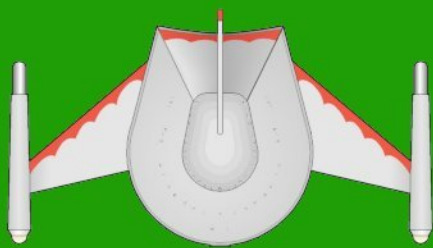


# B1



## FEDERATION SPACEFLIGHT CHRONOLOGY

**ROMULAN STAR EMPIRE**

**TERRANGOLO LANGUAGE EDITION**



**AUTHORIZED  
PERSONNEL ONLY**  
SECURITY LEVEL TWO

Original texts and manuscript concept copyright © 2007 by Richard E. Mandel

*STAR TREK*, its on-screen derivatives, and all associated materials are the property of Paramount Pictures Corporation. Multiple references in this document are given under the terms of fair use with regard to international copyright and trademark law. This is a scholarly reference work intended to explain the background and historical aspects of *STAR TREK* and its spacecraft technology and is not sponsored, approved, or authorized by Paramount Pictures and its affiliated licensees.

All visual materials included herein is protected by either implied or statutory copyright and are reproduced either with the permission of the copyright holder or under the terms of fair use as defined under current international copyright law.

All visual materials used in this work without clearance were obtained from public sources through public means and were believed to be in the public domain or available for inclusion via the fair use doctrine at the time of printing.

Cover illustration by Harry Doddema

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

Memory Alpha and SFHQ/Mastercom cataloging data:  
UFP/SFD DTA HR:217622-A

# SUPPLEMENT B1: THE ROMULAN STAR EMPIRE

## PART ONE: 2130 – 2260

### TABLE OF CONTENTS

THE ROMULAN STAR EMPIRE: A BRIEF HISTORY

TIMELINE OF EVENTS

ROMULAN HULL NOMENCLATURE

STARSHIPS OF THE ROMULAN WAR

U-4 *CEREBUS*

U-7 *CYNOS*

U-9 *CEYX*

U-10 *CESTUS*

U-11 *CERCOPEES*

U-13 *CACUS*

U-15 *CRYSOAR*

U-16 *CRIADOS*

U-17 *COCTYUS*

U-19 *CRONUS*

U-20 *JUGGERNAUT*

U-21 *CECROPS*

U-22 *CABBAGE*

U-24 *CHOWDER*

U-25 *CLAVICLE*

N-1 *UNBOUND BROTHER*

J-2 *GALLANT CARRIER*

STARSHIPS OF THE POSTWAR GENERATION

U-28 *CRACKER*

P-1 *GOONEY BIRD*

U-29 *CAPSIZE*

U-32 *CRICKET*

U-33 *SNIPE*

U-34 *PELICAN*

SECOND AND THIRD TIER STARSHIPS

AFTERWORD



The bombardment of Alpha Omega B



A lone *Cricket* on patrol



A trio of *Crickets* attack an abandoned Starfleet starship secondary hull

# The Romulan Star Empire: A Brief History

---



We Rihannsu (Romulans) are among the most misunderstood peoples of the galaxy. We are at heart a peaceful people, a culture that pursues and enjoys all that life has to offer. We do not seek war. When it seeks us, though, we pursue it with a vengeance that makes the stars tremble. We respond to peace with peace, and to war with war. If we are threatened, we respond in force. If we are attacked, we strike back. Such is the Rihannsu way.

To understand my people you must understand how we came to be. It is true that we are descended from the T'Khasi (Vulcans), but it is there where our similarities end. Our T'Khasi brothers abandoned emotion for logic and in so doing alienated themselves from the universe. They seek the impossible goal of total emotional control, and for that they pay a heavy price. We have no such failings. We embrace our emotions, revel in them, use them to lead us and guide us in paths where logic fails, just as the humans do. In a sense, we are closer to humans than our distant T'Khasi cousins. We do not deny ourselves our feelings. Following one's feelings, to see the way where none exists, to make decisions and choices where none exist ... to leap *beyond* logic ... that too is the Rihannsu way. So has the Empire grown, and so it will continue.

---

Our histories tell us of a time, back when our ancestors lived on T'Khasi, of a great war that was fought between our people and those from another world. Surak, the great reformer, the supposed savior of his people, would not lift up his hand against these enemies. Our ancestors did. They used the mental powers that all T'Khasi have, whether they use them or not, to confound and confuse our enemies and so bring about their own destruction. After the war, our ancestors found we were no longer welcome on our own world, so they left. It is that simple. They built many ships and left T'Khasi, never to return, in order to seek a new home among the stars. It took many years, and those were young when the journey started had grown old and gray by its end. There were many hardships and dangers along the way. Many died, while many others stopped along the way, finding worlds suited to them. The rest journeyed on, though, and in the end found the twin worlds that are now our home. They were as close to T'Khasi and T'Khut (Charis) as one might find in the natural randomness of things. There was one major difference, though. Our new home had an abundance of water. T'Khasi is a desert world. Ours is a temperate paradise. Our ancestors rejoiced and ended their journey, finding the new homeworld for which they had long sought. The ships were landed or abandoned in orbit, never to be used again. The wreck of one still exists on one of our moons, having fallen there from orbit. It is a constant reminder of who we once were, and who we are now.

---

When my ancestors built our new world, they turned their backs on the teachings of Surak and embraced their emotions. We did as any young culture does. We fought amongst ourselves for the resources of our new home. The strong survived. The weak did not. This is the natural order of things. Eventually, as the humans would say, we "sorted



things out.” Much had been lost during the war. Many things that my ancestors had known when they arrived were destroyed in the throes of these wars. Many things had to be learned again. There was writing we could no longer read, machines we no longer knew how to work or repair. The tale of our long journey across the stars had become the stuff of myth and legend. Even so, we do not begrudge this time. It was necessary. It was a cleansing fire that burned away the dross remaining from our days on T’Khasi. We were still T’Khasi when the wars began. We were Rihanssu when they ended. We have been Rihanssu ever since, and forever more.

---



I was not alive at the time of the war between my people and the humans. My father was, and he often told me about it in my youth. It was a terrible time. A human ship had chanced upon our new home, refused all contact, scanned us from orbit, and then fled. My people were terrified. We had only just learned again how leave our world and take our first trembling steps back into the Sea of Stars. From nowhere came a ship, seemingly out of our legends, that threatened everything in which we believed. If they had only responded to our calls for communication, then perhaps the War might have never been fought. They did not. They ran like cowards. We would not let them run a second time. We knew they would come back, and when they did, we were ready for them.

