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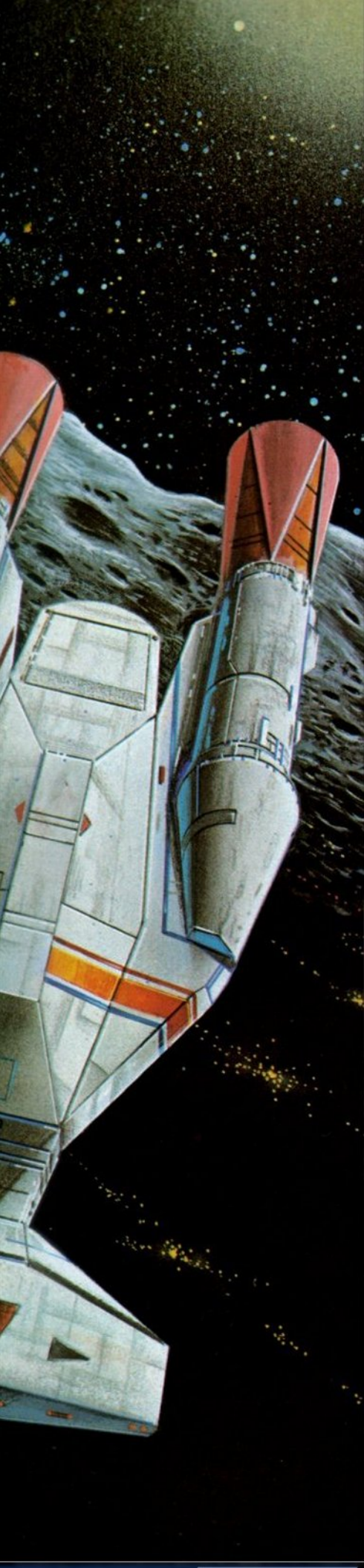
FEDERATION SPACEFLIGHT CHRONOLOGY

TERRAN ORIENTATION

TERRANGO LANGUAGE EDITION



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SECURITY LEVEL TWO



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This work is dedicated to Geoffery Mandel, who started it for all of us.

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PART SEVEN

2151-2165: WAR IN THE STARS

OVERVIEW

TIMELINE OF EVENTS

STARSHIPS:

MERCURY CLASS SCOUT
DOPPLER CLASS SCOUT
JEFFRIES PROJECT PROTOTYPE
MARSHALL CLASS DESTROYER
DAEDALUS CLASS CRUISER
NORMANDY CLASS STAR FIGHTER
POWERS CLASS SCOUT
BONAVENTURE REBUILD

OTHER STARSHIPS:

FA-XIAN CLASS EXPLORER
TELLARITE TRADING VESSEL
STAR FLEET'S "CYLINDER SHIP" PROGRAM

TERRAN EXPLORATIONS:

EDEN
ROMULUS AND REMUS

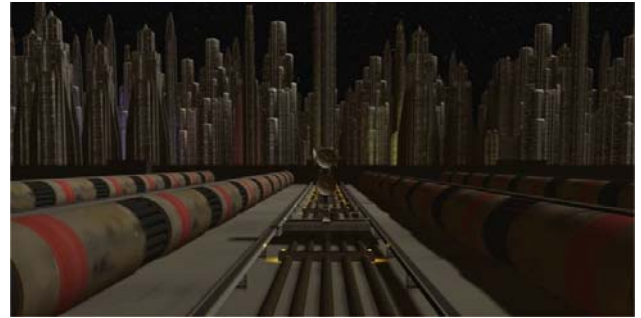
HISTORICAL ARTICLES:

200 DEAD IN *DIANA* MASSACRE
STARBASE 10 DESTROYED
ADVANCED LASER WEAPONRY INTRODUCED
REMEMBER THE *PATTON!*
ROMULANS STOPPED AT HELL'S GATE
ROMULANS DESTROY ALPHA OMEGA B
BATTLE OF CHARON ENDS ROMULAN WAR
A LETTER TO PRESIDENT THORPE

TACTICAL MAPS

SCHEMATICS

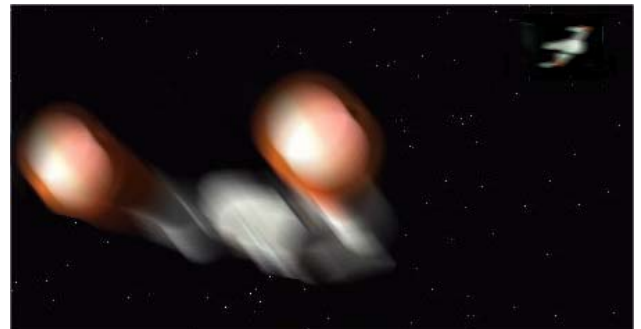
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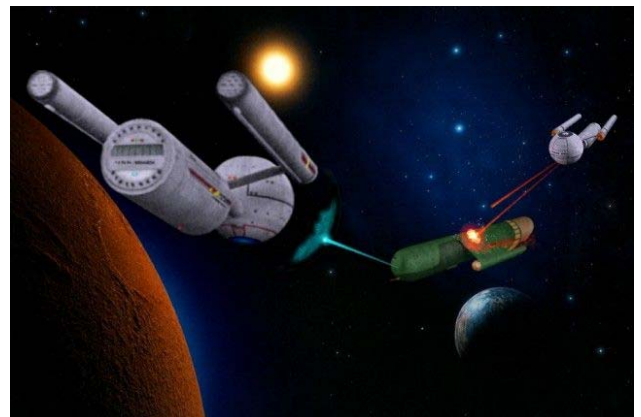
Captial City, Alpha Omega B (c.2150)



The debris field of Starbase 10 (2155)

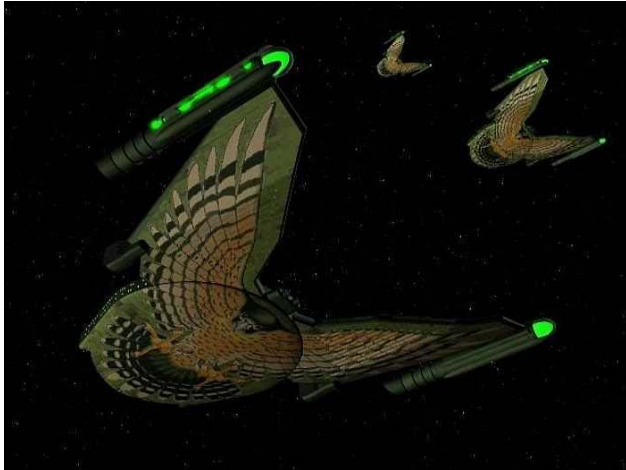


A *Marshall* class destroyer closes on a Romulan (2160)



Two *Daedalus* class cruisers corner a Romulan *Cerebus* (2162)

2151-2165: War in the Stars



The middle of the 22nd century was dominated by a conflict that would wind up reshaping the Federation from a loose-knit confederation of worlds into a strong interstellar alliance. In a certain sense the Romulan War (2159-2162) was already well underway, with ever increasing attacks on Federation shipping by mysterious alien marauders from beyond the New Territories. Ore freighters were spacejacked, civilian shipping destroyed, and even Star Fleet was not immune as several of its ships simply vanished, never to be heard from again. For a while they were considered a minor nuisance, a variation on common space pirates (such as some of the Orion criminal cartels) that plagued the lesser traveled backwaters of known space. Once colonies and space stations (as opposed to lone ships) began to be attacked, then suddenly the rest of the Federation sat up and took notice. The Delta IV massacre, the raid on Dinai Station, and finally the execution-style slaughter of over 200 defenseless passengers and crew of the starliner *Diana* were but the latest atrocities in an ever-expanding pattern that could no longer be ignored. The Federation had tried to turn the other cheek, had tried contact, had hoped that the voice of reason would be heard by this new foe. Once it became clear that the aliens were refusing all overtures of peace, then the time had come for war. Star Fleet was mobilized, additional fleets were deployed, and a tripline of picket ships strung across the New Territories border in

expectation that the enemy would cross them. They did so with an invasion fleet at the Eta Leonis system, destroying the hapless destroyer *Patton* with a single massed volley as soon as it raised the alarm. That deadly volley marked the official beginning of the Romulan War.

Much has been said and written about the Romulan War and the events surrounding its cause. There is a whole section of Memory Alpha's databanks devoted exclusively to works on the subject, which even includes post-war Romulan submissions from our era. Perhaps the definitive work on the subject from the Federation point-of-view is *The War Torn Galaxy: A History of the Romulan War* by the late John Gill, onetime Star Fleet Academy instructor in history. The Romulan perspective was best given in various interviews with one of their own -- a female starship captain in the Romulan Space Navy. She was captured and held prisoner for a time as the result of a Star Fleet covert operation in 2263, and as such she was the first Romulan ever taken prisoner by Star Fleet. As the Commander later revealed to one of her interrogators, members of her own family had actually been involved in many of the major battles of the war. The edited transcripts of those interrogations, including her discussions on the Romulan War, were subsequently published in *Why We Fight the Federation*. It gives a rare insight into the Romulans from the enemy perspective, the likes of which was not available before or has been since. It corroborated a steadily growing mountain of evidence that the causes and effects of the War were not as clean-cut as many have believed.



To describe the Romulan War in detail would be to unnecessarily duplicate the works of Gill, the Commander, and many others who have better and

more thoroughly examined the subject from every conceivable perspective. Midshipmen are directed to use the timeline in this document as a starting point for their own research. It gives a concise summary of the war from its beginnings in the 2130s to its end and aftermath in the mid-2160s.



By 2161 the Romulan War was over. The Romulans were driven from the field at the Battle of Cheron, the last conflict of the war. Shortly thereafter, over subspace radio, they agreed to the terms of the Treaty of Alpha Trianguli. It wasn't that they didn't want to keep on fighting; rather, they no longer had the resources to continue with any hope of winning. They accepted the humility of defeat in order that their people and their Empire could survive. The Neutral Zone was established and the Romulans retreated behind it, where they would not be heard from again for a century.

The Federation has always refrained from claiming an outright victory over the Romulan Star Empire even though the tide had turned in its favor by war's end. The war had ground both sides down in manpower and resources. Victory meant little when measured up against the losses of hundreds of thousands of lives and many more wounded or maimed for life. All that the end of the war brought was freedom from fighting. The Federation had survived, but just barely. Now the decades-long process of rebuilding had to begin on many Federation worlds. The Federation would rise from the ashes of war even stronger than ever, with a new government and a new sense of purpose in the Sea of Stars. Some systems, though, such as the charred ruin that had once been Alpha Omega β , would never recover.

Shortly after the end of the Romulan War, there occurred one of those little "incidents" for which the Kzinti had become famous. This was more than just a simple incident, though. What might have been a simple police action wound up almost turning into a

real war, thanks to Star Fleet's forced downsizing courtesy of the Federation Council. The M'dok, a breakaway Kzinti group, who had founded their own "empire" from a piece of the old Kzinti Empire, began attacking the Federation in 2162. They saw in Star Fleet's forced downsizing an opportunity to rebuild something of the glorious Kzinti Empire of old. Fortunately they had learned little from the defeat of their ancestors a century before. Local Star Fleet squadrons were able to hold their own against M'dok massed wave attacks until reinforcements could be dispatched. Within five months the tide of the "war" had turned into a simple task of search and destroy. Within another ten months the "war" was over. It might not have taken that long had not Star Fleet had to deal with M'dok close-in pinwheel attacks and its own depleted starship resources. The situation was further aggravated by a number of former Star Fleet vessels in the possession of the M'dok that they had "legitimately" purchased under the guise of Caitian merchants. Star Fleet wound up having to destroy a all of these former starships – many of which had risen to fame during the Romulan War, only to be turned into little more than pirate vessels at the hands of the M'dok. Even so, a Federation victory was inevitable. All of the M'dok fleets were hunted down and destroyed, their homeworlds were besieged until they surrendered, and they were eventually confined to their own "patriarchy" just like the Kzinti.

The decades to come would see a long peace settle on the Federation. All of the New Territories on all borders would eventually be secured against future such wars once Star Fleet got back to strength. A new wave of exploration and colonization took place now that the threat of interstellar war was finally gone. It would be the time of the First Golden Age of the Federation, with new members joining and new allies rallying to its cause. With peace in its hands, the Federation would finally be able to realize the lofty goals of interstellar security and prosperity that the Vulcans had foreseen so long ago ...

... that is, until the Klingons arrived on the scene.

TIMELINE OF EVENTS

NOTE: (CS) stands for "cylinder ship program" (Okasaki)

PRELUDE

2137

- The *Carrizal*/Incident.

2137

- The survey cruisers *Balboa* and *Stone Mountain* are both mysteriously lost while following up on the *Carrizal* mission logs. They are eventually listed as "missing, presumed lost" due to the extreme range of their disappearance. A memorial service is held for their crews and then they are all but forgotten in the following years.

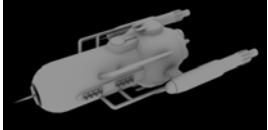
2144

- The transport *Atlas* is lost in the same general region along the New Territories border beyond which the *Balboa* and *Stone Mountain* mysteriously disappeared seven years before. (November 10)

2145

- The Star Fleet cruiser *Intrepid* finds the remains of the *Atlas* and recovers its recorder-marker. Its data indicates that a starship of previously unknown configuration attacked and destroyed the Federation vessel. Barely discernable on the underside of the attacking ship is a giant shape resembling a bird-of-prey design (21 February).
- Based on the evidence from the *Atlas* recorder-marker most experts surmise that a new batch of space pirates is preying on Federation shipping on the far side of the New Territories. The Federation Council direct Star Fleet to take appropriate measures to deal with them. (March)
- The *SS Amaretto* is attacked by two starships of unknown configuration just inside Federation space on the far side of the New Territories. The freighter is severely damaged; however, the attackers break off and flee the scene when a Star Fleet destroyer squadron arrives in response to the *Amaretto's* distress call. (18 October)
- Star Fleet receives additional appropriations for its shipbuilding projects in order to beef up the fleet in the wake of the recent "pirate" attacks.

2146

- The Delta VII outpost is destroyed. (April)
- Smelling a potential military contract, Cosmadyne Corporation begins negotiations with Dyson-Yoyodyne in order to purchase the rights to their unbuilt DY-1300 armed cruiser design.
- An attempt to communicate with the pirates by launching some three dozen probes into uncharted space beyond Delta VII yields no results (1 November).

2147

- The Dinai Station massacre (21 February)
- The Federation Council passes a special directive authorizing emergency funds for a dramatic increase in the strength of Star Fleet. The purpose is to build a fleet strong enough to secure the New Territories from the "pirates." Specific directives are given regarding starship deployment and operations in and around the area where the attacks are taking place. (30 November)
- Around the same time, Star Fleet Intelligence launches a 12-ship covert operation beyond the area of the New Territories where the attacks are taking place. The ships that make up this fleet include some of the best starships available to Star Fleet at the time. Their orders are to "deal with the situation." None of the 12 ships involved will ever be heard from again. (30 November)



2148

- The *Gallant* and *Arrow* class star fighters enter service. (February)
- The *Hopkins* class mobile hospital enters service (mid-year)

2149

- Cosmadyne is successful in purchasing the rights to the DY-1300 design from Dyson-Yoyodyne. At once they begin work on building a full-scale prototype, modified with the latest in starship technology and systems advances.
- Starbase 10 is completed and towed to its new location. It is the closest starbase to the area suffering from “pirate” attacks. One of its first duties is to serve as a central command post for Star Fleet anti-pirate operations on the far side of the New Territories (8 June).

2150

- The last holdout nations finally join the United Earth Government.
- The *Manta* class “space tanks” (i.e. monitors) enter service. (September)
- Construction begins on Starbase 11, the newest in the series to service the New Territories. (October)

2151

- The *Diana* Massacre (4 May).
- Cosmadyne’s RT-1300 prototype is completed and undergoes initial space trials.

2152

- The Arcturus Test Range begins operations. (January)
- Ever since the *Diana* Massacre the “pirates” have been getting bolder, striking ever deeper into the New Territories. The Federation is forced to put all of its cultural exchange programs on hold or postponed indefinitely in light of the “pirate” threat (January).
- The “pirates” seize their first border system, claiming it in the name of the Romulan Star Empire. Star Fleet tries and fails to reclaim the system when its ships run afoul of newly laid minefields and are forced to withdraw. At least now they have a name to pin on their enemy, if not a face. (April)
- Cosmadyne demonstrates its new RT-1300 combat cruiser for Star Fleet. It is the first new starship class to make use of the Arcturus Test Range for weapons trials. Star Fleet is impressed but remains noncommittal at this point (May-July).
- The Romulans stage a daring attack on the still-incomplete Sector Outpost 4 station. All but one of the 12 ships assigned to defend it are destroyed in the ensuing battle, yet the incomplete starbase is for some reason left intact. The destroyer *Carronade* is the only Star Fleet vessel to survive the encounter and barely manages to escape. (21 November)



2153

- New Year’s festivities in the Sol System and on its colonies in Federation space are disrupted by the return of the damaged *Carronade* to Local Group space and its report of the attack on Outpost 4. Star Fleet Intelligence finally links its data regarding the Romulans to the loss of the *Balboa* and *Stone Mountain* and the *Carrizal* mission logs. They now know they are dealing with an alien race whose hostility they may have inadvertently provoked themselves. This last part, of course, remains confidential (1 January).
- Star Fleet awards Cosmadyne the first of what will prove to be many contracts in the “cylinder ship” (CS) program. There will eventually be so many that Cosmadyne will have to subcontract out the work to other firms in order to meet Star Fleet production schedules (February).

