of the class was discontinued in 2378.

Of the 10 H type *Bloodhawk*-class warbirds built, 7 remain in active service. 2 have been destroyed and one is listed as lost, presumed destroyed. The *Bloodhawk* is no longer in production and building was suspended in 2379.

Of the 10 I type *Raptor*-class warbirds built, six remain in service and four have been destroyed. Production of the class ended in 2379.

Of the 21 J type *Decius*-class warbirds constructed, 20 remain in active service with one listed as destroyed. The *Decius* remains in production at a rate of 2 new vessels per year.

Of the 17 K type *Terex*-class warbirds built, 16 remain in active service with one listed as destroyed. The *Terex* remains in production at a rate of 2 new vessels per year.

Pyre Class Battlecruiser

Construction Data:

Model Number: B
Date Entered Service: 4/4205

Hull Data:

Superstructure Points: 70
Damage Chart: B
Cloaking Device Type: RCF
Power Requirements: 42
Crew: 250
Shuttlecraft: 8

Engines and Power Data:

Total Power Units Available: 136
Movement/Point Ratio: 4/1
Warp Engine Type: RIWD-1
Number: 2
Power Units Available: 40
Cruising Speed: 6
Emergency Speed: 8.9
Impulse Engine Type: RIF-3
Number: 2
Power Units Available: 28
Auxiliary Power: 14
Reserve Power: 7

Weapons and Firing Data:

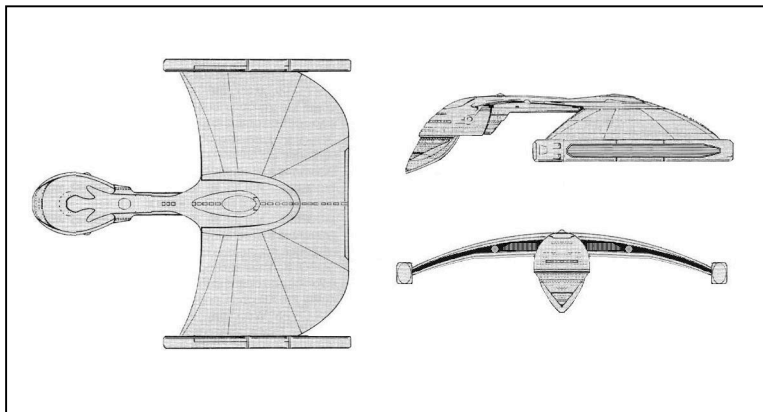
Beam Weapon Type: RPW-G
Number: 12
Firing Arcs: 2 f/p/s, 4 f, 4 p/s, 2 a
Chart: X
Max Power: 25
+3 (1-12)
+2 (13-18)
+1 (19-22)
Missile Weapon Type: RPL-3
Number: 2
Firing Arcs: 2 f
Chart: T
Power to Arm: 8
Damage: RL-3

Shields Data:

Deflector Shield Type: RSM-5
Shield Point Ratio: 1/5
Max Shield Power: 20/side

Combat Efficiency:

Point Value: 151



The *Pyre*-class battlecruiser came about as an attempt to improve upon the *Battlehawk*-class and incorporate several advances that had entered fleet service in the preceding years. At only 70% the mass of the original *Battlehawk*, the *Pyre* is slightly more maneuverable and sports more robust shields and torpedo systems. However, no amount of reworking the original flawed design could earn the *Pyre* the modicum of respect it deserved, and it is an unpopular assignment.

The future of the class may go hand in hand with that of the *Battlehawk* as a decision will be rendered soon whether to retire, mothball or refit the *Pyre* fleet. Many believe that the class will at the very least be retained in a reserve status as many are barely 20 years old and in superb condition.

Of the 45 *Pyre*-class battlecruisers produced, 34 remain in active service. 5 have been destroyed, three have been scrapped, one serves in the training command and the remaining two have defected to the Romulan Free States. Production of the class ended some time in the early 2360s.