My father and my people learned much from the first human ship that was captured. They learned that this new people, these “humans” – there is no word for them in our tongue – were part of a growing

Lloann’mhrahel (United Federation of Planets) that was expanding in our direction. They learned this was but one of many such ships scouting our space, seeking to claim it for their Lloann’na (Federation). They learned that these humans were allies with our forefathers of old from T’Khasi, that the T’Khasi were behind the Lloann’na, and that the T’Khasi had encouraged the humans to spread out in our direction. This was no accident. It was T’Khasi logic, seeking to reunite our peoples once again despite the many lifetimes that had passed. My father and his generation would have none of it. They would destroy the humans, wipe them from the stars, and in so doing prevent any attempt at a reunification that we did not want. To accomplish this, they would have to learn everything they could from the captured human ship. They would have to capture more, build better ships than we had then, to grow up overnight from mere children in the stars to full-fledged warriors. That they did. Such is the Rihanssu way.

---



I will not speak of the war between my people and the humans. They won. We lost. It is as simple as that. Be that as it may, we learned to respect our human foes, for they proved to be as capable and resourceful as we. Such was my father’s experience, as well as my own recent one. We could understand a people who, like us, were guided by their emotions. That is why, when Praetor Karzan was told of the human offer of peace, he accepted. The humans were giving us the chance to save ourselves. It was a risk, for in so doing they left open the possibility of our fighting another war. It was a risk they were willing to take for the sake of peace. The Praetor knew our people were weary of the war. He also knew we no longer had the strength to continue. Our last major fleet

had been wiped out in the humiliation of Charvon (Cheron), the very same world that my father's house had claimed on the first day of the war in the name of our people. The Praetor acted to save them from dishonor and despair. It is the Rihannsu way.

---

Our new Praetor is an aggressive ruler. He seeks to restore the glory of the Empire. In so doing he decided we had to do things we would have thought unthinkable only a few years before. He sent a ship across the Neutral Zone to test human resolve. It was our newest ship, armed with our newest weapon and had our cloaking device to protect it. It was not enough. The affair ended in disaster for the Praetor. We found we were still not strong enough to face the humans again should there be another war. We had to find a way to grow again. That is when the Kl'nghaan (Klingons) made their offer for a treaty, trading their technology for our cloaking device. How could we refuse?

---



We have never liked the Kl'nghaan. We have fought wars with them in the past, and ours is not an easy alliance. The one thing we have in common is a common enemy: the Lloann'na. For that, we are willing to set aside past differences and join against a common foe. We have to swallow our pride in order to become strong again. We did so before, to bring about the peace that ended the War, and we will do so again if need be. That too is the Rihannsu way. It is a leap beyond logic that no normal T'Khasi would take. Normal? I know of but one T'Khasi that could make such a leap, but his situation is ... unique. No normal T'Khasi could set aside logic and do the

unthinkable. We Rihannsu can. We will do what we must in order to remain strong. We will follow no one's lead but our own.

---



In my short time in captivity I have come to understand more about humans than I once knew. I have come to respect them. They are very much like us. In another time, in another place, I could see our cultures working together. Perhaps, once these times are past, we will find ourselves fighting a common foe. On that day we will fight well together. I must warn you, however, that the T'Khasi desire of the reunification of our peoples is a vain dream that will never be. We have our own destiny now, and we must follow it no matter how illogical to them it may be. We are not T'Khasi. We are Rihannsu. We have our own culture, our own path, our destiny. We will go where our hearts lead us, not where logic dictates. That is the Rihannsu way.

Di'on Charvon Nek'thea  
Fleet Commander  
Romulan Star Empire  
as quoted in *Why We Fight the Federation*

# TIMELINE OF EVENTS

---

## 2130

- The Romulan U-4 *Vas'Maklaram* ("Shrieking Bird") class cruiser enters service.

## 2134

- The Federation survey ship *Carrizal* makes a pass of the Romulan homeworld. It violates first contact protocols and refuses any attempt at responding to Romulan hails. This will spur the xenophobic Romulans into war against the Federation.

## 2134

- The Federation starships *Balboa* and *Stone Mountain* return to the Romulan homeworld to properly initiate first contact, unaware of the damage that has been wrought by the *Carrizal's* earlier visit. The *Balboa* is promptly blasted from the Romulan sky and the *Stone Mountain* captured after its hull is breached and its crew killed. From their prize the Romulans will learn the secret of FTL travel and much about the history and technology of their new foe, the Federation.

## 2134

- The transport *Atlas* is the first Federation ship destroyed by the new Romulan Space Navy.

## 2140

- The Romulan U-7 *Vastari Sanalam* ("Wings of Doom") class cruiser enters service.

## 2144

- The Romulan U-9 *Vas'Rosvlai* ("Silver Bird") class cruiser enters service.

## 2144

- The Romulan U-10 *Vastam Orec* ("Ringed Bird") class enters service.
- The Romulan U-11 *D'Vastari* ("Greater Bird") class cruiser enters service.

## 2146

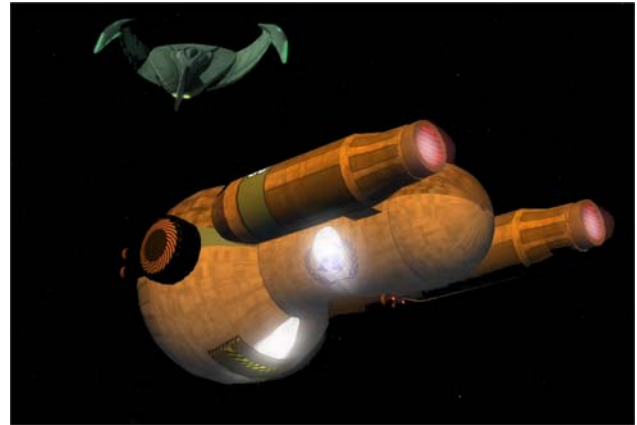
- The Romulan U-13 *Vastagor Vastarum* ("Death Flyer") class cruiser enters service.

## 2150

- The Romulan U-15 *Stelal'Deletham* ("Defender of the Stars") class cruiser enters service.

## 2152

- The Romulan U-19 *Vas'Hatham* ("Warbird") class cruiser enters service.



## 2159-2162

- The Romulan War

## 2161

- The Romulan U-20 "Juggernaut" class dreadnought enters Federation service after it is captured, still in its spacedock, by Terran and Andorian forces in a surprise raid on a Romulan supply base.