2154

- The *Pioneer* class CS-series heavy cruiser enters service (February).
- The *Archer* class CS-series patrol cruiser enters service (July)
- The *Mercury* class scout enters service.
- Military salutes go out of style. (November)

2155

- Starbase 10 is attacked and destroyed by the Romulans in a surprise assault, largely due to the bungling of sector fleet commander Commodore Tonsum Han. He is subsequently court-martialed for dereliction of duty and drummed out of Star Fleet. Romulan losses are believed to be very light. (2 November)
- Star Fleet issues a general mobilization alert as it assumes a preliminary war footing. All leaves are canceled, all reserves are called up. A Zone of Transport Escort is established in the affected areas of the New Territories in order to protect Federation shipping. (6 December)



2156

- Advanced laser weaponry becomes available. (January)
- First-generation defensive force field technology becomes available. It will not be introduced on Star Fleet vessels until the following year. (January)
- The destroyer *Endeavor* is forced to flee from an attacking Romulan ship near the Gamma Hydra star system. (January)
- The first “comprehensive” report on the Romulan threat is made public as a joint endeavor of Star Fleet and several Federation universities. Nothing is redacted because not much is known about the Federation’s mysterious new foe. (1 May)

2157

- Star Fleet enacts a systematic plan to intercept Romulan marauders before they can attack Federation shipping based on observed patterns in Romulan hit-and-run combat tactics. All subsectors within New Territories outer sectors 5, 7, and 10 go to Code 1 war status, with orders to investigate and deal with any suspicious activities in those areas. (1 January)
- The *Krechet* class CS-series cruiser enters service (April)
- The *Tannhauser* class CS-series heavy cruiser enters service (May)
- The *Doppler* class scout enters service (May)
- Star Fleet’s new tactics pay off when ships of the 123rd Combat Squadron are able to intercept and disable two Romulan raiders. The Romulans wait until the Star Fleet vessels close for a boarding action and then self-destruct, taking four destroyers down with them and damaging several other vessels. (22 July)
- As a result of this incident, Star Fleet issues standing orders for all of its starships to destroy any Romulan vessel that appears to be damaged or crippled without attempting to close or make contact. (August)
- The Romulans change tactics, forcing Star Fleet to come up with a new strategy to intercept them. (September-October)
- The *Marshall* class destroyer enters service (1 November).
- By this point an undeclared war is already raging on the edge of the New Territories. All it needs is an official declaration to make it legitimate. (December)



2158

- The *Minotaur* class CS-series fighter enters service (January)
- The *Torsk* class CS-series escort cruiser enters service (February)

- The *Olympus Mons* CS-series class transport and *Reid Fleming* class CS-series deuterium tanker enter service (March)
- The *Farragut* class CS-series fleet monitor enters service (May)
- The *Yorktown* class CS-series escort carrier enters service (June)
- The *Curran* class CS-series patrol cruiser enters service (August)
- The *Powhatan* class CS-series escort cruiser enters service (October)
- The *Comet* class CS-series light cruiser enters service (October)
- The *Daedalus* class cruisers enter service. This is the last new “regular” Star Fleet starship class to join the fleet prior to the outbreak of the Romulan War. From this point until the end of the War, all new Star Fleet starship classes will be CS-series starships. (October)
- The heavy cruiser *Armstrong*, lead ship of its class, is ambushed and destroyed by the Romulans. (November)
- At a high-level meeting of the Federation Council, Federation President Ursula Yare gives her approval for the Federation to go to war with the Romulans, provided they are first informed of her decision and given a chance to back down. (09 December)



2159

- The *Conqueror* class CS-series heavy cruiser enters service. (April)
- The *Krechet* class cruiser *Oguma* is lost on a deep range scouting mission.
- Star Fleet transmits its warning of impending war over known Romulan hailing frequencies to a lone Romulan cruiser found cruising through the Eta Leonis system. The Romulans have six months to cease hostilities or the Federation will declare a state of war. The only return acknowledgement that the Romulan ship gives the 150th Combat Squadron, which transmits the message, is that the ship does not open fire. Squadron commander Rear Admiral Rex Gunther orders the Romulan vessel to be allowed to proceed on its way unharmed. This is the last encounter between Federation and Romulan vessels prior to the commencement of the Romulan War (16 June).
- Star Fleet stations picket ships in every major star system along the border with the Romulans in anticipation of a response “of any kind.” They will not have long to wait.



The last peacetime encounter between forces of the Federation and the Romulan Star Empire (2159)



Romulan *Cerebus* class marauder (c.2155)



Romulan border raid, Calder star system (2159)



The CS-series carrier *Yorktown* in combat (2161)

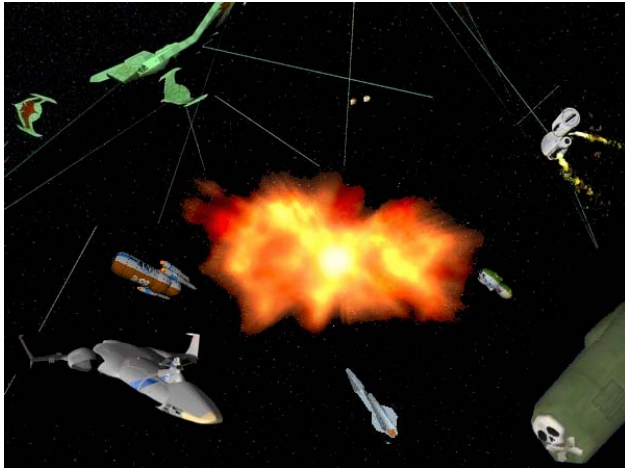
THE ROMULAN WAR (2159-2162)

2159

- The *Cavalry* class destroyer *USS Patton*, on picket duty in the Eta Leonis star system, detects a large Romulan invasion fleet crossing the border into Federation space. It manages to transmit a single distress signal before it is promptly blasted out of the stars. The destruction of the *Patton* marks the official beginning of the Romulan War, and "Remember the *Patton!*" would become a Star Fleet battle cry. (14 October)
- New Territories outpost Station Salem One is destroyed by the Romulans. (15 October)
- The Romulans seize the Vendorian and Rator star systems. They will control them for most of the War. (15 October)
- The Federation formally declares war on the Romulans (16 October)
- The fledgling Federation colony on Daran V is annihilated by the Romulans. The 150th Combat Squadron is wiped out while trying to protect the planet. (18 October)
- The 148th Combat Squadron is badly mauled at the Zetar star system and forced to retreat in the face of superior Romulan numbers (23 October).
- The Federation Fifth Fleet is wiped out at the Battle of Starbase 11. The base itself is razed to the ground. (5 November)
- Reports from the field indicate that the Romulans have split their invasion fleet into two roughly equal halves. The first is headed on a direct course towards the Local Group systems. The second has cut off the remnants of what remains of the Star Fleet forces once assigned to the New Territories, forcing them to retreat towards the Rigel star system. (24 November)
- The main Romulan fleet begins running into stiff resistance the closer they get to the Local Group systems. Their flank fleet gets held up at a fierce running battle in and around the Delta Triangle. (December)
- Star Fleet gets a lucky break when the command cruiser of the Romulan's flank fleet is lost in the Delta Triangle. This gives them time to reorganize and arrange an orderly withdrawal from the field to Rigel. They are also able bring up additional reinforcements from beyond the war zone during this time. (December)
- A new series of warp drive ambulances are rushed into service due to the high casualties suffered in the war. (December)
- The Romulans destroy the Sector 5B Mining Complex, one of the most important raw materials processing

and refining facilities on the far side of the New Territories. They will use it as a staging area for their assault on the Rigel star system. (21 December)

- Star Fleet calls upon a fleet of untried CS-series cruisers to stage an assault on the main Romulan fleet in the "Hell's Gate" region, an area of radiation-intensive nebulas that lies directly in their path. It is the last chance to stop the Romulans before they can cross into Local Group space. (late December).



2160

- The Battle of Hell's Gate, a mere 50 light-years from the border of Local Group space, stops the Romulan advance towards the Local Group systems. The Romulan invasion fleet is blunted by a ferocious Star Fleet "cylinder ship" assault. The loss of nearly six dozen vessels from its offensive spearhead forces the Romulans to fall back and regroup at the Pallas XIV star system, which is the nearest star system with a Class M world. Pallas XIV will remain under Romulan control for the next 1½ years. This battle helps cast aside any remaining doubts as to the worthiness of the "cylinder ship" program and is the first clear Federation victory of the war. (1 January)
- The Battle of Rigel II results in the destruction of over half of the Romulan flank fleet thanks to superior Star Fleet tactics and weaponry. The Romulans are chased all the way back to the Delta Triangle, thus securing Rigel for the Federation. This is the second clear Federation victory of the war. (2 January)
- Commander Sabra Lowe destroys a strategically located colony on Polluxara IV rather than let it fall into Romulan hands. The 840 colonists are vaporized along with their colony. Details surrounding the Polluxara Massacre, as it is later known, will remain a source of controversy for decades to come. (February)
- Andorian Star Fleet squadrons successfully hold the Romulans at bay at the battle of Winston's Star, preventing them from turning Star Fleet's flank and opening up a new front in the war (March).

- The Romulans now hold sway over a large section of the New Territories, bounded roughly by the Vendor star system, Jeffries' Star, Pushkin's Star, the Pallas star system, the Theta Pictoris star system, the Delta Triangle, and the Rator star system. They will somehow manage to hold onto most of this territory for the next 1½ years.
- The *Bradley* class space tanks enter service.
- The *Archer* class cruisers *Pemberton*, *Harr*, and *Hachez*, accompanied by the corvette *Taipei*, successfully protect a civilian fleet evacuating the colony world of Mohannak VI. (June)

2160-2162

- The Romulans form "wolf packs" of their fastest ships to attack vital Federation supply convoys. After the first three raids, Star Fleet begins to notice a pattern in the attacks. The Romulans are taking the time to loot the cargoes of the transports before destroying them. This appears to indicate that they are short of supplies. Star Fleet decides to concentrate its efforts on deep penetration raids on Romulan supply ships and bases in a concerted effort to wear down its enemy's limited resources.
- From 2160 to early 2162 scores of encounters between individual ships and small squadrons take place as the Romulans attempt to shore up their tenuous hold on Federation space. The battle lines are fluid and ever changing, with the sheer volume of interstellar space preventing any kind of "firm defensive line" per traditional terrestrial tactics.



2161

- Star Fleet's tactical analysis of the Romulan offensive draws attention to an area of space roughly bounded by the Raxor star system, the Delta Triangle, and the Tellun star system. This strategic area of space is quickly nicknamed "the Triangle." Because of the Federation victory at Rigel, the most direct route to Romulan space lies through the Triangle.
- Admiral William Larson is placed in overall command of all Star Fleet forces on the Romulan flank. His primary mission is to secure the Triangle for the Federation.
- Admiral Larson's Sector 7 Wing fleet promptly destroys an entire Romulan "armada" in the vicinity of the Minara supernova. The Romulans are forced to dispatch reinforcements desperately needed elsewhere to cover the loss. (April)
- Romulan reinforcements being sent to bolster its flank invasion fleet are intercepted by three Star Fleet destroyer squadrons inside the Triangle. This is the first encounter between the two sides in which the forces are evenly matched. Star Fleet battle tactics

match Romulan ferocity, grinding down both sides in a matter of hours. Unfortunately, they are not a match for Romulan reinforcements and the surviving Star Fleet ships are forced to retreat. Larson's 132nd Strike Squadron arrives on the scene just in time and successfully repulses the attacking Romulans. This battle seriously weakens Larson's forces in the area but prevents the Romulans from securing the base of their flank. The Triangle will remain Romulan-free for the rest of the war (save for solitary raiding missions). The strategic importance of Admiral Larson's victory is crystal clear to all who can read a star map. (2 May)

- All available *Hopkins* class hospital ships are redeployed to all fronts as close to the war zones as safety permits. Even so, several will fall prey to Romulan attacks in the months to come. (May)
- The Battle of Triangulum Australe. (June)
- The Battle of Lalande VIII. (June)
- A Romulan sector fleet attacks the Federation colony on Alpha Omega B. They lose half their ships in the ensuing battle but are successful in destroying both its defending fleet and all planetary defenses. They then level the helpless colony with star-bomb missiles fired from orbit. Over 200,000 civilians and Star Fleet personnel die in what is widely regarded as the worst Romulan atrocity of the war. (25 July)

- One of Admiral Larson's CS-series strike fleets slips away from its base and goes on a deep penetration raid directly across the Federation-Romulan border. Its goal is to knock out subspace relays, surveillance platforms, and other deep space sensor arrays in preparation for a planned offensive in the near future. The strike fleet is headed by the CS-series carrier *Saratoga*, along with four cruisers and two escorts. The mission is a success, with all seven vessels successfully linking up with waiting Star Fleet forces within Federation space at the Gamma Hydra sector, on the far side of the border. (21 August)



- A fleet of Vulcan starships provides badly needed relief to a combined Human-Andorian Star Fleet squadron at the battle of Omicron Ara II on the Romulan far flank. It is one of the few battles of the Romulan War in which Vulcan starships engage in direct combat (August).



- Shortages of manpower, starships, and resources reach critical levels for both the Federation and the Romulans in the ever constant "penetration war." Numerous raids and corresponding battle losses make

it difficult for either side to form effective fleets and end the war – one way or the other. (September)

- The Battle of Malkur VI takes place. A lone crippled Federation "cylinder ship," the *Fearless*, plays hide-and-seek with three Romulan cruisers inside of Malkur VI's thick asteroid belt for five days before help arrives to dispatch its attackers. This battle is often cited as a classic example of the kind of intense ship-to-ship fighting that went on during this period in the Romulan War. The *Fearless* Scenario will also become one of the Academy's starship command simulation programs in later years (24-29 September)
- The Federation Charter is issued, authorizing a stronger central government than had existed before. The Federation Constitution is ratified shortly thereafter, replacing the Articles of Federation as the backbone document for all Federation law. For many this is the "true" date for the founding of the Federation as it exists today. (11 October)
- Ursula Yare steps down as Federation President. Ascending to the new office, along with the new government, is Cristofur Thorpe. (October)
- Section 31 is established as a super-secret Federation agency "above the law" answerable to no one but themselves. Their main charge is to deal with potential security threats to the Federation before they get out of hand. (October?)
- The Federation armed survey vessel *Cavalier* is ambushed and destroyed by the Romulans in "the Triangle." The loss of the *Cavalier* leaves a 12-member landing party stranded on the surface of what will become known as Baker's World. They will not be recovered until the end of the war. (1 November)

- The Battle of the Clouds. On the rimward flank of the Romulans, Admiral Larson's Star Fleet Forces locate a major



Romulan supply base hidden in the nebula's coreward of the Minara supernova. Over 30 Romulan front-line combat vessels, manned only by skeleton crews during resupply operations, are caught "at anchor" and swiftly destroyed. The heavily damaged supply base is forced to self-destruct in order to prevent its capture. This is a major blow to the Romulans and marks the turning point of the War. (28 December)

- Romulan forces manage to temporarily halt Admiral Larson's forces at Devron. Unfortunately, they no longer have the resources to adequately cover their own battle lines. Larson immediately enacts flanking maneuvers to push the strained Romulan lines to their limits. (30 December).
- The *Marshall-B* class destroyer enters service. (Dec.)