Z-1 Nova Class Battlecruiser

Construction Data:

Model Number: IV
Date Entered Service: 4/1804
Damage Chart: B

Hull Data:

Superstructure Points: 65
Crew: 550
Troops: 150
Shuttlecraft: 15

Engines and Power Data:

Total Power Units Available: 128
Movement/Point Ratio: 5/1
Warp Engine Type: RIWD-1B
Number: 2
Power Units Available: 50
Cruising Speed: 6
Emergency Speed: 9
Impulse Engine Type: RIF-3
Number: 1
Power Units Available: 28
Auxiliary Power: 12
Reserve Power: 6

Weapons and Firing Data:

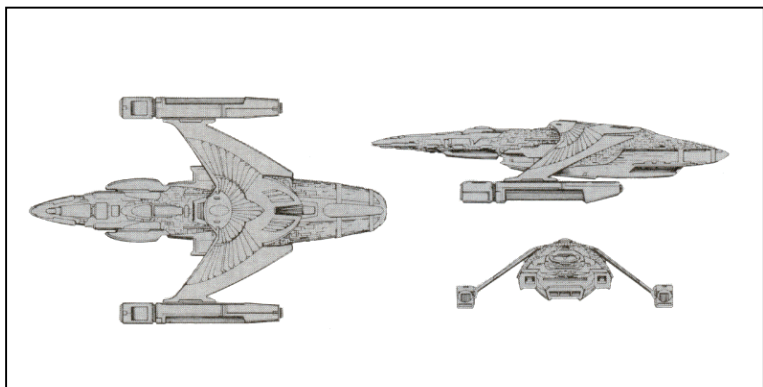
Beam Weapon Type: RWW-H
Number: 10
Firing Arcs: 2 f, 2 f/p, 2 f/s, 2 p/a, 2 s/a
Chart: T
Max Power: 10
+3 (1-5)
+2 (6-12)
+1 (13-18)
Missile Weapon Type: RTA-C
Number: 8
Firing Arcs: 2 f, 2 p, 2 s, 2 a
Chart: M
Power to Arm: 1
Damage: 10
Missile Weapon Type: RPL-3
Number: 2
Firing Arcs: 2 f
Chart: T
Power to Arm: 8
Damage: RL-3

Shields Data:

Deflector Shield Type: RSP-1
Shield Point Ratio: 1/4
Max Shield Power: 18

Combat Efficiency:

Point Value: 140



Unlike the Klingon *L-24* class or Federation *Excelsior*-class of the late 2290s, the *Z-1 Nova* class never enjoyed the extensive series of refits that kept her rivals an integral part of the respective fleets for so long. Intelligence reports show that the Romulans had abandoned upgrading their fleet of *Novas* by 2325 and retired most of the class by 2340. However, losses during the Dominion War necessitated the recalling of many vessels of the class from mothballs and twenty *Novas* went back into service. Fortunately for their crews, the Romulans had the good sense to keep them far from the front lines and none were lost in the course of the war. Instead, *Novas* were used to beef up internal lines and patrol non-critical border regions.

On paper, the *Nova* sports a fairly impressive array of tactical and defensive systems. In reality, her computer, sensor and communications systems are of an antiquated design and are increasingly becoming more of a hindrance than an asset. Although the class is rated for emergency warp speeds of warp 9 and a cruising speed of warp 6, in reality they are barely capable of warp 7.5 and 5.5 respectively. Alloy damage from long term exposure to a variety of contaminants with no provision for systems swapouts have made the *Nova*'s almost dangerous to operate, and it is thought that at least one has suffered a warp core breach due to these neglected repairs. In any case, it will not be long before the *Nova*'s are placed back in storage for another day.

Of the 44 *Nova*-class battlecruisers built, only 16 remain in active service. 14 have been destroyed, 6 have been scrapped, two are listed as lost, presumed destroyed, and six have defected to the Romulan Free States. Production is believed to have ended some time after 2311

Warhawk Class Battlecruiser

Construction Data:

Model Number: A
Date Entered Service: 4/6303

Hull Data:

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

Engines and Power Data:

Total Power Units Available: 184
Movement/Point Ratio: 6/1
Warp Engine Type: RIWB-1
Number: 2
Power Units Available: 64
Cruising Speed: 6
Emergency Speed: 9.5
Impulse Engine Type: RIF-3
Number: 2
Power Units Available: 28

Auxiliary Power: 18

Reserve Power: 9

Weapons and Firing Data:

Beam Weapon Type: RWW-I
Number: 12
Firing Arcs: 6 f, 4 p/s, 2 a
Chart: Y
Max Power: 10
+3 (1-10)
+2 (11-17)
+1 (18-24)

Missile Weapon Type: RTA-S

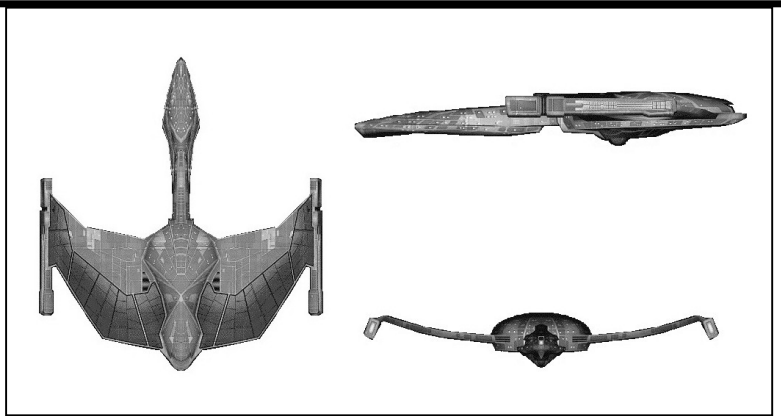
Number: 20
Firing Arcs: 10 f/p/s, 10 a
Chart: S
Power to Arm: 1
Damage: 10

Shields Data:

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

Combat Efficiency:

Point Value: 205



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

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

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

Deathstorm Class Heavy Cruiser

Construction Data:

Model Number: Mk II
Date Entered Service: 4/7109

Hull Data:

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

Engines and Power Data:

Total Power Units Available: 155
Movement/Point Ratio: 4/1
Warp Engine Type: RIWA-1
Number: 2
Power Units Available: 55
Cruising Speed: 6
Emergency Speed: 9.5
Impulse Engine Type: RIG-1
Number: 1
Power Units Available: 55

Auxiliary Power: 16

Reserve Power: 8

Weapons and Firing Data:

Beam Weapon Type: RWW-I
Number: 10
Firing Arcs: 2 f/p/s, 2 f/p, 2 f/s, 2 p/s, 2 a/p/s
Chart: Y
Max Power: 10
+3 (1-10)
+2 (11-17)
+1 (18-24)

Missile Weapon Type: RTA-S

Number: 8
Firing Arcs: 4 f/p/s, 4a
Chart: S
Power to Arm: 1
Damage: 10

Missile Weapon Type: RPL-4

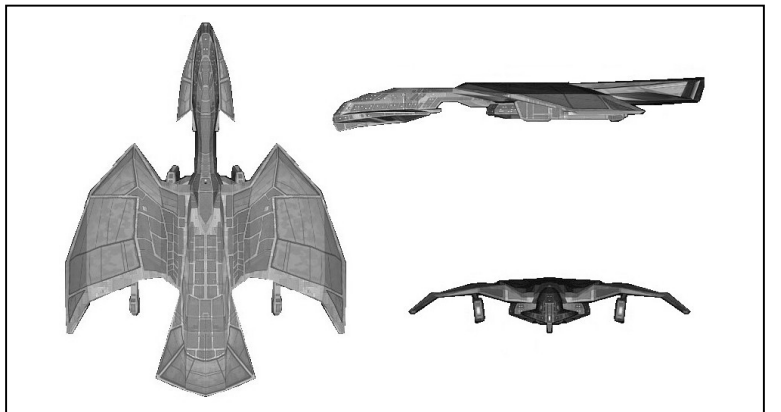
Number: 1
Firing Arcs: 1 f
Chart: Q
Power to Arm: 12
Damage: RL-4

Shields Data:

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

Combat Efficiency:

Point Value: 181



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

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

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

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

Rath Class Attack Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/7004

Hull Data:

Superstructure Points: 92
Damage Chart: B
Cloaking Device Type: RCI
Power Requirements: 75
Crew: 104
Troops: 20
Shuttlecraft: 3
Landing Capability: Yes

Engines and Power Data:

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

Weapons and Firing Data:

Beam Weapon Type: RWW-I
Number: 12
Firing Arcs: 4 f/p, 4 f/s
Chart: Y
Max Power: 10
+3 (1-10)
+2 (11-17)
+1 (18-24)

Missile Weapon Type:

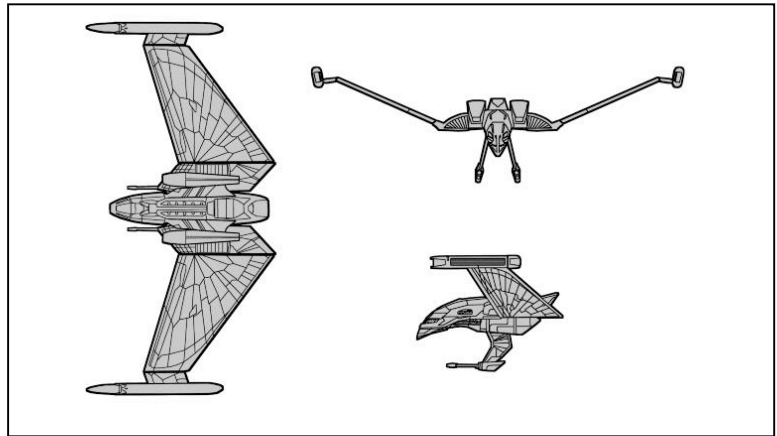
Number: 8
Firing Arcs: 4 f/p, 4 f/s
Chart: Q
Power to Arm: 12
Damage: RL-4

Shields Data:

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

Combat Efficiency:

Point Value: 280



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

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

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

Algeron Class Battlecruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/7302
Damage Chart: B

Hull Data:

Superstructure Points: 90
Cloaking Device Type: RCG
Power Requirements: 48
Crew: 700
Troops: 120
Shuttlecraft: 14

Engines and Power Data:

Total Power Units Available: 160
Movement/Point Ratio: 5/1
Warp Engine Type: RIWD-1B
Number: 2
Power Units Available: 50
Cruising Speed: 6
Emergency Speed: 9.4
Impulse Engine Type: RIG-5
Number: 2
Power Units Available: 30
Auxiliary Power: 16
Reserve Power: 8

Weapons and Firing Data:

Beam Weapon Type: RWW-Y
Number: 12
Firing Arcs: 2 f, 2 f/p, 2 f/s, 2 p/s, 4 a
Chart: Y
Max Power: 12
+3 (1-15)
+2 (16-20)
+1 (21-24)

Missile Weapon Type:

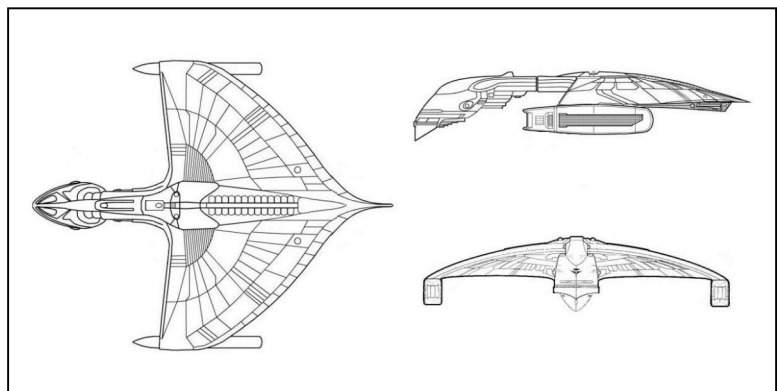
Number: 2
Firing Arcs: 2 f
Chart: S
Power to Arm: 14
Damage: RL-5

Shields Data:

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

Combat Efficiency:

Point Value: 187



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

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

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

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

Avian Class Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/6007

Hull Data:

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

Engines and Power Data:

Total Power Units Available: 183
Movement/Point Ratio: 5/1
Warp Engine Type: RIWB-1
Number: 2
Power Units Available: 64
Cruising Speed: 6
Emergency Speed: 9.6
Impulse Engine Type: RIH-2
Number: 1
Power Units Available: 55
Auxiliary Power: 18
Reserve Power: 9