## 2162

- The end of the Romulan War finds the Romulan Space Navy in ruins. About 75% of its warp-capable fleet has been destroyed or damaged beyond repair over the past four years. What little remains are a few experimental types (such as the "Warbird"), numerous obsolete types (such as the "Cerebus"), and what forces were retained within the Empire as defense against a possible Federation invasion. The Romulan Star Empire, once one of the major interstellar powers of its day, has been reduced to little more than a provincial power barely able to protect its own borders.
- The Romulan economy collapses, with all the consequences thereof. Civil war remains a distinct possibility for the next decade due to unrest, especially on distant colony worlds.
- After the conclusion of the war, Praetor Karzan submits to a new government in which the Senate has more of a say in affairs of state. This new, less centralized government still swears allegiance to the Praetor but has more freedom to conduct its own affairs. The Praetor is consequently not as powerful as he once was, although he is by no means a mere

figurehead. This change in government structure is a direct result of the Empire losing the Romulan War.

- The Klingons decide to take advantage of the situation and incite a number of border raids against the weakened Romulans. These raids will continue off and on for the next decade.

### 2162-2174

- The Klingons, taking advantage of the situation, begin an undeclared border war against the Romulans. The beleaguered Romulan forces manage to hold their own against incredible odds. The net result is to strengthen the Romulan Star Empire and help it recover from the Romulan War, all dissension eventually fading away as the various disparate Romulan factions unite against their common foe: the Klingons.

### 2170

- By this time the Romulan's own network of defensive bases on their side of the Neutral Zone is fully operational.
- By this time the Romulan Space Navy has recovered sufficiently from the war to begin construction of offensive fleet units.

### 2174

- The Empire becomes embroiled in war against a new foe: the Gorn Hegemony. The Senate will be blamed for eschewing peace in favor of preparedness. The people will move to return the government to more imperial lines, with the Praetor once again assuming absolute power over the Empire.
- The Romulans are at a distinct disadvantage in their first war against the Gorn due to their lack of modern warpdrive technology. For this reason the Romulan *Gooney Bird* assault carrier is developed, capable of transporting an entire flight of warships to a potential battle zone. This will remain in service for almost a century until advanced warp drives are obtained from the Klingons in 2263.

### 2175

- The *Cataract* class cruiser enters service.

### 2178

- Gorn deep-penetration raids on vital Romulan research facilities continues to inhibit the Romulan drive to develop modern warp technology, something that the neighboring powers have had for decades.
- Over 10,000 civilians are killed in an "accident" at a Romulan antimatter testing and research facility. It is not revealed at the time that the "accident" was caused by a Gorn suicide squad.

### 2180

- The Gorn prevail over the Romulans in the war, gaining a large slice of territory along their common border. It is the second major humiliation to the Empire's pride within this era.

### 2185

- The Klingons get their first taste of the newly developed Romulan plasma torpedo when they ambush a lone *Cataract* on patrol and force it to drop out of warp. The *Cataract* immediately opens fire with plasma torpedoes, destroying two of the three Klingon vessels attacking it. It is in turned destroyed by the third while charging up its next salvo of torpedoes. The captain of the surviving Klingon ship lies to cover up the incompetence of the squadron, claiming they were themselves ambused by five Romulan warships.

### 2186

- The ruins of Temaris IV, located in the Neutral Zone, are formally abandoned by the Federation as agreed under treaty.

### 2188

- The planet Charlemagne (Aquila Scorpi IV) is settled by Federation dissidents who choose to ignore the peace treaty with the Romulans.



### 2190

- An interplanetary war in the Beta Cersus system, located within the Neutral Zone, creates tension between the Federation and Romulan Star Empire. A half-dozen Romulan ships are detected by monitoring Federation vessels lurking just outside the system. Neither side will get involved in this war; however, it will result in the governments of both sides authorizing funding for new starship classes.

### 2191

- The Romulans seize the Klingon colony world of T'lach Kor.



## 2192

- The Battle of Geshto results in the second major defeat of the Klingons by Romulan forces.

## 2194

- Romulan ships clash with the Tholians deep in unexplored space in the only recorded encounter between these two species. The affair does not go well with the Romulans, who afterwards decide to leave the Tholians alone.

## 2195

- Another war breaks out between the Gorn and the Romulan Star Empire. This may be related to Romulan violation of Gorn space the year before in their clash with the Tholians.



## 2200

- The *Cracker* class cruiser enters service.
- By this time Romulan spies, mostly humans raised by the Romulans and descended from Romulan War captives, are routinely penetrating Federation space via the Rigel sector with the willing (and well-paid) assistance of the Orion trade cartels.

## 2201

- The current Gorn-Romulan war comes to an indecisive end.

## 2214

- By this time the Klingon Imperial Academy is training its cadets by sending them on raids in "training ships" across the Klingon-Romulan border. The future Captain Krenn, ambassador to the Federation, earns a commendation and a battlefield promotion to ensign this year during one such raid.

## c.2215

- The *Clavicle* class cruiser is withdrawn from service.

## 2220

- The Klingon-Romulan border shifts slightly in favor of the Klingons.

## 2225

- It is around this time that the Romulans deploy first-generation cloaking devices throughout their Space Navy.
- The *Capsize* class cruiser enters service. It is the first Romulan starship designed to operate a cloaking device.
- Five new *Capsize* class cruisers are destroyed by a trio of Klingon battlecruisers at the Battle of Iratti. It is later learned that these are new K-5 *Dupat* class battlecruisers, whose existence will remain unknown to the Federation for another five years. The Battle of Iratti will prove an eerie precursor to the Battle of Icarus IV in 2261.

## 2226

- The Battle of Caat Negaat ends in victory for the Klingons, as their sensor technology proves superior to Romulan plasma weaponry and first-generation cloaking devices.

## 2231

- By this time both the Klingons and the Gorn are attacking the Romulans on both sides in undeclared warfare. The Romulans, lacking the advanced technology of their foes, are slowly losing more and more territory.

## 2232

- The *Vas'calanam* (Aviary) border defense outpost enters service this year along the edge of the Neutral Zone.

## 2234

- The Romulans are able to put a dent into the Klingon and Gorn war efforts via raids by cloaked ships deep into enemy territory, cutting supply lines and destroying vital resources.
- An ambush by a Romulan *Capsize* near the Rura Kolak system results in the destruction of two Klingon warships and five of six transports they were supposed to be escorting. Klingon reinforcements cause the *Capsize* to withdraw before it can destroy the last transport. The Klingons then report that they destroyed the Romulan vessel but that they could not confirm it, "since the debris was cloaked and therefore unrecoverable."
- The outbreak of the Demon War puts an end to Klingon aggressions against the Romulans for the time being.

