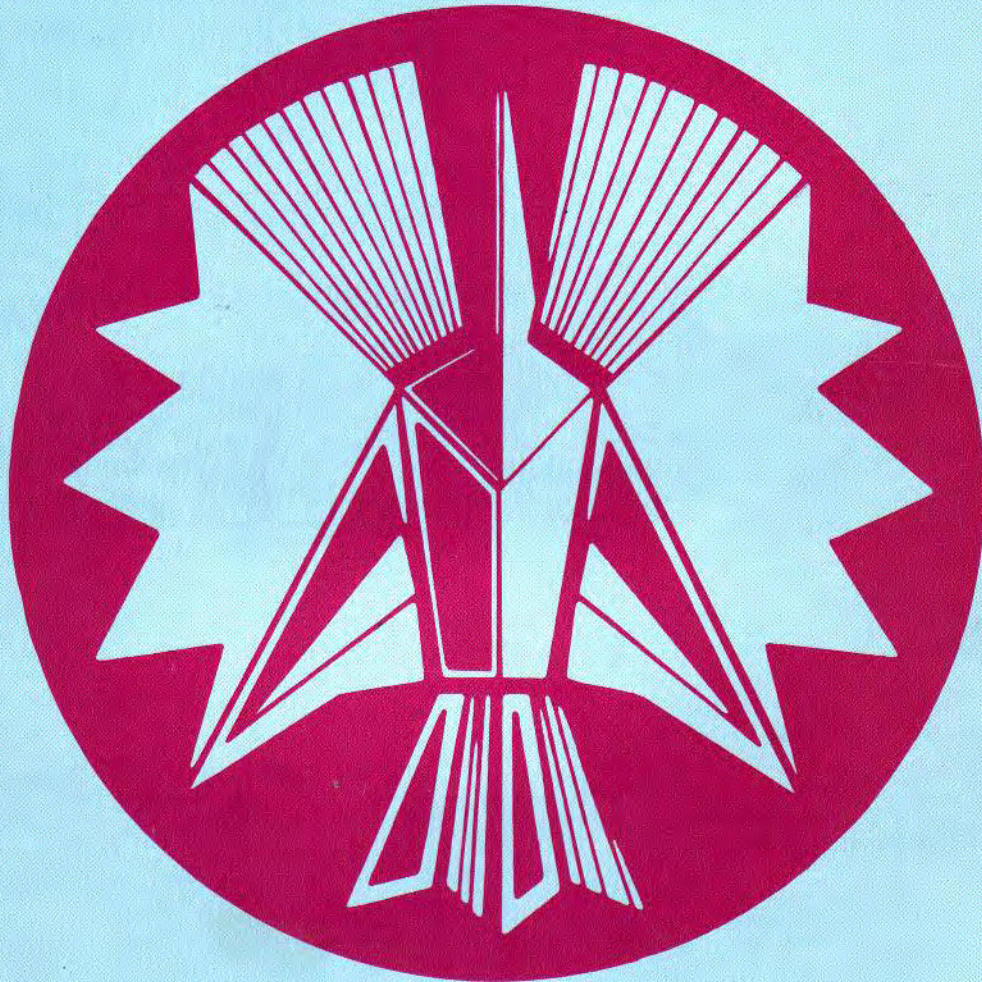


UNITED FEDERATION OF PLANETS



**THE ROMULANS:
STARFLEET
INTELLIGENCE MANUAL**

STAR TREK®
THE ROLE PLAYING GAME

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THE ROMULANS

A supplement for use with *Star Trek: The Role Playing Game*

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Introduction

OFFICER'S ORIENTATION BRIEFING

This sourcebook has been prepared to give line and staff officers a general overview of the Romulan Star Empire, the Romulan people, and the Romulan Imperial Navy. It is not intended to provide knowledge in depth; other manuals available from Star Fleet Intelligence cover that function. It merely provides enough background information that the average Star Fleet officer needs in dealing with the Romulans, long one of the most elusive of the Federation's interstellar rivals. From this background, an officer can expand his research in any direction that he chooses, though it must be cautioned that hard data on the Romulans is very scarce.

The structure of this book parallels that of other source books, and the information contained herein is similar. This introductory section gives information about *The Eridam Papers*, the major source of documentary evidence for the elusive Romulans. It also provides a glossary of Romulan terms and an overview of spoken Romulan language.

A section on the Star Empire provides information about its history, including a time line of such major events as are known at this time. It provides such information on the extent of the Star Empire as is currently known, including a map displaying this projected data. Such facts as are known about Romulus and Remus in the Romulan home system, including a translation from a Romulan tourist guide to these worlds. Essays on the interactions between the Romulans and the UFP, the Klingons, and the Gorn also are included.

The section on the Romulan people is a composite of various essays written by experts in their various fields; attempts have been made to balance the viewpoints so that no particular prejudice is shown. The Romulan personality, religion, life-style, and government are presented in capsule overviews that should provide a firm background for officers attempting to understand Romulans, though the scope of this book prohibits any detailed discussion.

The section on the Imperial Navy is perhaps the most important for officers seeing duty on the Neutral Zone. Military organization, rank and position, basic starship recognition and tactics, and a summary of the abilities of various Romulan Officers is presented. Notes on Romulan equipment also are included.

THE ERIDAM PAPERS

On Stardate 2/1109.30, Federation scout vessels discovered a small research station that had been abandoned by the Romulans shortly before.

The 20- to 30-Romulan survey team was attacked by a virus, unknown to them but well known to Vulcans as LV-132. Three Romulans died, but the epidemic was brought under control with drugs and decontamination procedures. The Romulans left the base, destroying all material pertaining to the base's existence and leaving no clue about the nature of the research conducted there.

Nonetheless, the former base was a major find for the UFP, for a body of writings was recovered that has provided major insights about Romulan history, social structure, culture, religion and legends, and anatomy. Many personal diaries, children's books, works of fiction, and other non-military writings were recovered. Published as the *Eridam Papers*, they have become the core of the Federation's knowledge of Romulan life and history.

A half-destroyed child's anatomy text confirmed that the structure and function of the Romulan body is nearly identical to that of the Vulcans. Furthermore, references in some of the Eridam works were made to psionic development, but they confirm that Vulcanoid psionic disciplines are not practiced by Romulans.

A child's geography book revealed that the earliest settlements Romulan archaeologists have discovered are all on Romulus. There are 7 settlements in all, each established at the same time as the others. The settlements are located at what are today the city-states of Caranam, Portora, Kanasarum, Labasasz, Dinalla, Pulla'd, and Farrad, all confirmed as modern world leaders; remains of many of the walls surrounding the old cities can still be seen today, as evidenced by the photographs and drawings presented. The text indicated that the same tools and language were shared by the residents of these settlements, and argued that they were incontrovertible proof that people from the stars placed the earliest Romulans on the planet.

As an incidental note, the geography book also revealed that no native life forms similar to the Romulans have been found on either Romulus or Remus. It states that neither planet has seas with a high enough concentration of copper to have created such life forms.

Furthermore, a tourist guide to Romulus and Remus was found. Though its text obviously was produced for the tourist trade and thus the details in its text are suspect, the general information is likely to be valid. This comprises the only hard record of the Romulan home worlds. Based on the text, analysts have developed standard World and Civilization Logs for the Stelam Rom'Inz star system.

Other books deal with Romulan legends and myths, including the first Romulan to achieve the stars, a woman named S'Tanet. The descriptions of her exploits are so cloaked in legend that little, if any, information can be gained from them.



GLOSSARY OF ROMULAN TERMS

BIRD OF PREY

A species of bird native to Romulus, known for courage and ferocity. Two basic starship designs over the years have been called by this class name. The Romulan practice of painting stylized representations of carnivorous birds on their ships has led to the widespread use of the term to refer to any Romulan fighting starship.

EDUCATION, THE

Romulan equivalent of elementary and secondary schools, college, and military school, attended by all Romulans between the ages of 5 and 20; one of the stages of Romulan life.

ERIDAM PAPERS

The collection of Romulan writings, many written for children, found on the devastated colony at Eridam VII. Comprising fiction, history, and philosophy as well as personal diaries and family histories, these works offered many insights into Romulan psychology, social structure, and political structure. The edition most widely used in the UFP today is annotated by Spock of Vulcan and his protege Saavik.

FAMILY GATHERING (Shrine)

Holy place maintained by each Romulan family, usually as a room of their house. It is here that communing with the gods takes place.

GRAND SENATOR

Member of the 5-man governing council of any Romulan senate.

GREAT BROTHERS

Romulan equivalent of gods, believed by the Romulans to be immensely powerful alien beings who first placed the Romulans on their homeworld, and instructed them to build a "road to the stars". The Romulans believe only that the gods hear their words and thoughts. They do not expect the gods to answer or take a direct hand in Romulan affairs, except perhaps to wish good fortune for their followers.

GREAT COMET, THE

Military decoration for deeds securing new resources for the Star Empire.

GREAT COMMUNING, THE

Romulan equivalent of prayer.

GREAT DUTY, THE

Romulan compulsory military service; one of the stages of Romulan life.

GREAT JOINING, THE

Romulan marriage; one of the stages of Romulan life.

HONORABLE DEATH, THE

Death of a Romulan whose efforts in some way further the aims and goals of Romulan society, as opposed to the death of most Romulan citizens; one of the stages of Romulan life.

NEUTRAL ZONE

Area of space between Romulan territory and that of the UFP, as established by treaty.

PEOPLE, THE

Romulan citizens, especially members of the race left on Romulus by the Romulan gods.

PRAETOR

Chief executive and presiding officer of a Romulan senate at any level. The equivalent post in the Imperial Senate would be called the Grand Praetor, or Emperor.

PRESERVERS, THE

Ancient race believed by many scientists to be responsible for seeding many worlds with humanoid life forms similar to, and possibly genetically derived from, Terran Humans. The Preservers may be the historical basis for the Romulan gods. Compare with *GREAT BROTHERS*.

REMUS

Common UFP name for *Rav's*, the sister planet of Romulus.

ROAD TO THE STARS

Guiding philosophy and goal in Romulan society. Romulans believe that the first Romulans were directed by their gods, alien beings of immense power who transplanted the Romulan race to Romulus, to build a road to the stars. They believe that the gods themselves wait at the end of this road. The "Road to the Stars" is a symbol for Romulan expansion through the galaxy.

ROMULAN

Common UFP name for the *Rom'Inz*, whose civilization developed on the planet *Rom'lasz*. Also, the language spoken by those people.

ROMULAN CONFEDERATION

Original group of Romulan city-states, united on Romulus for the purpose of developing space travel. Later the confederation was altered to the Romulan Star Empire.

ROMULAN STAR EMPIRE

The whole of Romulan-controlled or dominated space, including subject worlds and cultures, colonies, and outposts.

ROMULAN WAY, THE

Lifestyle of a Romulan, as dictated by the discipline necessary to achieve their goals and fulfill their destiny by building a "Road to the Stars." Also, the body of common traditions and rituals that define this lifestyle.

ROMULUS

Common UFP name for the Romulan homeworld, *Rom'lasz*.

SENATE

Elected body, usually composed of 100 citizens, that governs Romulan life at any level, from individual city-states to the entire Star Empire.

SHRINE

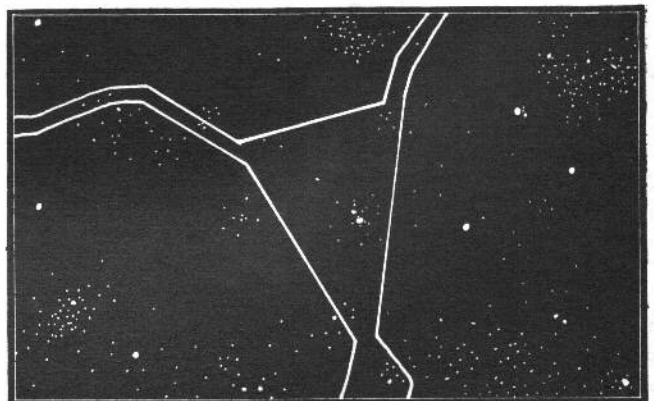
See *FAMILY GATHERING*.

UNSEEN ONES

Romulan outcasts, stripped of rank, title, and family, who are not to be acknowledged in any way by any Romulan citizen.

WEDGE, THE

Translation of the Romulan name for the Triangle.



LANGUAGE

The many intricacies of *Rom'lesta*, the Romulan tongue, are beyond the scope of this sourcebook, and the written form, either in the language's own symbols or in Galacta letters, is even farther beyond the limits imposed here. Instead, what follows is a short dictionary of common Romulan spoken terms, as well as those written words that find use in the accompanying source material. Included as well are notes on how *Rom'lesta* is constructed and pronounced. These will provide a quick reference to the Romulan terms used herein as well as insight into the culture that produced the language. All *Rom'lesta* terms book are written using the standard Federation alphabet for clarity and ease of pronunciation.

NOTES ON THE ROMULAN LANGUAGE

Nouns And Adjectives

Regular singular nouns end in *-am*, and regular plurals end in *-i* or *-ri*; irregular forms vary. Adjectives sometimes merge with the word itself, but usually they follow the noun they modify. Thus, *safram* (senator) becomes *d'safram* (grand senator), but *safram Rom'lnz* (senator of the people or Imperial Senator).

Galacta Equivalents Of Romulan Names

The names *Romulus* and *Remus* are adaptations in Galacta of the true Romulan pronunciations, transliterated as closely as possible by an anonymous Communications Officer during the Romulan War, when all contact was by subspace radio. Romulans call themselves *Rom'lnz*, which literally means 'the People.' Their home planet is *Rom'lasz*, the 'home of the People,' and the language is *Rom'lesta*, 'speech of the People.' Even so, most Romulans themselves, when speaking Galacta or being translated into Galacta, say the Galacta words *Romulan* for the people or language and *Romulus* for home planet.

The companion planet of Romulus, called *Remus* by the Federation, is actually named *Rav's*, meaning brother. Federation translators couldn't resist the reference to the Roman legends of early Terran history. Early Federation intelligence incorrectly indicated the planet to be in a separate star system. This has been proved incorrect by more recent sources.

The Romulans believe that their elder gods placed them on *Rom'lasz* many, many years ago and instructed them to build a road to the gods' home in the stars. This idea shapes their thought and language in many ways. What the Federation calls the Romulan Star Empire is *Latasam Stelai Rom'lnz*, literally 'Star Road of the People.' The original city-states of the planet Romulus were gathered together to form the Romulan Confederation or *Bresasam Rom'lnz*, 'Gathering of the People.'

Individual Names

Given names are reminiscent of the Latin language of old Terra, such as *Desus*, *Lorimus*, *S'Tava*, *S'Lar*, or *Hamalanus*. There are no family names. The closest that would be "Desus of the family of old Cavilis from the city-state Kanassarum."

Individual names may have prefixes and suffixes. The *-us* ending denoting strength is common, particularly, but not exclusively, for males. The *S'T-* and *S'L-* prefixes, denoting bravery and honor, are almost as common for both males and females. Place names, particularly city-states, often end in *-n* or *-asz*.

PRONUNCIATION GUIDE

Whereas most *Rom'lesta* words are pronounced using standard and familiar vowel and consonant sounds, there are two significant differences between the Romulan tongue and spoken Galacta. The glottal stop, causing a pause or catch in the smooth flow of sound is the most important. It is also used to voice important words or give them special meanings, much like capitalizing them would in written Galacta.

Glottal Stop

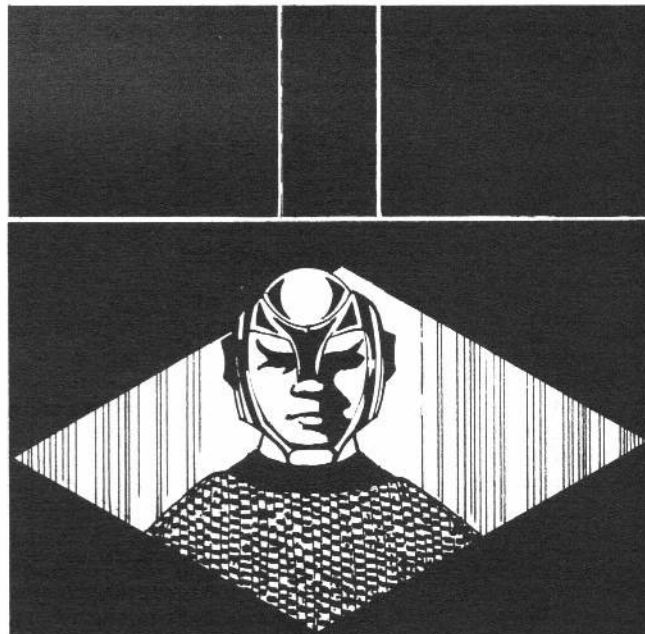
Apostrophes are used in many Federation-standard spellings of Romulan words to signify a glottal stop as used in many Terran English-based languages. This speech sound is produced by an interruption in the breath stream by sharply closing the glottis. It is a full, sharp stop that is not voiced, much like the stop in sound heard just before the second *t* in the word *bottle*.

Voiced Capitals

In the Romulan language, capitalization is used for proper names of people, places, and institutions but never for titles and the like, except when trying to emphasize the importance of something. Thus, it would be *safram Desus* (Senator Desus) in normal use, but if the implication were that Desus was the ideal senator, the words might be *Safram Desus*.

What passes for capitalization in the written Romulan language is a minor addition to the proper alphabet symbol. Unlike capitalized words in Galacta and other Terran English-based tongues, however, capitalized words in *Rom'lesta* are pronounced. Capitalized words have an additional glottal stop that comes before the word is said, creating a subtle, but distinctive, catch in the voice as the word begins.

This is, perhaps, the most difficult part of spoken *Rom'lesta* for non-natives to understand, hear, and reproduce. Thus, this flaw is the easiest way to spot someone who is speaking *Rom'lesta* with a 'Federation accent. For this reason, Romulans who deal extensively with members of other races seem to expect non-native speakers to miss the pronounced capital and thus the honor it implies.



Pronunciation Key

The following pronunciation key gives the closest Galacta equivalents to the sounds used in *Rom'lesta* words. It should help the reader to understand the pronunciation guide given for each word in the dictionary.

Where words are capitalized, the additional glottal stop in front of the word has been omitted for the sake of clarity.

a as in <i>hat</i>	o as in <i>hot</i>
ā as in <i>face</i>	ō as in <i>open</i>
ā as in <i>father</i>	p as in <i>cup</i>
b as in <i>bad</i>	r as in <i>run</i>
ch as in <i>children</i>	s as in <i>save</i>
d as in <i>done</i>	t as in <i>teller</i>
e as in <i>let</i>	th as in <i>thin</i>
ē as in <i>easy</i>	u as in <i>butter</i>
f as in <i>fine</i>	ū as in <i>rule</i>
g as in <i>get</i>	ū as in <i>music</i>
h as in <i>happy</i>	v as in <i>very</i>
i as in <i>fin</i>	w as in <i>wallet</i>
ī as in <i>mine</i>	y as in <i>yes</i>
k as in <i>king</i>	z as in <i>zipper</i>
l as in <i>large</i>	ə as the <i>a</i> in <i>about</i>
m as in <i>mouse</i>	ə as the <i>e</i> in <i>taken</i>
n as in <i>never</i>	ə as the <i>i</i> in <i>pencil</i>
ng as in <i>long</i>	ə as the <i>o</i> in <i>lemon</i>
	ə as the <i>u</i> in <i>circus</i>

DICTIONARY OF SPOKEN ROMULAN TERMS

In the dictionary below, prefixes are followed by a hyphen and suffixes are preceded by a hyphen. Plural forms are indicated following singular nouns. In the pronunciation guides that follow each word, this stop is written as a slash (/) to avoid confusion with apostrophes that commonly act as accent marks. Accents are designated by slanted letters.

al- (al-) — A noun prefix denoting improvement.