- Admiral Larson receives intelligence that will allow him to restart his stalled offensive and quite possibly change the course of the war. (25 January)
- Federation industry has by now caught up with starship war losses. It begins producing ships and other resources faster than they are destroyed. As a result Star Fleet now has several new fleets available of its latest front-line and CS-series starships. It plans to use these in mounting its own offensive against the resource-strained Romulans. (end of January)
- The destruction of another secret, hidden Romulan base at the Draken star system by Admiral Larson's forces ends all hope for the Romulans to win the war. This had been supplying the forces that had successfully halted Larson's offensive. The supply lines for the coreward Romulan fleets are effectively "pinched" by Larson's renewed offensive. His intended goal is the Vendor star system, thereby cutting the Romulan supply lines and trapping their invasion fleets within Federation space. (3 February)
- Larson's rimward squadrons actually manage to penetrate a short distance into Romulan space at this time. They are soon stopped by heavy resistance. Nonetheless, it is the first time that Romulan territory has been conquered by the Federation. The news shocks the Romulan Senate once they learn of it.
- The planet Eden is discovered in Romulan space by one of the ships in Admiral Larson's fleet.
- The badly damaged *USS Fearless*, survivor of the Battle of Malkur VI, is declared unsalvageable and scrapped.
- Admiral Alexander Hamilton, overall Star Fleet field commander, begins a grand offensive against the coreward Romulan invasion fleets. He intends to catch the Romulans between his forces and Admiral Larson's and thus annihilate them in one decisive battle. Four battle fleets under his direct command attack the Romulans head-on at the Pallas XIV star system while several Andorian battlegroups under the command of Admiral Gulval Thronlev sweep down on their lightly protected far flank from Winston's Star all the way to the Gamma Hydra sector. The Romulan positions quickly collapse in the face of Admiral Hamilton's superior forces. The survivors flee towards the border as fast as they can before Admiral Larson can succeed in his offensive and cut off their only avenue of escape.
- The Battle of Nu Chalcedonis slows but does not stop the Federation steamroller bearing down on the Romulans.



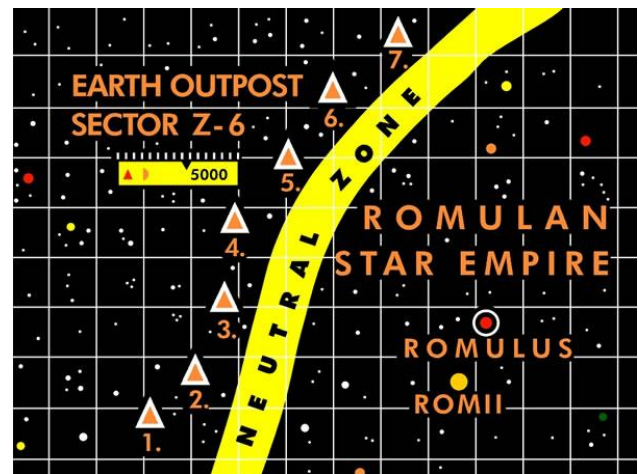
- A mixed group of men and women have been taken prisoner by the Romulans rather than killed during the retreat toward the border. Their prison ship manages to slip across the border before Admiral Larson's fleet arrives in force. Their children will be taken from them and their eventual fate will remain unknown. These children will be raised to become covert intelligent operatives within the Federation. Those of "attractive" stock become the original "princeling" and "princess" attendants of senior Romulan officials. Some will even undergo surgery in order to look more like their "benefactors." This infusion of human genetic material will eventually result in that rarity of rarities: a blond Romulan. (April)
- After weeks of heavy fighting, Admiral Hamilton's forces converge on the Cheron star system near the Romulan border, where all remaining Romulan forces have gathered in order to fight their way clear and return home. The Federation fleet has the advantages of surprise, initiative, and numbers. The Romulans must stand their ground, because an additional battle fleet under the command of Admiral William Larson, supplemented by Admiral Thronlev's far flank Andorian squadrons, have blocked the way back into Romulan space. (1 May)
- The Battle of Cheron is the biggest space battle of the Romulan War. The carnage lasts for just under an hour. It ends with both sides almost annihilating each other; however, more combat-capable Federation ships survive that hour than do Romulan vessels ... and fresh Star Fleet forces are waiting at the border. Admiral Alexander Hamilton, who by some miracle has survived the fight aboard his flagship *Hannibal*, gives the surviving Romulan vessels a chance to surrender. They yield the field of battle by self-destructing. The humiliating loss of its entire fleet at the Battle of Cheron is a major blow to Romulan morale. (1 May)
- The Romulans correctly suspect is that Star Fleet will soon begin staging new forces near the border in preparation for an invasion of the Romulan Empire itself. Despite the stubborn insistence of the military that it can still defend the Empire, a shell-shocked Senate overrules its commanders and appeals directly to Praetor Karzan. (4 May)
- What remains of the Romulan Space Navy is staged in successive defensive lines from the border all the way back to Romulus in anticipation of an expected Federation invasion. (May-June)
- Star Fleet begins a massive build-up on the Romulan border in anticipation of a long and bloody invasion campaign. (May-June)



- Praetor Karzan reluctantly decides that hostilities must somehow be brought to an end in order to preserve the Empire. The only question is to whom he will give the unwelcome task of being the scapegoat to beg for peace from the humans. (June)
- The Baker's World landing party is found and rescued by the *USS Lorelei*. Landing party senior officer Lieutenant Lawrence D. Baker receives a Star Fleet Commendation of Valor and a promotion to lieutenant commander, as well as becoming an instant media hero. (17 June)
- In his now famous "Sighted Man of Peace" speech, Federation Councillor Abraham Dannon recommends a truce and peace treaty with the Romulans. His speech provokes an immediate outcry by the war hawks on the Council, causing a ten-day debate on the subject. (20 June)
- By a one-vote margin the Federation Council approves Councillor Dannon's recommendation. He is immediately appointed as Federation ambassador with full powers to negotiate a peace treaty with the Romulan Star Empire. (1 July)
- Councillor Dannon receives a response from the Romulans via subspace radio to his offer for peace. The Romulans still stridently refuse to face-to-face talks; however, they have a counterproposal. The Romulans agree to return what little Federation territory they still hold in exchange for the return of Romulan territory captured by the Federation in its latest offensive. A Neutral Zone is to be between the two powers. No ship of either power will be allowed to cross the Zone on threat of war. Councillor Dannon agrees to reply with the Federation response within one week. (21 July)
- A week later, Councillor Dannon returns with a positive response; however, the Romulans up the ante. They insist on additional territorial gains for the Empire; namely, the right to "patrol" the Neutral Zone, in exchange for tighter restrictions on its own ability to build Neutral Zone monitor outposts. Dannon reluctantly makes the necessary concessions and then waits. (28 July)
- The Romulan Senate broadcasts its unconditional acceptance of the Treaty of Alpha Trianguli via subspace radio. The Romulan War is now officially over. (9 September)



Malkur VI



2162

- Per the treaty, the Neutral Zone is established between the Federation and the Romulan Star Empire. A grace period is established in order to give Star Fleet sufficient time to withdraw its forces from the Neutral Zone. (10 September)
- A number of converted *Hopkins* class mobile hospitals are set up as temporary Neutral Zone outpost stations on the Federation side of the border until more permanent facilities can be constructed. (12 September)
- All *Daedalus* class cruisers are "returned" to their originally designed survey and exploration roles by the end of the year.

2163

- Abraham Dannon is censured by the Federation Council for allowing the last-minute change in the Treaty of Alpha Trianguli that effectively gave the Neutral Zone to the Romulans. He will eventually be voted out of office in the next election, his political ambitions forever destroyed by his role in brokering the treaty that ended the Romulan War. (5 January)
- The Zone of Transport Escort is lifted from the New Territories. All cultural exchange programs that were suspended or postponed due to the Romulan War are now resumed. (January)
- The Federation Council moves almost immediately to cut Star Fleet's funding now that the war is over. Faced with the prospect of a drastically reduced budget for the foreseeable future, Star Fleet begins retiring all "unnecessary" and "disposable" starship classes *en masse*. Many will be laid up at boneyards for resale to member and allied systems in order to raise funds for more modern ship classes. (beginning in late January)
- The *Pioneer*, *Archer*, *Farragut*, and *Torsk* CS-series cruisers are all removed from service around this time.
- The aging *Messier* class cruisers are all removed from service around this time.

- The aging *Djartanna* class cruisers are all removed from service around this time.
- The *Tannhauser* CS-series cruisers are all removed from service around this time.
- One of the first technological advances to result from the war is an improved impulse engine design. It is quickly implemented into the next generation of Star Fleet vessels. (13 August).
- The *Normandy* class star fighter enters service in mid-year, too late to see service in the Romulan War.
- Gralless of Tellar is elected to succeed Cristofur Thorpe as Federation President.

2164-2165

- The Federation-M'dok War. A group of breakaway Kzinti, calling themselves the M'dok, seize the opportunity created by Star Fleet's demobilization to try to reclaim their lost empire. M'dok marauders will keep Star Fleet busy for the next two years.

2164

- The grace period for Star Fleet's removal from the Neutral Zone ends. Entry into the Neutral Zone by a Federation vessel after this date is considered to be an act of war by the Romulans. They are within their treaty rights to attack and destroy any starships that violate the Zone. (July)
- A number of polls show increasing confidence in the newly reorganized Federation government.

2165

- Abraham Dannon is assassinated by a spectator at a political rally at which he was scheduled to speak. (21 March).
- A newly rebuilt Starbase 10 is towed to the location of the original. The rebuilding of Starbase 11 continues. (April)
- End of the Federation-M'Dok War. The M'Dok are stripped of their "empire," forbidden the use of advanced weaponry and starship technology, and confined to their primary worlds.
- The *Powers* class scout enters service.
- The rebuilt *Bonaventure* enters service.
- The *Cavalry* class destroyers are decommissioned following the end of the Federation-M'dok war.
- All remaining CS-series cruisers are removed from service following the end of the Federation-M'dok War and are either sold or scrapped.



Emblem of the Romulan Star Empire



Proposed "Galileo" concept retooling of the *Daedalus* primary hull prior to the war (c.2155)



Winston's Star (c.2161)



The galactic survey cruiser *U.S.S. Bonaventure* as preserved in the Delta Triangle (c.2264)

STARSHIPS

MERCURY CLASS SCOUT

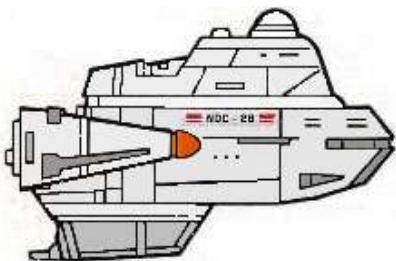
SERVICE ENTRY DATE (OLD CALENDAR): 2154

These ships were developed as a low-cost alternative to refitting *Cavalry* class destroyers for the role of fleet scout. They were also a cheaper alternative by far for “regular” scouting missions deemed of too low a priority to justify a more advanced fleet scout. The *Mercury* class was little more than a habitable control section strapped on top of a combined high-end sensor and warp engine platform. Their inexpensiveness combined with their small size resulted in a total of 72 being built by war’s end. They often operated in groups of two or three, scouting along Romulan defenses or making quick dashes into Romulan-held space in order to gather intelligence on Romulan deployments. Many were destroyed during such daring missions, resulting in the loss of 21 members of the class during the war. The remaining 51 survived the conflict and continued to serve with Star Fleet in various roles until 2181. Amazingly, 33 *Mercury* class scouts still survive today, all in the hands of private “classic starship” enthusiasts who have restored them to various in-service configurations.

SPECIFICATIONS:

Length:	162.2 m
Beam:	79.7 m
Draft:	84.2 m
Mass:	6,800 DWT
Crew	48
Range:	2 years at L.Y.V.
Cruising speed:	Warp 2.0
Maximum safe speed:	Warp 3.2
Armament:	2 lasers (both forward) 1 particle beam cannon (forward)

VISUAL:



DOPPLER DESIGN BY RICK STERNBACH
SCHEMATICS COURTESY OF STEVE BARON

DOPPLER CLASS SCOUT

SERVICE ENTRY DATE (OLD CALENDAR): 2157

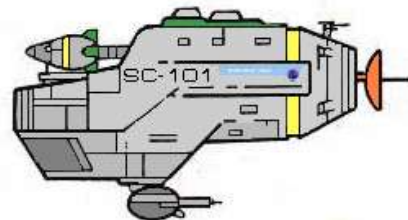
The *Doppler* class scout was a smaller and slower contemporary of the *Mercury* class. Its armament was identical but better placed, with superior firing arcs as a result. In particular, the underslung location of the *Doppler's* gimbal-mounted particle cannon gave it a multi-directional heavy fire capability that the *Mercury* was sadly lacking. Its service entry date also meant that the *Doppler* class received the benefit of a force field shielding system. It was the second starship class so equipped (the contemporary *Marshall* class destroyers being the first).

The *Doppler* class scouts became famous for the part that three of its members played in the key battle of Admiral William Larson’s “Triangle” Offensive of 2161-2162. The Federation victory of the Battle of the Clouds would not have been possible had not the *Doppler* class scouts *Cordwainer*, *Miramar*, and *Selyana* independently pinpointed the location of a secret Romulan base that had been supplying Romulan forces in the area for the past year. All were lost prior to the battle; however, the tactical reports they made before their destruction made possible Admiral Larson’s subsequent victory. After the war the class was sold off for use in various local system defense fleets. The last was decommissioned in 2177.

SPECIFICATIONS:

Length:	150 m
Beam:	36.1 m
Draft:	24.5 m
Mass:	4,100 DWT
Crew	30
Range:	3 years at L.Y.V.
Cruising speed:	Warp 2.0
Maximum safe speed:	Warp 3.1

VISUAL:



DOPPLER DESIGN BY RICK STERNBACH
SCHEMATICS COURTESY OF STEVE BARON

GALACTIC SURVEY CRUISER DESIGN PROPOSAL & PROTOTYPE

SERVICE ENTRY DATE (OLD CALENDAR): 2155

The Galactic Survey Cruiser was a design proposal submitted in 2153 to the Star Fleet Design Bureau by a young Terran starship engineer named W. M. Jefferies. It was a radical departure from the accepted starship practices of all members of the Federation. A single, small-scale prototype was built in 2155 to test the concept and showed considerable promise. This lone prototype would become one of the most influential starships in Federation history. One can see in its design, for the first time, the classic "lines" of its legendary descendant: the *Constitution* class heavy cruiser of the 23rd century.

The Jefferies prototype was a one-fourth scale replica of the proposed design. Even so, it was built to the exact specifications Jefferies had laid down in his proposal. There was nothing new about its propulsion or systems packages; all of these were comprised from off-the-shelf components. The main purpose of this prototype was to test the structural soundness and warp dynamics of its revolutionary new design.

In studying the current starship designs of his day, Jefferies had arrived at the conclusion that none of them provided the right mix of warp-friendly design, frame stress reduction, damage survivability, and interior space necessary for a true deep space exploration vessel. His concept combined several existing ideas from these other design philosophies into a one of his own making. From Terra he borrowed the idea of separable hull components with redundant systems in case of emergency. From Alpha Centauri he borrowed the idea of subspace streamlining and, most importantly, boom-mounted warp engines. From Andor he got the idea for a primary hull saucer, although he could not implement a true saucer due to the shipbuilding limitations of his day. From Tellar Prime he got the latest in mid-sized warp engines from Kloratis Drive Systems, as standard Cochrane-style models built for Star Fleet were far too large for his scaled-down prototype. Finally, from Vulcan he got the most advanced starship computers and control systems available. As a nod to his sponsor, Cochrane Warp Dynamics (since he couldn't use their engines), Jefferies named his prototype *Bonaventure* after the very first starship equipped with warp drive.

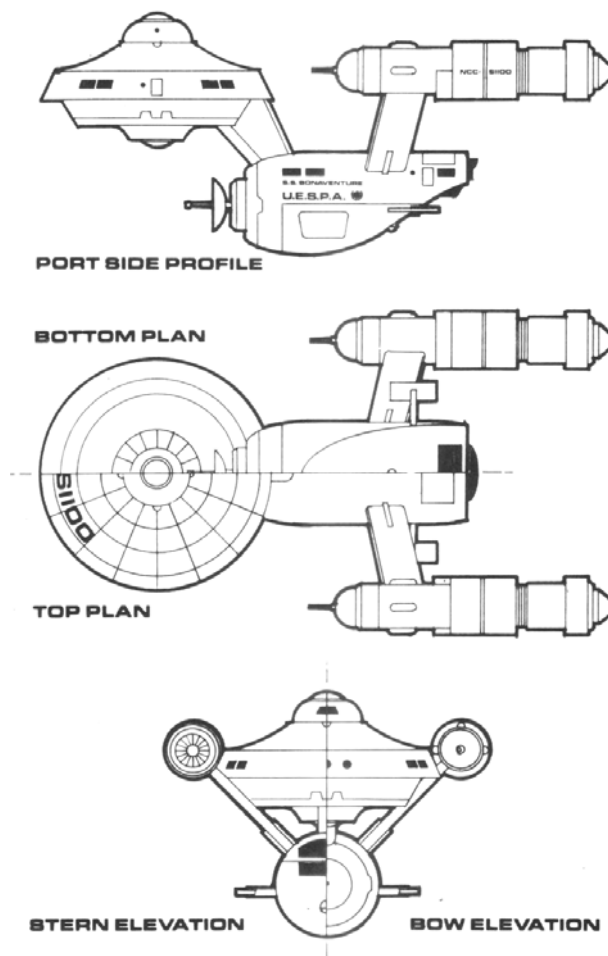
The revolutionary aspects of the Jefferies design cannot be emphasized enough. The warp dynamics of its shape gave it the ability to hit Warp 2.8 on its very first space trial with little effort despite its underpowered engines. Subsequent trials raised its top speed to Warp 3.8, making it the fastest starship at the time. Many starship historians believe that it would have eventually broken the legendary Warp 4 barrier, had not the outbreak of the War forced the termination of the program.