## 2235

- Second-generation plasma weaponry becomes available on all Romulan ships at this time, providing the same power while lessening the recharge time to less than half a minute. Romulan ships still cannot cloak or use their other on-board energy weapons when charging a plasma torpedo for firing.

## 2236

- The Gorn unilaterally end their war against the Romulans, content with the territory they have gained. The deployment of new plasma weaponry on Romulan ships may have also played a significant part in their decision.

## 2237

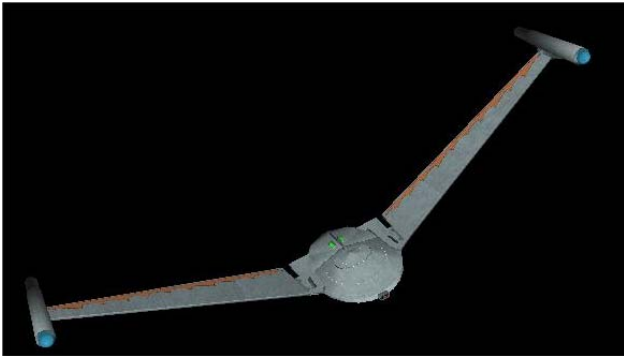
- The F-2 *Narvasam Stelas* ("Nestar") class repair facility enters service.

## 2238

- Second-generation cloaking technology is deployed on all Romulan starships, much to the dismay of the Klingons.

## 2239

- The S-3 *Ravastal* ("Free Flight") class scout enters service.



## 2240

- The V-1 *Vadaso Steri* ("Star Glider") class cruiser enters service.

## 2242

- It is not until this year that the Klingons return in full strength to their border with the Romulans, needing three years to recover from the end of the Demon War.
- The Klingons immediately embark on a new war of conquest against the Romulans, armed with new ships and technology developed to fight the Kinshaya in the Demon War.
- The Romulan colony worlds of T'lach Kor and Motak Fal'tir are both conquered by the Klingons. Over 1400

Romulan soldiers and civilians are massacred during both assaults.

- The Romulans establish informal avenues of communication with the Federation as a fallback measure.
- It will be later recorded that several Neutral Zone cultures not only survive but prosper under Romulan stewardship.
- The T-2 *Vastagor Lattam* ("Death Talon") class destroyer enters service.

## 2242

- Chancellor Kar'hammer orders the suspension of Klingon operations against the Romulans in order to concentrate all resources into his planned war against the Federation. The end result of Klingon actions is eight star systems gained along with about 700 cubic light-years of border space that formerly belonged to the Romulans.
- The J-3 *Ustalam Stellas* ("Starlifter") class freighter enters service.
- The W-4 "Praetor" class warpshuttle enters service.

## 2243

- The V-2 *Hathos* ("Hunter") class cruiser enters service.
- The Q-1 *D'deletham* ("Great Defender") class monitor enters service.

## 2244

- The Brass Ring Incident. A Federation starliner strays into the Neutral Zone by accident, almost provoking another war. The Neutral Zone treaty is amended to allow for such genuine accidents in the future.
- The P-2 *Ranajmar* class cutter enters service.

## 2246

- The V-4 *Vastan Cl'vangas* ("Wing of Vengeance") class cruiser enters service.
- The S-4 *Delon Vastam* ("Swift Wing") class scout enters service.
- The Romulans refuse to get involved in the Four Years War, preferring instead to watch from the sidelines and see who wins. Prior aggressions against the Romulan Star Empire have thus denied the Klingons what would have been a valuable ally in their effort to conquer the Federation. Their effort will ultimately fail and pleas for Romulan assistance will fall on deaf ears.

## 2247

- Under cover of the Four Years War and on the direct orders of the Praetor, the Romulans resume raids on Federation shipping for the first time since the end of the Romulan War in 2162. The fact that the Romulans are using cloaked ships hides the true

nature of these attacks from Federation officials. The raids are designed to see just how far and for how long a cloaked ship can operate within Federation space.

- A Starfleet intelligence gathering drone first observes a Romulan "Graceful Flyer" class courier in operation.
- The P-3 *Caladan* class cruiser enters service.

## 2248

- The V-5 *Ralaaram Ocala* ("Skyfire") class cruiser enters service.
- The J-4 *Baydran* class transport enters service.

## 2249

- The W-5 *Ras Lovah* class warshuttle enters service.

## 2250

- The I-4 *Graffler* class freighter enters service.
- The first Romulan-Klingon fusions are documented. They are the result of Klingon genetic experiments on captured Romulans intended for operations in "difficult environments." While far fewer in number than Human-Klingon fusions, they are no less important to the Klingon Empire's long range plans for galactic dominance.

## 2252

- The V-8 *Vas'Hatham* ("Warbird") class cruiser enters service. Also known as the *Cricketer* class in civilian publications, this will be first Romulan major starship class encountered by the Federation since the end of the Romulan War. It will be tentatively classified by Starfleet Intelligence as the P-1A *Empire* class until more is learned about Romulan fleet strength and structure.
- The J-8 *Moorabbin* class transport enters service.

## 2253

- The Federation survey cruiser *Criterion*, manned by an all-Vulcan crew, is lost under mysterious circumstances near the Neutral Zone.

## 2254

- A small Starfleet task force on an intelligence gathering mission is destroyed in an unclaimed area of space near the Neutral Zone. Romulan action is suspected but never proven.

## 2256

- The R-4 *Mularr* class escort enters service.
- The E-5 *Narvasm'al* ("Little Nest") class tender enters service.



## 2260

- The Romulans make themselves known again to the Federation in the events leading up to the Battle of Icarus IV. The affair is a political disaster, yet the Romulan Space Navy considers it a victory of sorts. Four Federation border outposts are destroyed and the starship *Enterprise* damaged in its pursuit before the Warbird is cornered and forced to self-destruct in order to prevent capture. This will be the first time that Federation ever sees what the Romulans look like and will do much to begin clearing up many of mysteries surrounding them.