-am (-ām) — The regular ending for singular nouns; irregular forms exist.

-asz (-äsz) — A common suffix for place names, equivalent to '-ton' in English.

avastam, -ai (ä-vä-stām) — A wedge.

Avastam — The area of space known to the Federation as the Triangle. It borders UFP, Romulan, and Klingon space.

bresasam, -ai (brä-sä-sām) — Gathering or assembly.

Bresasm — The original group of assembled city-states often called the Romulan Confederation.

calanam (kā-lā-nām) — Large area or region.

cav'sanalam, -alri (cäv-/sä-nāl-m) — Class name of a Romulan shuttlecraft nicknamed the *Duck Of Doom*. Its Romulan name, best translated as 'billed one,' comes from that of a waterfowl noted for its prominent bill; the Romulan creature uses its prominent bill to strain algae and other pond plants for food. The shuttlecraft was nicknamed by Federation wags, who compared its shape to that of a Terran waterfowl.

cl'vangam, -gri (kl-/vāng-am) — Act of revenge.

d'- (d-/) — Prefix equivalent to 'grand' or 'great.'

d'anna (d-/än-nä) — Marriage; literally, the 'Great Joining.'

d'bresassam rassam (d-/bre-sä-sām räs-sām) — Family gathering or family shrine.

deletham, -thri (de-/e-thām) — Defender or protector.

D'ravsai (d-/rāv-sī) — Gods; literally, 'Great Brothers.'

d'hannam (d-/hān-nām) — Prayer; literally, 'Great Communing.'

d'navassa (d-/nā-vās-sā) — Birth. This form used only in reference to birth of intelligent beings, especially Romulan children. Compare with *navassa*.

d'latta (d-/lāt-tā) — Honorable death, used only when a Romulan has died to further the Romulan Way. Compare with *latta*.

d'sora (d-/sō-rā) — Ceremony, held at age 5, after which a child is no longer subject to euthanasia for genetic defects.

D'takaram (d-/tā-kā-rām) — The Great Comet, a military decoration presented for securing new resources for the Star Empire.

d'talla (d-/tāl-lā) — Military service obligation; literally, 'Great Duty.'

hannam, -nri (hān-nām) — Communication or message.

hatham, -thri (hā-thām) — Predator.

hevam, -vai (hā-vām) — Human.

-i (-ē) — Standard suffix for plural nouns.

kalabam, -bi (kā-lā-bām) — Storm or tempest.

klivam, -vai (klē-vām) — Klingon race.

k'manatri (k-/mā-nā-trē) — Cast-outs who are not acknowledged even by their families; literally 'The Unseen Ones.'

latasam, -sai (lā-tā-sām) — Road or pathway.

latta (lāt-tā) — Death or final ending; from the same root as *latasam*, the word for 'road.'

mandukar (mān-dū-kār) — Watchful, vigilant.

-n (-n) — A common suffix for place names, equivalent to '-ville' or '-burg.'

narvasam, -sri (nār-vā-sām) — Nest or roost.

navassa (nā-vās-sā) — Birth, referring to non-intelligent beings only. From the same root as *narvasam* ('nest') and probably derived from the term for nesting.

phi'lasasam (fi-/lā-sā-sām) — Formal educational process, including military training; literally 'The Education.'

pratoram, -ori (prā-tō-rām) — Leader or top official; usually the leader of a governing body at any level; 'praetor' in Federation nomenclature.

Pratoram — The Imperial Praetor.

Rav's (Rāv-/s) — Remus, companion planet to *Rom'lasz*; literally, 'biological brother.'

rav'sam, -sai (rāv-sām) — Brother.

re- (rā-) — Prefix denoting freedom or lack of restraint.

-ri (-rē) — Standard suffix for plural nouns.

Rom'lasz (Rām-/lās) — Romulan home planet, known to the Federation as *Romulus*; literally, 'home of the People.'

Rom'lesta (Rām-/les-tā) — Romulan spoken and written language; in the Federation, this usually is known as 'Romulan.'

Rom'Inz (Rām-/lanz) — The Romulan race or an individual Romulan; literally, 'the People.'

safram, -ri (sā-frām) — Senator or member of a Romulan governing body at any level.

sivas (sē-vās) — Of or pertaining to a locality or a single city-state.

stelam, -ai (stē-lām) — Star or sun.

Stelam Rom'Inz — Primary star of the Romulan home system.

stelai ler'hevai (stē-lī lar-/hā-vī) — The Neutral Zone; literally, 'the area of stars nearest the Humans.'

S'L- (s-/l-) — Common personal name prefix denoting honor.

S'T- (s-/t-) — Common personal name prefix denoting bravery.

s'ten (s-/ten) – Gallant, brave.

takaram (tä-kä-räm) – Comet.

talas (tä-läs) – To carry or lift.

talasagam h'sarin (tä-läs-ä-gäm h-/sä-rën) – Transporter; literally, 'matter-radio long-carrier;' sometimes simply *talasagam*; 'the long-carrier.'

talla (tä-lä) – Duty or obligation; from the same root as *talas*, to carry.

-us (-us) – Common personal name suffix denoting strength.

vang'radam, -di (väng-/rä-däm) – Traitor or betrayer; also used as an insult.

vastam, -ri (väs-täm) – Wing.

vastaram, -ari (väs-tä-räm) – Flying object.

vas' (väs-/) – Prefix referring to any flying creature.

vas'deletham, -thri (väs-/de-lē-thām) – Class name of a Romulan Heavy Cruiser, named for an avian creature common to Remus best known for its extreme territoriality. Adults of the species, about the size of a Terran chicken, will fight to the death to defend the few meters of territory around their nest, driving away even full-grown Romulans.

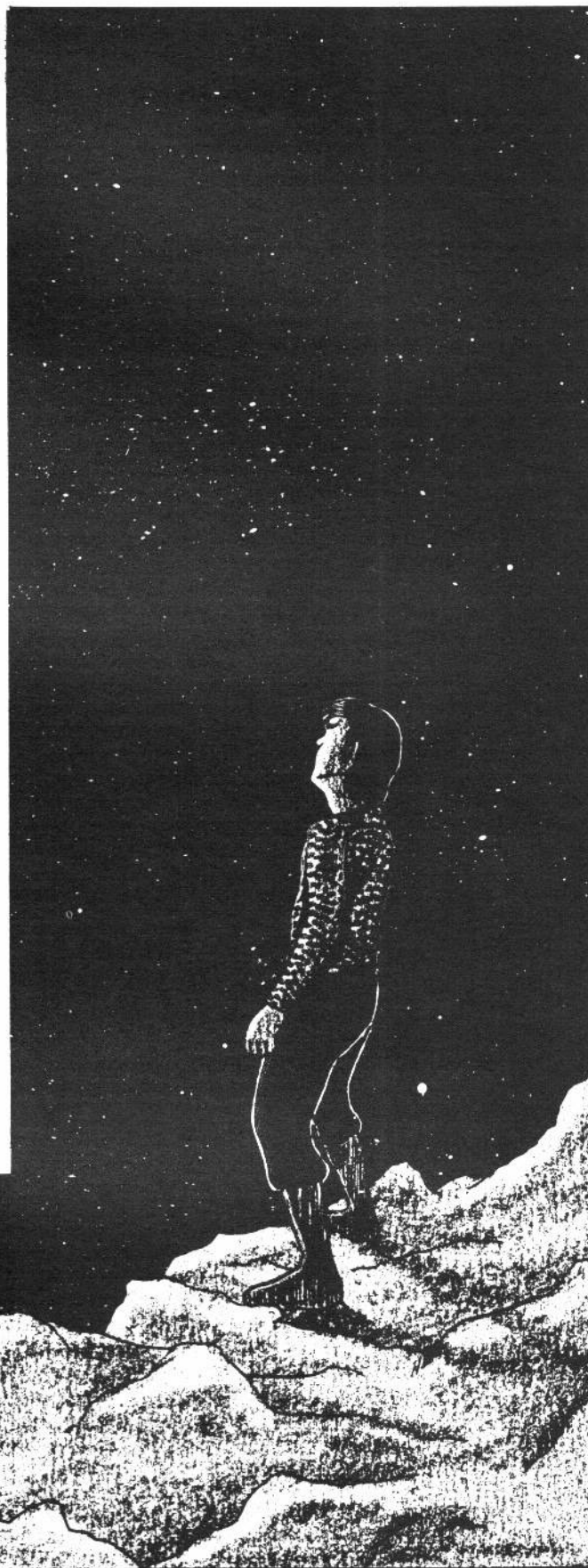
vas'hatham (väs-/hā-thām) – Class name for several types of Romulan warships, including an older-model light cruiser and a newer-model scoutcraft, both named for a flying predator native to Romulus and Remus, known for courage; best translated as *bird of prey*. The term has become so identified with Romulan military might that it is applied commonly to any Romulan warship. About twice the size of a full-grown Terran condor, the creature has iridescent red, gold, and brown plumage. Few unarmed humanoids would be a match for an angry or hungry bird of prey, which are said to attack people only rarely and can never be domesticated.

vas'kalabam, -bri (väs-/kā-lā-bām) – Class name given to Klingon D-7 Class Battlecruisers in the Romulan Imperial Navy. The name comes from a nocturnal predatory avian native to Romulus, best translated as *stormbird*. Stormbirds, often seen flying on the rising wind before a storm, are the size of a small Terran hawk; they are territorial and often fight among themselves.

vas'teelis (väs-/tā-ē-lēs) – Class name of a Romulan shuttlecraft, named for a small bird, native to Remus, noted for its eerie, high-pitched warble; best translated as *songbird*.

verelan (vē-re-län) – Graceful.

verelan vastarum (vē-re-län väs-tä-räm) – Class name of a Romulan courier/scoutship, named for a Romulan migratory bird resembling an elongated Terran swan; best translated as *graceful flyer*. The creature, which has a long-tapered neck and sleek lines, is very fast for its size.



Marsh

The Romulan Star Empire

HISTORY AND TIME LINE

PRE-HISTORY AND THE VULCAN HERITAGE

That Romulans and Vulcans share a common heritage is almost undeniable. The evidence for this stems from documents that came to light when a Star Fleet scout ship discovered the remains of a Romulan settlement on Eridam, near Federation Space.

Body Structure

A half-destroyed child's anatomy text among the Eridam papers confirmed that Romulans have the same body structure and appearance, the same anatomy, and the same physiology as Vulcans, right down to the copper-based blood. The placement of organs is the same, as is their function. For example, the transparent, inner eyelid in Vulcans exists in the Romulan eye structure as a vestigial fold of tissue. Romulans are psionic, as well, though they have not developed psionic techniques as highly as the Vulcans.

Environmental Influences

The climate of Romulus is responsible for physical differences between Romulans and Vulcans. The climate is not as harsh as Vulcan's, but is harsher than Terra standard, which explains why Romulans are harder than most Humans, but not as tough as the average Vulcan. Though its climate is responsible for evolutionary changes, Romulans could not have evolved naturally on their home planet of Romulus. No native life forms similar enough have been reported to support any sensible theory of evolution, and Romulan seas have too small a concentration of copper to allow a copper-blooded organism to develop there.

Seeding By The Preservers

Until Star Fleet personnel came face-to-face with the Romulans, they had no idea that the Romulans were physically similar to their Vulcan allies. When the similarity was discovered, the Vulcan Science Council made public their theories about The Preservers, an ancient race who influenced the spread of early humanity throughout the galaxy. According to this theory, The Preservers deliberately seeded Humans and humanoids on widely scattered worlds. Now generally accepted, it accounts for the hundreds of undeniably Human and Humanoid civilizations found on so many worlds by the Federation.

To further uphold the theory, a child's geography text among the Eridam Papers states that Romulan archaeological findings give direct evidence that the Romulans of pre-history were placed on the planet and did not develop there. This is pointed to as evidence supporting one of the earliest Romulan legends: that the Romulans were placed on their homeworld and told to build a road to the stars.

ENVIRONMENT'S IMPACT ON CULTURE

The environment on Romulus is not only responsible for the differences in physical development between Romulans and Vulcans, but also the differences in cultural development. It forced the Romulans to fight for their mere existence. This, coupled with the fact that they started their existence on the planet in competing settlements (later developing into powerful city-states), caused them to value and develop physical rather than intellectual attributes. This, in turn, further emphasized differences between Romulans and Vulcans; Romulans tended to breed in faster reflexes and similar fighting qualities.

Romulus, a harsh planet today even with modern technology, must have been unimaginably harsh when the first cultures developed there over several thousand years ago. The planet's weather cycle makes most of its land surface very dry much of the year. The planet is extremely metals-poor, and most early farming tools and weapons must have been made from soft metals because of the lack of hard metals.

In order to survive, an early Romulan had to be tough. The weak were not allowed to live, because there was not enough of anything to support even the strong. The Romulan people have become very hardy, with inferior traits weeded out by selected inbreeding and elimination of undesirables. Romulan children continue to be tested for fitness, and those found to be defective are put to death.

TIME LINE OF MAJOR EVENTS

The early entries on this time line are speculative, based on data taken from the Eridam Papers, notably children's history books.

Stardate -30/

The Preservers are thought to have seeded the Romulus/Remus system with Vulcanoids.

Stardate -3/

Romulans develop unmanned space flight.

Stardate -2/0300

The Romulan Confederation is organized, linking all city-states. L'Deus was elected first Emperor.

Stardate -2/0400

First Romulan-manned space flight, launched from the city-state of Kanassarum.

Stardate -2/1200

The first Romulan-unmanned probe lands on Remus.

Stardate -2/1800

The first Romulan-manned mission to Remus lands successfully, piloted by a female Romulan named S'Tanet. Her actual exploits soon became intertwined with fiction until the two are indiscernible.

Stardate -2/2900

The first permanent colony is established on Remus.

Stardate -2/3400

The Romulans mount their first expedition to nearby planets; it departs from the Remus port of Rinum.

Stardate -2/4100

The first Romulan-manned interstellar expedition is launched to Perhonies.

Stardate -2/5100

Romulans launch massive interstellar exploratory efforts, coreward.

Stardate -2/6100

Romulans conquer the peoples on Gorwah, the first culture to be absorbed.

Stardate -1/

By this time, the Romulans have approximately 100 settlements on other worlds. The Romulan Confederation changes its name to the Romulan Star Empire and the Romulans establish the form of government they have today.

Stardate -1/0400

The Romulans are attacked spinward by a race unknown to them, the Corillians. The Romulans, having little force in this direction, sustain heavy losses. The valiant Corillians, much fewer than the Romulans, are eventually conquered, the first starfaring race to be subjugated by the Romulans.

Stardate 0/0100

Captured Klingon documents indicate that the Romulans first make contact with the Klingons during this year, leading to full-scale war lasting over 3 years, with neither side gaining any major advantage in the end.

Stardate 0/9211.17

Federation cargo vessel *Atlas* is listed as missing after failing to arrive when scheduled.

Stardate 0/9302.21

Marker/recorder buoy from the lost cargo vessel *Atlas* is recovered by Star Fleet. Tapes from the buoy reveal that the ship was not lost in space, but was fired upon by enemy aliens of unknown origin. Intercepted subspace radio transmissions are included, giving the UFP the first recordings of the Romulan language. Videotapes depict the second pass of the alien ship, painted like a gigantic bird. The *Atlas'* Captain reports his drive is inoperative and his shields failing, as the enemy vessel rounds for another run; he also reports his intention to release the buoy before the *Atlas* can be attacked again.

Stardate 0/9511.30

The Federation Council drafts and passes by acclamation a directive calling for the outfitting of a special UFP fleet to strengthen defenses in the area where the *Atlas* was lost. Twelve deep-space probes, each manned by 15 volunteers, scatter through unknown space in the region, trying to obtain information on the unknown enemy race. None returns.

Stardate 1/0101.01

Century Day celebrations on Luna and elsewhere throughout colonized space are interrupted with news of the destruction of 3 Federation heavy cruisers, presumably lost to forces associated with the unseen enemy. One small destroyer attached to the same fleet survives to report about the sneak attack, in which vessels painted as giant, winged creatures performed suicide runs with fusion-explosive missiles. Intercepted subspace radio transmissions from this battle are translated, finally giving the enemy a name — the Romulans. The UFP also obtains its first bearings on Romulan-held space.

Stardate 1/0101 to 1/0601

Several more run-ins between Romulan and UFP forces occur, the the Federation beginning to develop some ideas on how to deal with Romulan hit-and-run tactics. On Stardate 1/0522.07, two Romulan vessels are crippled by a Star Fleet strike force. The Romulan commanders wait until several ships maneuver close for grappling and boarding, then self-destruct, taking the UFP ships with them as they explode. Standing orders are issued prohibiting Federation vessels from closing with even a badly-damaged Romulan vessel.

Stardate 1/0610.14

War is declared between the Federation and the Romulan Star Empire. In this unprecedented action, the UFP moves against an enemy whose planetary holdings and bases, political structure, aims and philosophies, and even appearance is completely unknown. Intercepted and translated subspace radio communications are translated and analyzed to help the UFP understand their foe.

Stardate 1/0811

A Federation fleet stumbles on a major Romulan base, dealing the enemy its first true defeat. Over 30 Romulan war-vessels, manned only by skeleton crews during resupply operations, are destroyed in orbit before they can fire a shot. Six Star Fleet vessels are lost in the engagement when the planetary base destroys itself after its shields had been damaged seriously. The loss to the Romulan fleet is crippling, and the Romulan war effort never fully recovers.

Stardate 1/0909

The Romulan-UFP War is ended inconclusively, after staggering losses on both sides. Neither side is able to supply

adequately or maintain a fleet in the war zone, and the UFP has been unable to mount a fleet strong enough to penetrate Romulan space to reach the supposed location of the Romulan home world. Because of this, Federation Senior Councilman Abraham Dannon convinces his colleagues to make a peace offer; the measure is accepted by a 1-vote margin. The treaty, negotiated by subspace radio, is accepted, with the provision that no members of the warring races meet face-to-face. No Federation forces have ever seen a Romulan face to face throughout the entire war, mostly due to the Romulan refusal to allow a ship to be captured intact.

Stardate 1/0909.10

The Neutral Zone, established by the peace treaty, is set up after much haggling over its exact dimensions and location. Ironically, the negotiations destroy the political aspirations of Councilman Dannon when his opponents claim that he, as chief negotiator, gave away too much of the disputed area to the Romulans.

Stardate 1/1303.21

Abraham Dannon, author of the Romulan/Federation peace treaty and chief negotiator of its provisions, dies at the age of 59, assassinated by a spectator at a political rally where he was scheduled to speak. A controversial, much despised figure in his own time, he is now revered for his contributions to galactic peace; the Terran civilian decoration for peace, The Dannon Prize, is named for him.

Stardate 1/1804.03

Star Fleet's initial network of manned and automated border outposts becomes operational along the Neutral Zone. The system is expanded and improved during the following 30 years, until most military theorists consider it impossible for a ship to cross the Zone undetected. It is assumed that a similar network has been created by the Romulans. This is supported by the fact that, of the 17 Federation space vessels known to have penetrated the Neutral Zone, none has returned nor has left any trace.

Stardate 1/5105

First contact with the Klingon Empire leads to armed conflict. Information obtained from spies and from Klingon prisoners lead to the inescapable conclusion that the Klingons and the Romulans have met. That they seem to be old and bitter foes comes as a relief. The "Klingon Menace" begins to overshadow conflict with the Romulans.

Stardate 1/9409

The Four Years War with the Klingons and the Axanar star system begins. Though tactical experts expect the Romulans to enter the war on one side or the other, they do not.