Weapons and Firing Data:

Beam Weapon Type: RWW-I
Number: 12
Firing Arcs: 6 f/p, 6 f/s
Chart: Y
Max Power: 12
+3 (1-10)
+2 (11-17)
+1 (18-24)

Missile Weapon Type:

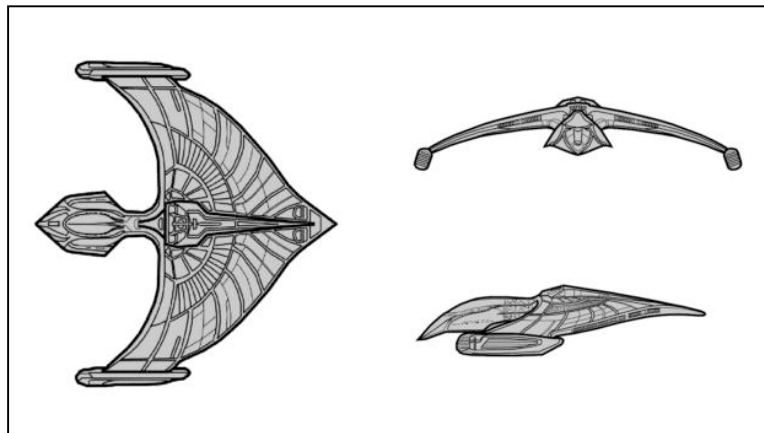
RPL-3
Number: 2
Firing Arcs: 2 f
Chart: T
Power to Arm: 8
Damage: RL-3

Shields Data:

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

Combat Efficiency:

Point Value: 192



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

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

Battlehawk Class Cruiser

Construction Data:

Model Number: A
Date Entered Service: ?
Damage Chart: B

Hull Data:

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

Engines and Power Data:

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

Weapons and Firing Data:

Beam Weapon Type: RPW-G
Number: 6
Firing Arcs: 2 f, 4 f/p/s
Chart: X
Max Power: 25
+3 (1-12)
+2 (13-18)
+1 (19-22)

Missile Weapon Type:

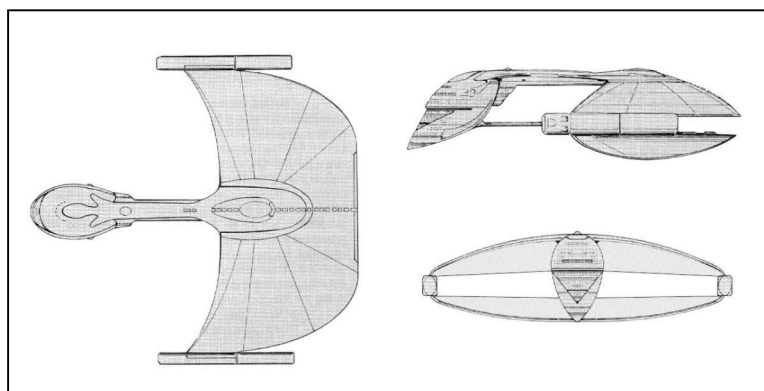
RPA-C
Number: 4
Firing Arcs: 4 f/p/s
Chart: M
Power to Arm: 1
Damage: 10

Shields Data:

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

Combat Efficiency:

Point Value: 124



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

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

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

Hathos Class Cruiser

Construction Data:

Model Number: A
Date Entered Service: 4/6203

Hull Data:

Superstructure Points: 70
Damage Chart: B
Cloaking Device Type: RCG
Power Requirements: 48
Crew: 540
Troops: 400
Shuttlecraft: 6

Engines and Power Data:

Total Power Units Available: 130
Movement/Point Ratio: 4/1
Warp Engine Type: RIWD-1
Number: 2
Power Units Available: 40
Cruising Speed: 6
Emergency Speed: 9
Impulse Engine Type: RIH-1
Number: 1
Power Units Available: 50
Auxiliary Power: 14
Reserve Power: 7

Weapons and Firing Data:

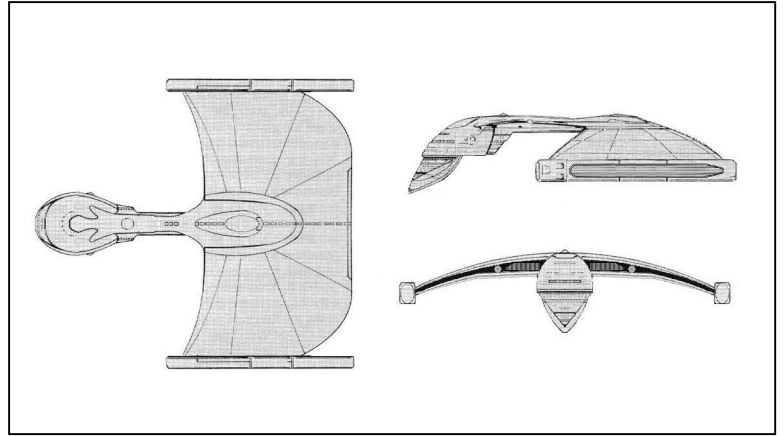
Beam Weapon Type: RWW-I
Number: 8
Firing Arcs: 4 f, 2 p/a, 2 s/a
Chart: Y
Max Power: 10
+3 (11-10)
+2 (11-17)
+1 (18-24)
Missile Weapon Type: RTA-S
Number: 10
Firing Arcs: 4 f/p/s, 2 p, 2 s, 2 a
Chart: S
Power to Arm: 1
Damage: 10
Missile Weapon Type: RPL-3
Number: 1
Firing Arcs: 1 f
Chart: T
Power to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

Shields Data:

Deflector Shield Type: RSP-A
Shield Point Ratio: 1/4
Max Shield Power: 20/side

Combat Efficiency:

Point Value: 142



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

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

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

Kesix Class Cruiser

Construction Data:

Model Number: A
Date Entered Service: ?
Damage Chart: B

Hull Data:

Superstructure Points: 98
Crew: 480
Troops: 90
Shuttlecraft: 8

Engines and Power Data:

Total Power Units Available: 200
Movement/Point Ratio: 5/1
Warp Engine Type: RIWD-1B
Number: 2
Power Units Available: 50
Cruising Speed: 6
Emergency Speed: 9.6
Impulse Engine Type: RIH-1
Number: 2
Power Units Available: 50
Auxiliary Power: 20
Reserve Power: 10

Weapons and Firing Data:

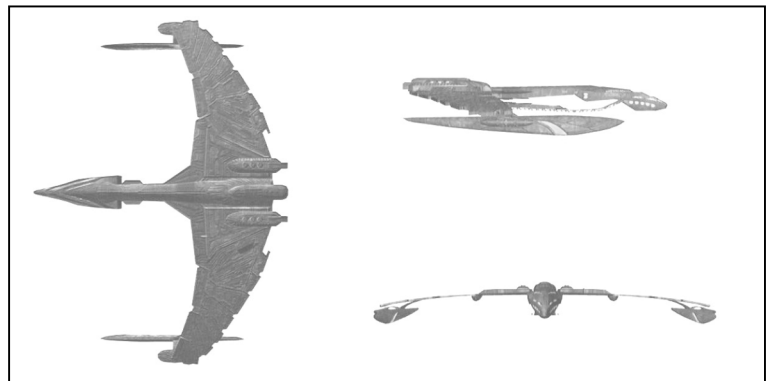
Beam Weapon Type: RPW-I
Number: 18
Firing Arcs: 9 f/p, 9 f/s
Chart: X
Max Power: 7
+3 (11-10)
+2 (11-17)
+1 (18-22)
Missile Weapon Type: RPL-5
Number: 2
Firing Arcs: 2 f
Chart: S
Power to Arm: 14
Damage: RL-5

Shields Data:

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

Combat Efficiency:

Point Value: 225



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

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

Of the 18 *Kesix*-class cruises built, all remain in service. Construction of the class continues at a rate of three vessels per year.

