

INTRODUCTION

To counter the Romulan threat and its many multifaceted approaches requires both an understanding of the Romulan mind, and an analysis of Romulan technology. No other single military force has accomplished as much with the limited resources presented, than the Romulan Empire.

The basic understanding of Romulan Tactics must focus first on a dual understanding of the Romulan mind and the resources available to the Romulan peoples. The Romulans are as technologically advanced and capable as the United Federation of Planets, and have a military ferocity equal to the Klingon Empire. And yet many in military circles regard the Romulans as resource poor. This attitude stems from the current viewpoint that the Romulan Empire is overextended. Its military capability is based on expanding its holdings, while increasing its current base of operation within already held territory. Even the most conservative estimates place the Empire's holdings above what is considered a tactically viable sphere of influence.

Basic Romulan tactics reflect these attitudes. Romulan commanders will quickly run from any battle where the loss of their ship might endanger the defense of the Romulan Empire. Commanders will just as easily sacrifice themselves and their units if such a loss will expand the Empire's strengths or holdings. Honor also holds dear to the Romulan Commander. Romulan Commanders will keep their word, even to the point of hubris, and yet will exploit the smallest of loopholes when ever possible. (See After Action Report NCC2306.8347.6A-761) Field Commanders are encouraged to review all material concerning encounters, both military and non-military, with Romulan forces.

Despite these varied aspects of Romulan psychology, Romulan Commanders balance the many demands of Honor, Cunning, Skill and Ruthlessness in a lethal mix that allow the Empire to not only successfully hold their current territories, but to continue to expand and fortify new holdings, and still devote extensive resources to the undermining of rival governments.

THE CLOAKING DEVICE

No discussion of Romulan tactics can be successful without reviewing the advantages and disadvantages of the Romulan Cloaking Device. Unlike the Klingons, who use their cloaking device primarily for espionage and tactical advantage, the Romulans and their ship commanders are much more aware of the capabilities and limitations of cloaking technology. The technological aspects of cloaking technology are discussed in several other major works, with several points discussed in detail here.

Romulan Captains will take advantage of commanders who over estimate the ability of the cloaking device and its application. During Tactical

Symposium 31, Fleet Admiral Ataru aptly pointed out the dangerous aspects of overestimating a Romulan.

From: **Blessed Curse – Disadvantages of Romulan Cloaking Technology**, Tactical Symposium 31 – SD 8899.2

“...and to overestimate the abilities of the cloaking device is nearly as dangerous as underestimating its abilities. Cloaking technology, while tactically advantageous, does have limits.

Primary among these limits is its use while at warp. While cloaked vessels at warp do mask their identity, they cannot hide their full warp signature. Many ship captains will go to great lengths when crossing respective borders to hide their true intentions. On more than one occasion, cloaked vessels have approached borders, dropped out of warp and spent days, and even weeks crossing the respective border or neutral zone. Other vessels will cross the border at warp, only to drop out of warp and cloak, forcing wide spread searches, which often prove fruitless.

But the Klingons have learned that remaining under cloak while at warp is tantamount to “lighting a match in a dark room”.

This analogy can also be extended into the tactical attack capabilities of a cloaked vessel. Cloaked vessels that move at greatly reduced speeds become harder to detect, but can also be unable to reach their target. Cloaked vessels that move too fast can easily create energy distortions, move great quantities of interstellar dust and gas, and even create ion fields from extensive use of impulse drives (See After action Report NCC1701A.9208.3A-9281). These activities become “like lighting a candle in a dark room”.

And, ladies and gentlemen, tactical sensors become nearly useless while under cloak. Any tactical scans or even data communications simply warp around the cloaked vessel, as the cloak is intended to do. Only passive data and sensors prove effective. (I have heard rumors that several attempts to use variable frequency cloaks and sensors are in the works, but have met with only moderate success. This could change in the future, and those of you who patrol along the Romulan border are encouraged to prepare for such an event.) Engaging tactical sensors and targeting system while cloaked has been compared to “turning on a flood light in a dark room!” Several inexperienced Klingon Commanders have lost their command (and in one case, their head) after making just such a mistake.

And yet, the Romulan Empire mounts cloaking devices on nearly 90% of its military vessels. The advantages must clearly be notable, as the (Romulan) Empire has done so much with such limited resources. My fellow beings, we must be cautious. The cloaking device remains a limited yet significantly dangerous tool.”

STALKING DOOM – THE DANGERS OF ENGAGING CLOAKED VESSELS.