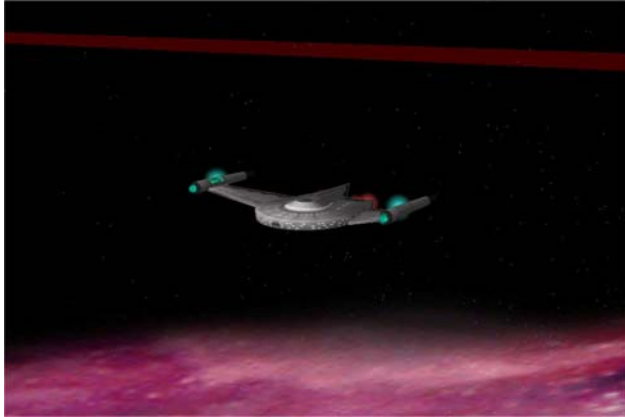
---

**NOTE:** This event is held by many historians as ushering the Romulan Star Empire into the "modern" starship age.

---

- Romulan micropulse code is broken by Lt. Nyota Uhura during the Battle of Icarus IV. This will force the Romulan Space Navy to change all of its communications codes within the month.
- The Romulans will spend the next year carefully analyzing the combat data gleaned during the Battle of Icarus IV. This intelligence will go into upgrading their current fleet as well as the production of new starship designs.
- The House of Chironsala, one of the oldest on Romulus, falls with the death of its patriarch (the Warbird commander) at the Battle of Icarus IV.
- The Vulcans reveal all that they know or have discerned concerning the possible origins of the Romulans. This is partly to allay suspicions of collusion and partly to inform the general public as to the true nature of the Romulan people. These revelations open a window into Vulcan's ancient past that its people were until now reluctant to discuss.
- Saavik is born on the planet Hellguard. She will be the first Vulcan/Romulan hybrid ever encountered by the Federation.

# ROMULAN HULL NOMENCLATURE



Prior to the 2260s the Romulans did not recognize specific starship classes as such. This they shared in common with Vulcans. The main reason for this appears to have been because they had only a few basic hull types in service. To them, a starship was simply just that: a starship. If a vessel spent most of its time as a warship, regardless of its size or appearance, then it was a warship. If a vessel spent most of its time surveying space, then it was a survey ship ... and so on. This caused no end of trouble for Federation starship spotters during the Romulan War and in the decades prior to Project Grey Ghost. They finally had to invent their own system of nomenclature for identifying Romulan starships.

On the whole, Starfleet has classified Romulan starships according to the design generation in which they appear. For example, a Romulan fleet starship design from the era of the Romulan War would have a U-series designation, whereas one corresponding to the "Wing Generation" would be part of the later V-series. First-generation "Hawk" series starships have a W-series designation, and second-generation "Hawk" series have an X-series designation. Similar single-letter identifiers exist for auxiliary classes, which are taken from other letters of the Terranglo alphabet. Designs are then numbered according to the order in which they are first spotted. These designations exist regardless of the ship's appearance and statistics. An original V-4 "Wing of Vengeance" is different in many respects from a V-30 "Winged Defender," yet both are considered part of the same "Wing Generation" series of Romulan cruisers. The same goes for an S-2 "Graceful Flyer" as opposed to the later, more advanced S-11 "Bird-of-Prey." Numerous examples abound of these seeming inconsistencies. It is a simple yet effective system of nomenclature, as opposed to the frequently contradictory systems in use for identifying Klingon vessels.

Beginning with its Alliance Era starships the Romulans by necessity were forced to adopt a starship classification system. They now had more than a few basic hull types in service, with different configurations of each for different tasks. As they did

with the Terranglo names for their culture, people, and terminology, the Romulans quickly adapted Starfleet's own classification and nomenclature system. It was more prudent, in their minds, to adapt one that already existed rather than have to invent one of their own. For this reason this work uses the Starfleet system of nomenclature in identifying and categorizing Romulan starship classes.

Federation code names for starship classes in service during and after the Romulan War are given for each starship class covered. These are the ones that are normally used in official Starfleet records from the era, so it is important that midshipmen become familiar with them as part of their training. Starships from the Alliance Era years onward are identified by the Terranglo equivalents of their Romulan names. The latter, if known, are given as well in each starship class listing.

---

The following system of nomenclature is the used by Starfleet Intelligence for Romulan cruiser-class starships:

- U-series "Warbird Era" starships and derivatives. The base hulls for these designs were conceived roughly between 2130 and 2260. Does not include the upgraded Alliance Era designs.
- V-series "Alliance Era" starships and derivatives. Almost all of these are either "Wing Generation" original Romulan designs from roughly 2240 to 2290 or are Klingon KR-series acquisitions/conversions.
- W-series "Hawk Generation" starships, starting with the Sparrowhawk, which were conceived roughly between 2275 and 2290
- X-series The uprated "Hawk Generation," which started in 2292. Also includes the *D'Teridix* prototype.

Other Romulan starship designations include:

- |            |                                     |
|------------|-------------------------------------|
| E-series   | fleet tenders                       |
| H-series   | warp shuttles and runabouts         |
| I/J-series | transports and freighters           |
| KR-series  | Klingon starship purchase           |
| M-series   | assault cruisers                    |
| N-series   | gunboats and other small combatants |
| P-series   | cutters and police ships            |
| Q-series   | monitors                            |
| R-series   | escorts                             |
| T-series   | destroyers                          |
| S-series   | scouts                              |
| Z-series   | dreadnoughts and battleships        |

# STARSHIPS OF THE ROMULAN WAR

---

## U-4 *CEREBUS*

(ROMULAN *VAS'MAKLARAM* – “SHRIEKING BIRD”)

SERVICE ENTRY DATE (ESTIMATED): 2130

DATE FIRST SIGHTED BY FEDERATION: 2144



This is one of the oldest known Romulan starship designs, predating the Romulan War by at least two decades. Data gleaned from Starfleet Intelligence suggests that it entered service no earlier than 2130. This data also suggests that it was the first Romulan warp-capable military spacecraft. In many ways, particularly with regards to engine design, construction, and sublight maneuverability, it was more advanced than most of the starships that the Federation Star Fleet was fielding at the time.

Although early and primitive by modern standards, the *Cerebus* already shows many of the distinguishing characteristics of Romulan military designs: the sweeping, wing-like engine support pylons, the unibody hull with rear-mounted sub-light engines, and the “Bird-of-Prey” emblem on its underside. Its curved surfaces were in stark contrast to the angled “slab ship” designs preferred by Terran starship engineers and represented different approaches to starship combat. The Romulans eschewed the inherent stealthiness of a faceted, slab-like hull for the maneuverability of a smooth one. This gave the *Cerebus* incredible sub-light acceleration and agility. A lone *Cerebus* might not outgun a typical Federation vessel; however, it could almost certainly outmaneuver and outrun it. Furthermore, it was rare when a *Cerebus* was found alone. They usually operated in packs of three or six, preying on easy targets and zipping away whenever the alarm was raised. Another impediment to Federation attacks was the energy screens of a

*Cerebus*. All Romulan starships had early forms of force field screens, requiring that their attackers first overwhelm the cohesive energies of the screens before weapons could penetrate them and do damage to the ship itself. This remained an Romulan advantage until just before the war, when the Federation deployed force field screen technology of its own.