Aspects of the Jefferies prototype design were incorporated into the contemporary *Daedalus* class survey cruisers as soon as the testing data became available. It would also serve as the model for the rebuilding of the actual *Bonaventure* starting in 2163. The original Jefferies prototype served as a fast fleet scout during the Romulan War. By virtue of its design it survived that conflict. It was removed from service in 2162 and donated to the Federation Air and Space Museum at Terra.

SPECIFICATIONS:

Length:	50 m
Beam:	28 m
Draft:	22 m
Mass:	2,750 DWT
Crew	14
Range:	N/A
Cruising speed:	Warp 3.2
Maximum safe speed:	Warp 3.8

VISUAL:



GALACTIC SURVEY CRUISER BY GEOFFERY MANDEL AND DOUG DREXLER
INSPIRED BY THE TAS *BONAVENTURE* BY DON CHRISTANSEN

MARSHALL CLASS DESTROYER

SERVICE ENTRY DATE (OLD CALENDAR): 2157

The *Marshall* class was rushed into service just in time for the Romulan War and served as Star Fleet's mainstay vessel for the entire course of the conflict. These quickly became known as the "hammerheads" due to their distinctive appearance. They were extremely popular with their crews and proved to be one of the few Star Fleet starship classes at the time that "... could give as good as it got." Their heavy armament and innovative force field screens insured they would be everywhere, appearing as fleet flagships and squadron leaders in almost every major battle of the Romulan War. The excellence of the class came at a high price, though. Of the intended 260 ships of the class only the first 36 would be built. Resources that might have been used for the construction of *Marshall* class starships were instead diverted to their less-expensive CS-series alternatives.

After the war Star Fleet found itself in a unique and rather difficult situation. The starship program intended to replace the "hammerheads" as the backbone of the fleet, the *Goliath* class battlecruiser, failed in prototype acceptance tests and was immediately shelved. Star Fleet's response was to order an additional 28 ships of the updated *Marshall-B* class to cover the gap this created in the fleet. It also began experimenting with a number of other starship designs over the next two decades in an effort to find a worthy (and affordable) successor to its beloved "hammerheads." The year 2187 would see the introduction of the *Marshall-C* configuration, better known as the *Patton* class in honor of its famous predecessor. The failure of the *Tritum* program that same year meant that the *Marshall* class (and its derivatives) would have to continue as the backbone of the fleet. It would be another two decades before the *Baton Rouge* program came along, giving the aged *Marshall* class its long-deserved chance to take its final bow. By the time Star Fleet's "hammerheads" were finally retired in the early 23rd century they had served Star Fleet for almost six decades – longer than any other starship class at the time.

The *Marshall* class was originally named after famous Terran historical military figures. As the class grew the names of military figures from other worlds were added as well. After they were decommissioned many names used for *Marshall* class destroyers were recycled for future destroyer programs.

Only two ships of the original *Marshall* class still survive in Federation hands. The class ship *USS Marshall* (NCC-D230) was saved from the scrapper's torch by the Titan Fleet Yards and painstakingly restored to its original Romulan War configuration for public display. The *USS Hannibal* (NCC-D246), the longest serving surviving member of the original *Marshall* class (50 years) and the flagship of Admiral Alexander Hamilton at the Battle of Cheron, is on public display at the orbital complex of the Federation Air and Space Museum on Terra.

VISUAL:



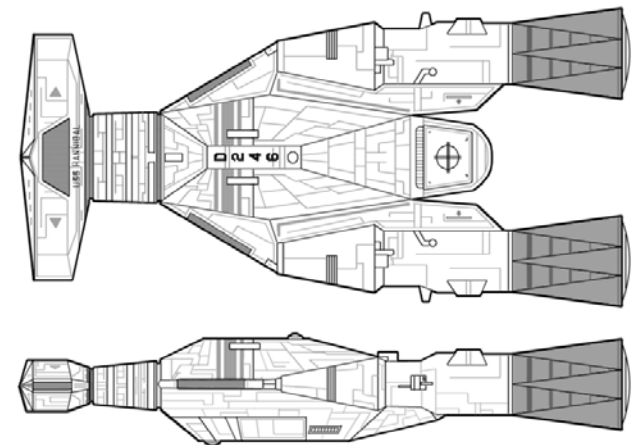
SPECIFICATIONS:

Length:	225 m
Beam:	117 m
Draft:	45.5 m
Mass:	22,700 DWT
Crew:	157
Range:	10 years at L.Y.V.
Armament:	22 laser banks (14 fore / 8 aft) 10 particle beam cannons (8 fore / 2 aft) 2 fusion torpedo tubes (both forward) (particle beam cannons later replaced with two extra torpedo tubes, 1 fore and 1 aft)
Cruising speed:	Warp 3.5
Maximum safe speed:	Warp 3.8

Innovations/Experiments:

- First starship with protective force field screens.
- Most heavily armed Star Fleet starship of the war

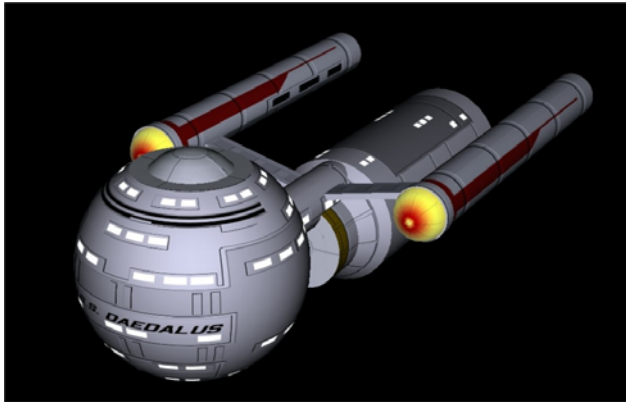
SCHEMATICS:



MARSHALL DESIGN BY RICK STERNBACH
SCHEMATICS BY RICHARD E. MANDEL
VISUAL BY AGATHA CHAMBERLAIN

DAEDALUS CLASS CRUISER

SERVICE ENTRY DATE (OLD CALENDAR): 2158



In 2156 the Romulan War was already looming on the horizon. Star Fleet was understandably looking for any starship on which it could get its hands to beef up its fleet. It found a ready candidate in the *Daedalus* class survey cruisers. The first two ships of the class had already been under construction for the past nineteen months. They had been partially reworked while still in their berths to take advantage of the latest design data from the Jeffries Galactic Survey Cruiser Project; hence the delay in their completion. The Federation Council granted Star Fleet the authority to “take over” the *Daedalus* class and finish it on an accelerated schedule as a military cruiser. This was done much to the irritation of both UESPA and the Federation Bureau of Sciences; yet both acknowledged that the looming war against the Romulans took precedence above all else.

The need for swift completion under these conditions meant that the *Daedalus* as built could not implement all of the data learned from the Jeffries Project. A simple spherical primary hull was fitted instead of the toridal saucer that had been worked up from the Jeffries Project data. Star Fleet standard PB-2 circumferential warp drive units, an uprated version of the ones first used with the *Armstrong* class heavy cruiser, were installed instead of the proposed new “Pegasys” series VX-1 by Kloratis Drive Systems, as UESPA had intended. Although not as powerful as the Pegasys VX-1 on paper, the PB-2s were already available and did not have to go through a lengthy testing and evaluation process. Finally, one small yet significant change remained to be made to the *Daedalus* design. It was equipped with lasers and torpedoes for combat conditions. They were not part of the original design, since a survey vessel was traditionally unarmed; however, Star Fleet experience with the Romulans had proven the folly of such a practice. They would have mounted more weapons had there been any room left for them in the already thrice-redesigned hull. Instead, they would have to content themselves with hiding additional weapons inside its shuttle bay on an as-needed basis per mission specs.

The *Daedalus* class has often been criticized for its utilitarian lines and rather ungainly appearance. It is quite a different ship

as built from what had been intended, which would have more closely resembled the Jeffries Project prototype after its mid-construction design revision. One must understand, though, the wartime environment that dictated how fast and under what conditions the *Daedalus* class entered service. One must also take into account that despite its “primitive” looks the *Daedalus* was one of the fastest and most agile starships of its day. The limited application of the Jeffries Project data had given the Federation its first “modern” starship class regardless of its appearance. The arrival of the *Daedalus* and its brethren on the scene in 2158 was one of the factors that helped the Federation defend itself in those terrible first two years of the Romulan War. They would also prove instrumental in winning it. The *Daedalus* class would go on to serve long after the war was over, returning to more peaceful missions and performing admirably in its intended role as survey and exploration vessels.

All starships of the *Daedalus* class were officially retired in 2196. A few still serve “unofficially” in various support roles.

SPECIFICATIONS:

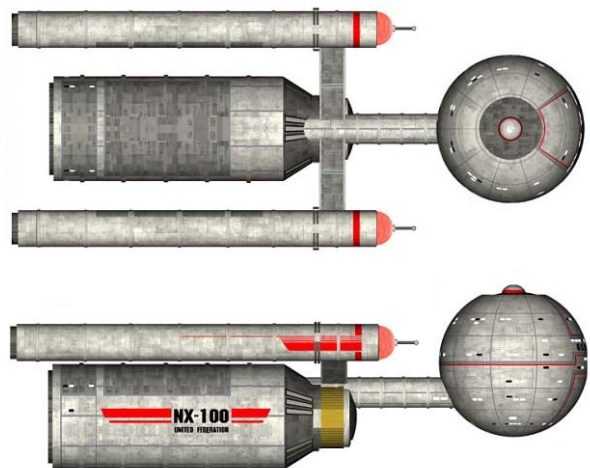
Length: 114.5 m
Beam: 49.4 m
Draft: 37.5 m
Mass: 27,500 DWT
Crew 120
Armament 7 laser banks (4 fore/ 3 aft)
2 fusion torpedo tubes (both fore)

Cruising speed: Warp 3.5
Maximum safe speed: Warp 3.9

Innovations/Experiments:

- First “modern” Federation starship class

VISUAL:



DAEDALUS DESIGN BY WALTER M. JEFFRIES AND GREG JEIN
SCHEMATIC BY ADAM HEINBUCH

***NORMANDY*CLASS STARFIGHTER**

SERVICE ENTRY DATE (OLD CALENDAR): 2163

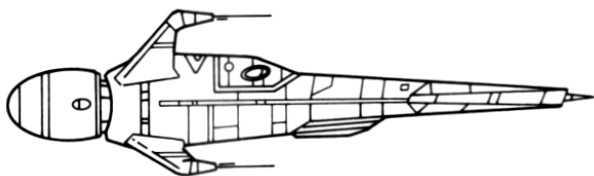
These were little more than a refined version of the *Gallant* class taking into account lessons learned during the Romulan War. It still used the same GSC-890 jump drive engine; however, the rest of the craft was completely redesigned. The crew ejection module now included a more powerful homing beacon and built-in maneuvering thrusters with a limited fuel supply. The quad lasers were brought as close to the main hull as safety permitted. Finally, instead of the separated fighter/attack models, refined subsystems and a redesigned, elongated nose allowed for options packages to be fitted in the field for various mission configurations. The standard fighter version carried extra energy stores for the on-board lasers plus short-range ship-to-ship drones, ELINT versions carried a sensor and jamming pallet, and attack versions carried a full rack of fusion torpedoes. These three were the most common, although several others were also available.

Whether or not the *Normandy* class starfighter would have succeeded where the earlier *Gallant* and *Arrow* classes failed is a moot point. It came too late for the Romulan War and retired too early for subsequent action with the Klingons. All were removed from Star Fleet service and sold off for use in local system defense fleets by 2190. About 100 or so still exist today, either still in local fleet service or under private ownership by “classic starship” collectors.

SPECIFICATIONS:

Length:	40 m
Beam:	12 m
Draft:	12 m
Mass:	95 DWT
Crew:	3
Range:	N/A
Cruising speed:	Warp 2.8
Maximum safe speed:	Warp 3.3
Armament:	4 forward lasers (quad-mount) 12 ship-to-ship drones (fighter option only) 6 fusion torpedoes (attack option only)

VISUAL:



NORMANDY DESIGN AND SCHEMATIC BY RICK STERNBACH

***POWERS*CLASS SCOUT**

SERVICE ENTRY DATE (OLD CALENDAR): 2165

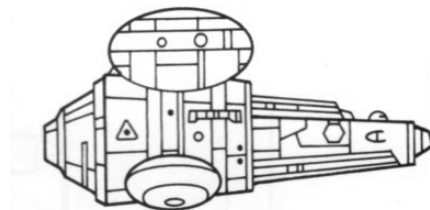
One of the things that the Romulan War proved was the ineffectiveness of particle beam weaponry against starships with force field energy screens. Star Fleet’s next class of scout ships, the *Powers* class, was one of the first post-war designs to take this lesson into account. It carried fusion torpedoes instead of a particle beam cannon as its heavy armament; hence its rather odd-looking configuration as opposed to following in the *Mercury/Doppler* design lineage. Also, as another design experiment, its sensor suite was mounted in three external pods that could be switched out at its home base or jettisoned in the field in an emergency.

The rather unremarkable service record of the *Powers* class was due more to the peacetime conditions in which it found itself than anything else. This might help explain why the *Powers* class was so quickly decommissioned in 2182, just one year after the older but longer-serving *Mercury* class scout. Most were quickly resold and reconfigured as interstellar police craft, in which role they served for another two decades. Only a dozen or so managed to escape the scrapper’s torch at the end. All of these are either in the hands of private “classic starship” collectors or in use by independent merchants.

SPECIFICATIONS:

Length:	75 m
Beam:	32 m
Draft:	30 m
Mass:	2,300 DWT
Crew:	20
Range:	3 years at L.Y.V.
Cruising speed:	Warp 2.5
Maximum safe speed:	Warp 3.3
Armament:	4 forward laser banks 1 fusion torpedo tube

VISUAL:



POWERS DESIGN BY RICK STERNBACH

U.S.S. *BONAVENTURE* (REBUILD)

SERVICE ENTRY DATE (OLD CALENDAR): 2165

The year 2161 saw the most important breakthrough in warp drive technology in decades. The PB-6 “Quantum II” warp engine by Cochrane Warp Dynamics made it theoretically possible to exceed Warp 4 for the first time in Federation history. It was the greatest starship design achievement of the age and would find its way onto many a Star Fleet vessel in the generation of starships to come. The development also happened to roughly coincide with the 100th anniversary of warp-powered starflight. After the war, the Federation Council chose a unique (and still controversial) way to mark both historic occasions. The venerable *Bonaventure*, the very first production starship equipped with warp drive, was recalled from retirement and rewoven into an entirely new vessel – using both the new PB-6 warp engines and *all* of the data gleaned from the Jeffries Project prototype design of 2155.

This decision was not as welcome as one might think. Many “classic starship” buffs and historical preservationists were firmly opposed, citing the *Bonaventure’s* key role in starship history. They publicly condemned the move, noting that one of the last of the first-generation faster-than-light Terran spacecraft still in existence was being sacrificed for little more than a public relations ploy. In the end though, their voices went unheeded. The *Bonaventure* was towed out of its berth at Star Fleet’s fleet reserve facility on Luna for a historic rebuilding at the nearby Star Fleet facilities above Aitken Base.

The *Bonaventure* that emerged from its orbital spacedock above Luna in late 2164 looked nothing like the original. Gone were the old flat, angular lines and overall lumpy profile. Gone as well were the arrow-shaped primary hull and early fusion-based faster-than-light warp engines. In its place was a brand new starship, incorporating all of the technological advances that had been developing since its maiden flight in 2060. This was the first time (but certainly not the last) that Star Fleet would so drastically rebuild one of its historic starships. It did so because it could. For the first time since the end of the war it was working with an unlimited budget. To this end the new *Bonaventure* was the Jeffries Project brought to life, retooled with the latest in starship technology advances and ready to strut its stuff before the Federation for all it was worth.

After its formal commissioning in 2165 and making the expected publicity rounds, the rebuilt *Bonaventure* immediately set out on its third long-term voyage. Sadly, however, it was to be its only one. The *Bonaventure* was lost with all hands while investigating the Delta Triangle in 2166. The ship was rediscovered there, still intact, a century later. Unfortunately the unique spatial anomalies of the Delta Triangle prevent it from ever being recovered. A single sister ship, the new-build *Bonnie Chance*, was built as a replacement in 2168. It would be the only other

one ever built. The new *Bonaventure* design was simply too expensive to fund for any additional ships in the class.