Stardate 2/0710.21

The vast build-up of Klingon military might, reported by Federation intelligence, has totally eclipsed all fear of the long-dormant "Romulan Problem." The complacency of Star Fleet and the UFP is shattered when a Romulan vessel, using electronic cloaking to shield it from detection, destroys 4 Neutral Zone border outposts with a new, powerful plasma weapon. Pursued by the *USS Enterprise*, the Romulan ship is chased into the Neutral Zone and destroyed before it can report. In the pursuit, the *Enterprise* taps into Romulan ship-board communications and picks up images from the Romulan bridge, revealing the Romulans to be Vulcanoid in appearance.

Stardate 2/0711

The Vulcan Academy Of Science stuns the Federation, but helps to allay fears of Vulcan/Romulan collusion, when it publicizes its theory concerning the Romulans' Vulcan heritage. This theory postulates a race known as The Preservers, who seeded the galaxy with Humans and humanoids; it is supported by Lt. Commander Spock, the *Enterprise's* own Vulcan Science Officer.

Stardate 2/0803.21

A Star Fleet-sponsored science team, composed of Vulcan researchers and lead by Lt. Cdr. Spock on temporary detached duty, re-discovers a Vulcan colony world that had been captured by Romulan forces. Located in the area between UFP/Romulan/Klingon space known as The Triangle, the mining settlement had been abandoned by the Romulans as unsuccessful when its ores played out. The Romulans destroy all records and equipment before leaving, stranding the Vulcan inhabitants. By the time the scientists arrived, most of the Vulcans had died, but a Vulcan/Romulan hybrid child, a girl of 5, survives. Sarek, a highly respected scientist-statesman from Vulcan, is given custody of the child Saavik, who was born soon after the Romulans had departed. Star Fleet has little opportunity to question her.

Stardate 2/0801.09

The first shots of what would have been the Second Klingon War are stilled by the Organians, who impose a peace treaty on both sides of the budding conflict. The preparation for war and the aftermath of the imposed peace delay the Federation Council's final action on the Romulan border attack and the theorized Romulan/Vulcan link. When the Council returns to the problem, first contact with the Gorn gives them yet another, more urgent matter to handle. Though Star Fleet doubles the number of patrols along the Neutral Zone and establishes new, larger, more heavily armed border stations, no direct action is taken against the Romulans at this time.

Stardate 2/0911

Deep-cover agents within the Klingon Empire report that the Klingons and the Romulans have been settling their border disputes and likely have sealed cease-fire agreements with exchanges of military technology. In the resulting, almost immediate shake-up in Star Fleet Intelligence, the entire staff of the Bureau Of Romulan Affairs is fired and replaced. Council members favoring a stronger stand against the Romulans feel they have a mandate because of the strength of public opinion, and they draft top-secret resolutions commissioning Operation Purloin.

Stardate 2/1002

Operation Purloin is put into effect when Captain James Kirk of the *USS Enterprise*, operating under sealed orders directly from the Federation Council, takes the *Enterprise* into Romulan space. The *Enterprise* is captured by 3 Romulan battlecruisers, of Klingon design and equipped with the Romulan cloaking device. Commander Spock, *Enterprise* Science Officer also acting under sealed orders, informs the Romulans that Kirk acted on his own initiative and out of a misguided and perhaps insane desire for personal glory. He gains the confidence of the Romulan commander and distracts her long enough for Kirk, disguised as a Romulan, to steal a prototype of the cloaking device from the Romulan flagship. The clever ruse succeeds, and the *Enterprise* escapes when Chief Engineer Scott is able to hook the purloined device into the Federation ship's own circuits and activate it. The Federation makes a major military gain when the device is delivered to Star Fleet Headquarters.

Stardate 2/1004

Despite intense examination by the best minds in Star Fleet, the Romulan cloaking device remains a mystery. Nevertheless, political pressure forces the Federation to make a public display of the stolen device. Again installed on a Federation ship, this one filled with dignitaries and influential people from all over the UFP, the ship vanishes from view. To the horror of the test's organizers and the Federation Council who pressed for the test over the advice from Star Fleet Research And Exploration scientists, the ship never reappeared. Subsequent attempts to duplicate the cloaking device meet with complete failure. Council members who

advocated a harder stance against the Romulans, and who gained in stature because of the success of Operation Purloin, lose credibility because of the disaster.

Stardate 2/1109.30

An abandoned Romulan planetary base is discovered on Eridam, a mining world near The Triangle, with its Romulan inhabitants wiped out by an epidemic disease known to affect Vulcans. No military information is gained, but personal diaries, children's books, works of fiction, and other non-military writings are recovered.

This body of work, known as the Eridam Papers, adds much to the Federation's meager store of knowledge about the Romulans. The Vulcan connection is supported by anatomical drawings, by Romulan legends, and by children's history books. Romulan history and motivations become better understood, giving some basis for understanding what has been a 'faceless' enemy.

Based on the Eridam Papers, some political thinkers speculate that negotiation may be possible with the Star Empire, though others see no hope for negotiation and press for even stronger measures to curb what conservatives have come call the Romulan Threat. The net result is both a stronger military presence along the Neutral Zone and near The Triangle, and a push to gather as much intelligence data as possible about the Romulans in hopes of making field commanders more aware of Romulan capabilities and tactics.

Stardate 2/1808.10

Saavik, ward of Sarek of Vulcan, enters Star Fleet Academy. Family prestige and the personal intervention of Sarek's famous son Spock heads off a storm of controversy over the admission of a "Romulan" to the Academy. Though only a half-Romulan and raised as a Vulcan, Saavik is seen as an enemy alien by many Federation bigots, including those who lost many family members to the Romulans.

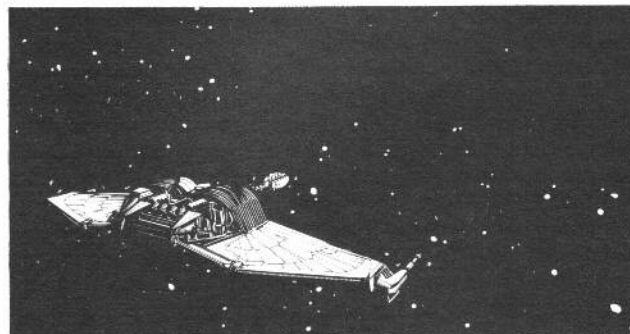
Nevertheless, Saavik, who has embraced Vulcan teachings, is a valuable resource to Star Fleet, for whom she interprets intelligence data about the Romulans. Because of her help, many myths are put to rest and a better understanding of Romulan psychology develops.

Stardate 2/2206.01

Saavik graduates Star Fleet Academy at the top of her class. Promoted to Lieutenant, JG, she is assigned at the request of Captain Spock to take her Cadet Cruise aboard the *Enterprise*. She serves during the infamous "Wrath Of Khan" incident, and she is given a Star Fleet Commendation and a field promotion to full lieutenant. She is transferred to the *USS Grissom* for the survey of the Genesis Planet.

Stardate 2/2206.27

A Romulan-design, Klingon scoutship is delivered to Vulcan by James Kirk and his companions. Carrying a cloaking device, it was captured by Kirk after the destruction of the *USS Enterprise* in a Klingon attack before the Genesis Planet exploded.



THE ROMULAN HOME SYSTEM

The exact location of the Romulan home system is not known to the UFP, and all information gathered on this topic is contradictory in the extreme. The mystery will be solved only when a Star Fleet vessel ventures close enough to establish the truth; to date, all who have tried have never returned.

On the one hand, it is known that the Romulans encountered the Klingon Empire long before their first contact with the UFP. This fact places their home system to galactic south and east of the Triangle and the major portion of the Klingon Empire.

On the other hand, estimates based on communication lags during the Romulan War place the system much closer to the present Neutral Zone boundaries. This would mean that the expansion of the Star Empire was mostly in the direction of galactic south, toward the galactic core, and that explorations in other directions were limited until after the first contact with the Klingons.

Much of the information that is known about the Romulan home system comes from publications in the *Eridan Papers*, particularly a book on popular astronomy and a tourist guide to Romulus and Remus. Confirming reports for this information have been surprisingly lacking, and much of the hard data comes from special long-range scans carried out by peoples friendly to the UFP.

PLANETS IN THE HOME SYSTEM

The primary is Stelam Rom'Inz, a G-class star much like Terra's Sol. There are 7 planets in the system, including binary planets at IIA and IIB, the only planets inhabitable without artificial support. The planets in the system are as follows:

Stelam Rom'Inz I: Aranusia

Stelam Rom'Inz IIA: Rom'lasz (Romulus); Class M, Romulan home world

Stelam Rom'Inz IIB: Rav's (Remus); Class M, orbits Rom'lasz

Stelam Rom'Inz III: S'latas

Stelam Rom'Inz IV: D'lanam, literally "The Great Wonder;" a gas giant

Stelam Rom'Inz V: Ulunam

Stelam Rom'Inz VI: Trijth

Although there are research stations on several of the other planets and some of the moons in-system, only Romulus and Remus will be covered in the following sections, because the bases are all research stations and/or mining facilities.

Both Romulus and Remus are Class M worlds, habitable by most humanoid races. Romulus (*Rom'lasz* — literally "home of the People") is the second planet in the Stelam Rom'Inz system. Remus (*Rav's* — literally "brother") is a satellite of Romulus, once most likely the third planet in the system. The two planets now form a binary system, with the two revolving around each other. The duo has no natural satellites, not surprising given the strange orbital pattern and the tidal stresses produced by their shared orbit. There are, however, several artificial satellite stations, including one massive station that serves as the primary base for the Romulan space effort.

Romulus

Romulus is hotter and drier than Terra, but not as hot and dry as Vulcan. The climate is tropical/desert, with much of the planet being similar to Terra's Amazon area and Sahara desert. Coastal areas are typically lowland rain forests; the rainy season brings them monsoons and flash flooding, compounded by the strong tidal effects, and the dry season brings them drought. The interior is very high and dry; rainy season precipitation runs off rapidly to the lower coastal forests. The capital is D'Sivas. Romulus is very resource poor, particularly in fossil fuels, hard metals, and radioactives.

Remus

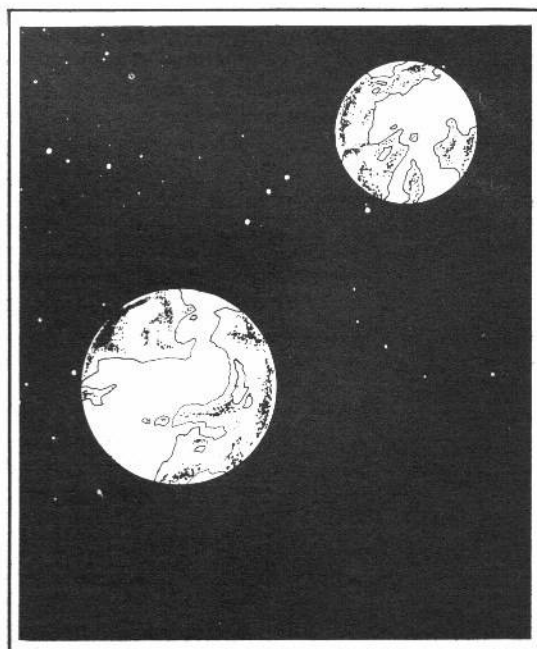
The climate on Remus is more temperate than that of Romulus because of its thinner atmosphere and much more abundant standing water. Everywhere Romulus is resource poor, Remus is resource rich, with large deposits of hard metals, radioactives, and even industrial crystals.

Romulan legend holds that Rav's was placed in orbit around Rom'lasz as a stepping stone to the stars. Romulan scientists concluded very early that it had a breathable atmosphere and likely had life. After Rav's surface was reached, it was discovered that it teemed with life extremely similar to that on Rom'lasz itself.

The Alluram continent, the largest landmass, is the home of 71% of the inhabitants and the location of the planetary capitol, Biscae.

LIFE FORMS

The two planets have remarkably similar native life forms, but none is advanced enough to be the ancestors of the Romulan race. Furthermore, their seas and oceans are not rich enough in copper salts to have allowed this in any reasonable evolutionary pattern. Strong tidal forces between the two planets makes sea navigation extremely hazardous and cause frequent ground tremors on both planets.



GUIDE TO ROMULUS AND REMUS

This text has been excerpted from *The Eridam Papers: The People's Worlds*.

THE CITY-STATES OF ROMULUS

Caranam

Highlighting the walking tour of Caranam are the ancient walls of the ancient city-state. Some wall sections have been rebuilt to their original size. What makes the walls truly remarkable is that all of the stones used were carried from the D'Kalla mountain range to the northwest. Visitors may climb the 3000-year-old stairways to the parapets. From here they may look over the sands to the north as lookouts did for many centuries.

Visitors at the T'Wakkan section of the wall in the north-east quarter should notice the stones are tainted greenish-brown; the stones are said to be stained from the blood of the defending warriors. The basis of this is from a ballad by L'Reanas, the great storyteller of all times.

...and they stood, shoulder to shoulder, man and woman, child and great elder. They were outnumbered 100 to 1, yet they knew they could win. They stood singing the sharp songs of bloodlust. And when the Potorans climbed the walls, as a wall themselves they fought as the People have always fought. And when they died, they died as the People have always died — as one.

The battle raged for seventeen hours, with the Caranamians fighting although they were already dead. Yet, Balassor swore they would give every ounce of their blood for their city. He swore the walls would be stained with the blood of the attackers as well as that of the brave defenders. Balassor vowed the walls should forevermore weep blood for the people...



Calanista

A must when near Calanista are the fields and shops of the nectar-makers. Here is produced what many feel is the finest ale in the galaxy. Indeed, the ale is one of the top exports of Romulus. Many imitators are to be found, even in the outlying colonies, but none compare to Calanistan Nectar.

The low fields near the river mouth provide year-round irrigation. The combination of temperature, water quality, and humidity make for perfect growth and ripening for the *ovila* grain used in this unique drink. Calanistan Nectar is very expensive because of the limited quantity of *ovila* that can be grown. Scientists have developed other ales that are chemically no different, but nectar experts say they can easily tell the difference. Why not stop by and make a comparison yourself?

Portora

Foremost of the places of interest in Portora is the site of the conferences which led to the forming of the Confederation, now a museum. Visitors may view holograms of the attendees arguing the various points of unification. One may see the figure of L'Deus, sitting calmly in a corner while all is havoc around him. The museum also contains the *D'Vatta* agreement sealed for protection from the ravages of time. The museum is always open, as it is one of the most popular tourist attractions on the planet.

Kanassarum

Kanassarum is situated at the foothills of the greatest mountain range on Romulus. It is these mountains that have given the city-state its glory, for they provided the scant resources for the first voyages to Remus. Kanassarum became the Confederation's first space center. The other city-states abandoned their space centers after the Confederation was formed so that all effort could be concentrated in one spot. The space center is basically a museum now, with exhibits dedicated to the various early efforts at reaching Remus. The landing fields are rarely used now, as it was found to be much cheaper to build vessels in orbit and shuttle or beam people and materials rather than use precious resources defeating gravity.

It is also at Kanassarum that the planet's most popular tourist attraction is located. In an open field near the space museum is a statue that gestures at the stars while stepping up onto a broken step. The statue is, of course, of S'Tanet, taking the first step on the Road To The Stars. Although it is well-known even to school children that her voyage began elsewhere, that first step of the People had its roots here, at Kanassarum.

Dinalla

At Dinalla live those who may be the planet's greatest hunters, plying their skill in the 47 game preserves that surround the city-state and even extend into the sea. Although there is little live game, the animoid game is real enough to capture the thrill and excitement of days gone by. For a small fee, one may hunt in any of the preserve areas.

The most fearsome, and hence the most popular, is the Vanawar preserve. Here, one may hunt real or animoid Grinawars; these 300-kilo beasts have teeth that can rip a man apart in seconds. Here, many fight the real beasts for an extra thrill, feeling the challenge is less with a beast that can be shut off when the going gets rough.

D'Sivas

The Great City-State is the heart of society. What more need be said? More visitors come to here than any other city-state in the home system. Although many come on official business to the governmental offices, or even for audiences with the Emperor himself, most come because it is the heart and brain of the people.

Who has not felt the rush of pride when walking past the statue of L'Deus, with one hand holding D'Vatta and pointing to the stars with the other? It is best said in the inscription below the statue, in the words of L'Deus himself – the words he shouted at the assembly before storming out into the night:

"We must join together or fail. We cannot reach our home, our destiny, by fighting among ourselves. We are one. We must be one. Let us act as one. To act any other way is to deny our children their right to the stars that are theirs."

Another highlight of any tour of D'Sivas is The Arena of Life. Although many such arenas exist around the Empire today, this is the original arena. Although genetics have eliminated most of the original need for the Arena, it is used today as practice for hand to hand combat for the youth of the city. The Arena sits on a hill overlooking the Bay of Salvation. From this hill one has a commanding view of the entrance to the harbors of the city.

Translator's Note: Terran readers may be puzzled by the absence of any mention of a Grand Palace or other official residence for the Emperor in the capital city. According to other documents that were part of the Eridam Papers, such a place does not exist, as such. By tradition, the leader of the Star Empire lives in a relatively humble compound, not particularly larger or grander than that owned by, for instance, a well-established merchant family.

THE CITY-STATES OF REMUS

Levitasz

A statue here depicts S'Tanet stepping down onto the planet's surface, for it is here that she became the first to step onto Remus. She steps from a broken step, actually the other half of the step at the famous statue on Kanassarum. The inscription (*Translator's Note: "The first of many."*) is memorized by every child at an early age.

Nearby is a small museum containing the craft that bore S'Tanet to Remus, along with other artifacts from early exploration. Hologram recreations of the landing may be viewed.



Biscaie

The capitol of Remus is second only to D'Sivas in activity. This city serves as the headquarters for the Imperial Navy. As such, the city is alive with off-duty personnel, and the shops and restaurants flourish from the combined military and civilian trade.

Among the main attractions are the baths on the hillsides of Kannam, a small section in the southwest corner of town. These large buildings tap and channel hot mineral water flowing directly out of the hills. The baths are highly therapeutic in that they stimulate the muscles and nerves of the body. Citizens of the Empire come from all colonies to take the treatments offered here.

Adrennan

The first permanent colony on Remus, Adrennan flourished from the beginning. The discovery of crystal deposits in the seabed nearby helped establish the early prominence of the city in the space program. Tours of the now-depleted crystal mines are conducted daily.

EXTENTS OF THE ROMULAN STAR EMPIRE

The exact size of the Romulan Star Empire is not known, but rough estimates are shown on the accompanying map. The exact location of the Romulan home system is unknown, but a good estimate can be made based on travel-time estimates and intercepted messages during the Romulan war. A minority opinion among Romulan experts believes that the system is deeper within Romulan territory than widely accepted theory would have it, and that estimates to the contrary are based on false data deliberately supplied by the Romulans. The truth will probably not be known at any time in the immediate future.

ROMULAN-UFP BORDER: THE NEUTRAL ZONE

Of course, the border between the Romulan Star Empire and the UFP itself is well mapped. The Neutral Zone agreements set down a maximum size and number for Zone border outposts, and monitoring sensors on either side confirm compliance with that agreement. It must be assumed, however, that the Romulans have more and larger bases constructed just out of the Zone agreement area, just as the UFP does. The known Romulan bases are shown on the map.