At least 30 *Cerebus* class cruisers are thought to have been built by the Romulans from 2130 to 2137. Most were lost during the Romulan War. This was largely due to the fact that by the time the war started they had already been outclassed by improved Federation designs. The survivors were briefly returned to front-line service in 2159 but this was a desperation measure due to rapidly mounting Romulan losses. Only four *Cerebus* class cruisers survived by war’s end. One sole example remains as a museum ship in orbit around Romulus. Its presence is meant as a permanent reminder of the great war that was fought “... to save the Empire from Federation domination.”

---

### SPECIFICATIONS:

Length:	140 m
Beam:	75 m
Draft:	45 m
Mass:	77,000 DWT
Crew:	110
Armament:	4 lasers 2 missile tubes 1 plasma cannon (wartime refit, replaces 2 inboard lasers)
Cruising speed:	warp 2.0
Maximum speed:	warp 2.5

#### Innovations:

- First Romulan starship class ever observed
- First Romulan starship seen using force field screens

---

*CEREBUS* DESIGN BY GREG JEIN  
TERRANGLO CLASS NAME BY HARRY DODDEMA  
SPECIFICATIONS AND BACKGROUND COURTESY OF STEVE BARON  
VISUAL REPRODUCED FROM THE *STAR TREK ENCYCLOPEDIA*

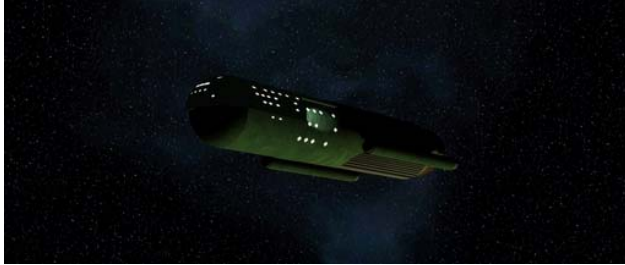
---

# U-7 CYNOS

(ROMULAN VASTARI SANALAM – “WINGS OF DOOM”)

SERVICE ENTRY DATE (ESTIMATED): 2140

DATE FIRST SIGHTED BY FEDERATION: 2150



This was little more than a *Cerebus* redesigned to improve its operational capabilities. It features improved engines and lasers, as well as an additional rear-firing missile tube. The latter was intended to discourage any would-be Federation pursuers from chasing it after a raid. The ship's mass was lightened somewhat by extensive use of duranium. This was a Romulan alloy derived from studies of duraluminum samples taken from captured and destroyed Federation vessels. It had the same physical and stress-bearing properties as duraluminum even though its mass was slightly less. All Romulan ships from this point forward to the development of their V-generation starships in the 2170s (save one exception) would be built almost entirely out of duranium.

The *Cynos* was the first Romulan starship type ever engaged by Starfleet forces. In July of 2150 two *Cynos* class cruisers attempted to ambush a Federation supply convoy. The Romulans had not anticipated the presence of an escort of five destroyers and five corvettes. Nevertheless, one *Cynos* managed to take out two destroyers with a devastating barrage of lasers and cluster missiles. The other managed to get around the convoy and destroy five transports as well as a pursuing corvette. Both ships withdrew after the first was damaged by combined fire from the remaining destroyers.

On 21 November 2151 a mixed squadron of five *Cynos* and two *Ceyx* class cruisers attacked and destroyed Starbase 10, along with its garrison fleet, in one of the deepest and most successful Romulan pre-war penetrations of Federation space at the time. The hand of fate dealt cruelly to the Federation on that day. Commodore Tonsum Han of the 155<sup>th</sup> Combat Squadron, who was presumably there to protect Starbase 10, had gotten tired of waiting for reports of “pirate” attacks and instead taken the fleet assigned to his personal command out for “war games.” To further complicate matters, a systems malfunction which some now believe to be deliberate sabotage disabled the long-range sensors of the starbase, rendering it incapable of detecting incoming ships. Its garrison fleet, comprised of aged and older starships, was in the process of deployment in order to effect a temporary long-range sensor network when the Romulans

attacked. By the time the distress calls were picked up by Commodore Han's fleet it was too late. He returned to the sector just in time to see the starbase explode and have his fleet scattered by the shockwave. All Romulan vessels were believed to have escaped with insignificant damage and casualties. There were less than three dozen survivors from Starbase 10 and its garrison fleet. Commodore Han was eventually court-martialed for dereliction of duty because of the success of the Romulan raid.

Students will already not a common theme of surprise in the preceding examples of the *Cynos* in combat. In truth it was not as maneuverable as a *Cerebus* and was no match for the older Terran *Messier* or Andorian *Thosfin* class starships. The *Cerebus* hull would be revisited only one more time in early Romulan shipbuilding efforts, and then only because it was the Romulan hull form with the most available internal volume, not because of its combat record.

The *Cynos* was one of the more common Romulan ships of the war. An estimated 140 are believed to have been produced, of which only 32 survived to war's end in serviceable condition. It is believed that these were used as testbeds for development of the Romulan plasma torpedo before removal from service sometime in the early 2170s.

---

## SPECIFICATIONS:

Length:	140 m
Beam:	75 m
Draft:	45 m
Mass:	72,100 DWT
Crew:	96
Armament:	4 lasers 3 missile tubes 1 plasma cannon (wartime refit, replaces 2 inboard lasers)
Cruising speed:	warp 2.4
Maximum speed:	warp 3.0

### Innovations:

- First Romulan starship class to be engaged in combat by Federation Star Fleet forces.
- First Romulan design with a rear-firing heavy weapon

---

CYNOS DESIGN BY GREG JEIN AND STEVE BARON  
TERRANGLO CLASS NAME BY RICHARD MANDEL  
SPECIFICATIONS AND BACKGROUND COURTESY OF STEVE BARON  
VISUAL COURTESY OF THE KLINGON ACADEMYMODS FORUM

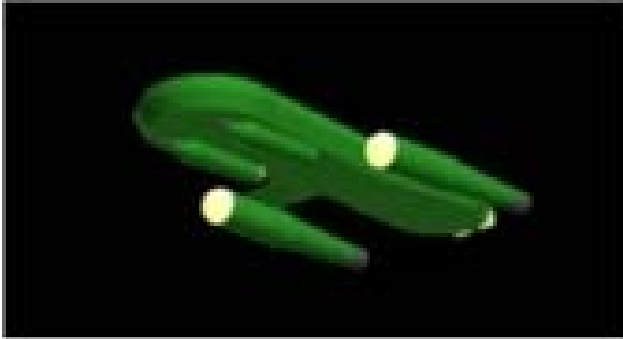
---

# U-9 CEYX

(ROMULAN *VASTROSVLAI* – “SILVER BIRD”)

SERVICE ENTRY DATE (ESTIMATED): 2142

DATE FIRST SIGHTED BY FEDERATION: 2144



The *Ceyx* was known as the “flying peanut” to Terran starship crews due to its appearance. Despite this nickname it was one of the most feared of the early Romulan raiders. The new hull form made for an even more nimble opponent than before, as well as providing extra room for the mounting of additional laser banks.