Despite what would appear to be a long list of inabilities, ship captains that believe a cloaking device is easily defeated will lose their command, and more probably their lives. Many of the drawbacks associated with Cloaked operations require a lengthy list of conditions to be just right.

Cloaking devices can hide even large ships from long-range sensors with surprising ease. Currently, no known sensor system can defeat the abilities of a cloaked vessel at distances greater than 1 parsec. Even at warp speed, such distances make detection of a cloaked vessel virtually impossible. This ability to move nearly undetected along boarder zone requires extensive vigilance to prevent Romulan units from crossing their respective borders. (Currently, Star Fleet maintains over 10,000 various satellites and buoys to monitor the Romulan Neutral Zone. Despite this seemingly massive number of monitoring systems, hundreds of gaps still exist for well-trained Romulan captains to exploit. Constant patrols are required to help bolster this front line defense. Star Fleet R&D estimates that with current technological abilities, well over 100 Million such satellites would be required to provide any viable sense of security. This astronomical numbers would require such a huge operating budget for monitoring and maintenance that it would bankrupt the entire sector in less than 6 months.)

Cloaked vessels can easily take advantage of areas of high charged particles. Much of “open” space is filled with energy waves, subspace communication waves, x-ray sources and other energy output phenomenon. Even sophisticated detection equipment cannot tell the energy signature of a cloaked vessel from this “background noise”. When a cloaked vessel is detected and confirmed, these background energy sources further confuse sensors and targeting abilities, reducing the combat effectiveness.

Still further distortions occur very quickly once combat it joined. Within two or three salvos of high energy weapons, local space becomes a wash of charged particles and distortions, further obscuring sensors. More than once Romulan commander has attacked well beyond effective combat range simply to flood the field of combat with such particles. Although dangerous, this tactic is extremely effective.

A final complication is the sensor equipment it self. Nearly every sensor system capable of detecting cloaked vessels at shorter ranges are prone to difficult complications with continued use. Most systems require extensive power output to be effective. This significantly reduces the effectiveness of sensors over time. Escorts, especially, are prone to this high wear and tear on sensors, causing false echoes, targeting distortions and blind spots. These systems, while effective at short ranges, are useless at long ranges, and become a type

of homing beacon for cloaked vessels. This danger is considered so great that most operating ships will not use these methods of detection until a cloaked vessels is know to be in the vicinity. For further data on these operations and sub-systems, see Starship Sensor Operations Manual – Version 9.1,

CONCLUSION – BALANCE OF TERROR

As can be seen, the cloaking device is a delicate and dangerous piece of equipment, with advantages and disadvantages. It's many intricacies can prove a downfall for both hunter and hunted alike. But unlike the Romulans, who can train and practice with such equipment, even the best simulators cannot match the cunning and ferocity of a well-versed Romulan commander whose vessel employs a cloaking device. Federation captains must walk a balance of terror between costly vigilance, and equally as deadly underestimation. Even as the technological battle between detection systems and cloaking devices continues, field commander must learn to walk this balance carefully.

FIELD OPERATIONS

Operations within the Romulan navy are much less stringent and yet highly organized when compared to their Empires local neighbors. The Romulan Empire maintains a growing navy of effective combat and support vessels, including designs purchased from other sources. The Romulan Navy fields a well-trained officer, aboard a capable vessel, with a unique mindset that is felt within all aspects of Romulan ship operations.

As with any military force, Romulan operations fall with a set range of designated procedures. These operations include *Single Ship* missions, *Wing* missions, the recently added *Squadron* missions, *Group* operations and the massive *Flotilla* operations. These designations are surprisingly strict within the Romulan Higherarchy, and yet these groups have proven time and again their versatility.

SINGLE SHIP OPERATIONS

Single ship operations within the Empire differ slightly from this type of operation associated with the other major governments. The Romulans maintain a large scientific base within it's fleet, similar to the Federation. Yet the Romulans also maintain an aggressive stance while patrolling their space and exploring uncharted territory.

Most single ships encountered will be long range scouts, such as the S-9 and S-11, or single exploratory vessels, such as the V-5 or V-20. Most of these operations will be deep space exploration, rather than scientific research. Few Federation commanders will encounter such operations outside the Outmarch and Triangle zones. Trading ships may also be encountered in these areas. These single ship operations are most

often independent of the Empire as a whole. Trader Captains will comply with all local laws with frightening precision, and will allow legitimate political representatives aboard their vessels for required inspections. Pirates and other renegade officials will find that Romulan Trader Captains will fight with unusual ferocity to defend their cargo, destroying them selves and their aggressor rather than allow the ship or cargo to be taken. Government officials who find them selves disputing legitimate claims to sovereignty will also find themselves facing the same single-minded determination in defense of their crew and cargo. Law Enforcement officials should be aware of these conditions.