ROMULAN-KLINGON BORDER

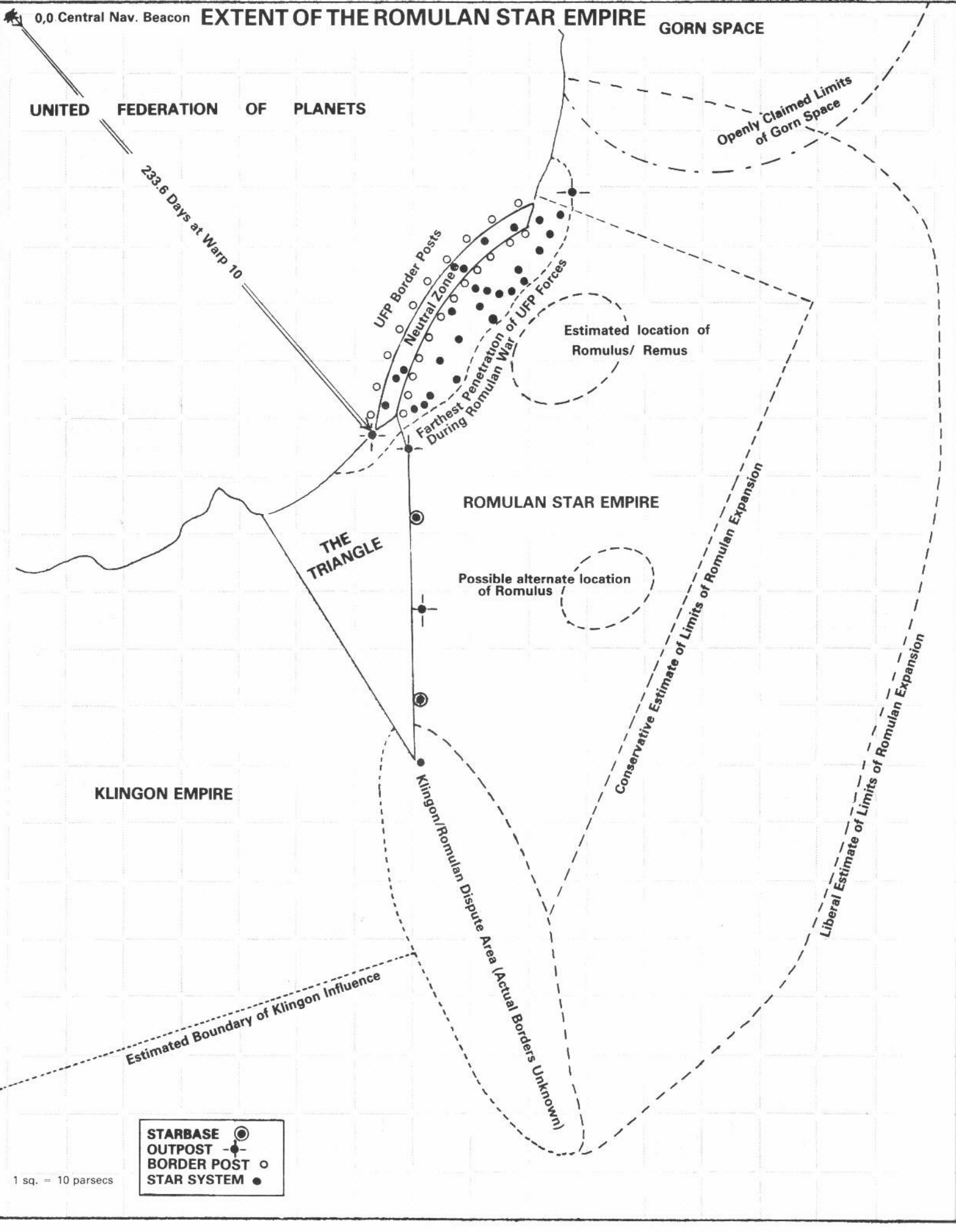
It is certain that Romulan holdings border the Klingon Empire along a large stretch of space, but the length of the border and its precise location are not known for certain at this time. Earlier, the border moved back and forth quite a bit as the two Empires fought over large sections of space. More recently, however, technological exchange agreements have put an end to open warfare.

ROMULAN-GORN BORDER

Currently, the Romulan Star Empire seems to be unaware of the existence of the Gorn Alliance nearby, and vice versa. Since it seems diplomatically prudent to continue this situation, diplomats dealing with the Gorn have been instructed not to volunteer any information about the existence or extents of the Romulan Star Empire. Liberal estimates of Romulan expansion show an overlap between Gorn space and Romulan space, but conservative estimates figure it will be several years before their scouts encounter one another.

THE TRIANGLE

It is known that the Romulans, for the most part in the guise of privateers, operate within the boundaries of the Triangle. Control of Romulan and Klingon activity in this area is imperative to UFP security over the next 5 to 10 years.



INTERSTELLAR INTERACTIONS

GORN ALLIANCE

The known spheres of influence of the Gorn Alliance and the Romulan Star Empire are expanding in such a way that it is conceivable that these races will meet in the near future. In their expansion, the Romulans must move away from both the Klingon Empire and the UFP, which may take them directly into Gorn-claimed space.

The Gorn traditionally claim more area than they have the ability to hold and exploit. Thus, even when the two spheres of influence do intersect, it could be some time before individuals of the two races actually meet. Such a meeting is unlikely to be peaceful, given the Gorn extreme territoriality and the Romulan determination to expand at any cost.

In fact, there is some evidence to support the speculation that the Gorn may already have encountered the Romulans. UFP open records on the Romulan War are available to Gorn delegates to the Clanhaven Conference negotiations. Though UFP estimates of the extent of the Romulan Star Empire are not public knowledge, the Gorn may suspect that the Romulans are expanding in their direction. UFP negotiators have been instructed to note carefully any interest in the Romulans the Gorn might express. If the Romulans do move too close, the threat they impose may open doors to enhanced Gorn cooperation. On the other hand, if the Romulans find themselves boxed in on 3 sides, they also might be willing to consider a less-inflexible stance toward the UFP. Having the Gorn Alliance on one side and the Klingon Empire on the other could cause the Romulans to think of the UFP as a good neighbor instead of a threat to Romulan security.

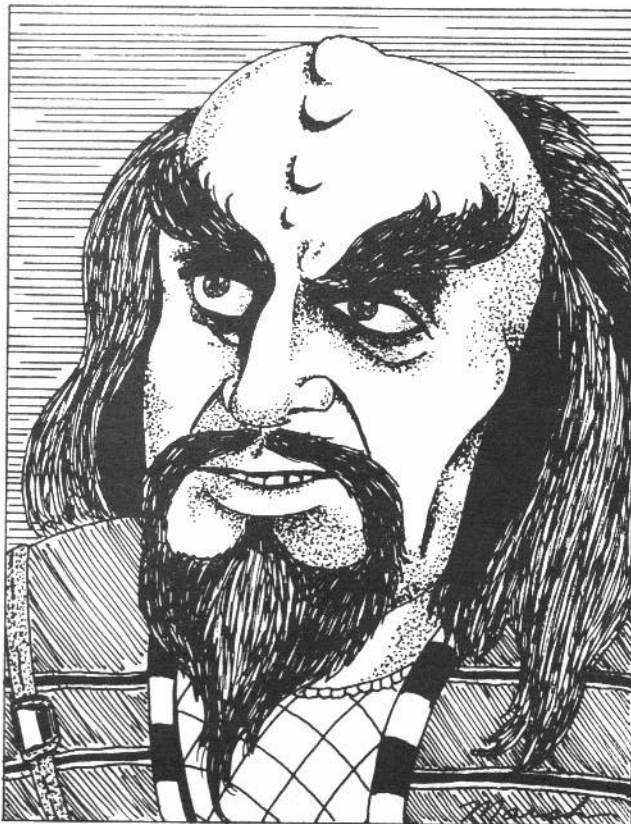


KLINGON EMPIRE

Though the Romulan Star Empire is an old rival of the UFP, their conflict with the Klingon Empire is even older — and far bloodier. Even so, those who took comfort in the old hatreds between the two major rivals of the UFP have discovered in recent years that things have taken a surprising and appalling turn for the worse.

Though most of the Federation's view about Romulan/Klingon conflicts is colored by the Klingon's perspective on them, it is obvious that there has been no love lost between the two cultures, and the history of their border disputes goes back long before the founding of the UFP itself. The Romulans have lost far more ships and men to the Klingons than to the Federation. Thus, the Federation was shocked to learn of recent agreements between the former deadly enemies. Border disputes seem to have been settled quietly and there are obvious signs of technology exchanges. The results have made both governments stronger. Furthermore, they have been able to divert more attention away from their mutual border and concentrate on their borders with the UFP.

Though Star Fleet Intelligence largely was to blame for not anticipating this incredibly dangerous turn of events, certain things must be said on their behalf. The agreements between the Klingons and Romulans were strongly suspected by Intelligence not long after they were reported to have been signed. They seem to have come about rather suddenly, as the result of a major change in both governments' diplomatic and military strategy. It is theorized that both governments were tired of wasting resources on endless, pointless battle between themselves, while the UFP, maintaining a peacetime economic footing, prospered and became stronger. Though many found it unthinkable that either of the two enemies would suggest even limited cooperation, both had lost wars with the UFP in the past, and thus their decision to concentrate on this common enemy and less on each other was, perhaps, inevitable.



The news nevertheless shocked the Federation, but the situation perhaps is not as explosive as it first appeared, though it would be suicidal to underestimate the danger to UFP security that the situation poses. It appears that the agreements are not mutual defense pacts or agreements to mount joint combat actions. They appear, instead, to concern the exchange of technology and the settlement of border disputes.

The more-visible outcomes are these. Control over disputed border areas, once traded back and forth between the warring empires, has been stabilized, with the Klingons gaining most of the disputed territory. The Romulans have adopted the use of the Klingon hand disruptor and disruptor rifle. D-7 Class Battlecruisers are flying in Romulan Neutral Zone patrol fleets. More recently, the Klingons have adopted Romulan-style scoutcraft equipped with cloaking devices.

The major danger, however, is not the exchange of territory or technology. These exchanges merely allowed the Klingons and Romulans to reestablish the balance of power earlier than expected. Furthermore, it is considered unlikely that the exchanges will lead to mutual Klingon/Romulan expansion, and the continuing border incidents between the cultures is pointed to as evidence. The true danger is that the agreements have allowed both empires to divert their attention to the UFP, probing it for weak spots. If either empire decides that the other will wait long enough for it to be victorious over the UFP, galactic war could result. The only hope of avoiding that war lies in the Klingons' and Romulans' belief that they cannot trust their temporary allies long enough for victory to be accomplished.

Romulan treaties with the Klingons will be honored until such time as the Romulans find it expedient to ignore them. This tendency toward expedient action may blunt the danger posed by the exchanges. It does not seem to be the Romulan way to make strong allies. Past experience and current intelligence gathered from intercepted Klingon communications leads to the conclusion that the Klingons and the Romulans are as likely to attack each other today as they were 20 years ago. Even so, any cooperation between these vastly powerful, hostile, interstellar governments presents a direct threat to the security of the UFP and to the peace of the galaxy. Galactic peace relies first on the UFP's ability to maintain adequate defenses to insure that neither the Romulans nor the Klingons could hope to win a rapid victory independently, and second on diplomatic efforts that would make taking such a risk unprofitable.

UNITED FEDERATION OF PLANETS

Interactions between the UFP and the Romulan Star Empire began with an unprovoked, surprise attack. The *USS Atlas*, one of the UFP's largest frontier cargo vessels, encountered a vessel of previously unknown configuration, painted like a huge hunting bird. The alien craft followed the *Atlas* for 11 hours, scanning her but ignoring friendly hailing messages. Without warning, the mystery ship attacked, devastating the cargo vessel; it cared not for the cargo nor the ship itself, repeatedly ignoring surrender messages. The UFP learned of the Romulans only because of the chance survival of the log buoy containing Captain Genevieve Horowitz' description of the encounter. The encounter established a pattern for many of the contacts over the next 120 years.

After the encounter, attempts were made to contact the alien civilization that launched the attack, in the hope that the destruction were some ghastly mistake. Efforts at communication, let alone diplomacy, met with failure. Envoys, both manned and automated, either were destroyed or ignored. Eventually, the Federation Council could no longer tolerate the destruction of innocent lives, and war was declared against a faceless, nameless enemy.

The Romulan War was perhaps the bloodiest series of space battles ever fought, far more bloody than the later Axanar conflict with the Klingon Empire. Though the Romulans had fewer ships, less sophisticated weaponry, and limited resources, they fought with unbelievable ferocity and exhibited a ruthlessness unmatched in interstellar history. In this war, the Romulans recognized no non-military targets; all incursions into space they laid claim upon were considered hostile automatically, and those inhabited planets that acted as bases for warships were fair game as well.

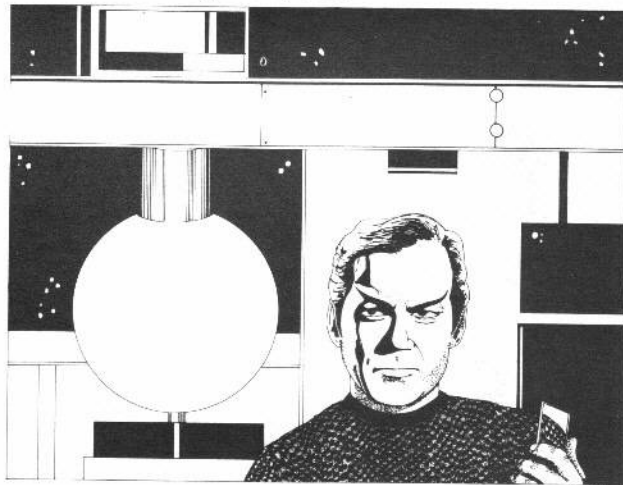
Federation forces, once alerted to the danger and uselessness of attempting to capture Romulan craft, matched the Romulan onslaught ship for ship, and more; the cost was high indeed. Hundreds of ships and thousands of beings aboard them died in the struggle.

The war ended without the satisfaction of total victory. Resources almost exhausted on both sides, the war was not won by either; it simply stopped. With no hope that the two cultures could share a universe in peace, a wall of empty space, the Neutral Zone, was established to separate them forever.

Far from lasting forever, the Neutral Zone was breached eventually by a Romulan warvessel equipped with an electronic invisibility screen that hid the vessel from both sensors and direct observation. Again, the first the UFP knew of renewed Romulan activity was when a number of Neutral Zone border outposts were destroyed without warning by the Romulans' devastating plasma weapon. Only good fortune and the combat expertise of Captain James T. Kirk and the crew of the *USS Enterprise* prevented the intruder ship from reporting its success by returning from its mission. By destroying the intruder, Kirk bought the UFP time to replace the destroyed outposts and beef up defenses in the face of the new threat.

Later, Kirk and his crew again preserved the balance of power by undertaking a mission deep into enemy territory to capture a working model of the cloaking generator. The highly dangerous mission, which was approved in the wake of reports concerning Romulan/Klingon alliances, was a complete success. Though attempts to use or duplicate the captured device have met with failure, the mission taught Star Fleet Command much about Romulan defenses and tactics, as well as the limitations of cloaked vessels.

In recent years, the initial fears about the Klingon/Romulan technological exchanges have died somewhat. The Romulans have shown little desire of late to intrude into UFP space in any significant manner. Nonetheless, the UFP must remain vigilant along the Neutral Zone. History shows that the status of any relationship with the Romulans may change — without warning, at any time.



The Romulan People

PERSONALITY TRAITS



The Romulan Personality, By Commodore Roger Calvin, Department of Psychological Studies, Alien Cultures Division, Star Fleet Intelligence Command

The Vulcanoid appearance of Romulans and their overt tendency toward apparent emotionlessness often subconsciously leads officers into dealing with Romulans as though they were Vulcans. In fact, though the appearances and some of the personality traits are similar, the thought processes and personalities that produce these appearances are markedly different.

The Romulans, unlike the Vulcans, do not seem to believe in suppression of emotion. They do, however, maintain a very businesslike, perhaps even cold, presence when on duty. This passionlessness does not stem from a desire for inner serenity, but has been learned over the years by Romulans in dealings with other cultures. Quite simply, one is less vulnerable to an enemy if that enemy cannot tell from one's appearance what one is thinking or feeling.

A Romulan ship commander will not give away his plans in his voice or mannerisms. It is doubtful that the old saying that "Romulans know no fear" is true, but Romulans certainly show no fear.

Neither will they show mercy. A Romulan gives and expects no quarter in battle or in negotiations. In negotiations to conclude the Romulan War, Romulan diplomats had difficulty understanding an enemy who would not necessarily take advantage of any momentary weakness. Romulans are extreme pessimists, always expecting the worst of a rival. This personality quirk has been successfully turned against them in the past through use of reverse psychology.

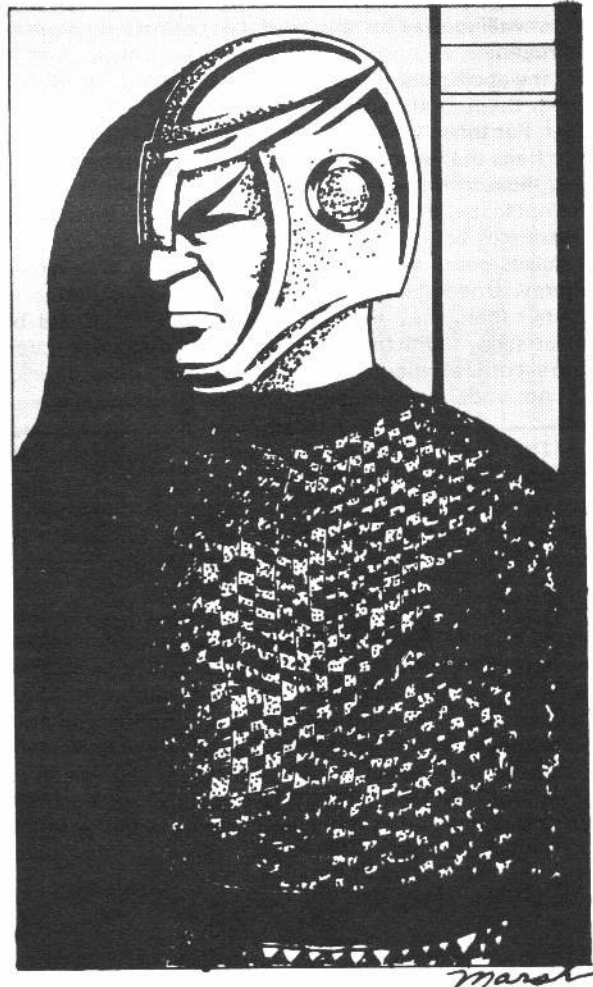
Romulan officers show a dedication to duty that borders on the extreme. Certainly no Romulan would allow an enemy to capture his ship, and they are known to prefer death to being made prisoner. Circumstances that would make a Romulan prisoner worth more to his people alive and imprisoned than dead and safe from interrogation are most rare.

Therefore, under most situations, it is useless to risk one's ship and crew to attempt such a capture.

Romulan tacticians see no lapse of the morality of warfare in sneak attacks, or attacks against unprepared or unarmed installations. The enemy is the enemy, and little distinction is made between civilian and combat soldier. Romulans do not fight limited war or recognize non-military targets. For them, survival is the only rule of war. To expect any other view from a Romulan is to invite disaster.

The skill of Romulan commanders in hit-and-run tactical situations is legendary and certainly is the result of chronic shortages of men and materials. If one has few ships, one cannot take chances by attempting an open frontal attack. Strike from hiding and run away: these are the tactics of conservation, and the tactics most used by the Romulans.

The Romulans are not marauders of the Klingon fashion. They rarely take possession of what they cannot use, nor commit atrocities for no purpose other than demoralization of the enemy. But neither do they divide their efforts with infighting nor underestimate their enemy. And, unlike the Klingons, they are not vulnerable to appeals to personal greed or glory. One must not make the mistake of thinking of the Romulans as 'better' or 'worse' than the Klingons. They are simply 'different' — different in attitudes, motivations, and goals.