On 18 October 2144 the Federation merchant ship *S.S. Amaretto* was attacked by two newly commissioned *Ceyx* class cruisers hunting for easy prey. Fortunately for the *Amaretto* there was a Federation destroyer squadron in the area and it quickly responded to the *Amaretto's* distress call. Four *Cavalry* class destroyers converged on the scene, only to watch the *Ceyxs* break off and flee the scene. The older Federation destroyers were too slow to give chase.

Not all early encounters with a *Ceyx* went this badly for the Federation, however. On 09 June 2148 a lone *Ceyx* was cornered by the 24<sup>th</sup> Tactical Anti-Piracy Group, consisting of eight *Messier* class cruisers and a *Cavalry* class destroyer at Epsilon Isis XII. The *Ceyx* managed to inflict minor damage on the cruiser *Dort* before a missile salvo from the *Hubbell* wrecked its engines. The *Ceyx* then promptly self-destructed in order to avoid capture.

A squadron of *Ceyx* class cruisers was responsible for the attack on the starliner *S.S. Diana* on 04 May 2150. This was the most infamous event of the time because all 200 of the *Diana's* passengers and crew were massacred after the ship's capture. The starliner was then looted and stripped of any useful technology before being set adrift, bearing its grim cargo back to Federation space.

The fearsome reputation of the *Ceyx* as a commerce raider was finally blunted on 16 August 2155, when a two-ship *Ceyx* raiding group was caught by surprise by two *Horizon* class heavy cruisers under the command of Captain William Larson. Both ships managed to damage the *U.S.S. Matador* with their first

volley; however, the *U.S.S. Excelsior* (under Captain Larson's direct command) was able to turn the tables on its attackers despite being an older and inferior design. It flew between the *Ceyxs* and opened up with full broadsides in both directions. One *Ceyx* was destroyed outright, its shields overwhelmed by the superior weaponry of the *Excelsior*, and the second was so badly damaged that it was forced to flee the scene. This encounter would do much to shape Federation thinking regarding new starship designs to better combat the *Ceyx* and other Romulan designs. It would also mark the start of the legend of William Larson, who would rise to the rank of admiral and become one of the Federation's heroes by war's end.

During the war the *Ceyx* took on the destroyer role, supplementing fleet actions and serving as picket ships. Over 200 are believed to have been built, of which 69 are known to have been destroyed in combat. The survivors would serve as the backbone of the postwar Romulan Space Navy until the dawn of the V-generation of starships, after which they are believed to have been scrapped.

---

## SPECIFICATIONS:

Length:	130 m
Beam:	75 m
Draft:	25 m
Mass:	71,250 DWT
Crew:	95
Armament:	5 lasers
	2 missile tubes
	1 plasma torpedo system (postwar only, replaces both forward missile tubes)
	1 plasma cannon (wartime refit, replaces 2 inboard lasers)
Cruising speed:	warp 2.4
Maximum speed:	warp 3.0

### Innovations:

- First of the “flat hull” Romulan starship designs

---

CEYX DESIGN BY STEVE BARON  
TERRANGLO CLASS NAME BY RICHARD MANDEL  
SPECIFICATIONS, BACKGROUND, AND VISUAL COURTESY OF STEVE BARON

---

# U-10 *CESTUS*

(ROMULAN *VASTAM OREC* – “RINGED BIRD”)

SERVICE ENTRY DATE (ESTIMATED): 2144

DATE FIRST SIGHTED BY FEDERATION: 2145



The *Cestus* was unique among Romulan starships of the war. It was basically a reduced-hull U-9 fitted with a toridal reactor system instead of its normal one. This gave the *Cestus* its unique, ringship-like appearance. The rear-mounted ring for the new reactor system mandated a rearrangement of its engine support pylons, resulting in the forward and upswept appearance that has since become something of a Romulan design standard. This one-of-a-kind drive system made it the fastest starship in the Romulan Space Navy at the time of the war. It also made it one of the most expensive of the pre-war Romulan designs, and no more than two dozen are believed to have been built.

It is believed by many starship historians and Romulan analysts that the *Cestus* came about as the result of early Romulan efforts into developing controlled singularity drives. This would account both for its tail ring and its small numbers in comparison to other Romulan starship classes of the era. Postwar intelligence has since revealed the existence of at least one other Romulan design, the unbuilt “Medium Attacker” of 2158, which employed a similar arrangement. The ring-like structures of both were apparently intended to house the field generators for an early singularity drive, not unlike the arrangement used on the *V'terdix* prototype and the X-generation Romulan starships of the late 23<sup>rd</sup> century. The failure of singularity research at this early stage apparently did not prevent the Romulans from testing a compatible starship design with the *Cestus* class, since it could be easily converted from existing U-series components. The more complex “Medium Attacker,” on the other hand, being entirely original, would never leave the drawing board.

Although intended for the interceptor role, *Cestus* was used primarily for long-range, deep-penetration missions. Most frequently these were for scouting purposes; however, the occasional raid by a *Cestus* was not unknown. They excelled in the hit-and-run role due to their sheer speed; however, their limited numbers tended to make them non-expendable in the

eyes of Romulan fleet commanders. During the war the most frequent use for a *Cestus* was as a long-range fleet scout.

It was once believed that all examples of the *Cestus* were destroyed in the final Federation offensive of the war. This was during the Romulan retreat to Cheron, when they were sent on a desperate gamble to harass the forward elements of the Federation fleet, thus hopefully slowing their pursuit of the retreating Romulan fleets. The wreckage of one heavily damaged *Cestus*, which apparently crashed on an asteroid during one of these encounters, was found and recovered by Starfleet in 2264. It has since been rebuilt by the Starfleet Association and is now housed at Memory Beta as a museum ship.

*Cestus* is widely regarded as the direct ancestor of the “Warbird” sub-family of Romulan starship designs. The controlled singularity reactor for which it had been designed (but never fitted) would not be perfected for almost 150 years until the *V'Terdix* class cruiser made its debut in 2271.