Mandukar Class Destroyer

Construction Data:

Model Number:	A	B	C
Date Entered Service:	4/4008	4/5109	4/6803

Hull Data:

Superstructure Points:	70	76	82
Damage Chart:	B	B	B

Size:

Length:	372 m	370 m	372 m
Width:	177 m	177 m	177 m
Height:	90 m	90 m	90 m

Transporters:

Standard Six Person-	5	5	5
Combat 10 Person-	3	3	3
Cargo, small-	2	2	2
Cargo, large-	2	2	2
Clanking Device Type:	RCE	RCE	RCE
Power Requirements:	38	38	38
Crew:	65 Officers	65 Officers	65 Officers
	305 Enlisted	305 Enlisted	305 Enlisted

Passengers:

Evacuation Limit	4,000	4,000	4,000
Shuttlecraft:	3	3	3

Engines and Power Data:

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

Weapons and Firing Data:

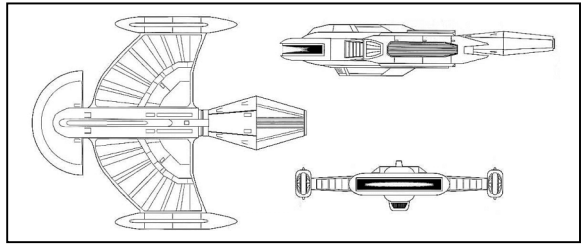
Beam Weapon Type:	RB-11	RWW-I	RWW-Y
Number:	8	8	8
Firing Arcs:	2 f, 2 f/p, 2 f/s, 2 a	4 f/p, 4 f/s	2 f, 2 f/p, 2 f/s, 2 a
Chart	V	Y	Y
Max Power:	9	10	10
+3	(1-10)	(1-10)	(1-10)
+2	(11-16)	(11-17)	(11-17)
+1	(17-21)	(18-24)	(18-24)
Missile Weapon Type:	RPL-3	RTA-S	RPL-3
Number:	6	12	6
Firing Arcs:	6 f/p/s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

Shields Data:

Deflector Shield Type:	RSP-1	RSM-5	RSS-2
Shield Point Ratio:	1/4	1/5	1/5
Max Shield Power:	18/side	20/side	25/side

Combat Efficiency

Point Value:	136	165	195
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For years after their introduction to fleet service, the *Manukar*-class destroyer was considered to be a pariah, the luckless class that no self-respecting officer would serve aboard and no fleet commander wished to take into battle. Early models were riddled with maintenance issues and were considered to be disturbingly underpowered in most circles. Though she was intended to replace the T-10 destroyer of nearly a half-century before, it would be many years before the *Mandukar*-class could be an accepted part of the fleet.

From the outset, the class was designed around a withering volley of six forward mounted RPL-3 plasma weapons. Without question, this battery of fire had no equal anywhere in the Alpha or Beta quadrants, and early intelligence estimates were alarming to say the least. However, the *Mandukar* proved to be more of a paper tiger, as it lacked to power all six of her primary weapons and her other primary tactical systems simultaneously. The Mandy (as she became known) was still a devastating weapons platform, but it wouldn't take long for opposing powers to develop tactics to counter the threat she posed.

Later models of the class focused on increasing the vessel's available power output and experimented with newer weapons systems. The B model (code named *Mandelar*) introduced in the 2350s has very little in common with the initial batch of *Mandukars* and abandons the RPL-3s in favor of a massive compliment of photon torpedoes. The C type (code name *Majyk*) of the mid-2360s returned to the plasma weapon array, but now possessed the power reserves to pose a formidable threat against enemy capital ships. In fact, they type C *Mandukar* is the most well armed destroyer or fleet support vessel in service anywhere, a point of pride for her elite crews.

Of the 54 type A *Mandukar*-class destroyers produced between 2340 and 2366, 40 are still in service. Seven were destroyed in the line of duty, two are listed as lost, presumed destroyed, and five have defected to the Romulan Free States.

Of the 64 type B *Manukar*-class destroyers constructed to date, 56 are still in service. Three were destroyed in the line of duty, one was scrapped, one is listed as lost, presumed destroyed, and three have defected to the RFS. Production continues at a rate of two new vessels per year, though that is expected to cease in the next two years.

Of the 38 type C *Mandukar*-class destroyers built, all remain in active service. Production continues at four new units per year.