Though they have many personality traits that Federation citizens generally find admirable, their actions must be dealt with consistently, without allowing their similarities to imply that their motives, goals, and actions will be similar. One can never totally understand an alien viewpoint, even among allies. Instead, one must learn to recognize and respond to patterns in behavior.

*Excerpts from **The Faceless Enemy**, by Admiral Thaddeus I. Harden, Ret., former Sector Commander on the Neutral Zone.*

Make no mistake, Officers of Star Fleet, the Romulan is indeed The Faceless Enemy.

A good officer must use his own senses to decode the many words that have been written about the Romulan Menace, words that often portray the Romulan as neither evil nor good, but merely as being misunderstood.

His motives cannot be understood, but his actions can be. He strikes like the terrorist of old, faceless behind his cloak. He sneaks into our midst hidden by its artificial darkness and kills swiftly from the security of its hiding place.

He expects no mercy, and so he refuses to acknowledge the concept. With calm dispassion, he destroys all life when hope for victory is gone. Victory is more important to him than life itself.

He does not know or dares not show love, but he is quick to prey on our emotion. Thus, he makes no distinction between those who wage war and those who do not or cannot. He kills innocents wantonly, for the same reason that men have always climbed mountains — because they are there.

In his singleminded pursuit of galactic domination, he can brook no opposition, no obstacle in his "road to the stars." The Romulan's actions clearly show that cultures which are willing may be absorbed, but the rest of us are to be destroyed.

For the apologists who would have us love our enemies, treat with them as though they were men of honor, I hold disbelief. For those who would point to the Romulans' personality traits that seem to be Human and exemplary, I hold pity. For those who would have us relax our vigilance while we attempt to understand our foes, and while our foes gather their resources and strength, I hold contempt.

It makes good military sense to attempt to understand the enemy. Understanding of the Romulans will come in time. Until then, they remain the enemy, and should be treated as such — with the same circumspection and caution that one accords all enemies whom one cannot understand.

Let not understanding come cloaked in underrating.

***Seeing The Enemy's Face, A Reflection:** by Commander Spock of Vulcan.*

As one who perhaps has had more dealings directly with Romulans than some others of my service, I believe that certain clarifications need be made about Romulan psychology.

Despite their passionless exterior, I would agree that Romulans tend to be a highly emotional race. Unlike the Human race, the Romulans have had reason to keep their emotions out of their dealings with other cultures. Unlike the Vulcans, they have not learned that emotion which is hidden from view but not considered as a force in one's own life is perhaps as destructive as unrestrained expression of those feelings. My own biology bridges the gap between Human and Vulcan, and I can appreciate the difficulty of the Romulan position.

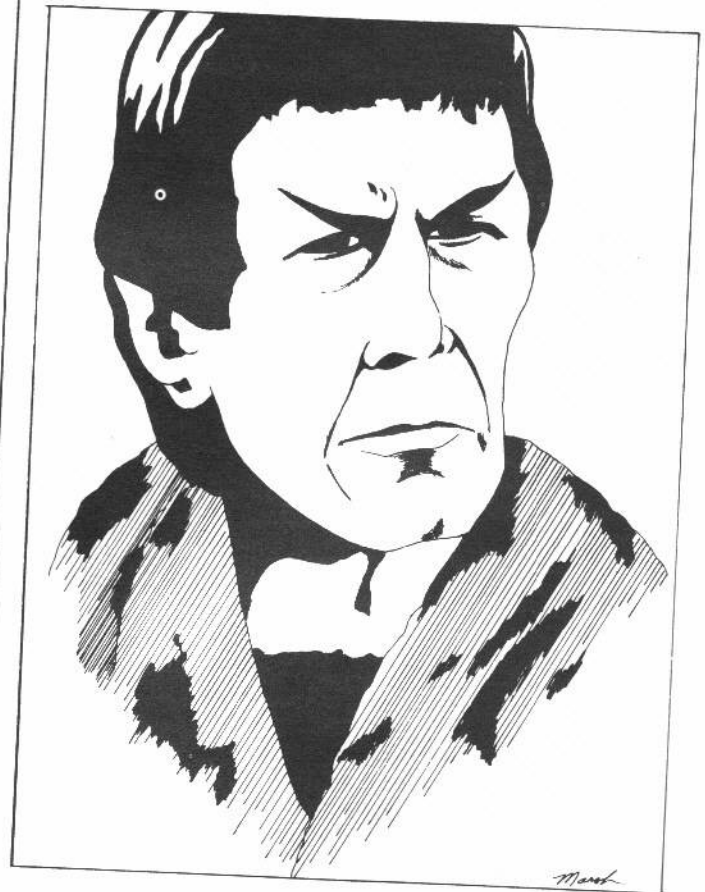
Among their own people, the Romulans exhibit loyalty and trust that even Humans would find exemplary. They do not make the mistake of denying the virtue of differences between cultures, but they are extremely single-minded in their view of their part in the universe, and willful enough to pursue that view no matter the personal cost, either to themselves or others.

Still, the individual Romulan trusts, where trust is considered appropriate. A Romulan is not gentle, but he is honorable. He is not flexible, but he is reasonable. He is not sentimental, but he is vulnerable.

It would be a mistake for a Star Fleet officer to think of the Romulans as a faceless enemy, even though they often try to maintain such an image. They are individuals with their individual virtues and failings. A wise commander will take this into account in his dealings with them, or with any group whose interests may conflict with our own.

ROMULAN PSIONICS

Romulans have limited psionic development, lacking the intensive training of the Vulcans, but the potential is there should the race choose to exploit it. At present, the Romulans use their limited psionic potential to enhance the expression of emotion between individuals in close contact. This sharing is usually limited to family members.



RELIGION

From *Communing With The Great Brothers*, by Dr. Valerie Ho, advisor to Star Fleet and Professor of Comparative Religion, University of Luna.

Although references to Romulan religious beliefs and teachings are contained in many of the documents known as the *Eridam Papers*, every question we have answered has only created two more questions we cannot answer. It is quite dangerous to try to summarize a subject as complex as an incompletely understood religion, especially an *alien* religion. Even so, the Romulan religious beliefs are so important to understanding and anticipating their behavior that an attempt at summary must be made.

The Romulans are Vulcanoid, with the scientific community agreeing (as much as scientists ever agree) that the two races must have come from a common ancestry. The Vulcan Science Council has gone even further, noting that Romulan physiology has diverged little from Vulcan standards and suggesting that the Romulans must have been transplanted from Vulcan sometime soon before the stabilization of Vulcan civilization occurred with the embrace of logic and denial of emotion.

Theories vary widely, but some credence must be given to the widely-discussed possibility that an ancient race of space travellers transplanted Vulcans to the Romulan home system. Certainly, there is overwhelming evidence that such an effort by a race commonly called The Preservers is responsible for the wide dissemination of humanoid across this part of the Galaxy, at a time when Humans had not developed the wheel, let alone space travel.

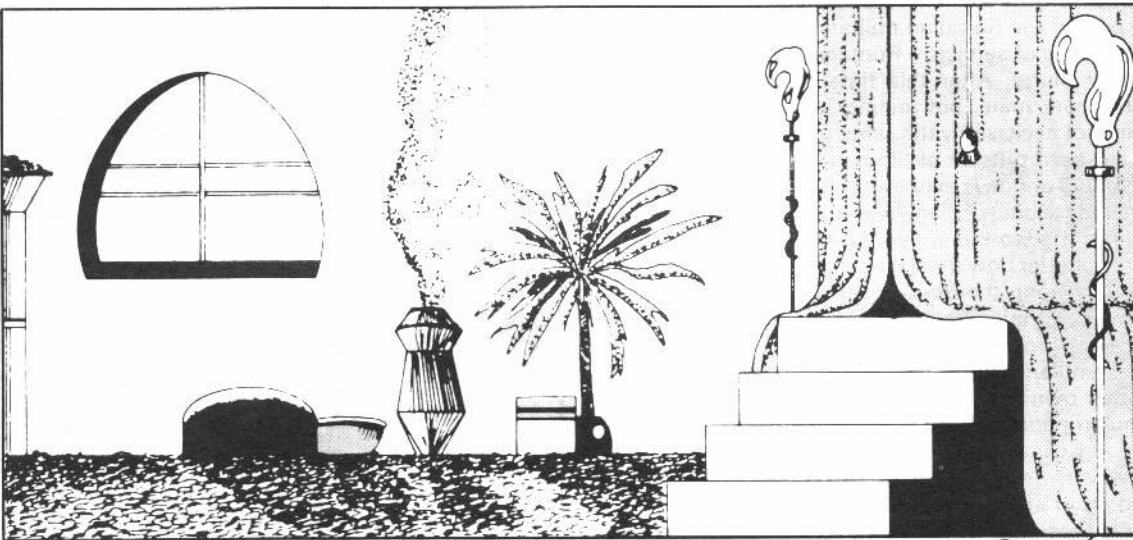
What does this have to do with Romulan religion? The center of Romulan religious belief is that the Romulan people are not native to their home planet. All of their religious

writings maintain that a god-like race of super-beings brought their ancestors as savages to a new world, and charged them with a great task. The ancestors of the Romulans were told by these beings that it was their responsibility to build a "Road to the Stars" so that they might someday join their "Great Brothers" at the end of their task.

According to Romulan writings, the planet they occupied was poor in natural resources, purposely made that way as a test of the Romulan spirit. Above their world was a moon (actually, the other half of a binary planet system) that would contain all they needed to start on their "road," if only they had the strength and determination to reach it. Their early history, as recorded in children's texts found with the *Eridam Papers*, is a struggle to enter space and reach their companion planet — to build their "Road to the Stars." Romulan expansionism is religiously motivated.

The Romulan relationship with their gods or Great Brothers is unclear. Each family dwelling has a shrine or family temple. There seem to be many different individual gods, the ones prayed to varying from family to family. Though Romulans pray, they do not expect answers to their prayers any more than most Humans have expected such answers. This is unusual, because Romulans seem to have no concept of an individual afterlife, nor priests or religious leaders to interpret religious philosophy.

For the Star Fleet officer, it may be difficult to grasp the idea of a religion with no leaders, no consistent rituals, and supernatural overtones — a religion that nevertheless shapes the thinking of every member of a powerful and scientifically advanced race. If one must truly understand the Romulan Way to understand Romulans, we may never be able to make the connection entirely. But the memory of Terran religious wars coupled with the knowledge that the Romulans consider galactic expansion as a 'divine mission' is enough to give us a better idea of the danger we face from the Romulan Star Empire.



Ship's Chapel

STAGES OF ROMULAN LIFE

Prepared by Commodore Willis Valarian, Star Fleet Intelligence Command

According to references within the *Eridam Papers*, the life of the average Romulan is a series of obligations owed to the Star Empire and to the Romulan gods who set their race the task of expanding throughout the galaxy. These obligations are harsh and unforgiving, and the Romulans accept them with unquestioning obedience.

The Romulan Way has no room for individuals who are physically unable to meet their obligations to the Star Empire. Thus, children born with physical capabilities below strict minimums are not allowed to live. This practice of infant euthanasia is unspeakably horrible to the average UFP citizen today, but there are numerous precedents in the early history of Terran Humans, Andorians, Tellarites, and several other Federation member cultures.

The development of a Romulan child is closely watched until about age 5. By this time, monitoring the child's physical development can eliminate those with hidden birth defects. If fit, the child enters a rigorous program of schooling, cultural indoctrination, and physical training which lasts about 15 years. During this period, the child likely is tested and watched closely. It is in keeping with the Romulan reluctance to waste resources that a child who exhibits aptitudes for particular types of work gets special training, while those who cannot compete as fiercely are forever left behind.

Until the child reaches the age of 20, he can be found to be physically or mentally below Romulan standards. If this happens, the child must earn the right to stay alive by fighting a youth of approximately the same age. The combat is to the death, the theory being that the winner has proven his worthiness, and that the loser has been shown to be unsuitable for life as a Romulan citizen.

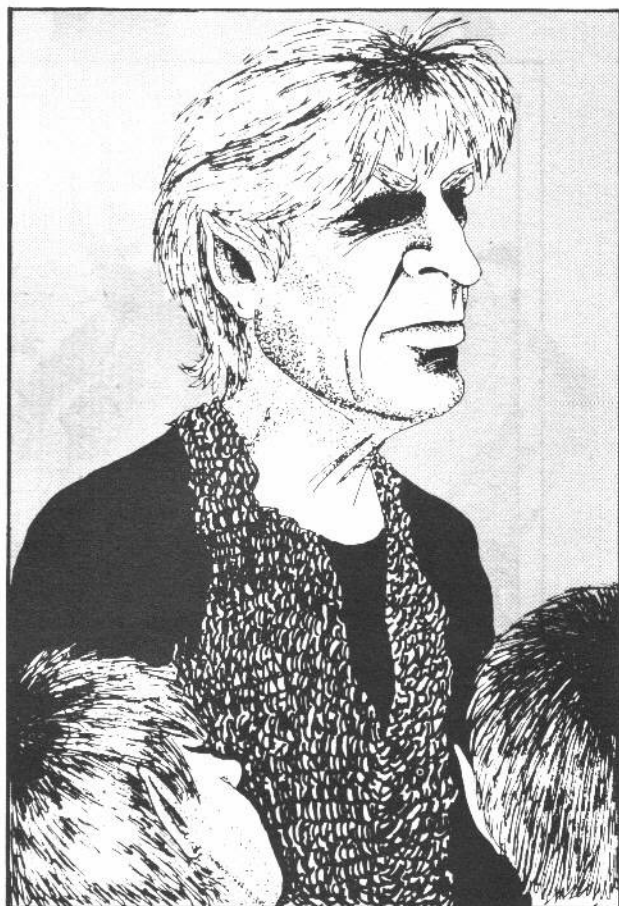
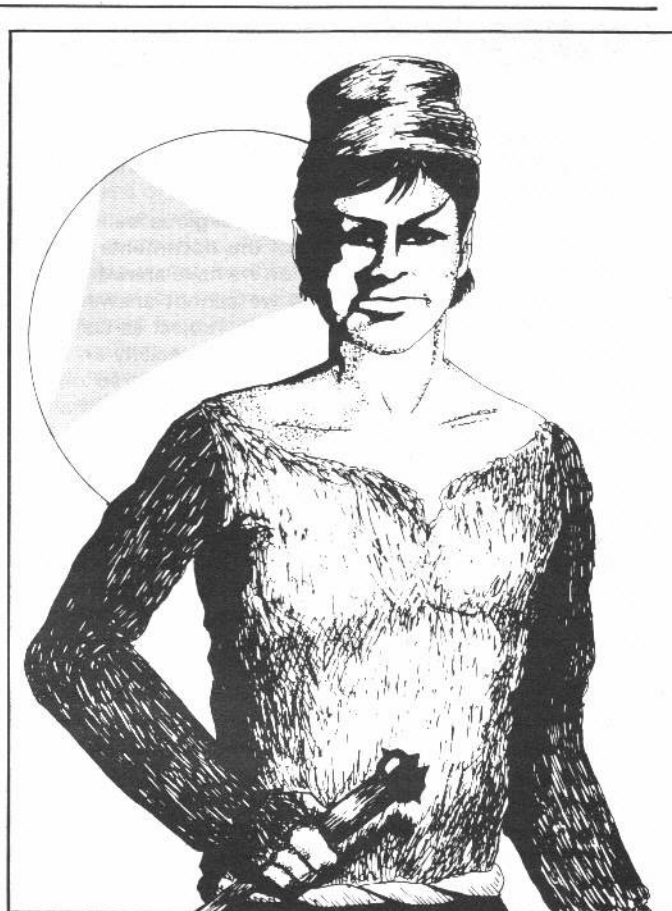
Without exception, all Romulans spend at least 5 years in military service. Men and women serve together with no distinctions at all drawn between the two sexes. This pool provides the bulk of the Romulan military forces.

After the 5 years of service, a Romulan is accepted as a citizen and may marry. After this time, a Romulan may choose a permanent mate, but mating for life and mating for children are not necessarily the same thing. Many Romulan children are born outside of lifematings. Indeed, every Romulan, lifemated or not, is expected to sire or bear several children to maintain a pool of manpower for the Star Empire.

A Romulan's life work is meant to advance the "Road to the Stars," no matter how menial or exalted the job. There is no retirement among the Romulans. One is expected to be a productive, contributing citizen until one dies. If an individual is injured or grows old in such a way as to become a burden upon Romulan society, the individual is expected to terminate his/her own existence for the good of all.

The Romulan people are not sentimental about death. They consider any death which does not advance the Romulan Way, however, as a waste of resources. Because all deaths should occur in advancing the Romulan Way, Romulans honor only those deaths without which the Way would suffer.

The Romulan Way is harsh — even brutal, but it is extremely efficient as well. We need not appreciate it or accept it as virtuous to attempt to understand how it works. Indeed, such understanding is vital to maintaining our continued vigilance against the "Romulan Menace."



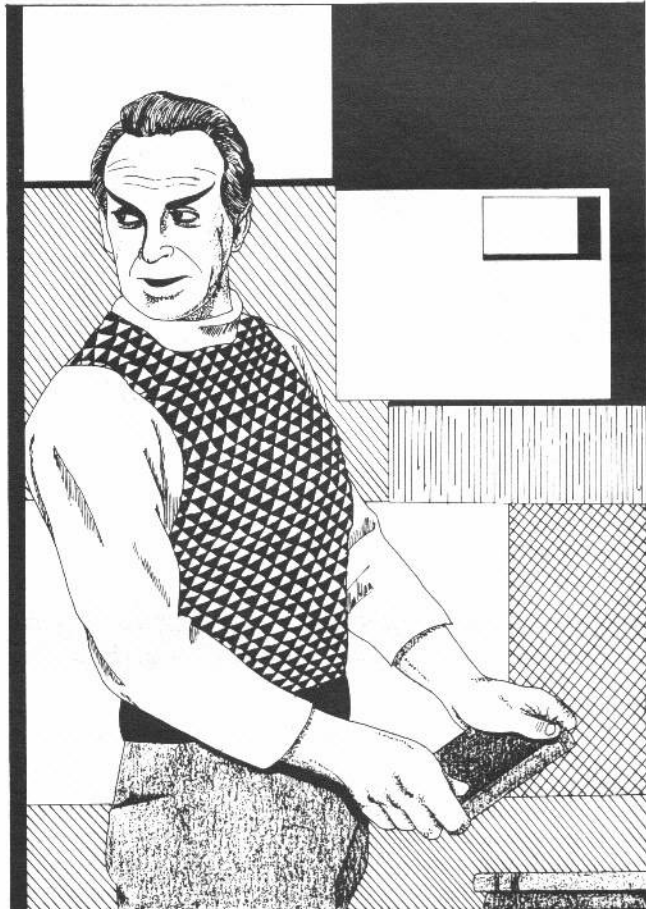
GOVERNMENT

The Romulan Star Empire, according to available documents and reports, is a loose, semi-democracy. There are three levels of government, each controlled by a popularly elected Senate. Unlike such bodies on many Federation worlds, however, each Senate has an extremely stable composition, particularly at the Imperial level. The inevitable conclusion is that the Romulans put great store in tradition and do not change leadership rapidly.

There are no discernible power blocs or political parties. Even so, the general direction of governmental efforts seem to shift slowly from extreme expansionism to a more conservative stance and back again. This shift affects the government at all levels, with one group of Senators gradually being replaced by another.

Such a shift can be seen quite clearly in past Romulan/Federation relations. The first Romulan War took place at a time of extreme expansionistic fervor. By the time the war had ended, however, the Romulans had suffered from vast losses of men and materials. The need to replenish supplies and rebuild trade and industry brought more conservative Senators into Romulan government.