Rarely will single vessels be sent on military operations, unless a specific mission parameter calls for such an operation. Should such a target present it self, the Empire's tacticians are well aware that a single cloaked vessel stands a much better chance of success than a Wing or Squadron. When necessary, most Heavy Cruisers used in these operations are detached from a Squadron or Group for as long as the mission might require. When a Wing must be broken up, the secondary vessel often follows the primary several hours to day after it's departure. Should the Heavy Cruiser run into trouble or be unable to complete the mission, the secondary vessel will be able to respond accordingly.

The only other non-scientific single ship mission assigned to lone Heavy Cruisers is considered a *Heavy Raid*. Heavy Raids are often conducted against the Klingons and other targets along the Triangle boarder. These raids often find a single V-6 or V-30 laying in wait along a suspected patrol route. When the unsuspecting vessels come into range, the Heavy Cruiser de-cloaks and fires. More often then not, one or more vessels are heavily damaged or destroyed. The attacking vessel then heads off quickly and returns to base or a pre determined rendezvous point. Although a popular mission, especially against the Klingons, these missions are often deemed risky, and are only allowed as a direct response to enemy aggression or in a time of war.

WING OPERATIONS

A Romulan Wing is two vessels of the same make that are assigned to a patrol route or specific mission. Over 80% of all encounters with Romulan forces will be with a Wing of Romulan vessels. Captains are advised that should a single Romulan vessel be detected or encountered, it is a safe to assume that a second is near by.

Composition of most Romulan Wings consists of two cruisers, most often V-9's or V-20. Destroyer wings are also occasionally encountered, although at a reduced rate. Rarely will V-27s or V-30's be assigned to independent Wings, but future production levels of these vessels may change this practices.

Wing operations are often similar to single ship operations, with most missions being of a patrol or research nature. Wing operations allow multi-vectored approach to missions. When conducting research, Wings will often have a single vessel directly approach the target, concentrating on it's mission details, while the secondary vessel conducts more broad band research and watches for possible danger. This arrangement has worked surprisingly well for the Romulan Empire for over 50 years.

When attacking an enemy target, a Wing will almost always use their cloaking devices to confuse their intended target and attack from multiple directions. Unlike the Klingons, who seem to prefer either a frontal or aft attack, the Romulans will concentrate on a mid-line attack. Elaborate maneuver sequences also give Wing commanders surprising agility and success while attacking.

Most often, Romulan Wings will attack a single medium to heavy target, attempting to disable or destroy the vessel in a series of strafing runs. These attacks have also given the Romulans a frightening reputation. When attacking, Wings will never communicate with each other, seeming to know almost instinctively what is required. Even the best tacticians are stunned to observe Romulan Captains adapting instantly to changes during a battle. To date, no know incident of cloaked Romulan vessels colliding during such attacks has been recorded, further enhancing their dangerous reputation.

Nor will Wing Commander avoid enemy squadrons when necessary. Many battles with Klingon forces are fought between two Romulan cruisers and three Klingon vessels. These battles have become almost commonplace along the hostile Romulan/Klingon boarder, and are also seen often in the Triangle. Along the Gorn boarder, two on two battles are more often seen. Tactics change little, though, with both vessels continuing to attack a single target, sometimes even avoiding obvious opportunities of attack on escorts. This has given the Romulans a tenacious reputation as well.

Variable ship complement encounters have been recorded. These encounters are believed to be a portion of a long range Group Operation. When encountered, these units will often have their supporting vessels within combat range, and ship commanders are cautioned to extricate themselves if their vessel becomes unable to defend against expected reinforcements.

SQUADRON OPERATION

Over the years, the Romulan Empire has been forced to adopt a wide variety of Klingon designed vessels into its inventory. A lengthy list of captured Klingon vessels have also been incorporated. Tactics when using these vessels have also become part of the military omnibus for the Romulan field commander. (For

more details on these vessels, see *Alliance of Enemies*, *The Romulan/Klingon Trade Agreements*. Details on Klingon vessel statistics within the Romulan Fleet can be found in the *Romulan Recognition Manual* and *Vengeance Fleet* reports from Star Fleet Intelligence.)