Many of the design innovations first implemented in the *Bonaventure* rebuild project would go on to be used in subsequent Star Fleet starship designs. Perhaps the notable among these were the new PB-6 warp engines. These would go on to see long years of service with the *Horizon* and *Archon* class survey cruisers. One obvious nod to her Jeffries design lineage was her thin discoid primary hull, which was a first at the time. Such a design was not be used again until the end of this era. This was because the technology of the day could not build a duraluminum hull strong enough to withstand speeds of warp 4 for any extended length of time. This is why the *Bonaventure* was given an elliptical disc instead of a true disc. The design helped offset the stresses caused on it at high warp speed. The idea of the “thin disc” primary hull would not be revisited until the discovery and eventual use of tritanium for starship construction.

SPECIFICATIONS:

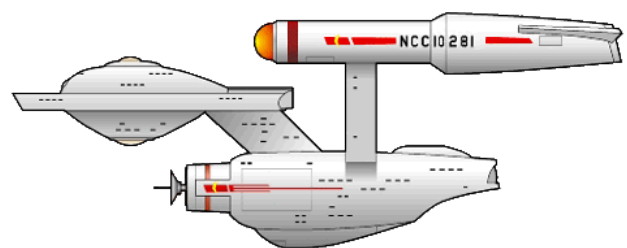
Length: 198 m
Beam: 95 m
Draft: 77 m
Mass: 115,000 DWT
Crew 190
Armament 2 lasers/ 1 bank

Cruising speed: warp 3.4
Maximum speed: warp 3.9

Innovations/Experiments:

- First time a Star Fleet vessel was ever broken down and rewoven into a new starship class
- First production starship to use PB-6 warp engines
- First production starship class in Star Fleet history to attempt a disc-shaped primary hull design
- Overall design would later go on to inspire the next two generations of Star Fleet starships

VISUAL:



**BONAVENTURE "REBUILD" DESIGN BY DON CHRISTANSEN
ADDITIONAL DATA COURTESY OF NEALE PEARSON AND ARIDAS SOFIA
SCHEMATIC BY HARRY DODDEMA (TITAN FLEET YARDS)**

OTHER STARSHIPS OF THE ROMULAN WAR

***FA-XIAN* CLASS EXPLORER**

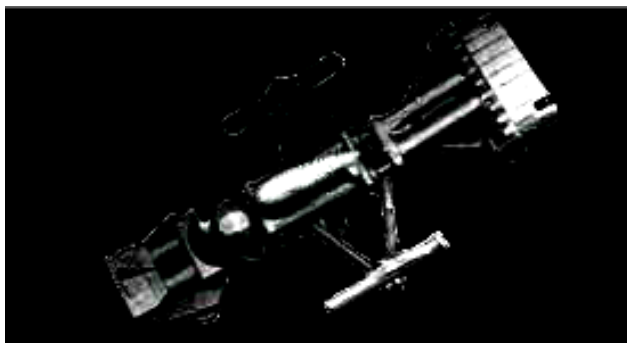
SERVICE DATES (OLD CALENDAR): 2089

The starships of the Pacific States are often overlooked in studies of early Terran spacecraft, due largely to the overwhelming dominance of Western designs. To be fair, these were not the only world powers setting forth on the final frontier in the years before the formation of the United Earth Government. The Pacific States had a spacecraft history of their own stretching all the way back to the 20th century, with the Chinese and Japanese being the primary leaders. As for the *Fa-Xian*, it was a typical late-era Pacific States starship and one of the last built before the world unification movement began to take hold of Terra at the turn of the 21st century.

The *Fa-Xian* class, considered primitive by the time the Romulan War came around, had been among the most advanced starships of their time. They were colony transports, helping to seed humans throughout the stars in those early, heady days of Terran interstellar exploration. The class ship was responsible for the colonization of Alpha III by the Buddhist Chinese, whose influence still remains strong in the colony today.

After serving their purpose, many *Fa-Xian* class starships were eventually sold off to help pay for the operating expenses of the colonies they founded. They were slow, ungainly, and ungraceful, but their large cargo capacity and relatively low price made them attractive buys on the “classic starships” market. They wound up as privately owned transports, with their new owners refitting them in various ways to get the most out of their aged hulls. A number were still in civilian service at the outbreak of the Romulan War but many of these fell victim to Romulan raids. The rest had all fallen victim to the scrapper’s torch by 2175.

VISUAL:



FA-XIAN COURTESY OF JULIAN BOLINGER

TELLARITE TRADING VESSEL

***DEGBRAXIS* CLASS**

These massed produced vessels were very popular with civilian traders and commercial transport firms. They were excellent for the small-to-medium cargo, long-haul role and could be found everywhere in the Federation. A number of these were on supply runs to various colonies and stations in the New Territories when the Romulan War broke out and were hurriedly pressed into service as evacuation ships. They were not very maneuverable but were heavily armed for civilian craft, usually capable of holding their own against lone Romulan raiders until nearby Star Fleet vessels could come to their rescue. They were also among the thousands of civilian craft pressed into service as Star Fleet supply craft to support the war effort. Many were lost in convoy raids by Romulans marauders before the tide turned in favor of the Federation. The survivors continued in service after the war until the 2170s, when most were replaced by their owners with newer, faster designs. Only a handful still continue to ply the stars today, with the rest having been grounded or scrapped.

SPECIFICATIONS:

Length:	198 m
Beam:	95 m
Draft:	77 m
Mass:	115,000 DWT
Crew	190
Armament	2 lasers/ 1 bank

VISUAL:



DEGBRAXIS DESIGN BY DANA KNUTSON
3D MESH AND MODEL COURTESY OF STEVE BARON

STAR FLEET “CYLINDER SHIPS”

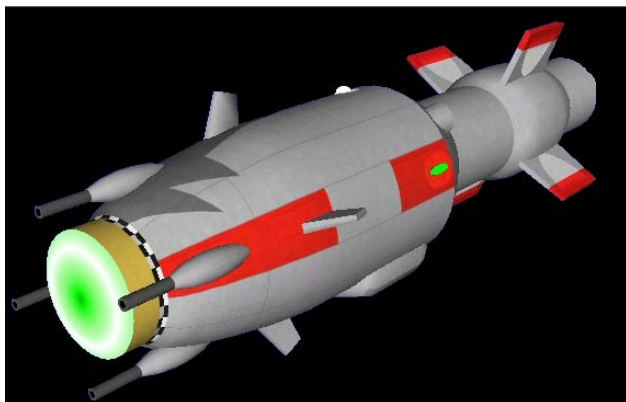
SERVICE DATES (OLD CALENDAR): 2154-2162

Aside from a few notable new ship classes, such as the *Daedalus* class survey cruisers and the *Marshall* class destroyers, most of the Romulan War was fought by clumsy cylindrical Terran starships against hordes of clumsy, cylindrical Romulan starships, with the occasional odd class or two thrown in for good measure. This was a throwback of sorts as far as Terran spaceflight had developed; however, there was a very good reason for it. All battles took place at sub-light speeds at or near a planetary system or other stellar landmark. One did not need a ship designed for warp speed to fight a sub-light battle.

These CS-series starships, or “cylinder ships” as they were better known, were derived from the unbuilt Dyson-Yoyodyne DY-1300 military cruiser of 2130. They were designed to be cheap, easy to build, and quick to launch and join the action. Average construction time was six to nine months per ship, with some of the ships in the smaller design classes being built in as little as three months. All of the CS-series starships were produced in large numbers in all sizes with a varying mix of weapons expressly for the war effort. Creature comforts were kept to an absolute minimum. The extra room gained was used for weaponry, armor, and even early force field systems (in the later classes). When the Romulan War finally ended all of these “cylinder ships” were either sold or scrapped within four years after the Federation Council mandated the downsizing of Star Fleet. A surprising number were purchased by undercover M’dok agents (in disguise as Caitians) and used against Star Fleet in the short-lived Federation-M’dok War.

Illustrations of some of the more important CS-series starship classes involved in the Romulan War are shown here in order to highlight their role in Federation spacecraft history. Midshipmen wishing to conduct further studies into the CS-series starships should address their inquiries to the [Starfleet Museum](#), Memory Alpha branch, via the Academy Intranet.

VISUALS (NOT TO SCALE):



Minotaur class space fighter



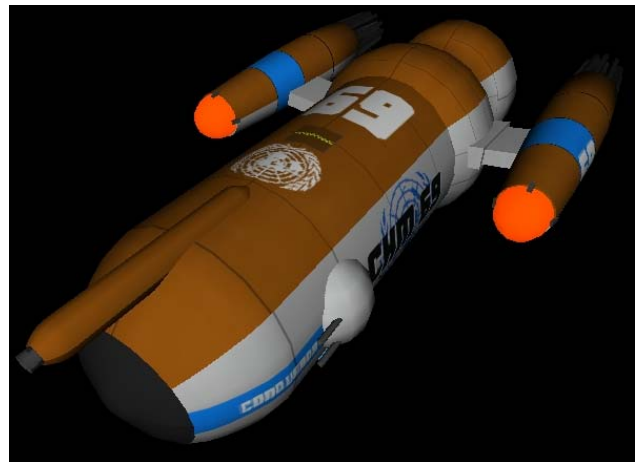
Pioneer class heavy cruiser



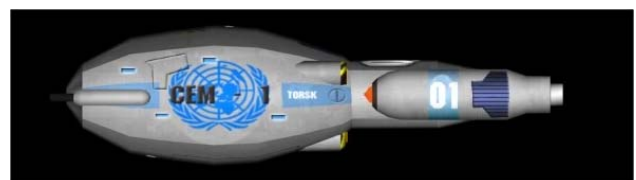
Tannhäuser class heavy cruiser



Yorktown class escort carrier



Conqueror class heavy cruiser



Torsk class patrol cruiser

CYLINDER SHIP PROGRAM BY MASAO OKASAKI
3D MESHES AND MODELS BY DARKDRONE
COURTESY OF THE *STARFLEET COMMAND III* DOWNLOADS SECTION

TERRAN EXPLORATIONS

EDEN

Eden is a legendary, once-mythical world famed for its natural beauty. The Federation starship *Achilles*, one of the picket ships of the last great Federation offensive of the Romulan War (2159-2162) was forced to make an emergency landing on the planet's surface after being crippled by a fierce Romulan attack. The crew was shipwrecked after the pursuing Romulans attacked the grounded *Achilles*, destroying the ship in the process. The survivors spent the next two months dodging the occasional Romulan patrol and using parts salvaged from the debris of the *Achilles* to repair three of their shuttlecraft in order to make them spaceworthy again. It was a desperate plan that was almost certainly doomed to failure, but they knew the Romulans would find them sooner or later. Fortunately, they were located by another Federation patrol and evacuated before the Romulans arrived in force to put an end to them.

The *Achilles* survivors named their new world Eden, after the Garden of Eden of Biblical lore. According to their accounts the planet Eden was a lush, comfortable, tropical paradise that rivaled Kaferia in its native beauty. Tales of the planet Eden quickly began to circulate among Federation counterculture movements after the end of the Romulan War, in particular on the nearby colony world of Tiburon. The planet's exact location had been lost, however, filed away and forgotten in the thousands of starships logs that were quickly downloaded and stored before Star Fleet's post-war downsizing started in 2162. It took almost a century of patient pestering by these counter-culturalists before Star Fleet finally released the bulk of its Romulan War starship logs to the public. Once that happened, rediscovering Eden was only a matter of time.

In 2263 the Star Fleet heavy cruiser *Enterprise*, investigating the theft of a starbase shuttlecraft, intercepted a civilian starship on a direct course towards the Neutral Zone. Aboard was a small group of human counter-culturalists led by Dr. Rota Sevrin, a former university professor on Tiburon. Sevrin, who rejected modern technology in favor of a simpler lifestyle, claimed to know the general location of the planet Eden and was heading there with his followers so they could "cleanse themselves." In truth he did not know the exact location; however the recently declassified starship logs from the Romulan War had indicated the general area. The planet's location was pinpointed once again by First Officer Spock and Ensign Pavel Chekov of the *Enterprise* as a side project while Sevrin and his followers were being returned to the authorities to face charges. Sevrin and his followers were able to use his scientific expertise to escape confinement, steal a ship's shuttlecraft, and once again resume the quest for Eden. The *Enterprise* was forced to cross into the Neutral Zone in pursuit.



System star: UFC 3676543

Distance from system star 323 million km
Period of revolution (Terran measure) 25.35 hours
Period of orbit (Terran measure) 381.13 days
Mass 4.3×10^{24} kg
Diameter 7630 km
Axial inclination 21.8°
Average surface temperature 37° C

Satellites none
Planetary classification M
Level of technology current

Indigenous culture(s) none
Additional culture(s) none

The *Enterprise* soon arrived at Eden, which was fortunately located just inside of the Neutral Zone. Sadly, though, the legendary planet of old was no longer habitable by humans. The Romulans had apparently spiked the planet's ecosystem with a retrovirus that made all of its plant forms corrosive to the touch and poisonous to eat. They had apparently done this back during the Romulan War in order to kill any humans that might have left behind from the rescue of the *Achilles* survivors. Dr. Sevrin was killed when he deliberately ate a fruit from the planet, steadfastly refusing to believe that the Eden of lore was now a death trap. His followers, all suffering from severe skin corrosion burns, were safely evacuated to Federation space.

ROMULUS AND REMUS

Romulus (*ch'Rihan, Ket-cheleb III*) is the home planet of the Romulans. They are a distant offshoot of the Vulcans whose ancestors rejected the reforms of Surak and left to find a world to claim as their own. They eventually found the worlds of the Romulus star system in c. 400 CE after decades of travel. Six planets greeted their sensors, of which planets three and four were a binary pair with two small moons well within habitable Vulcan parameters. Habitable binary planet pairs are rare; those with moons even more rare. It was taken as a sign by the Vulcan exiles and they immediately set course for it. Their long journey was over, for they had found their new home.

The atmosphere of Romulus undergoes a cyclic transformation whereby its cloud cover's color temporarily changes from white to orange-red and then back again. The Romulans have never bothered to explain the phenomena to outsiders. Federation scientists theorize that this happens whenever the planet crosses the orbit of Remus, itself a red-hued planet. It was when Romulus was in its orange-red phase that the planet was first found by the Vulcan exiles. Romulan history records their initial impressions of its apparent likeness to Vulcan, their former home. Its reddish cloud cover hid a completely different world, though. Unlike Vulcan, Romulus is temperate planet with abundant oceans and rich in a variety of native plant and animal lifeforms. It must have seemed a paradise to those early settlers after long years of space travel across the cosmos.

Romulus is the larger of the two planets that make up the binary pair in the Romulus star system. The other is Remus (*ch'Havran, Ket-cheleb IV*), which was already home to a humanoid culture (*homo reman*) when the Romulans arrived. Remus is tidally locked due to the twin pulls of both nearby Romulus and the system star Romulus. The Remans developed in the habitable edge and darkside zones. The Romulans made their first conquest by invading Remus and enslaving its native peoples. Remus turned out to be rich in dilithium, and ever since the Remans have mined dilithium for their Romulan masters.

Two small class D moons, Megara (*Pireð*) and Amyclae (*Elvrenq*), are locked in geostationary orbit around Romulus. On Megara can be found the wreck of the *Gorget*, the only original Vulcan colonization ship that made it to Romulus but never fell into the planet's atmosphere after its abandonment. It is one of the few surviving artifacts from the dawn of Romulan history. Amyclae is the site of a major weapons testing facility for the Romulan Space Navy. As such, access is highly restricted and no offworlders are allowed to set foot on its surface.

The unusual configuration of the Romulus-Remus planetary relationship within the Romulus star system is highly suggestive of Preserver stellar engineering. Unfortunately, no direct evidence has yet surfaced to support this theory.



Romulus (*ch'Rihan, Ket-cheleb III*) – “normal” appearance



Remus (*ch'Havran, Ket-cheleb IV*)

System star: Romulus (*Eisn*)

Romulus (*ch'Rihan, Ket-cheleb III*)

Distance from system star	345 million km
Period of revolution (Terran measure)	25.12 hours
Period of orbit (Terran measure)	410.11 days
Mass	1.2 x10 ²⁵ kg
Diameter	14,179 km
Axial inclination	34°
Average surface temperature	42° C

Satellites	two (<i>Megara</i> and <i>Amyclae</i>)
Planetary classification	M
Level of technology	current

Indigenous culture(s)	none
Additional culture(s)	humanoid (<i>homo vulcanis</i>)

Remus (*ch'Havran, Ket-cheleb IV*)

Mass	2.4 x10 ²⁴ kg
Diameter	8,475 km
Period of revolution (Terran measure)	none (locked)
Indigenous culture(s)	humanoid (<i>homo reman</i>)

HISTORICAL ARTICLES

200 DEAD IN *DIANA* MASSACRE

UFP INFONET – 15 MAY 2151



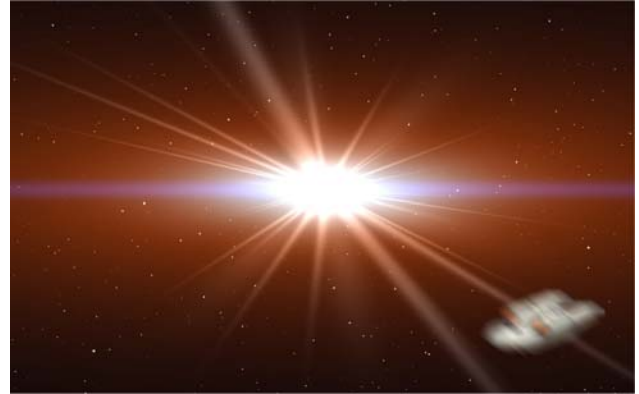
The following is an extract from an eyewitness account of the identification of the bodies of the slain composed by UFP Infonet reporter Tharnak of Tellar. Be advised that it is not for the faint of heart.