Another shift, back toward expansionism, led to Romulan incursion into UFP space that was stopped by the *USS Enterprise's* destruction of a Romulan raiding vessel. Subsequent relations were stormy, but the storms quieted as the pendulum swings back toward conservatism. Some analysts predict that the Romulans are due for another wave of expansionism. It is known that some Senators during the last period of Romulan expansion activity again hold power.



CITY-STATE SENATES

The lower level of Romulan government is composed of Senates convened at each major city-state or important colony. The Senate's ruling council is composed of Grand Senators who are elected by their peers and remain in office for a long time, seemingly replaced only for infirmity or in one of the long periodic swings between conservatism and expansionism. The chief executive officer is a local Praetor, who has a great deal of discretionary power within his domain, but seems to have little direct say in interstellar affairs or direct command over military forces.

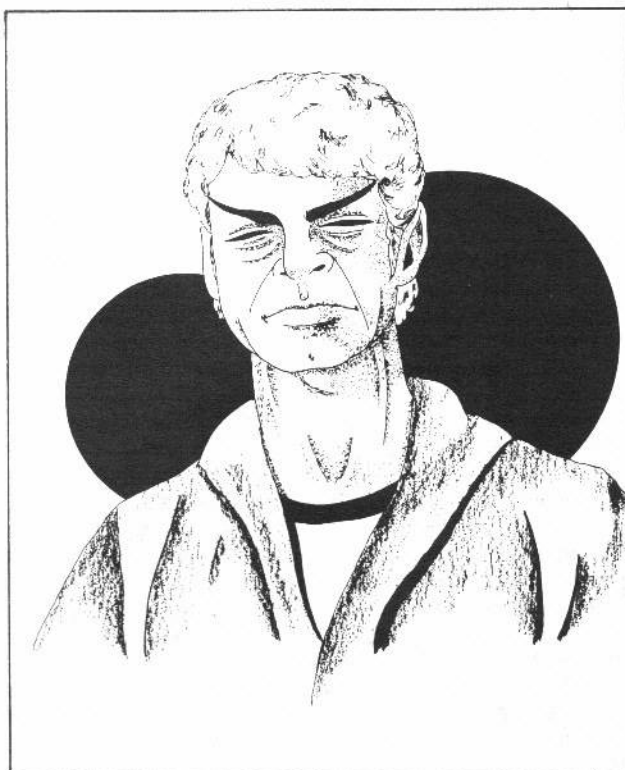
REGIONAL SENATES

The middle-level, regional Senates control whole sectors of space. Most of the actual governing of the Empire's holdings seems to be done at this level. This Senate also selects a council of Grand Senators and a Praetor. The Praetors at this level are empowered to make decisions affecting interstellar relations, short of actual declarations of war, and thus they enjoy a great flexibility in deploying military forces. Regional Grand Senators are privy to much information about military operations, and Regional Praetors have been known to authorize secret missions into UFP territory on their own authority.

IMPERIAL SENATES

The Empire's top level of government is an Imperial Senate. Imperial Grand Senators are the true elder statesmen of the Empire, and their word controls vast power. The Imperial Praetor is the chief executive of the Empire, but his position is not as volatile as that of the Klingon Emperor. One rarely leaves office, remaining insulated behind the Imperial Senators.

Only the Imperial Senate may declare war officially. It is possible that the Empire never viewed the First Romulan War as an actual war, because the initial conflicts apparently were coordinated at the regional level. Nevertheless, the final treaties were negotiated over subspace radio with the Imperial Senate.



The Romulan Imperial Navy

ORGANIZATION

Military organization for the Romulan Star Empire differs from that of Star Fleet. Although the Romulan military structure encompasses colonization and exploration operations just as Star Fleet does, the Romulans seem to have a full-fledged service branch devoted to maintaining the security of the Romulan borders. Furthermore, each branch seems to have its own internal structure for such things as research and development, supply, and so forth, whereas Star Fleet centralizes these functions for all service branches.

RANK

Rank structure within the Romulan Imperial Navy is less stratified than that of Star Fleet. Those serving their required 5-year service form the lowest echelon of the Romulan armed services. All above this level are considered officers, though many perform duties that would be given to non-commissioned officers or enlisted personnel in the UFP services.

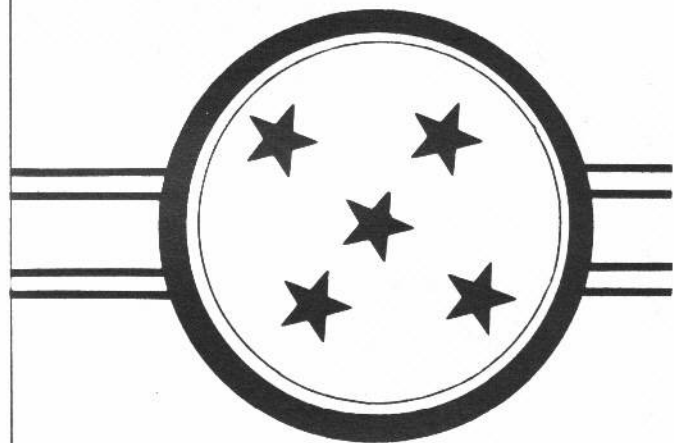
The lowest officer rank, called Equitoriam, comprises the second largest group of officers in the naval ranks and performs functions equivalent to an Ensign in Star Fleet. Most officers at this rank are in on-the-job training for their duties as leaders. Those who are not really leadership material will never rise higher.

Officers at the second rank (Secundam) and third rank (Trinam) have responsibilities roughly equivalent to Lieutenants, JG, and full Lieutenants respectively. They have responsibilities in operational subdivisions on board ships and actually command lower-ranking officers in combat.

Officers at the fourth rank (Centurion) comprise the bulk of the officer corps in the Romulan Imperial Navy. This rank encompasses a broad category. Some Centurions are barely more than security guards, taking orders more than giving them both from higher ranks and more importantly-placed fellow Centurions, whereas others head up the major departments aboard ship. For example, the second-in-command of a major ship-of-the-line will be a Centurion, and the guard outside his door may hold the same rank. Even so, the Romulans seem to recognize the various strata of this rank. No officer rises above the rank of Centurion until he is given a command of his own, and so the rank of Centurion is as high as most Romulan officers can hope to rise.

A Sub-Commander is actually equivalent to the rank and position of Captain in Star Fleet. Every Romulan fighting vessel, no matter how small, is directly under the command of a Sub-Commander. This indicates that Sub-Commanders of small vessels have less prestige than Centurion who are Department Heads of larger vessels.

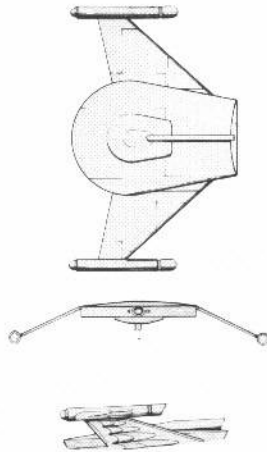
The Romulans seem to have no higher military rank than Commander. A Commander actually commands a greater responsibility than just one ship, roughly equivalent to the responsibility of an Admiral in Star Fleet. A Commander may have control over a small group of ships, an entire strike force or fleet, or a departmental command for an entire region. The supreme military commander of the Romulan Imperial Fleet would seem to be no more or less a Commander than the officer who calls the shots for a battlegroup of 3 *Birds of Prey*.



STARSHIP RECOGNITION FILE

Complete details on known Romulan starships are better presented in other data volumes available from Star Fleet Intelligence. This section will concentrate on the known factors and operational history of 5 Romulan vessels commonly encountered along the Neutral Zone or known to be in service near the Triangle. All officers serving in areas near Romulan space should be able to identify these vessels on sight and know something of their operating history.

BIRD OF PREY CLASS LIGHT CRUISER



Size Data:

Hull Size:

Length — 135 m
Width — 200 m
Height — 45 m

Other Data:

Weight — 65,000 mt
Crew — 150

Combat Data:

Known Top Speed — Warp 6

Known Armament —

Beam Weapon Type — Medium to heavy
Number — 1, 2, or 4
Firing Arcs — forward/port/starboard
Missile Weapon Type — Plasma weapon
Number — 1
Firing Arc — forward

Notes:

This ship, more than any other, is universally identified with Romulan military actions. With its smooth underside painted as a giant, stylized, hunting bird, the exact details of which seem to vary from ship to ship, this was for many years the mainstay of the Romulan fleet. It is best known for hit-and-run attacks.

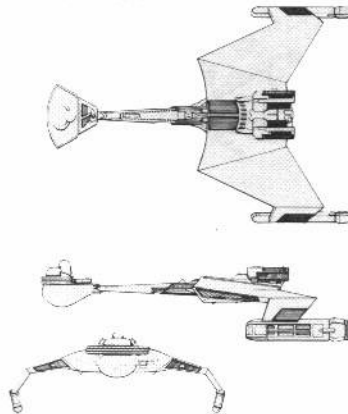
Equipped with medium to heavy beam weapons having a wide field of fire, this ship is dangerous to smaller Federation vessels. Armed with plasma weapons, however, it is a much more formidable opponent. It almost always mounts a cloaking device and is landing capable.

Ships of this class often are deployed in groups of 2 or 3. A favorite tactic is to hide 1 ship, either cloaked or hidden in the sensor shadow behind a moon or planet or near a variable star; another ship is used as bait to draw a victim's attention. The bait ship often is damaged heavily in the maneuver, but the risk must be acceptable. Many larger Federation vessels were taken from an unshielded side with a plasma bolt from the hidden member of the partnership.

The role of this class as a capital ship largely has been taken over in recent years (after approximately Reference Stardate 2/1500) by the more powerful *Winged Defender* class ships. Ships of this design continue to be used as support or convoy vessels, particularly near the Triangle or the Klingon border.

During the Romulan war, the name became synonymous with Romulan spaceborne military power, so much so that it became popularly used for any Romulan vessel. The class name has been applied to another design.

STORMBIRD CLASS CRUISER, KLINGON D-7 VARIANT



Size Data:

Hull Size:

Length — 220 m
Width — 150 m
Height — 55 m

Other Data:

Weight — 110,000 mt
Crew — 350
Passengers — 200 troops

Combat Data:

Known Top Speed — Warp 7

Known Armament —

Beam Weapon Type — Medium
Number — 4

Firing Arcs — 2 forward/port,
2 forward/starboard

Missile Weapon Type — None, in some variants

OR Missile Weapon Type — Old-style plasma bolt

Number — 1 in some variants
Firing Arc — forward

OR Missile Weapon Type — New-style photon
torpedoes

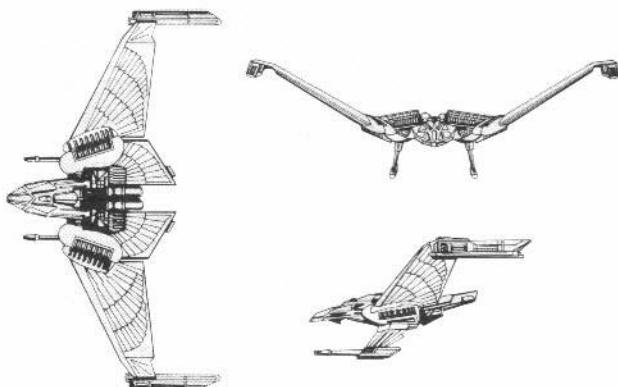
Number — 2 in some variants
Firing Arcs — 1 forward, 1 aft

Notes:

This class is known all too well as the familiar Klingon D-7 Battlecruiser. After about Reference Stardate 2/1001, the Romulans began using these ships in squadrons of 3 along the Neutral Zone, evidence of technological exchanges with the Klingons. The first encounter with one of these ships under Romulan command occurred Reference Stardate 2/1102 during The *Enterprise* Incident, in which Captain James T. Kirk and Commander Spock of the *USS Enterprise* were able to obtain a working model of a Romulan cloaking device for the first time.

The ships supplied to the Romulans are mostly older variants. Some seem to be identical to Klingon D-7A models, but most such ships are now equipped with cloaking devices. Some have been refit with Romulan beam weapons and plasma bolt generators. It is believed that the more-powerful Klingon warp engine pods are tapped directly to supply matter/antimatter mix for the plasma weapons, because the forward pod of these ships ordinarily would be too small to hold the required and bulky mix chambers. It is possible that some of these ships may be equipped with Romulan/Klingon-designed photon torpedoes.

WINGED DEFENDER CLASS HEAVY CRUISER



Size Data:

Hull Size:

Length — 185 m
Width — 295 m
Height — 95 m

Other Data:

Weight — 200,000 mt
Crew — 350

Combat Data:

Known Top Speed — Warp 9

Known Armament —

Beam Weapon Type — Heavy Romulan beams
Number — 8
Firing Arcs — 4 forward, 1 port, 1 starboard
1 aft/starboard, 1 aft/port

Missile Weapon Type — Heavy plasma weapon
Number — 1
Firing Arc — forward
OR

Missile Weapon Type — Photon torpedoes
Number — 2
Firing Arc — forward

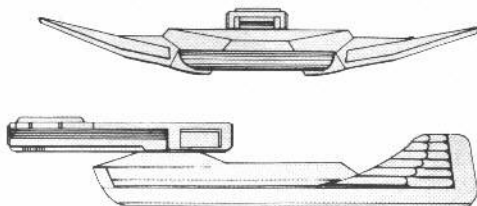
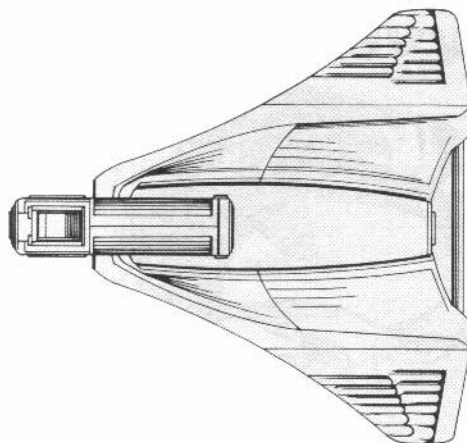
Notes:

The new workhorse of the Romulan fleet, this vessel has been deployed along the UFP border since approximately Reference Stardate 2/1802. Equipped with a veritable arsenal of heavy beam weapons, it covers all arcs of fire almost equally well. In addition, it mounts a forward-firing plasma weapon more efficient than most. Some later variants have been observed to have Romulan/Klingon-designed photon torpedoes instead. It mounts a cloaking device and is not landing capable, but carries shuttlecraft instead.

Though there has not yet been a direct confrontation between a *Winged Defender* and an *Enterprise Class* vessel, most experts agree that the two ships are matched more closely in firepower than any pair of earlier Romulan ship and any major Federation warship.

Ships of this class seem to be everywhere, detected frequently on 'Zone-shadowing' missions, in which UFP and Romulan ships parallel each other's courses along their respective sides of the Neutral Zone. It seems, however, that individual ships are moved frequently, making estimates of their number difficult, and experts do not agree on the number of these in service. Some experts believe that the Romulans are trying deliberately to give the impression that they have far more of these ships than are really in service, going so far as to change the ships' names and assignments in a confusing manner to foster this misconception. Till now, it has not been worth risking war to find out.

GRACEFUL FLYER CLASS SCOUT/COURIER



Size Data:

Hull Size:

Length — 165 m
Width — 155 m
Height — 30 m

Other Data:

Weight — 50,000 mt
Crew — 100

Combat Data:

Known Top Speed — Warp 7

Known Armament —

Beam Weapon Type — Light to medium
Romulan beams

Number — 2

Firing Arcs — 1 forward/port,
1 forward/starboard

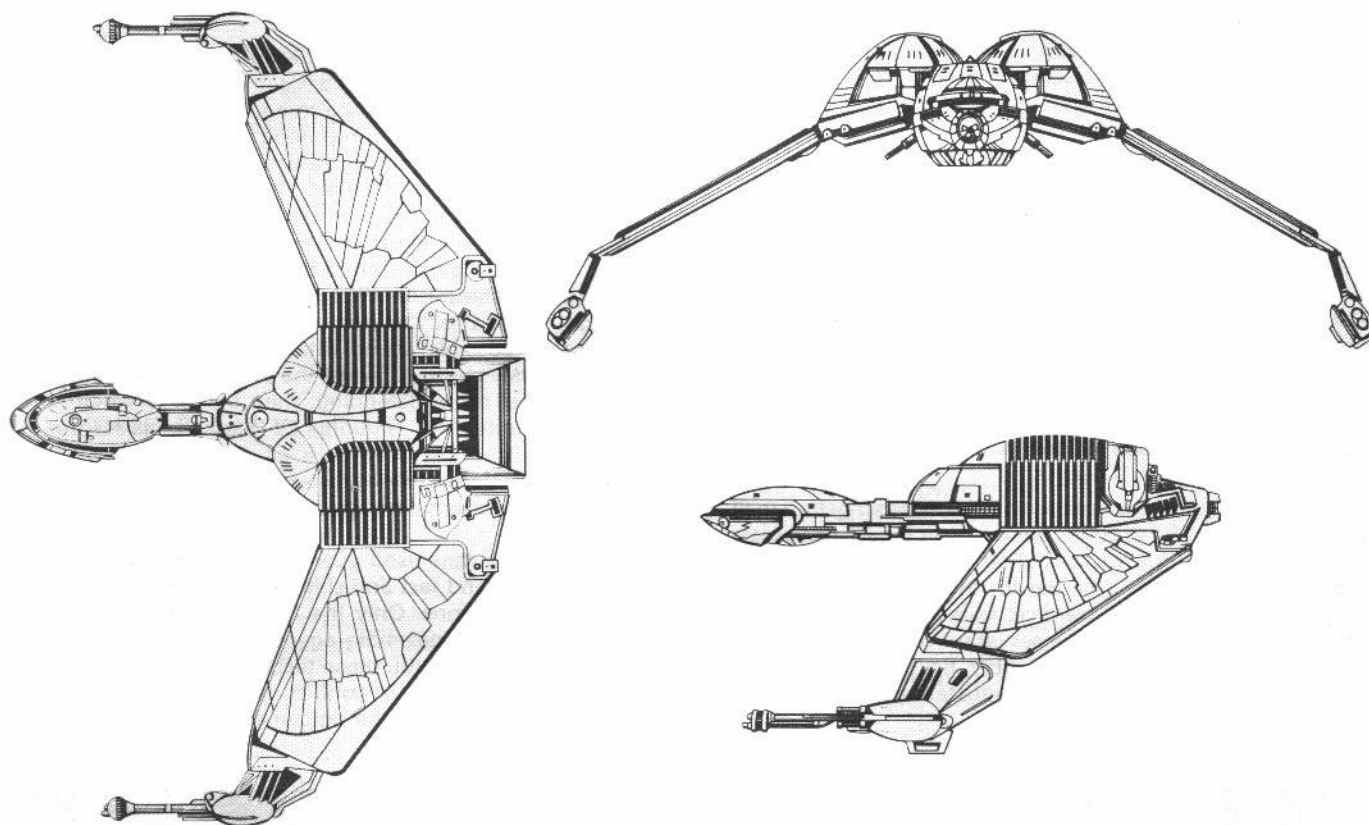
Missile Weapon Type — none

Notes:

Vessels of this class, not observed to be heavily armed or shielded but capable of atmospheric landings, seem to be used primarily as rapid couriers because of their ability to sustain at least Warp 7 for sustained periods. Sensor detections of *Graceful Flyers* near the Neutral Zone have decreased in recent years, though several civilian Romulan concerns still use them in and near the Triangle.