As with Klingon Squadrons, most Romulan/Klingon Hybrid squadrons consist of either 3 vessels of a similar class, or 1 heavy vessel escorted by 2 lighter vessels.

Only the most highly trained experts using extremely sophisticated sensors can accurately discern the differences between true Klingon combat vessels and Romulan modified vessels. The Romulans have spent considerable time and effort to cultivate the illusion of Klingon style attacks. Romulan commanders will continue communicating with their fellow squadron mates, attack in formation, and continue their attack un-cloaked to extend the uncertainty concerning their operations. Romulan/Klingon hybrid vessels are also designed to appear primarily as Klingon vessels. For further details on the attack pattern of Klingon Squadrons, see *Tactics of the Imperial Klingon Navy*, by Bill Van Horn.

Romulans will break with this pattern of combat once an enemy has been drawn in. With the Romulan's massive damage potential from the Plasma Torpedo weapon, many Romulan Commanders will press an attack until optimum Plasma Torpedo range is achieved. The attacking Romulan ships will then break from their formation and quickly engulf an enemy vessel, causing massive damage. Field commanders who discover they are fighting Romulan's rather than Klignons should switch from a static point defense to a high mobility defense to counter this tactic.

Romulan commanders will use Klingon Tactics against Klingon units. Romulan commanders will continue to operate in this fashion; even after their Klingon opponents know they are fighting Romulans. Most Klingons will become enraged that Romulan Captains are using their own tactics against them. To most Klingon captains, such actions are pure contempt, and Romulan commanders will attempt to use this reaction to their advantage when ever possible.

Although rare, some squadrons of Romulan designed vessels have been noted. These units can be extremely disquieting to enemy commanders, who do not know the extent of the Romulan presence. Most ship captains are forced to assume that a fourth cloaked vessel is nearby, perhaps even behind their vessel, undetected. This particular tactic has been used on more than one occasion, but is surprisingly rare. Nonetheless, opponents must assume the worst. (Orion captains will almost always rush their operations to exit a combat area rather than take the risk of being attacked from behind by cloaked Romulan defenders. Orions have even found themselves pursued by cloaked Romualn vessels who will allow the unwitting Orion to

rendezvous with other Pirate vessels, much to the entire groups dismay.)

GROUP OPERATIONS

The largest non-wartime field unit, a Romulan Group consists of 4 vessels, usually of 2 different classes. Most heavy cruisers, such as the V-27 and V-30 are assigned to Groups with escort cruisers and destroyers. Group operations consist of either 2 Wings or a Wing and two independent operating vessels. Groups are often used in long-range patrols where hostility is expected. While on patrol, Romulan Groups will operate in a lengthy line of vessels, often within 10 minutes of each other at high warp. This allows a Group to patrol larger areas than standard Wing units, and yet can provide extensive firepower when an aggressive force is detected.

When attacking as a unit, Romulan Groups will often employ tactics similar to Wing units, encircling an enemy force and using their cloaking devices to confuse sensors and targeting system. The ships will break into 2 separate Wings, with both ships in the wing attacking the same sides of an opposing vessel. As with Wing operations, Groups will often concentrate on a single vessel, ignoring easier targets. Groups will press an attack until a single shield side is weakened. At that point, the strongest vessel in the force will change it angle of attack to continue a barrage against the weakened vessel.

When faced with heavier firepower, Romulan commanders will attack separate vessels to prevent an enemy from overwhelming the unit's capability. Rarely will Romulan Groups allow combat to degenerate to a ship-to-ship combat level unless absolutely necessary. If forced to a one on one confrontation while conducting Group operations, most Romulans will continue battle only as long as some type of advantage is apparent. Should and advantage be lost, units will usually disengage.

FLOTILLA OPERATIONS

Flotillas are the largest Romulan military fleet operation undertaken during both peacetime and wartime. Flotillas consist of 3 Groups of vessels, supported by a single wing or group of support vessels. Flotilla operations are rare, with nearly all Flotilla operations focusing on a known military target. Romulans will not waste the power of a Flotilla on convoy raiding or other light operations, despite the almost guaranteed success in such endeavors. Flotillas, when not necessary for a large scale scientific project, will be used either as a show of force, or to attack a planet, shipyard, gathering opposing fleet or other fixed position. Most recent Flotilla Operations have focused on scientific research or planetary occupations.