The place was full of sorrow. Nonstop crying ... wails and screams of anguish whenever someone recognized one of the slain. Despite the best efforts of the extraction teams there was the smell of decay in the air. A horrible smell – no one who's even inhaled it can forget it. It permeated the place no matter where you went or what you did. I asked a nearby human guard for a rebreather. He just shook his head. "Essential personnel only," he said. "There's not enough to go around." I left him and moved on, somehow forcing myself to keep from gagging at the stench. The absolute grief of the families made them oblivious to it.

The bodies lay in neat little rows, one room after another, on and on and on. Almost half were in wrapped clear plastic. They had run out of body bags sometime after a hundred. The faces ... they were horrible to look at. Twisted grimaces of pain and fear, some still spattered in blood. They had been herded together and then mowed down, execution style. Some had still been alive after they had fallen. These had been dispatched with a single shot to the head. Men and women, young and old, little children ... even the pets had been killed with the same careful, cold-blooded precision by which the 200 passengers and crew of the *Diana* had been slaughtered. "What did we do to them to deserve *this*?" I asked myself, almost aloud. I didn't know the answer. I doubted if there ever would be one.

STARBASE 10 DESTROYED

UFP INFONET – 2 NOVEMBER 2155



First came the alert. "Under heavy attack by unknown force. Deploying garrison force to intercept." Fearing the worst, Commodore Tonsum Han ordered his 159th Combat Squadron to immediately break off its war games exercises and return to port. The *U.S.S. Garibaldi* and the entire fleet pivoted in place and swiftly headed back at full speed. Then came the distress call – the last thing Commodore Han and his ship captains wanted to hear. "Mayday! Mayday! Starbase 10 is under attack by unknown forces! Garrison forces have been led into a trap! We're taking heavy fire from enemy vessels. Request immediate assistance – repeat, request immedia—"

They were almost in visual range when it happened. The explosion blinded their sensors, and its accompanying shockwave scattered starships like leaves in the wind. When Commodore Han and his fleet finally regained control of their vessels, it was already too late. They had no homeport to which to return. Starbase 10 had been destroyed.

What might have been a simple intercept mission now turned into the grim task of looking for bodies ... and, hopefully, survivors. They found plenty of the former. Thankfully, they also found some of the latter. Not enough, though. Not nearly enough. Seventeen dazed crewmen and two officers in the spinning, smashed hulk of the old *Th'levrin*, one of the ships that had been left behind as guard. A dozen or so from the starbase, who had been lucky enough to be standing next to escape pod hatches when the death blow was dealt. Two oxygen-starved, spacesuited crewman, who had been blown out of the hangar bay of the destroyer *Gilmour* when the ship went up. That was it. That was all they would ever find. The Romulans, as always, had been very thorough. Only the hand of Fate had saved these few.

ADVANCED LASER WEAPONRY INTRODUCED

STAR FLEET NEWSLETTER – JANUARY 2156 EDITION



The new lasers underwent their final testing at the Arcturus Test Range last month. They have twice the range and three times the power of previous systems. They were, to quote one observer, "Incredible." They were able to burn through the best ablative armor in the Star Fleet inventory within two seconds. Andorian, Centaurean, and Tellarite armor fared no better. Only old Vulcan armor proved to be difficult. It only took a couple more seconds than the others, though. The increased coherence of the beam means that it widens only half a meter every 50,000 kilometers, and the recharge time can now be measured in seconds. In every respect Star Fleet's new advanced laser weapons have proven to be a complete success. All that remains is to start putting them in its ships.

Now how, readers might ask, do you defend against such a superweapon that can cut through any defense you have? Easy. The answer is by using a projected energy screen. This Vulcan-based technology generates a series of force fields around the ship that acts the same way as armor would, only more effectively. Energy cancels out energy, or at the least sloughs off most of its destructive power. Energy annihilates matter, so projectile weapons such as the old rail guns have little chance. Even if a shot by either system manages to get through, it is so weakened by the force field screens that armor can easily deal with it.

Star Fleet has already contracted to install both the new lasers and force field screening systems in its newest ships-of-the-line. The *Marshall* class destroyers are already under construction, and the class ship is scheduled to join the fleet next year. When that happens, Star Fleet will finally have a starship that can deal with the Romulans once and for all.

REMEMBER THE *PATTON!*

UFP INFONET – 14 OCTOBER 2159



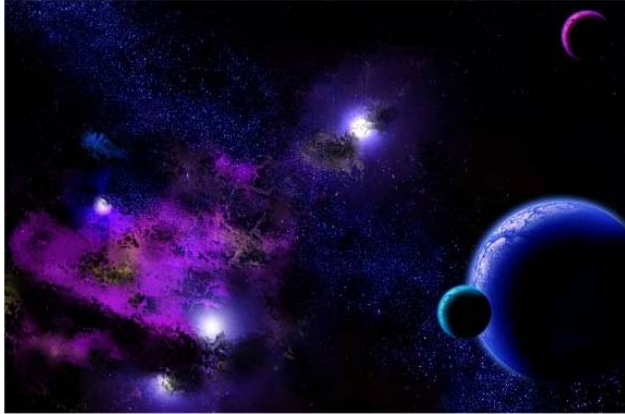
The escalation of Romulan attacks in the New Territories has now literally exploded into full scale war. Yesterday the Star Fleet destroyer *Patton* was ambushed and destroyed by three Romulan starships in the Eta Leonis system. They appeared to be picket ships for a massive invasion fleet that has crossed the border and is heading into Federation space. The *Patton* engaged the picket ships and destroyed them, gathering as much sensor data as it could on the invasion fleet. All too soon, though, Romulan reinforcements from the invasion fleet arrived to finish off the Star Fleet destroyer. The *Patton's* last message was garbled and cut off in mid-transmission; however, they reported seeing "thousands of Romulans" on their way into Federation space before the end came.

We must not forget the sacrifice of the *Patton*. Captain Joseph Spadora could have easily ordered a retreat at flank speed, saving both his ship and his crew. Instead, he stayed on the scene, gathering as much information as he could and transmitting it back to the Federation before he and his crew were killed. Star Fleet would have been caught completely by surprise had it not been for Captain Spadora. We must never forget, no matter what happens from this point forward.

Remember the *Patton!*

ROMULANS STOPPED AT HELL'S GATE

UFP INFONET – 1 JANUARY 2160



Hell's Gate. For many space travelers this expanse of highly, charged, radioactive nebulas and lifeless worlds was a necessary barrier to cross on the way to the New Territories. Today, however, it became something else: a wall to stop a Romulan invasion of the Federation.

Star Fleet has not yet released full details of today's battle. Preliminary reports indicated that the fleet's new "cylinder ships" intercepted the main thrust of Romulan forces and destroyed most of their vessels. We have confirmed reports from outside sources that Romulan warships have just attacked the Pallas XIV star system. This would be a backwards move for their invasion fleet and appears to bolster Star Fleet's claim of victory at Hell's Gate. If true, then a Romulan invasion of the Federation has been averted by the narrowest of margins.

We will release more details as they become available.



Location of the planet Eden (star system UFC 3676543)

ROMULANS DESTROY ALPHA OMEGA β

UFP INFONET – 26 JULY 2161



Yesterday, in the worst atrocity of the war, a Romulan task force cold-bloodedly killed every life form on the New Territories colony world of Alpha Omega β via orbital bombardment. After engaging and destroying the planetary defense fleet and group defense installations, they went on to carpet bomb every inch of the planet's surface with tens of thousands of star-bomb missiles, leaving no margin for escape. Preliminary reports indicate that over 200,000 civilians and Star Fleet personnel died in the attack. Star Fleet has dispatched forces to the scene; however, the Romulan forces are long gone. Instead, they will be assessing the devastation and transmitting the data back to Star Fleet Command for further study.

Already there are cries for retaliation. In today's Federation Council session, Councilor Jarvok Th'ren of Andor railed against the Romulan attack. "Blood cries out for blood!" he demanded of his fellow delegates. "How can we let something like this go unanswered?! If we let them get away with this here, then they will do it on other worlds. They will turn the New Territories into a barren wasteland! Their gift to the Federation – a endless desert where once living worlds existed."

In response, Councilor Abraham Dannon of Alpha IV pleaded for sanity. "I know that each of us has lost someone in this war," he calmly said, nodding at Th'ren. "Some of us more than others. Be that as it may, we cannot sink to the same level of depravity as our foe. If we adapt their tactics than we are no better off than them. We too will engage in mindless and rampant bloodshed for the mere sake of killing, whatever the reason. We must not become as them. We must hold our course and cling to those morals and precepts that keep us from such barbarism. Only by staying on the high road, only by backing our Star Fleet and giving it the resources it needs, are we ever going to win this war. Nay, fellow councilors. Let us not become the new Romulans."

BATTLE OF CHERON ENDS WAR

ADMIRAL ALEXANDER HAMILTON

USS HANNIBAL, SHIP'S LOG – 1 MAY 2162



Captain's log, 1 May 2162, 1853 hours ship time.

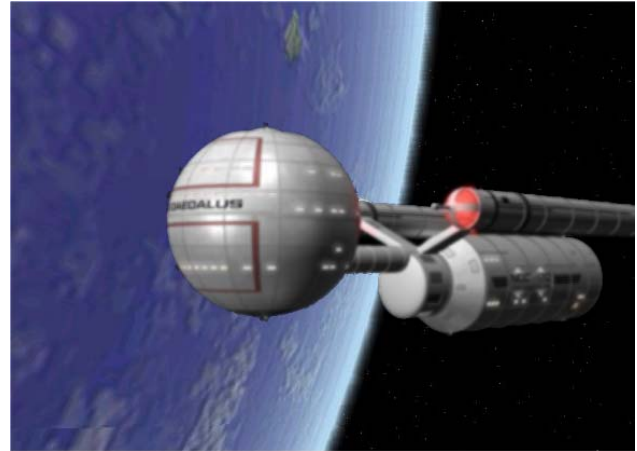
I've just watched the last of the Romulan ships blow itself up rather than surrender. The war is over. There are no Romulans left anywhere in the Federation. The few that remained just vaporized themselves here at Cheron.

The Battle of Cheron was one of the most intense space battles in which I have ever been involved. It was also one of the worst. My initial tactics in splitting their forces with the Cochrane Deacceleration Maneuver had left them wide open to attack. They knew we had them. They had nowhere to go, so they fought with all the desperation of a cornered and wounded animal. They stood their ground, choosing to die and taking out as many of us as they could in the process. In fifty-three minutes I lost most of my fleet to Romulan suicide tactics. When it was over, though, they had no ships left in any condition to fight. Fortunately we did, and Admiral Larson's forces were moving up from their rear. The battle was over and they knew it. Rather than surrender, though, as any sane beings would, they chose death and blew up their own ships. Madness. Utter madness.

The *Hannibal* could have easily been among the thousands of ships Star Fleet lost today. Instead, the old man saw us through, just like he's done throughout the war, persevering just like the Carthaginian general of old for who he was named. He's battered and damaged, yet there's still a lot of fight left in the *Hannibal*. It's a good thing, too, because there's one more campaign left to fight in this war. I'm going to go report in and get my ship fixed up, and then it'll be time for the last phase of the war. Next stop: the Romulan Empire.

A LETTER TO PRESIDENT THORPE

UFP INFONET – LETTERS SECTION – 4 FEBRUARY 2163



Dear President Thorpe,

My daddy tells me that you are sending all the Star Fleet ships home. Why are you doing that? Star Fleet just got through saving us from the bad Romulans. Now there are bad cats who are after us, too. If you send all the ships home then anyone can come and beat us up just like the Romulans did. My cousins Anla and Joced were killed by them. They were good friends and I miss them. I don't want to lose any more cousins. I don't want anybody else to lose any more cousins. Please don't send the Star Fleet ships home. We need a good Star Fleet.

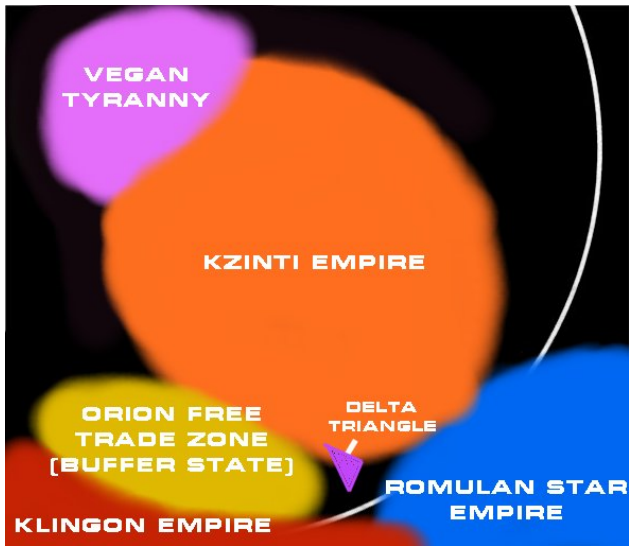
Anwar Hussein

Dear Anwar,

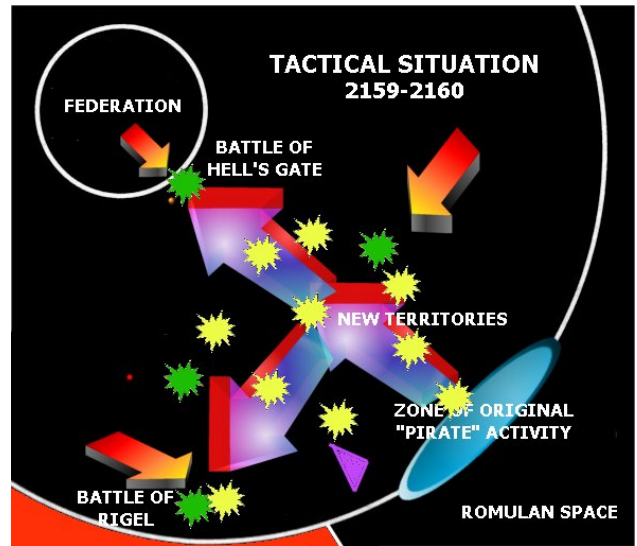
I am sorry to hear about your cousins. I know how you feel, because I lost some of my cousins, too. You may have even had trouble sleeping after the news, as did I. I hope your parents were there to help you through. Please understand, though, that Star Fleet right now is a lot bigger than it should be. We don't need as many ships to fight the M'dok – the "bad cats," as you call them – as we did the Romulans. We have more ships than we have people to put on them and money to keep them flying. That's why some of them are going home, but not all of them. I would never let Star Fleet get so small that it couldn't protect us. Thank you for sharing you concerns with me, though. I will do my best not to let you down.