First encountered at the time of the Four Years War between the UFP and the Klingon Empire, these ships apparently were quite active in keeping the Romulans apprised of UFP and Klingon activities near their borders. The first contact occurred within the Neutral Zone area on Reference Stardate 1/9502.10, reported by an automated, zone-intrusion detection satellite. It was identified positively as Romulan by warp-train spectroanalysis, but it was found to be of a previously unknown type. Though the vessel remained in the Zone only a short time before exiting into the Triangle, its general configuration was recorded. The sighting was confirmed on several later occasions by ships within the Triangle and by intercepted subspace messages that discussed the vessel.

BIRD OF PREY CLASS SCOUT, UPRATED VERSION



Size Data:

Hull Size:

Length — 90 m
Width — 130 m
Height — 15 m

Other Data:

Weight — 38,000 mt
Crew — 12

Combat Data:

Known Top Speed —

Sustained — Warp 7
Emergency — Warp 8

Known Armament, Klingon variant —

Beam Weapon Type — KD-8 Disruptors
Number — 2

Firing Arcs — 1 forward/port,
1 forward/starboard

Missile Weapon Type — KP-5 Photon Torpedo
Number — 1

Firing Arc — forward

Known Armament, Romulan variant — unknown,
but likely similar

Notes:

Though not a light cruiser class, this newer vessel class has taken over the name of the venerable workhorse of the Star Empire. It is a class of armed scoutcraft designed to aid the Star Empire's new expansion efforts into hostile space. Though these vessels are no match for a Star Fleet capital ship, they are well armed for their size and quite flexible in their mission capabilities.

When Intelligence first reported its existence, this vessel class was being used in frontier regions between the Star Empire and the Gorn Alliance. At the time, only the scouting and advance guard capabilities of the class were recognized, and very little actually was known about it. It was not considered a serious development when Intelligence reported that these vessels were being supplied to the Klingons following supposed technology exchanges.

The situation changed dramatically Reference Stardate 2/2206.25. A Klingon version of this ship attacked and destroyed the *USS Grissom* in orbit about the Genesis Planet, and then ambushed the *USS Enterprise* and crippled her. No one had considered the possibility that the *Bird Of Prey* Scout, quite a small ship, could be equipped with a cloaking device, and thus become a perfect vessel for small-scale clandestine operations. The Genesis Planet, far within Federation space, ordinarily would have been thought safe from either Klingon or Romulan spy missions. Only this chance encounter with a Klingon variant revealed the new capabilities of the class.

The Romulans must have been chagrined indeed to learn from Klingon allies that their blunder had not only revealed the clandestine capabilities of the class, but also had delivered up *intact* a model of the ship to James T. Kirk and his crew. This incident leads to some nagging questions. Is this the first time the *Bird Of Prey* has been used for deep spy missions in Federation territory? If not, how many Klingon and/or Romulan vessels of similar type are even now being used to gather intelligence or prey on shipping in UFP space itself? The answers must come soon, one way or another; we may not like what we find out.

ROMULAN STARSHIP TACTICS

Excerpted from *A Short History Of The First Romulan War*, by Adm. Richard Delgado, Ret.

When war with the Federation broke out in Reference Stardate 1/0610, the Romulans were ill-prepared to fight a prolonged war with a major power like the Federation. They had been fighting with the Klingons for a long time, which had put a severe strain on their resources, already poor.

The Romulans did not know for certain who they were fighting. Intercepted messages seem to indicate the possibility that during their first confrontations with the Federation, they thought they were fighting the Klingons. It was the discovery that they were fighting a new force that shaped the tactics they used in the war.

Even then, they did not know whether they were fighting a minor spacefaring race or a major power like themselves. In either case, they were relatively short of vessels and men to fly them. This made hit-and-run tactics, for which they later became famous, a necessity.

During the war, the Romulans used asteroid belts, small planets, and the like as cover, lying in wait for single vessels to wander by. After a successful strike or two, they shifted their location to make it harder for them to be discovered. To them, this was not cowardice, as it would have been to the Klingons, but merely conservation of forces. A quote from *Thoughts Of War*, a possibly fictional work found among the *Eridam Papers*, gives substance to this point of view.

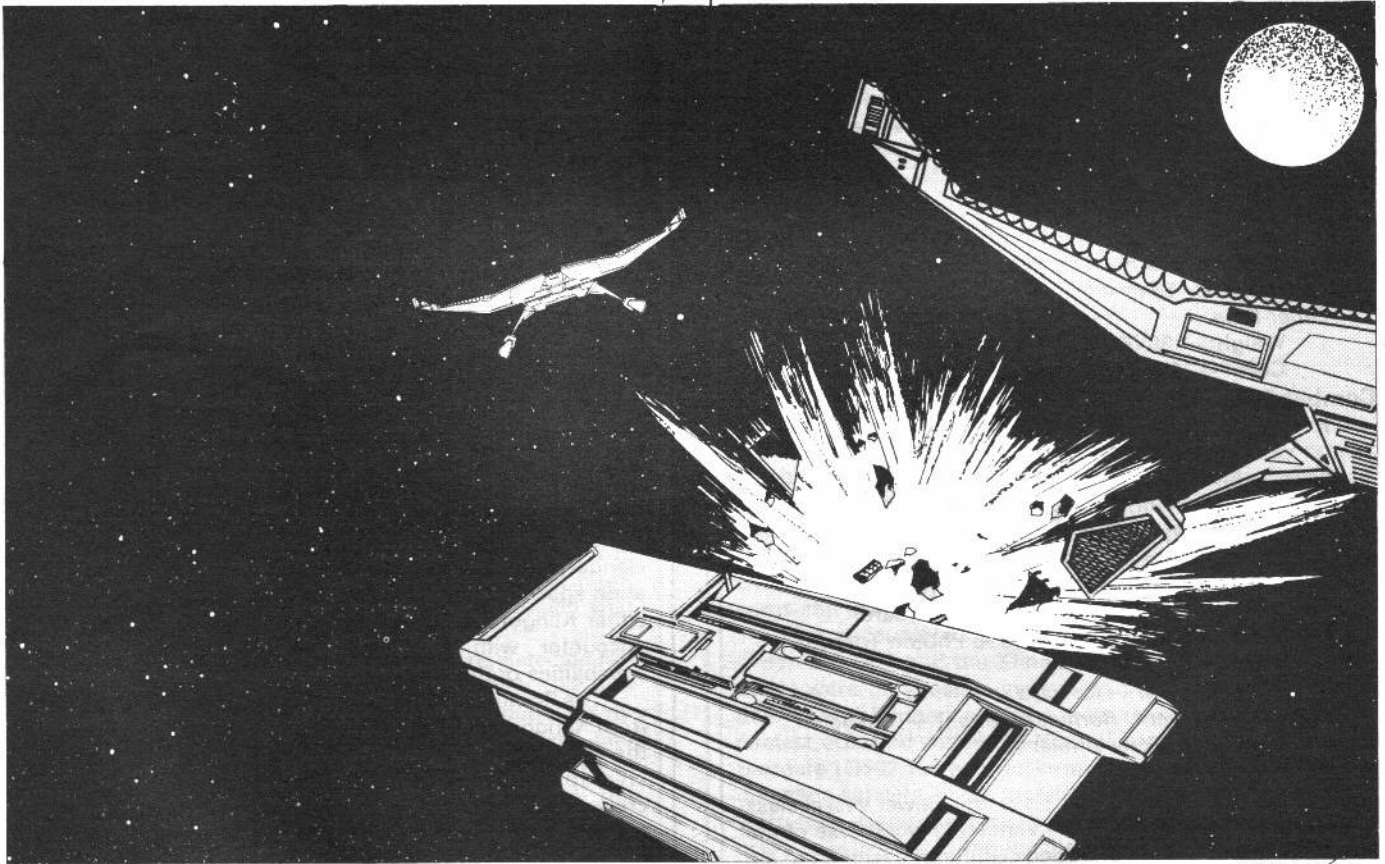
To hide is not cowardice. Neither is avoiding combat when the odds are not in your favor. It is using your limited resources to their best potential.

The Romulans did not run when confronted, but fought and fought well. They worked together, vessels coordinating attacks as if directed by one mind. Monitored communications revealed no communications in combat. Evidently the ships' crews had fought together so long they acted as one, a distinct advantage, if indeed this is the case.

The Romulans often worked in pairs. The first vessel would strike first and run, drawing out the defending vessels in a convoy or away from a base. Then the second vessel would strike the unprotected target. When Federation officers caught on to this, the Romulans employed a third vessel whenever possible, using what came to be known as the 'double draw method.' When the second vessel would draw out the last ships defending, then the third would strike. Another quote from *Thoughts Of War* emphasizes this.

Work together. Strike fast. Hit and withdraw before they know what hit them.

The Romulans used guerilla tactics to their advantage, striking hard and fast and shifting the battleground to their choice of locations. Only the Federation's superior forces allowed them a stalemate against the Romulans' superior tactics. Without doubt, these tactics will be used against us again in a future major conflict. Next time, given their advances in technology, the outcome might be different.



TYPICAL ROMULAN NAVAL OFFICERS

Because Star Fleet officers need a guide for evaluating the Romulan naval personnel they are likely to encounter, Star Fleet psychologists analyzed sub-space radio communications and transcripts of face-to-face interviews with Romulans, provided by Star Fleet Intelligence. Computer generated average Attribute Scores and Skill Ratings are provided in this section. Individual differences are to be expected, of course.

ATTRIBUTES

The attributes of a typical Romulan career naval officer are given in the table below.

STR 50 + 2D10	END 50 + 2D10	INT 50 + 2D10
DEX 55 + 2D10	CHA 40 + 2D10	LUC 35 + 2D10
PSI 20 + 2D10		

SIGNIFICANT SKILLS

The significant skills for a wide range of ranks and positions are given in the table below. Combine them for a thumbnail analysis of a high-ranking specialist.

Commander

Administration	40 + 2D10
Leadership	60 + 2D10
Negotiation/Diplomacy	40 + 2D10
Starship Combat Strategy/Tactics	50 + 2D10

Sub-Commander

Administration	30 + 2D10
Leadership	50 + 2D10
Negotiation/Diplomacy	40 + 2D10
Starship Combat Strategy/Tactics	40 + 2D10

Centurion

Starship Helm Operation	
or	
Starship Weaponry Operation	40 + 2D10
Starship Sensors	30 + 2D10
Starship Combat Strategy/Tactics	20 + 2D10



Security Guard

Marksmanship, Modern Weapon	60 + 2D10
Security Procedures	40 + 2D10
Small Unit Tactics	30 + 2D10
Unarmed Personal Combat	60 + 2D10

Engineering Officer

Cloaking Device Technology	
or	
Starship Weaponry Technology	
or	
Warp Drive Technology	50 + 2D10
Space Sciences, Astronautics	50 + 2D10
2 Technical Specialties	50 + 2D10

Science Officer

Computer Operation	30 + 2D10
Starship Sensors	30 + 2D10
2 Science Specialties	55 + 2D10

Medical Officer

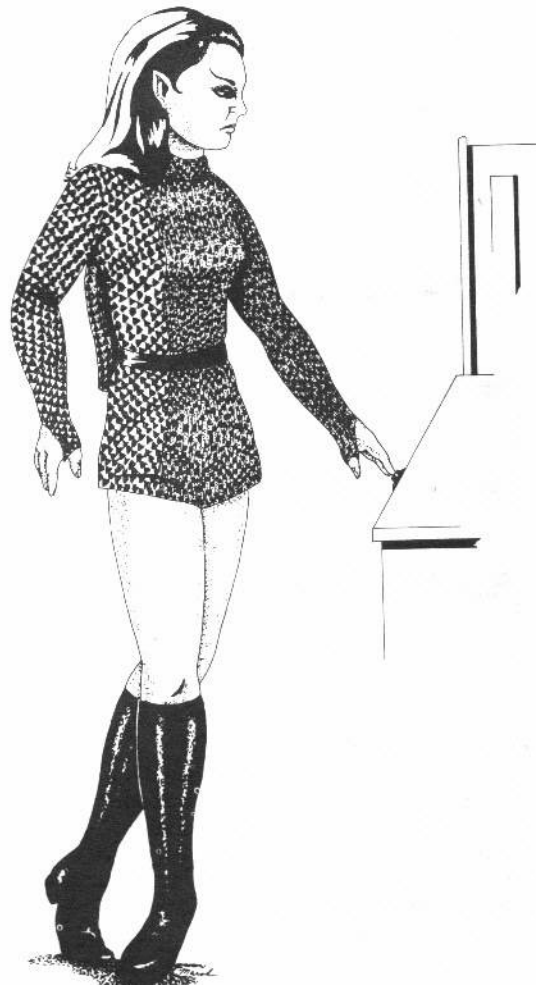
General Medicine, Romulan	50 + 2D10
Pathology	40 + 2D10
Psychology, Romulan	30 + 2D10
Surgery	40 + 2D10

Administrator

Administration	50 + 2D10
Leadership	40 + 2D10
Negotiation/Diplomacy	30 + 2D10

Diplomat

Administration	40 + 2D10
Language	20 + 2D10
Leadership	20 + 2D10
Negotiation/Diplomacy	50 + 2D10



Equipment

PERSONAL EQUIPMENT

This section contains descriptions of many common pieces of personal equipment available to Romulans. In many cases, the equipment will be very similar to Federation equipment. In these situations, simply refer to the appropriate sections in the **Cadet's Orientation Sourcebook**. The appearance of these pieces of equipment may be very different, but they will function exactly the same unless otherwise specified.

ANTIGRAV

These units function as Federation units do.

COMMUNICATOR

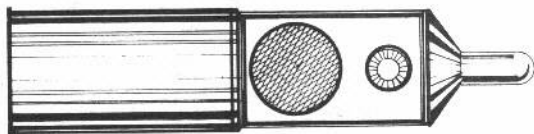
This transmitter/receiver is a small, cylindrical unit, about 7.5 cm tall and 4 cm in diameter. The front third of the cylinder slides down, revealing a small speaker grid and a tuning dial. When the cover is fully extended, the antenna rises about 1 cm out of the top, lowering again when the cover is pushed back into the closed position.

The communicator has the same maximum range as a Star Fleet unit, about 26,000 km (16,000 mi), and the same transmission characteristics. Like the Federation communicator, it may be used for person-to-person or person-to-ship voice communications as a homing device. In addition, it has a small jack in the bottom that may be connected to various pieces of equipment for transmission of data back to the ship's computer.

Some Romulans use Klingon-designed communicators as well as their own.



Top



Top (open)



Side (open)

EARPIECE RECEIVER

These devices, like those of Star Fleet, are used extensively in personal communications aboard starships. Unlike the Federation units, these have a standard shape and are held to the ear during conversations. The user's replies are picked up by a microphone built into all consoles.

ENVIRONMENTAL SUIT

These suits are functionally equivalent to the suits worn by Federation personnel.

ID CARD

All Romulans, citizens or not, are issued a plastic information card containing coded citizenship and military information, personal and medical histories, security clearances, and the like. They are very difficult to forge.

IMAGE RECORDER/PROCESSOR

The image recorder/processor, the functional equivalent of the Federation tricorder, is used heavily by Romulan science specialists and medical personnel. Somewhat gun-shaped, the unit is pointed toward the object to be recorded, very much like a portable television camera. The unit can be operated by pulling the trigger, or it may be set for hands-free operation by manipulating the controls on the top. The small screen on the back may be used to call up and view any information in the memory, which stores about 2 hours of continuous information. A small jack in the bottom of the grip allows the unit to be patched into the communicator for broadcast back to the ship's computers; one-burst transmission takes about 10 seconds, relaying all the information in the memory.

A large array of photocells atop the unit will operate even indoors in room light, and will keep the unit's batteries fully charged. In the event the unit must be operated in darkness, batteries will power the unit for about 6 hours.

As a portable sensor, the unit is more directional than the box-type Federation tricorder, but less so than the later-period UFP directional sciences tricorder. A single scan covers 90° of arc, requiring 4 scans to cover a complete circle. The range and sensitivity of this device are inferior to the Federation tricorder, as shown on the following table:

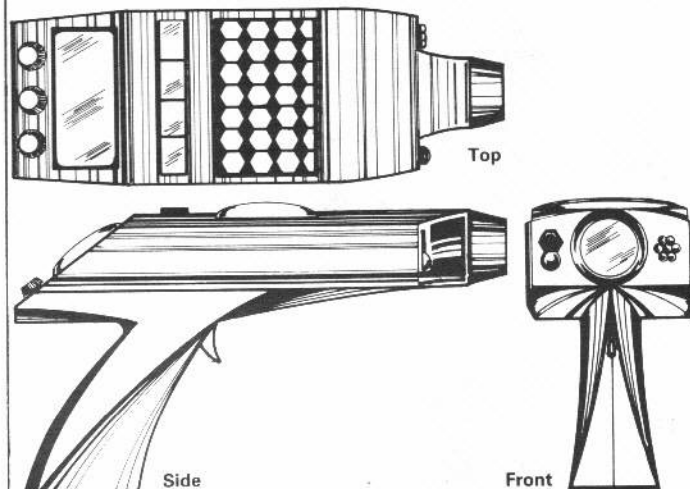


IMAGE TRICORDER PROCESSOR

Scan	Type	Information	Range
Energy Source	General	Direction, Distance	750
	Specific	Identification of type	80
	Determinative	Level of output	5
Physical Comp.	General	Direction, Distance	750
	Specific	General composition	80
	Determinative	Complete chemical composition	1.5
Life Forms	General	Presense	400
	Specific	Number & type	80
	Determinative	Biological data	1.5

UNIFORMS

The basic uniform for Romulan naval personnel is shown in the illustration. Females may wear either the same uniforms as males, including the trousers, or they may substitute a short dress.

The top half of all uniforms is dark-grey and the bottom half is blue. Uniforms are fashioned from a very light-weight, opaque mesh that allows the wearer to be much cooler than uniforms with a tighter weave.

Male Uniform



Female Uniform



Boots

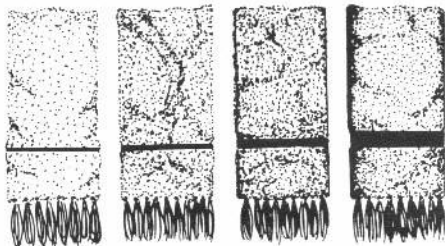


Helmet



Rank Insignia

All but the lowest two ranks wear sashes as shown in the illustrations. It is reported that the sashes and their colors denote rank, but rank insignia are commonly seen on the right shoulder, acting as a clasp if a sash is worn. These insignia are shown in the illustrations.



Equitorian Secundum Trinam Centurian Sub-Commander Commander

Salute

The Romulan military salute is performed by bringing the right fist, knuckles outward, up to the left chest with forearm stiff across the chest. The motion is performed crisply and held for a moment before allowing the arm to return to the side.

TRANSLATOR

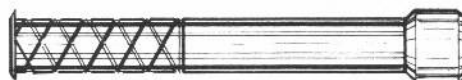
The Romulans have no version of the universal translator, using living translators or, infrequently, the ship's computer as a very sophisticated translation device, relayed through a communicator.

DUELING STICK

The dueling stick is usually a short rod 25 cm in length, with a slight enlargement at one end and a roughened hand grip at the other. The stick is weighted and balanced like a fighting dagger. Most Romulan citizens have some training with this weapon, as it is used extensively in physical training and combat exercises.

In use, a knob below the handgrip is turned to one of two active positions. The first is the tip setting, which only energizes the enlarged end so that the stick may be used to simulate fighting with thrusting weapons. The second setting energizes the whole stick from the handgrip forward. Simply making contact with the opponent is enough to deliver a mild stun shock. If contact is solid enough, a larger jolt is transmitted.

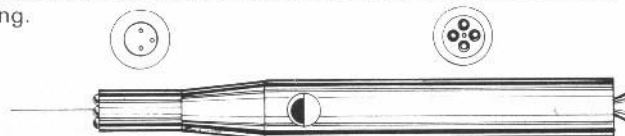
A longer version is also available which is used like a sword, but it is not as widely used as the knife-sized model. Physically, it looks like the small model, with a longer shaft.