Romulan Flotillas will often approach a target uncloaked, with the large numbers of cloaked vessels

being too impractical for such a stealth approach. Flotillas will use high warp to close the distance with their targets quickly, even traveling within a system at warp. Although dangerous, such tactics allow Romulan Flotillas to close on the enemy within minutes, forcing a limited response.

Once engaged, Flotilla vessels will break into Groups or Wings and attack either pre-designated targets or opposing vessels in a seemingly disjointed priority list. Lower priority Tactics will revolve around opposing force composition, with individual wings attacking first one target, then the next, allowing other vessels to also make strafing runs. Despite the large number of vessels, Flotillas will employ high mobility tactics during fleet combat, forcing opponents to either match their maneuverability or divert precious power to a global defense. This tactic is often effective, forcing enemy ships to break formation, reducing the ability to concentrate fire on a single target.

As with nearly all other Romulan fleet operations, Flotillas will very rarely communicate amongst themselves, lending an air of almost psychic perceptibility to their operations during Flotilla operations. Flotillas will break off attacks for no discernable reason, while pressing an attack even when superiority is no longer evident. Smaller vessels will take on large cruisers, while cruisers will engage several smaller vessels, despite the apparent disadvantage this would cause. These tactics will keep enemy commanders off balanced, and only after combat has ended will the actual target of an attack become apparent.

Support for Flotilla Operations is often in the form of specially modified combat freighters or other front line support vessels. In recent years, older vessels, including the V-4 and Type 1 V-7 have become front line support vessels, specifically modified to support combat operations on a Flotilla scale. The ships, along with several classes purchased from the Klingons, allow Flotillas to conduct their operations, with ships capable of re-supply and moderate repair after combat has concluded. These support vessels will avoid combat, even when the tide of battle could be turned by their presence. This insures that support will be available, despite the outcome of a battle.

Only recently has the Empire begun to investigate the use of truly mobile repair vessels, preferring to use outposts, space station and even monitoring station as repair yards. No MRF vessel is currently available in the Romulan inventory, and most "Tender" vessels are used for re-supply rather than repair. Field commanders are warned that should they discover such a vessel, a massive force is probably near by.

ENEMIES & ALLIES

One other major consideration when discussing the Romulans and their tactics is the inclusion of Klingon designed ship within the Romulan navy. Employment of several Klingon designs within the Romulan Naval structure has had a diverse and powerful impact on the interaction of the Romulans with the Federation, Gorn, Klingons and other races who are both friend and foe.

Although the Romulans have recently found extensive raw materials for their ship building activity, construction within the Empire has always been somewhat diminished. The Romulans under-developed warp drive program was also a major factor that influenced the decision in the early 2260's to purchase starship hulls and drives from the Klingon Empire. The Romulans were able to produce food stuffs, mining equipment and other resources that were sold easily enough to obtain the necessary finances to allow trade with the Klingons. Exchanges of several designs also help bolster the Romulan fleet. By 2267, the Romulans had purchased D-7 hulls in large quantities, and had managed to capture or procure a number of other Klingon Designed Hulls. (For further information on the political and economic implications of the technological exchange between the Klingon and Romulan Empires, see XYZ).

These ships have become a tremendous enigma to most within the Romulan Fleet. No Romulan commander or crew enjoys service aboard these "enemy" vessels, despite the great honor associated with serving to expand the empire. Most crew members realize that service on such ship is a necessity, and many who are fortunate to serve aboard main line ships see such crew members as sacrificing a great deal to help the Empire achieve it's goals. Romulan tactics aboard such vessels often reflect the frustration and dislike associated with these ships. Many Romulan commanders

EXPANDING THE EMPIRE – A CONCLUSIONS

To understand the tactics employed by the Romulan Navy require understanding of it many facets and eccentricities. This work presents a number of these generalizations to help field commanders understand the difficult nature of engaging Romulan opponents along hostile borders. Unlike the Tholians, whose punctuality is legendary, or the Klingons, whose tactics are predictable but deadly, the Romulans are an enigma of beliefs, tactics and equipment. No two encounters with Romulan Field Units will ever be the same. Nor will two Romulan commanders react the same to similar situations.

The Romulan Navy remains in a state of flux. New designs are introduced yearly. Older designs are updated or sold. Both Military and Civilian designs are common, with a large sale base for many Romulan designs. Coupled with the wide range of personality

traits found within the office corp., encounters with Romulan vessels must be handled with care.

“Always be ready for what you can’t be ready for. That is the only way to survive against the Romulans!” – Admiral Nogura to a Kobyashi Maru cadet trainee. SD 7881.6.