Cristofur Thorpe
Federation President

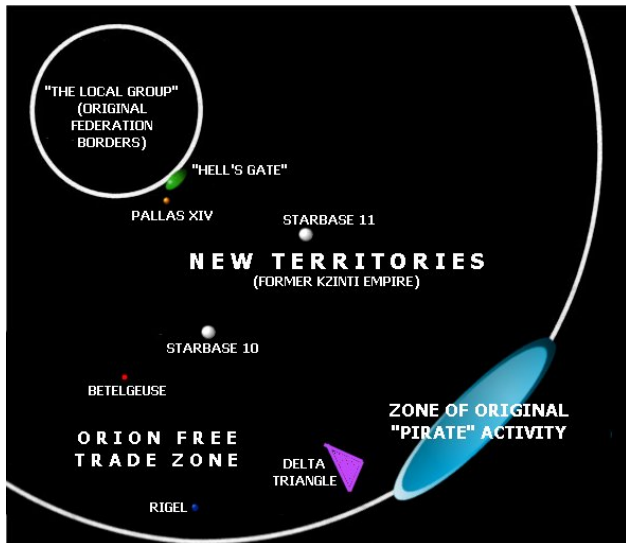
TACTICAL MAPS



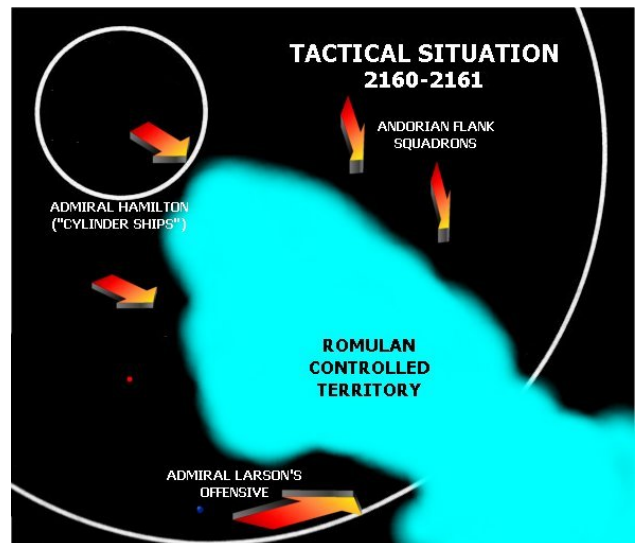
The pre-Federation "Old Empires"



The outbreak of the Romulan War



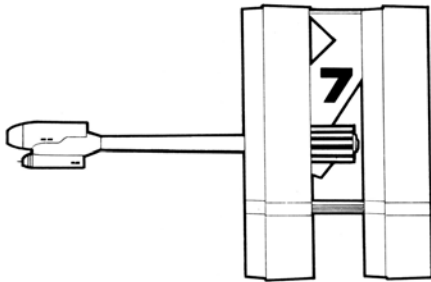
United Federation of Planets prior to treaty zone expansion (c.2150)



Greatest extent of Romulan-held territory during the war

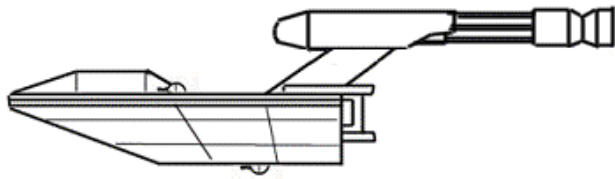
SCHEMATICS

REGULAR STAR FLEET STARSHIP CLASSES AVAILABLE DURING THE WAR – NOT TO SCALE



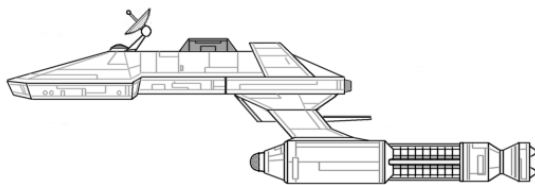
PROMETHEUS CLASS RINGSHIP
(2105)

Length: 320 m	Drive: toridal warp drive
Mass: 57,500 DWT	Range: interstellar
Armament: lasers	Crew: 115



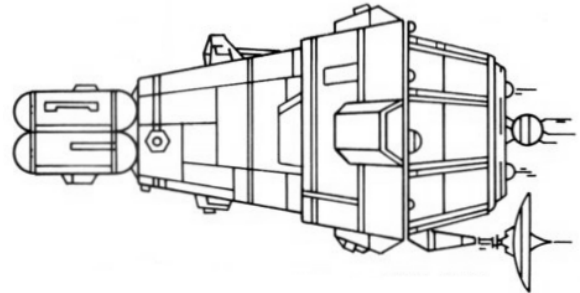
WRIGHT CLASS CRUISER
(2139)

Length: 168 m	Drive: warp drive
Mass: 48,500 kg	Range: interstellar
Armament: lasers, missiles, particle beam cannon	Crew: 55



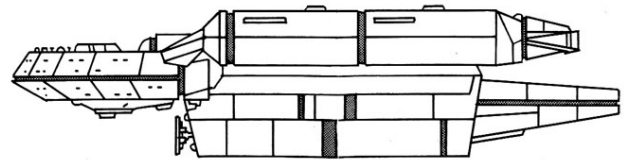
CAVALRY CLASS DESTROYER
(2141)

Length: 130 m	Drive: warp drive
Mass: 14,900 DWT	Range: interstellar
Armament: lasers, torpedoes, particle beam cannon	Crew: 80



VANGUARD CLASS TRANSPORT
(2144)

Length: 260 m	Drive: warp drive
Mass: 25,000 DWT	Range: interstellar
Armament: lasers	Crew: 94

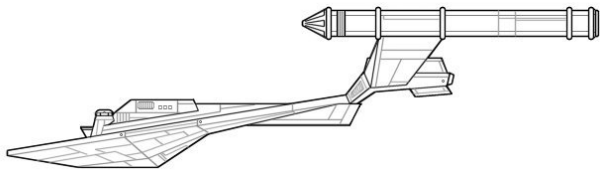


HORIZON CLASS SURVEY CRUISER
(2146)

Length: 280 m	Drive: warp drive
Mass: 38,500 DWT	Range: interstellar
Armament: lasers, torpedoes, particle beam cannon	Crew: 224



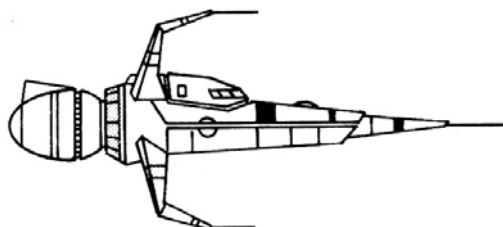
Many of Dyson-Yoyodine's DY-series starships were still in use during the Romulan War; however, all but the Mark II and III "re-release" models were little more than flying targets. Various DY-100 Mark IIs, DY-245 Mark IIs, and DY-500 Mark IIIs, all warp-capable, saw extensive service in freighter convoys and supply operations all through the war.



**ARMSTRONG CLASS HEAVY CRUISER
(2147)**

Length: 207 m
Mass: 38,000 DWT
Armament: lasers, torpedoes,
particle beam cannon

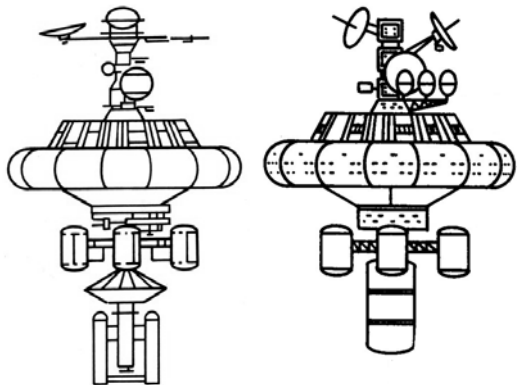
Drive: warp drive
Range: interstellar
Crew: 175



**GALLANT & ARROW SERIES STARFIGHTERS
(2148)**

Length: 30 m
Mass: 70 DWT
Armament: lasers, torpedoes

Drive: CDP generator
Range: interstellar
Crew: 1-2



**HOPKINS CLASS HOSPITAL SHIP (TYPES A & B)
(2148)**

Length: 238 m
Mass: 90,000 DWT
Armament: lasers

Drive: warp drive
Range: interstellar
Crew: 25-130
(depending on configuration)

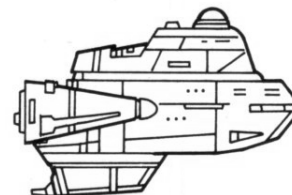
**MANTA CLASS SPACE TANK
(2150)**

Length: 61 m
Mass: 3050 DWT
Armament: lasers, missiles,
particle beam cannon
Drive: warp drive
Range: interstellar
Crew: 10



**MERCURY CLASS SCOUT
(2154)**

Length: 162.2 m
Mass: 6800 DWT
Armament: lasers,
particle cannon
Drive: warp drive
Range: interstellar
Crew: 48

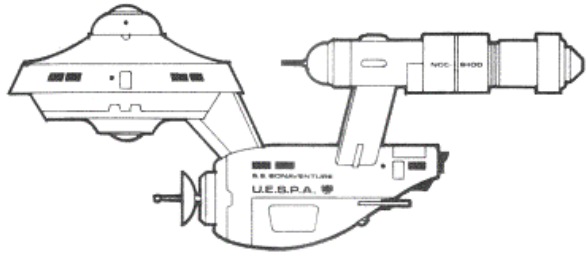


**DOPPLER CLASS SCOUT
(2157)**

Length: 150 m
Mass: 4100 DWT
Armament: lasers,
particle cannon
Drive: warp drive
Range: interstellar
Crew: 30

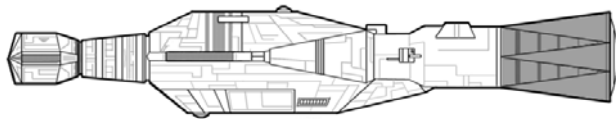


The aged *Djartanna* class cruisers were too old and slow to take part directly in the Romulan War. Instead, they remained behind in defense of Local Group systems, while newer and faster vessels (such as the similar *Wright* class cruiser), took the fight to the enemy.



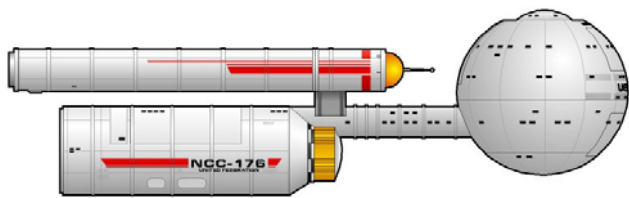
**JEFFRIES PROJECT PROTOTYPE
(2155)**

Length: 50 m Drive: warp drive
 Mass: 8750 DWT Range: interstellar
 Armament: none Crew: 14



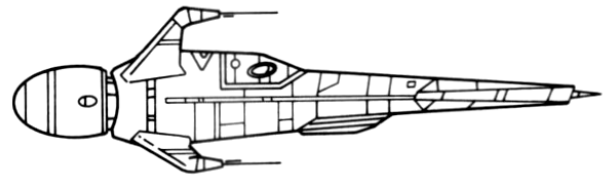
**MARSHALL CLASS DESTROYER
(2157)**

Length: 225 m Drive: warp drive
 Mass: 27,000 DWT Range: interstellar
 Armament: lasers, missiles, Crew: 157
 particle cannon



**DAEDALUS CLASS CRUISER
(2158)**

Length: 114.5 m Drive: warp drive
 Mass: 27,500 DWT Range: interstellar
 Armament: lasers, missiles Crew: 120

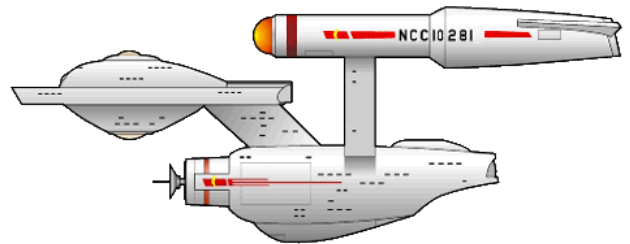
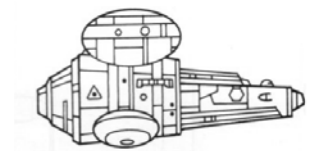


**NORMANDY CLASS STARFIGHTER
(2163)**

Length: 40 m Drive: warp drive
 Mass: 96 DWT Range: interstellar
 Armament: lasers, drones, Crew: 3
 missiles (attack version only)

**POWERS CLASS SCOUT
(2158)**

Length: 75 m
 Mass: 2300 DWT
 Armament: lasers, missiles
 Drive: warp drive
 Range: interstellar
 Crew: 20

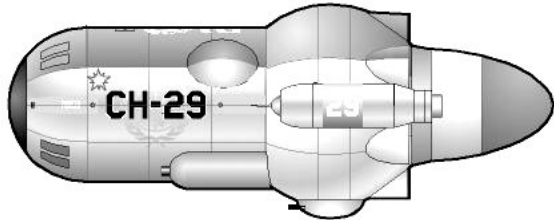


**BONAVENTURE CLASS SURVEY CRUISER
("ANNIVERSARY" REBUILD)
(2165)**

Length: 198 m Drive: warp drive
 Mass: 115,000 DWT Range: interstellar
 Armament: lasers Crew: 190

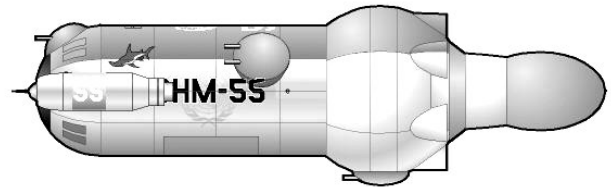
SCHEMATICS

STAR FLEET'S "CYLINDER SHIP" PROGRAM – NOT TO SCALE



PIONEER CLASS HEAVY CRUISER (2154)

Length: 191.8 m Drive: warp drive
Mass: 402,750 DWT Range: interstellar
Armament: lasers, missiles Crew: 1100



TANNHÄUSER CLASS HEAVY CRUISER (2157)

Length: 247.1 m Drive: warp drive
Mass: 443,000 DWT Range: interstellar
Armament: lasers, missiles Crew: 1254

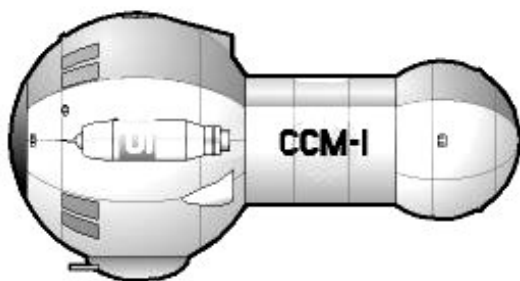
ARCHER CLASS PATROL CRUISER (2154)

Length: 62 m
Mass: 7360 DWT
Armament: lasers, missiles
Drive: warp drive
Range: interstellar
Crew: 20



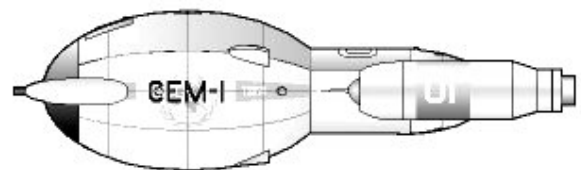
MINOTAUR CLASS FIGHTER (2158)

Length: 49.2 m
Mass: 2461 DWT
Armament: lasers, missiles
Drive: warp drive
Range: interstellar
Crew: 3



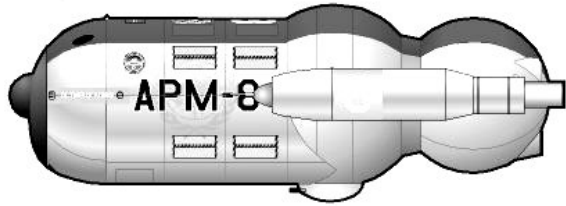
KRETCH CLASS CRUISER (2157)

Length: 116.9 m Drive: warp drive
Mass: 132,700 DWT Range: interstellar
Armament: lasers, missiles Crew: 368



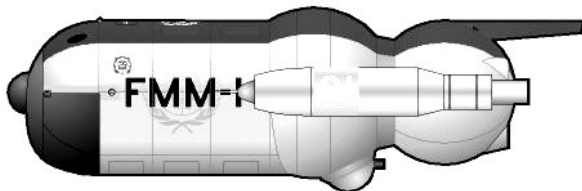
TORSK CLASS SCOUT (2158)

Length: 147.7 m Drive: warp drive
Mass: 97,600 DWT Range: interstellar
Armament: lasers, missiles Crew: 236



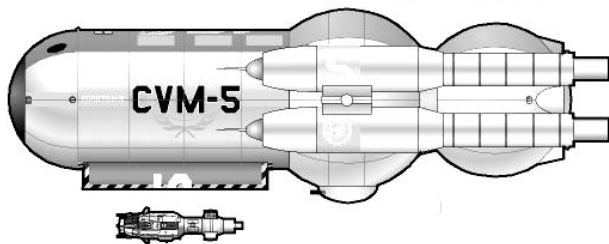
***OLYMPUS MONS CLASS TRANSPORT /
REID FLEMING CLASS TANKER***
(2158)

Length: 182.2 m Drive: warp drive
Mass: 411,300 DWT Range: interstellar
Armament: lasers, missiles Crew: 806



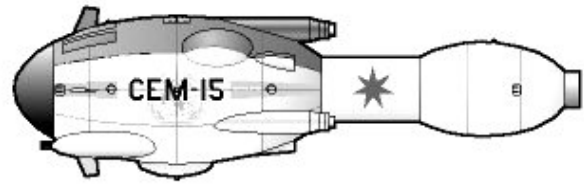
FARRAGUT CLASS MONITOR
(2158)

Length: 201.5 m Drive: warp drive
Mass: 432,300 DWT Range: interstellar
Armament: lasers, missiles Crew: 1100



YORKTOWN CLASS ESCORT CARRIER
(2158)

Length: 234.9 m Drive: warp drive
Mass: 671,300 DWT Range: interstellar
Armament: lasers, missiles, starfighters Crew: 1560



POWHATAN CLASS ESCORT CRUISER
(2158)

Length: 147.0 m Drive: warp drive
Mass: 60,600 DWT Range: interstellar
Armament: lasers, missiles Crew: 158