Vastam Class Scout

Construction Data:

Model Number: Mk I
Date Entered Service: 4/6408

Hull Data:

Superstructure Points: 36
Damage Chart: B

Size:

Length:
Width:
Height:

Transporters:

Standard Two Person- 1

Cloaking Device Type: RCD

Power Requirements: 22

Crew: 1 Officer
8 Enlisted

Passengers: 1

Evacuation Limit: 20

Shuttlecraft: 0

Landing Capability: Yes

Engines and Power Data:

Total Power Units Available: 84

Movement/Point Ratio: 2/1

Warp Engine Type: RIUWC-1

Number: 2

Power Units Available: 30

Cruising Speed: 7

Emergency Speed: 9.75

Impulse Engine Type: RIF-4

Number: 2

Power Units Available: 24

Auxiliary Power: 8

Reserve Power: 4

Weapons and Firing Data:

Beam Weapon Type: RPW-GL

Number: 8

Firing Arcs: 4 f/p, 4 f/s

Chart: X

Max Power: 5

+3 (1-10)

+2 (11-15)

+1 (16-22)

Missile Weapon Type: RTA-S

Number: 2

Firing Arcs: 2 f

Chart: S

Power to Arm: 1

Damage: 10

Shields Data:

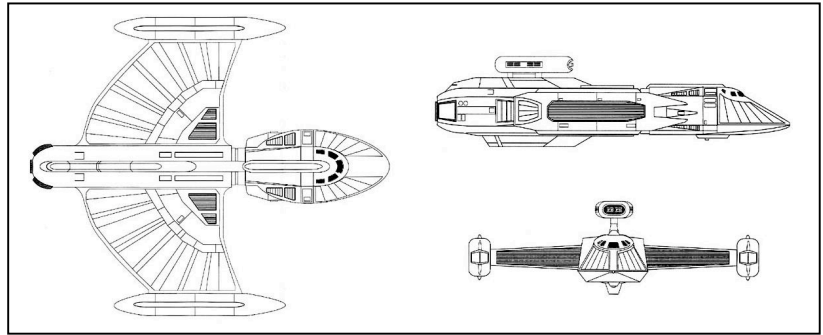
Deflector Shield Type: RSL-6

Shield Point Ratio: 1/6

Max Shield Power: 14/side

Combat Efficiency:

Point Value: 90



One of the more successful scout type vessels in service today is the Romulan *Vastam*-class, a multi-role design that has served the fleet for over two decades. This diminutive ship is by no means as combat oriented as the Klingon *B'rell* or as sophisticated as the Federation *Heimdall*, but the *Vastam* has proven that she can hold her own both on the battlefield and in the most far flung regions of the galaxy.

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

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

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

Of the 120 *Vastam*-class scouts that have entered service, 94 remain in active service. nine have been destroyed, three have been scrapped, six are listed as lost, presumed destroyed and six have defected to the Romulan Free States. Production continues at a reduced rate of 2 per year.



Romulan Plasma Weapon Chart			
<i>Range</i>	RL- 4	RL- 5	RL- 6
1	40	56	64
2	40	56	64
3	40	56	64
4	40	56	64
5	30	56	64
6	30	56	64
7	22	48	64
8	20	48	64
9	10	48	56
10	8	48	56
11	6	32	56
12	4	32	56
13	2	20	40
14		16	40
15		12	32
16		8	32
17			20
18			12
19			8
20			6

Romulan Vessel Scenario Point Values	
Rath (AC)	280
Algeron (CR)	187
Avian (CR)	192
Battlehawk (CR)	124
Deathstorm (CR)	181
Hathos (CR)	142
Kesix (CR)	225
Pyre (BC)	151
Warhawk (BC)	205
Nova (BC)	140
Warbird type B D'deridex (BC)	245
Warbird type C Talon (BC)	205
Warbird type D Sparrowhawk (BC)	207
Warbird type E Peregrine (BC)	209
Warbird type F Kamarak (BC)	261
Warbird type G Leviathan (BC)	177
Warbird type H Bloodhawk (BC)	189
Warbird type I Raptor (BC)	297
Warbird type J Decius (BC)	276
Warbird type K Terex (BC)	297
Mandukar type A (DD)	136
Mandukar type B Mandelar (DD)	165
Mandukar type C Majyk (DD)	195
Vastam (SC)	73

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