

# Memory ★ ICON



## *The Way of D'Era Icon Link*

### *Soldiers of the Planetary Command*

Like all other major powers, the Romulan Star Empire sometimes finds that its military objectives require more than just powerful starship. 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 the Taurhai capture 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 rank of "Trooper." Above that basic rank one finds, from lowest to highest, sergeants, sublieutenants, lieutenants, captains, majors, and generals. The supreme commander of the Planetary Command, Korel Terik, holds the rank of Major-General.

The basic unit of the ground forces is the *ter'val* ("squad"), consisting of 5-13 troopers typically commanded by one sergeant and one sublieutenant. Two to three squads form a *rost'val* ("platoon") of 20-50 troops commanded by a lieutenant or captain. *Al'gess'val* ("companies") consist of 3-4 platoons with a total of 80-175 men; captains and majors command them. Above the *al'gess'val* level one finds *unsha'val* ("brigades"), *tresh'val* ("battalions"), and finally *lagor'val* ("regiments"). At any given time the entire Planetary Command usually has 100-150 regiments of men stations 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 Korath Tanar Military Training College on the planet Derassa IV. 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, now referred to by the semi-derogatory term of *korvash* ("provisional"), attend specialized training schools. For example, *korvash* 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.

### ***Romulan Trooper Overlay***

**Demolitions (choose Specialization) 1 (2)**  
**Energy Weapon (Disruptor Rifle) 2 (3)**  
**Planetary Tactics (Small Unit) 2 (3)**  
**Planetside Survival (choose Specialization) 2 (3)**  
**Primitive Weaponry (Knife) 1 (2)**  
**Strategic Operations (Ground Forces Strategies) 1 (2)**  
**Unarmed Combat (Romulan Navy Martial Arts) 2 (3)**  
Athletics (choose Specialization) 1 (2)  
Computer (choose Specialization) 1 (2)  
Dodge 1  
Personal Equipment (choose Specialization) 1 (2)  
Vehicle Operations (choose Specialization) 1 (2)

Advantages

High Pain Threshold +2

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