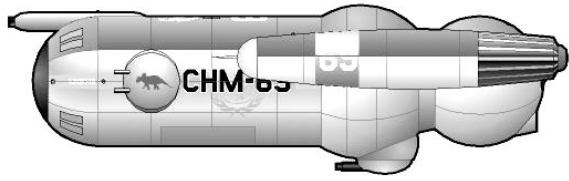
CURRAN CLASS PATROL CRUISER
(2158)

Length: 62.7 m
Mass: 7200 DWT
Armament: lasers, missiles
Drive: warp drive
Range: interstellar
Crew: 27



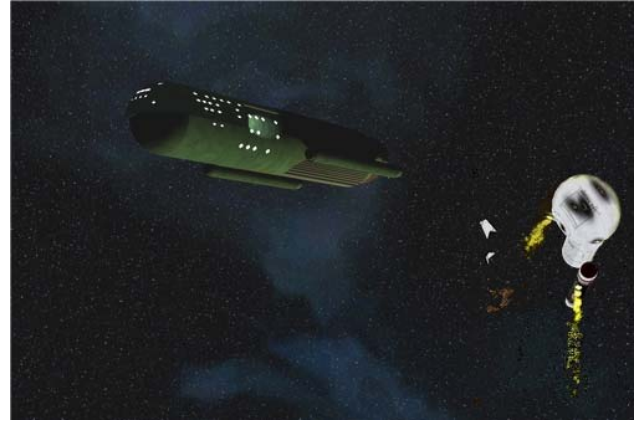
COMET CLASS LIGHT CRUISER
(2158)

Length: 123.8 m Drive: warp drive
Mass: 45,800 DWT Range: interstellar
Armament: lasers, missiles Crew: 87

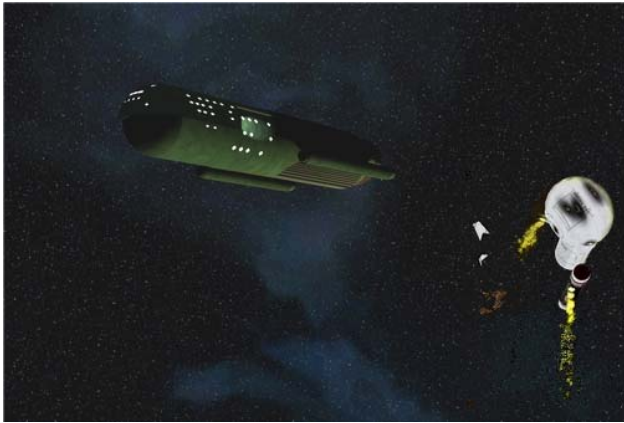


**CONQUEROR CLASS HEAVY CRUISER
(2159)**

Length: 226.9 m Drive: warp drive
Mass: 497,750 DWT Range: interstellar
Armament: lasers, missiles Crew: 1320



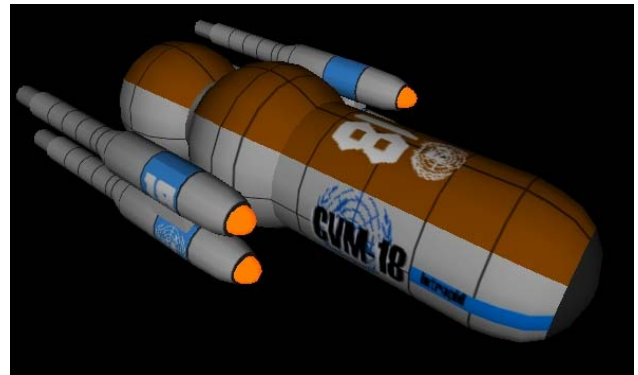
A Daedalus loses to a Romulan Cerebus (2159)



A Daedalus loses to a Romulan Cerebus (2159)



"The End of Alpha Omega B" by Julius Oberstricht (2262)



U.S.S. Yorktown (CVM-18)



A lonely Daedalus searches for Romulans

ACKNOWLEDGEMENTS

VOLUME 9: 2151-2165

AUTHOR'S COMMENTS:

First of all I would like to thank Masao Okasaki of the Starfleet Museum web site for not only "loaning" me all of his Romulan War era ship designs but also allowing me to adjust their backstories in order to fit the Prime One timeline. Masao and his associates were doing their best to work out the issues surrounding the Romulan War long before I arrived on the scene. It seemed only natural to acknowledge his efforts despite minor quibbles we might have in our reference materials. Per Masao's request I have deliberately limited information regarding his starship designs in this document. If you want to see more, though – such as full color illustrations, 3D renderings, and his own interpretation of the *TREK* timeline – then you need to pay his [Starfleet Museum](#) Internet site a visit. It's well worth the trip, trust me. While I was at it I also threw in a couple of excellent Romulan War era starship designs by Aridas Sofia (with his kind permission) into the "cylinder ship" section for good measure. That way you "cylinder ship" fans will have a nice mix to bat around in your own sundry efforts.

I know a lot of you might take some issues with some of my dating for events in the Romulan War. What I did was take the Graham/Mandel chronology, the "official" chronology (Okuda), Masao's chronology, the FASA/SFC chronology, several other fandom efforts (Rosenzweig, Orion, etc.) and then lined up their events regardless of dates. A few events (but only a few) got juggled in order to make more sense. The same goes with the dropping of certain planetary and system names, as they did not fit with either of the sets of star maps that I had. The same goes for most of the later fannish musings on the Romulan War, with the singular exception of Masao's work. I have yet to find anything really "wrong" with his efforts other than the date issue, and that's just a minor quibble of whose chronology you go by. I guess I said all of that to say this: too many times people add onto established *TREK* canon (and that includes the "official" sources) without bothering to check already established places and events. That's one reason why the franchise is in the mess that it's in right now. Too many people pulling stuff out of their asses and saying, "THIS is what *really* happened." Hrumph. Like the issue of the planet Cheron, for instance.

The issue of the planet Cheron is a goof straight out of the old SFC. The "Cheron" where the Battle of Cheron took place *cannot be* the same planet Cheron that is featured in the *TREK* TOS episode "Let That Be Your Last Battlefield." They just happen to have the same name. The Cheron of that story is

clear on the other side of the Federation per the *Star Trek Maps*. Okay, so let's go to the later *Star Trek Star Charts*, which according to the Okudaites are "more accurate." Never mind that it left off any mention of the Kzinti save for one oblique reference. Ah, there's Cheron on page 66! Now how did it move all the way across the Federation and wind up *just inside* the Neutral Zone like that? "He made a mistake the first time." Yeah, must have been one helluva mistake for those two different sets of star charts to change so much. It's just another example of "the franchise" rewriting its own history at the sake of the fans. Besides, it *can't* be the same planet for the simple fact that the Romulans are never mentioned in "Let That Be Your Last Battlefield." If they had been anywhere near the Neutral Zone then Kirk, Spock, Sulu, Scotty, or *somebody* would have said something sooner or later given the way they acted about it in previous TOS episodes. That's the way it is on screen and that's exactly what the *Star Trek Maps* show. For ignoring something glaringly obvious like that I'm tossing out the *Star Trek Star Charts* and sticking with the good ol' *Star Trek Maps* from now on. At least they're consistent with what's on screen, not to mention the "old fandom tech" sources, and don't pull discontinuity stunts like that ... leastways, none that I've been able to find so far.

I am by now well aware that this volume of the *FSC* has the same kind of time and distance issues that plagued the *Enterprise* pilot "Broken Bow." To be more specific, I put the Romulan border only a few months away from Local Group space at Warp 4, whereas according to the *Star Trek Maps* and FASA's additions it is *years* away at Warp 10. It's not as bad as "Broken Bow," which put the Klingon homeworld only five days away from Earth at Warp 5, yet the times I describe are still far too short for the distances involved. All I can say in my defense are two things. First, I didn't have all of FASA's research available at the time I originally drafted *War in the Stars*. That would be the RPG supplements *The Romulans* and the ultra-rare *The Romulan War*, which is the only licensed *TREK* work to date to deal at depth on the subject of this pre-TOS conflict. I have both of them now and I know better. The amount of rewriting that would be involved to correct matters, however, leads naturally into the next issue. Second, a lot of my supporters welcomed my inclusion of the various materials from the Rihannsu series of *STAR TREK* novels. Admittedly these are non-canon; however, to date they are the only source of information for certain materials (such as first contact by the *Carrizal*) covered herein. The Rihannsu materials appear to imply that the Federation was a lot closer to the Romulans than the *STAR TREK Maps* indicate. Since I can already see my Rihannsu readers sharpening their knives should I "correct" anything, I've

reluctantly decided to follow the lead of the Official Franchise Heirs and ignore the problem for now. I'd rather get the Prime One version of events pegged down with regards to the Romulan War and correct for time/space issues later than have thousands of rabid Rihannsu fans cut my throat. I'll leave this issue to my readers to decide: do you want a Romulan War that's dramatic and dynamic, or do you want one that's absolutely correct (and therefore slow and drawn-out) with regards to the time, distances, and physics involved?

I know that to some of you the idea of building a minimum of several hundred starships every year (the "cylinder ship" program) during each year of the Romulan War may sound rather insane. I merely point you to the United States shipbuilding program during World War II. In three years we not only rebuilt almost our entire Pacific Fleet for the Navy but added several new ship classes and built hundreds of civilian "Liberty ships" to transport goods. The average build time of a Liberty ship was just over three months. I have no doubt that Star Fleet and its contractors could build a spacegoing warship with the minimum essentials necessary to fight in the same amount of time given similar pressures. Again, I point you to a historical parallel: the *Independence* and *Sangamon* "jeep carriers" of World War II, without whose presence events might have taken a very different turn. I would also like to point out that according to some of my sources the Romulans began the war with *several thousand* starships. It takes sheer numbers to beat sheer numbers, as any military veteran worth their salt will tell you. Technology alone cannot defeat a massed horde.

The strategic importance of the Gamma Hydra sector (Gamma Hydrae on the *Star Trek Star Charts*) is laid down in the FASA RPG supplement *The Romulan War*. This served as the basis for the tale of the war as it is retold in this volume. It is based on a direct quote from *Star Trek II: The Wrath of Khan*. The neutronic fuel carrier *Kobayashi Maru* was lost in the Neutral Zone near "Gamma Hydra, Sector 4." Both the *Star Charts* and the earlier *Star Trek Maps* place the "the Gamma Hydra sector" on the far side of the Neutral Zone, away from the Triangle region and the Klingon Empire.

My apologies for the crudeness of the "Black Ops" fleet picture of the ships that were lost in 2147. I've probably got the mix all wrong tactically. I'm just trying to give an impression of how powerful this "lost fleet" might have been, which makes its unexpected loss all the more telling. Aridas, the ringship is in there just for you. ^ _ ^

The Pallas XIV star system, which is shown on the *STAR TREK Maps* where I indicate it on mine, comes straight from the TAS episode "One of Our Planets Is Missing." It is named as such, "the Pallas XIV system," in the episode. This goes against

conventional stellar nomenclature and I have no explanation as to why. This has caused more than one reader some confusion, so all I can say is grab you copy of Bjo Trimble's *STAR TREK Concordance* (either edition) and look it up for yourself.

The *Marshall* class "hammerhead" is without a doubt one of the most popular starships to come out of the old SFC. It could be due to its passing likeness to the Rebel Blockade Runner from the first *Star Wars* movie in 1977. Most fans will simply tell you that "the ship just kicks ass" because it's the *Akira* of the Romulan War. You know what that means. - _ ^ There was no question about its inclusion in the FSC given this data. I took the opportunity, though, to include some of the additional conjectural data that fans have come up with over the years, such as the *Marshall-B* and *Patton* derivative designs. The *Patton* class will get its own entry in a later issue of the FSC.

The question of the *Bonaventure* as seen in the original animated series (TAS) has long vexed *STAR TREK* fans. It is obviously a vessel of a generation not too far removed from that time; yet according to both Scotty and Spock it was the first to have warp drive. Many explanations have been put forward by fans over the years to account for this seeming discrepancy. In my attempt to deal with this problem I am most grateful for James Dixon's research on the subject as well as the speculations of Neale Pearson in *Jaynz' Ships of the Constitution Era*. I was also struck by Aridas Sofa's use of the TAS *Bonaventure* engines for his conjectural *Horizon* class, which was built near the end of this era. If the *Bonaventure* had the same engines then she must have preceeded Sofa's *Horizon* class by a few years, if not more. That's when the inspiration came: following the lead of Aridas would put the building of the TAS *Bonaventure* right around the 100th anniversary of the first flight of the *Bonaventure*. If the "*Bonnie*" were rebuilt for that anniversary then that might explain its remarkable appearance as depicted in the series. There was a lot of experimentation about to start happening in the next period in Federation spaceflight history. Star Fleet probably viewed the modernization of the *Bonaventure* as its first good opportunity to dabble and experiment, as it were. Best of all, since this was a historic project (read Federation Council mandated) they didn't have to worry about the cost. They pretty much had a free hand to do whatever they wanted and preservationists be damned ... which, IMHO, is how we wind up with the "*Bonnie*" as seen in TAS. Anyone who thinks I'm off my rocker and that no military organization in its right mind would do something like this should take a look at how the Japanese and Americans rebuilt their older battleships during World War II. The vessels that came out the other side, in more than one instance, looked nothing like they originally did. The only thing they had in common was that they were built on the same hull. Why not do the same with a starship two centuries later? It would also help explain the justification behind the *Enterprise* being "broken down and re woven into a

new form” as many of the first movie (TMP) publications describe.

I took the liberty of changing the starting point and significantly altering the date of the *Yorktown* flotilla’s “run across the border” per Masao’s notes so it would better fit within the Prime One chronology. Starbase 10 had already been destroyed and the area of space taken over by the Romulans by the time the raid was supposed to have taken place (per his notes). Accordingly, I made it a preliminary event to Admiral Larson’s pincer offensive in 2161-2162 that turned the tide of the war. Kind of like the Dieppe raid 1943 during World War II, only more successful. In this version of events the *Yorktown* and her fleet would have originated out of the Rigel Colonies or most likely Star Fleet advance bases set up somewhere between the Delta Triangle and the New Territories border. The most likely goal of the *Yorktown*’s “border run” would have been the Gamma Hydra sector, which had already been secured by Federation forces early in the Romulan War.

The business about the captured humans at the end of the Romulan War giving berth to intelligence operatives, servants, and “princelings/princesses” of their captors is derived from three *Star Trek* novels: *Final Frontier*, by Diane Carey; and both *The Price of the Phoenix* and *The Fate of the Phoenix*, by Sandra Marshak and Myrna Culbreath.

Some readers of the first draft of this volume have commented on the tonnage of Masao’s ships. I can’t speak for him but I can speak about their use in this timeline. Remember, all of these were wartime builds. The extra weight probably comes from *multiple* layers of ablative armor for added protection.

Finally, my abject apologies for the crudeness of my tactical maps. I never said I was a mapmaker – just a writer. Hopefully they’re enough to let you get a grip on how the Romulan War flowed in the Prime One timeline. Perhaps one of you can come up with some better ones for the next revision of this volume.

Regards,

- Richard

SPECIAL THANKS TO:

Curt Danhauser
Diane Duane and Peter Norwood
(*The Romulan Way*)
Ex Astris Scienta
FASA Corporation
James Dixon
Last Unicorn Games
Sandra Marshak and Myrna Culbreath
(*The Price of the Phoenix, The Fate of the Phoenix*)
Masao Okasaki
Neale Pearson
Alexander Rosewig
Timo Saloniemi
Aridas Sofa
John L. Thiesen and Ross Babcock III
(*The Romulan War* FASA RPG supplement)

IMAGE SOURCES:

Associated Press (Qana massacre photo)
Steve Baron (various *SFC* redrawn images & meshes)
Battleclinic.com (various images)
Julian Bolinger (*Fa-Xian* colony ship)
Agartha Chamberlain (*Marshall* mesh)
Eric Christansen (*Jackill’s Daedalus* class blueprints)
Harry Doddema and the Titan Fleet Yards (*Cerebus*)
Donrelyea.com (Battle of Cheron image)
Doug Drexler and Geoffrey Mandel (GSC prototype)
DarkDrone (meshes of Masao’s ships)
Maeteen Greenway (Alpha Omega B colony image)
Todd Guenther (*Enterprise Evolution Blueprints*)
Adam Heinbuch (*Daedalus* schematic)
Kevin Mullen (artwork)
The *Klingon Academy* Message Board (meshes & battles)
New Eye Studio (The *Star Trek Maps*)
The Red Admiral (*Galileo* retooling of the *Daedalus*)
Paramount Pictures (various stills)
Martin Paternoster (image used for Hell’s Gate area)
Phoenix Experimental Shipyards (“ringship” marauder)
Sean Robertson (artwork)
Starfleet Schematic Database (various)
Rick Sternbach (various images)
The Trek BBS (various images)
Universal Entertainment (*Battlestar Galactica* image)

YOUR HELP IS NEEDED!

I’m looking for some schematic and 3D/mesh artists to do spacecraft for future issues of the *Federation Spaceflight Chronology*. Want to contribute? Then drop me a line!

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