MEDICAL EQUIPMENT

ELECTRONIC SCALPEL

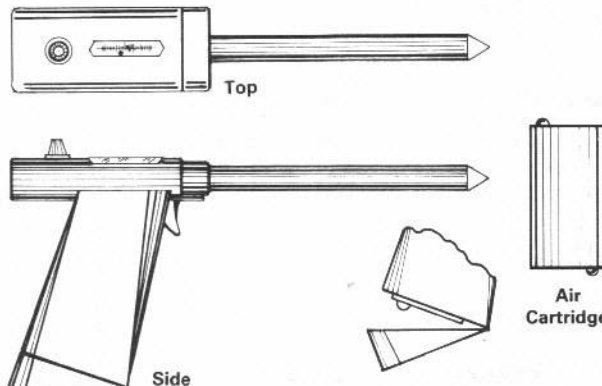
Romulan surgeons use a pencil-shaped object with a very thin wire at the tip. This wire is vibrated fast enough that it will cut through most tissue as easily as would a Federation laser scalpel. The internal battery will last for about one hour's continuous use before it requires recharging.



HYPO

This gun-shaped device has a slender barrel mounted on a squarish grip. An air cartridge in the grip supplies the injecting power. On top, a small panel not only controls the dosage, but also shows how much air pressure is left.

In use, the unit is pressed against the skin of the patient, and the trigger is pulled. The medication is forced from a gelatin capsule, which has been placed in a small opening just in front of the top panel. The sliding cover is closed, and the trigger is pulled. The expended capsule is vaporized in the process of the injection. For large-scale inoculations, a 10-capsule clip is available that attaches over the capsule chamber cover.



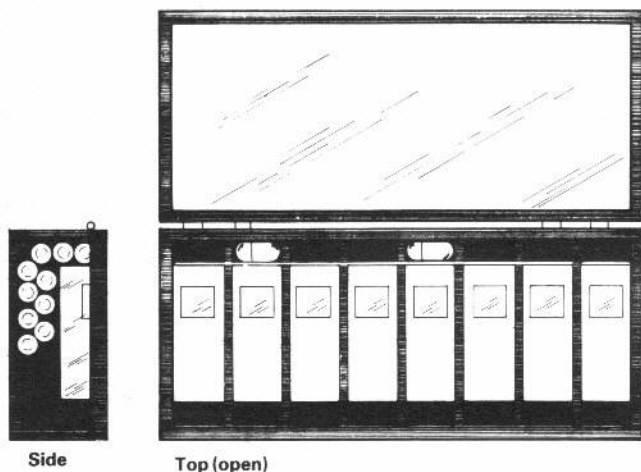
MEDICAL BELT

To hold their equipment, Romulan medics use a version of the wide leather belt worn with all Romulan uniforms. These belts have numerous small pockets, compartments, and hooks from which or in which the medical equipment can be hung or placed, ready for instant use.



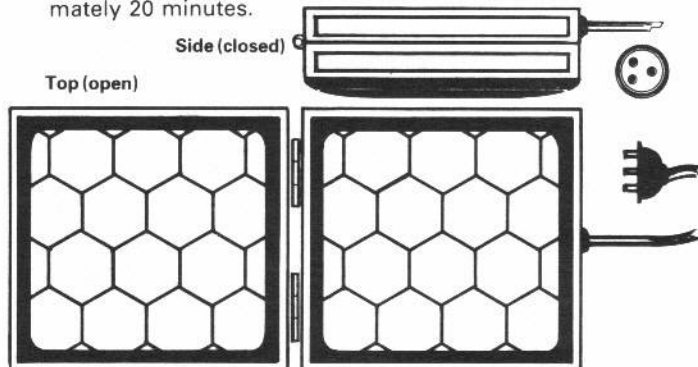
MEDICATION POUCH

This small pouch holds 8 different types of medication capsules. Each compartment can hold 10 capsules each, and one capsule may be dispensed at a time by pushing the button on the appropriate compartment.



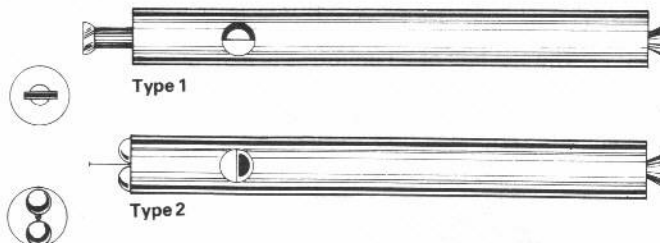
PORTABLE POWER SUPPLY

This small (5 cm by 10 cm) folding photocell has a short cord that attaches to many of the smaller pieces of medical equipment and is used to charge their internal batteries. It is very efficient, and will charge a normal tool in approximately 20 minutes.



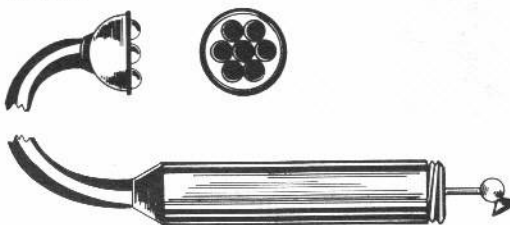
PROTOPLASER

Other than size and shape, the function and use of these units are identical to those supplied to Federation doctors.



VITAL SIGNS READER

This unit, used by Romulan doctors instead of the Federation Feinberger, is long and cylindrical, with a long cord attached to its back that plugs into the image recorder/processor. Although clumsier and bulkier than the Federation unit, it is capable of giving more information to the user by displaying this information on the screen of the image recorder/processor.

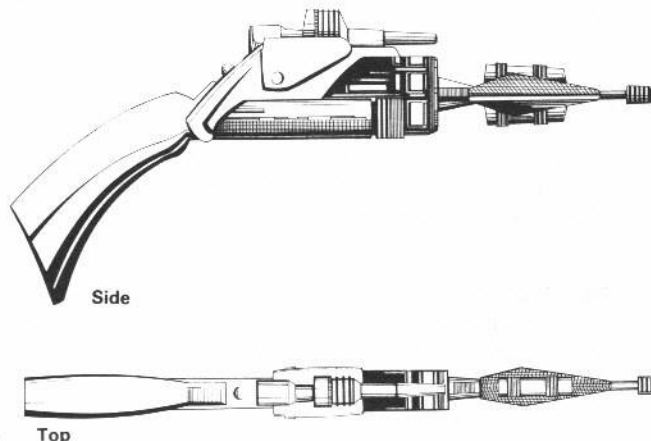


SIDEARMS

HAND DISRUPTOR, KLINGON MARK I DESIGN

As a result of their treaties with the Klingon Empire, the Romulans have made heavy purchases of the Klingon's versatile Mark I Hand Disruptor. Because Romulan hand weapons have several disadvantages in comparison to the Klingon model, the Klingon Disruptor was eagerly appropriated for use by the Romulan Star Empire. Now, with a few purely cosmetic differences, it is the standard sidearm of Romulan military forces, though some exploration and colonization units are still equipped with the original Romulan disruptor.

The solar charging feature of the Romulan disruptor has not been incorporated into Romulan-manufactured disruptors of Klingon design. The Klingon circuitry requires more power and is not easily adaptable to solar charging. The Romulans have made the field grids shielding the beam exciter cylinder less vulnerable to damage, freeing the Romulan variety from grid misalignment failure if dropped or mishandled.

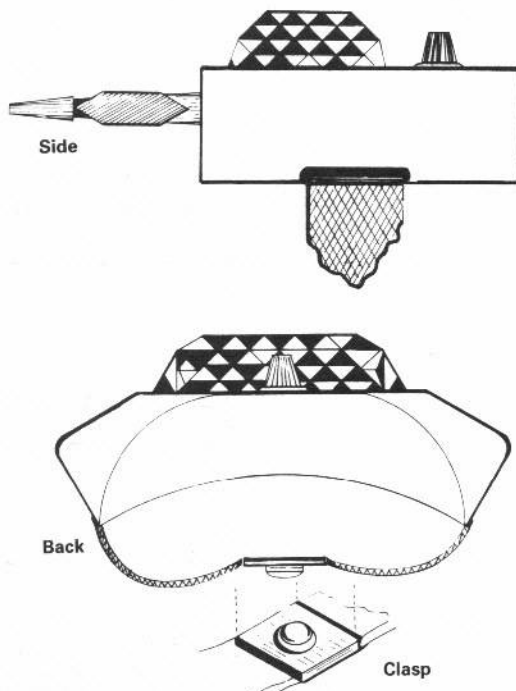


HAND DISRUPTOR, ROMULAN DESIGN

Until they discovered the Klingon Mark I Hand Disruptor, the principal sidearm of the Romulan Star Empire was a small unit that strapped to the back of the hand. It is fired by pointing the fist at the target and pressing a firing stud, set in the buckle so that it lies in the palm, with the middle finger. A small knob tunes the beam.

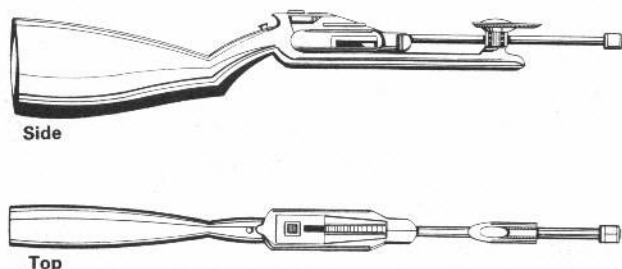
Photocells atop the unit keep the unit's batteries charged. They have a limited capacity for recharging the weapon in the field, but the weapon must be switched to charge mode for this purpose. When in charge mode, the weapon will not fire.

The Romulan-designed hand disruptor fell into immediate disfavor when the Klingon version became available. It is somewhat fragile, clumsy to recharge in the field, and takes about one minute to strap on. In principle, however, it works the same as the Klingon disruptor.



DISRUPTOR RIFLE, KLINGON DESIGN

The rifle-type disruptor used by Romulan forces is identical to the Klingon unit, and was adopted by the Romulans at the same time as the Klingon Mark I Klingon Hand Disruptor. It is used mostly by ground forces or security teams on alert status.



WOUND DRESSING PADS

Romulan doctors use organic bandages instead of foam dressings. They are porous enough that air may pass through to help heal the wound, and their inner layer is designed to integrate with the new tissue being formed. When the wound is nearly healed, the pad dries out and falls off.

SHIPBOARD SYSTEMS

BEAM WEAPON

The major beam weapon used by the Romulan fleet in actions after the UFP/Romulan War is an enhanced form of x-ray laser. The beam makes use of the phasing effect that is the major principle behind the UFP's phaser weapons. Though the Romulans had phased weapons long before the UFP made the phaser standard equipment, the Romulan beam only uses the phasing principle to enhance the destructive force of the beam and the phasing effect is not used to directly disrupt molecular structure.

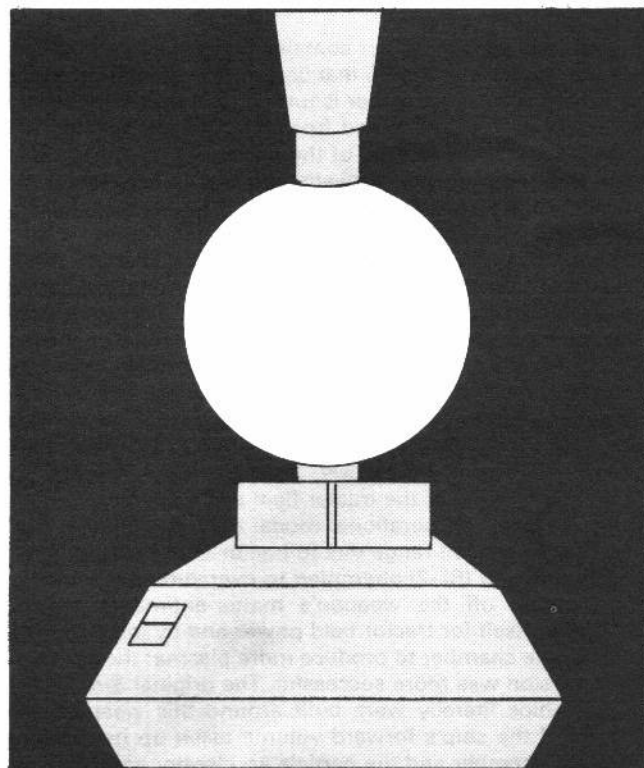
The Romulan beam weapons have comparable ranges, but they have a greater weight-to-damage effect ratio and are bulkier and heavier than the equivalent Federation ship-mounted phaser. Much of the extra weight is due to the use of a bulky cooling system that uses a heavier liquid coolant not as dangerous as the efficient coolant in Federation phasers.

The Romulan beam weapon principles cannot be scaled down effectively for hand weapons, and so the Romulans usually prefer to use simple, easy-to-service disruptor sidearms similar to those used by the Klingons.

CLOAKING DEVICE

The Romulan cloaking device is the Star Empire's most closely-guarded secret. In operation, the device makes a ship invisible to either sensors or the naked eye. The device bends light waves, sensor scans, and other forms of information-carrying electromagnetic waves around the ship entirely. Thus, someone looking at a cloaked vessel will see only a background of stars beyond the ship, and sensor beams travel out and around the cloaked vessel without detecting it.

A cloaked ship can only be detected if it is in motion. This is accomplished by scanning for DeBroglie-type motion waves. Even this sort of scan will only tell where the ship has been recently, and in what direction it was moving. The data gathered in this way is very imprecise.



Romulan cloaking devices have the drawback of drawing a great deal of ship's power. Most cloaked vessels cannot operate shields, weapons, or other power-expensive equipment such as transporters while the cloak is active. The cloak takes only a few seconds to activate or deactivate, but even this much time in a visible state is enough to render the ship quite vulnerable. This restriction limits the device's best use to concealment while a ship positions itself for a devastating surprise attack. Once a cloaked vessel's presence is known, scans for motion waves, computer course projections, and good tactical maneuvering can reduce substantially the device's usefulness in combat. Traditionally, the Star Empire has used the cloaking device to conceal a raiding ship's entry into enemy space until it can locate a vulnerable target and to help the raider return to Romulan space.

The cloaking device is one of the most important tools for assuring the security of the Romulan Neutral Zone. Despite the fact that the Federation has managed to capture cloaking devices intact, it has proved impossible to duplicate them, or even to get captured models to work consistently on other ships.

One captured cloaking device was taken in a clandestine operation involving Capt. James T. Kirk and Cmdr. Spock of the *USS Enterprise*. The device was successfully installed on the *Enterprise* and used to assure the ship's escape; even so, the next time the captured device was used, the vessel it was to have cloaked disappeared forever. A second device, captured intact aboard a Klingon *Bird of Prey* scoutship in the aftermath of the infamous Genesis Planet incident, has also failed to function, even though it was left intact aboard the Klingon vessel. Other devices captured with or without their ships in the past have either failed to function or, usually, explosively destructed when detached from their mountings. All efforts to discover the self-destruct circuits have failed.

PLASMA BOLT WEAPON

The Romulan plasma bolt weapon produces a jet of white-hot plasma (a state halfway between matter and pure energy), which is channelled at the target, guided by a magnetic tractor-pressor field similar to the tractor beams used by many vessels for towing or grappling objects in space.

The plasma chamber contains a controlled matter-anti-matter mixture similar to that used in a warp engine. Matter pumped into this chamber is turned to a superheated, ionic plasma, which is skimmed from the mixture magnetically. The destructive potential of the plasma jet is enhanced by the addition of particles speeded up in a particle accelerator and guided to the weapon's muzzle through magnetically-shielded, ceramic tubes.

At the exit point, the plasma stream is picked up by a tubular, magnetic, tractor-pressor field. This field is extended from the ship and the plasma bolt pushed through it to the target. It must be maintained during the plasma's trip through space, or the plasma quickly disperses, its destructive force lost. Even with the field, the plasma cools rapidly. This, coupled with the limited range of the tubular tractor field, limits the effective range of the plasma bolt. The destructive potential drops off quickly until the bolt reaches the maximum range of the tractor field and disperses.

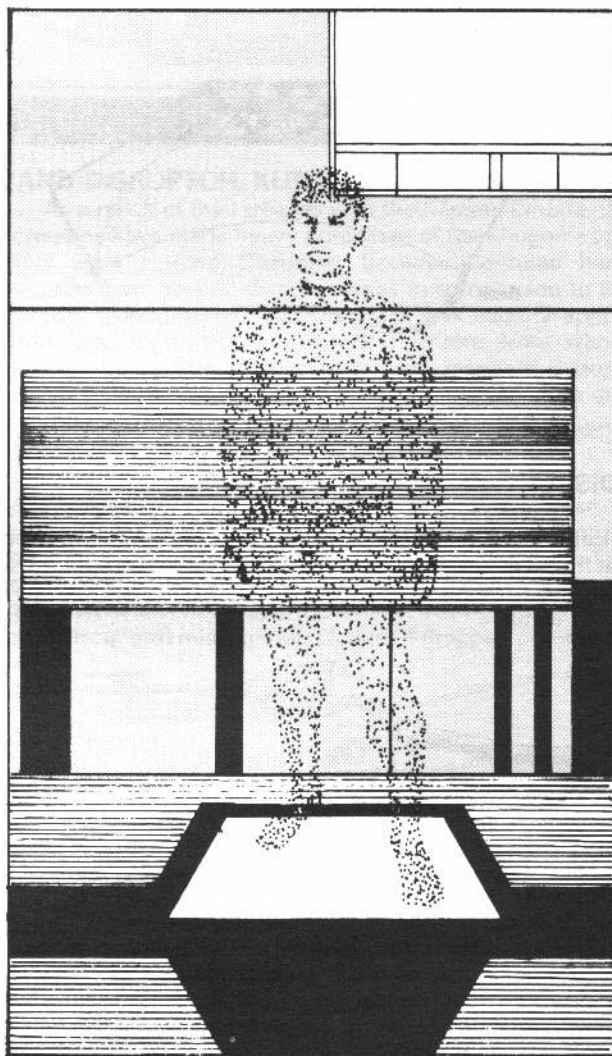
The earliest operational model (UFP designation RL-1) had a very limited range due to tractor-field limitations. The second model (RL-2) attempted to overcome this limitation by feeding off the weapon's matter-antimatter reaction chamber itself for tractor field power and by increasing the size of the chamber to produce more plasma; though huge, this version was more successful. The original *Bird Of Prey* Class ships literally were built around this weapon, with much of the ship's forward volume taken up by the huge plasma chamber and the particle accelerator coils.

Improvements in tractor field technology seemed unable to make much headway in extending the range. Nevertheless, a new plasma compression technique was discovered that made it easier and less energy-expensive to produce usable plasma. Furthermore, the plasma produced tended to cool less quickly. Thus, though the third operational version (RL-3) has only slightly better range and a lower overall damage potential than the RL-2, it maintains its damage potential longer, takes up far less room, and is far less wasteful of energy.

TRANSPORTER

The Romulans did not develop the transporter until somewhat later than the Klingons, though their development group was still ahead of the Federation by several years. Their systems use the superheterodyning carrier wave that causes Federation transporters to be noisy (as opposed to the silent Klingon variety), but they have not adopted improvements that allow late-period UFP transporters to break down, transmit, and reassemble matter without suspending its motion first.

Romulan transporter designs are as efficient and safe as the Federation models, but they are still not a favored means of transportation. Most Romulans prefer to ride in a shuttlecraft or land on a planet directly, using the transporter only when it is significantly more convenient than other options. This is one reason why more Romulan ships have landing capability than is found in UFP fleets.



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