---

## SPECIFICATIONS:

Length:	125 m
Beam:	90 m
Draft:	60 m
Mass:	73,500 DWT
Crew:	85
Armament:	2 lasers 2 missile tubes 1 plasma cannon (wartime refit, replaces both lasers)
Cruising speed:	warp 2.3
Maximum speed:	warp 3.8

### Innovations:

- Believed to be the first Romulan starship design intended to be powered by a controlled singularity
- Ancestor of the famed “Warbird” sub-family of Romulan starship designs

---

*CESTUS* DESIGN BY PHOENIX EXPERIMENTAL SHIPYARDS  
“MEDIUM ATTACKER” CONCEPT BY ARIDAS SOFIA  
CLASS NAME, SPECIFICATIONS, AND BACKGROUND BY RICHARD MANDEL  
VISUALS BY PHOENIX EXPERIMENTAL SHIPYARDS

---

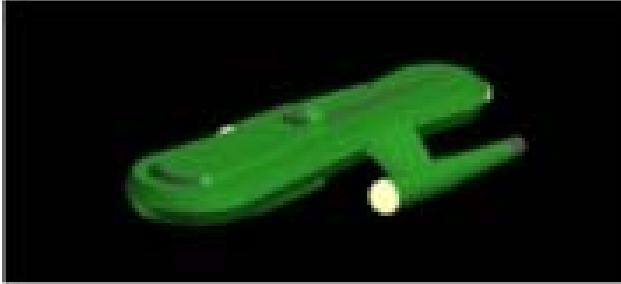


# U-11 *CERCOPES*

(ROMULAN *D'VASTARI* – “GREATER BIRD”)

SERVICE ENTRY DATE (ESTIMATED): 2144

DATE FIRST SIGHTED BY FEDERATION: 2145



*Cercopes* was nothing more than a *Ceyx* with a stretched hull. The extra room was used for the first “Star Bomb” missile launch system ever fitted on a Romulan starship. These massive munitions were designed to cripple or destroy a Federation starship with a single hit. *Cercopes* was the first Romulan starship to deploy them, although it could only carry two and they often proved more of a liability than an asset. When carrying Star Bombs a *Cercopes* was slower and less maneuverable than any other Romulan starship in the field at that time, thus making it easy prey for Federation gunners. Also, once both Star Bombs had been fired, the *Cercopes* was subject to the same whims of fate on the battlefield as any other *Ceyx*-derived design.

Perhaps the worst aspect of the *Cercopes* was the fact that it had to perform a roll-up maneuver in order to fire its Star Bombs. This was the fault of its original Star Bomb launch system, which was mounted at an angle on the underside of the hull. The unavoidable result of this maneuver was to provide a broad target to the ship it was attempting to attack. Federation starship crews soon learned to wait until the roll-up had started and then targeting the Star Bomb launch system itself in the few precious seconds before the first Star Bomb could be fired. Almost all of the *Cercopes* destroyed in battle during the following year were blown away when their primed Star Bombs were prematurely detonated by enemy fire while attempting their attack runs. This weakness would be addressed by the Romulans with the introduction of the *Cacus* class cruiser in 2146. The *Cercopes* was eventually fitted with a modified launcher that allowed it to approach its target head-on, thus eliminating this weakness.

It is believed that 40 ships of the *Cercopes* class were built from 2144 to 2146, when production was abruptly terminated. By that time only 21 remained in service, the rest having been destroyed during raids into Federation territory. These were quickly withdrawn from service and assigned to auxiliary roles until 2157, when wartime losses dictated otherwise. They were fitted with modified Star Bomb launchers and returned to the role for which they had been designed, that of penetration raids

against Federation transports and supply convoys. More often than not they wound up being destroyed in suicide attacks against more powerful Star Fleet capital ships, more so as the war wound down and the tactical situation of the Romulan forces became desperate. Not a single *Cercopes* is known to have survived the Romulan War.

## SPECIFICATIONS:

Length:	160 m
Beam:	75 m
Draft:	25 m
Mass:	90,250 DWT
Crew:	114
Armament:	5 lasers 2 missile tubes Star Bomb launch system (2 Star Bombs maximum) 1 plasma cannon (wartime refit, replaces 2 inboard lasers)

Cruising speed:	warp 2.6
Maximum speed:	warp 3.4

### Innovations:

- First Romulan warship to deploy with a Star Bomb missile launch system.

*Ceyx* DESIGN BY STEVE BARON  
TERRANGLO CLASS NAME BY RICHARD MANDEL  
SPECIFICATIONS, BACKGROUND, AND VISUAL COURTESY OF STEVE BARON

# U-13 *CACUS*

(ROMULAN *VASTAGOR VASTARUM* – “DEATH FLYER”)

SERVICE ENTRY DATE (ESTIMATED): 2146

DATE FIRST SIGHTED BY FEDERATION: 2147



For the *Cacus* the Romulans went back to the tried and true *Cerebus* form hull and stretched again it in order to produce what might be considered their first “heavy cruiser” design. Interior systems were the same as those of a *Ceyx*, though, which were more compact and permitted the fitting of additional weaponry. The extra room also allowed the fitting of a single Star Bomb missile in a vertical dump silo, which was literally dropped on its intended target as the *Cacus* was halfway through its attack run (hence the Federation term “Star Bomb” for this weapons system). This eliminated most of the problems associated with the angled Star Bomb launch system of the *Cercopes* and saved precious mass for maneuverability, since the Star Bomb did not have to be fully fueled in order to reach its intended target. The one drawback was that the *Cacus* had to race away from its target as fast as possible after the Star Bomb was released, otherwise it might be caught and damaged, possibly destroyed, in the blast radius.

The new forward-splayed engine support pylons from the *Cerebus* replaced the old stubby-wing system, although in the case of the *Cacus* these were canted down instead of up. This was done in order to maintain the ship’s symmetry as close to the *Cerebus* as could be accomplished and thus inherit as much of its agility as possible. The new wing structure was also needed to support a new and more powerful engine design that made its debut with the *Cacus*. These engines gave the *Cacus* more range than its predecessors and provided enough of an acceleration boost to escape the dropping of a Star Bomb on an unfortunate Federation ship.

*Cacus* was designed from the onset to challenge the best that the Federation had in the field and successfully engage them in combat. A total of at least 130 are believed to have been built by 2155; however, only a handful saw action against Federation forces prior to the outbreak of the Romulan War. A lone *Cacus* caught in the Eta Leonis system on 16 June 2159 would be the recipient of the Federation’s ultimatum to the Romulans

threatening war unless attacks on its territory ceased within six months.

An additional 60 *Cacus* class starships were ordered in 2148 to a slightly modified design. These were fitted with three Star Bomb silos at the expense of fuel (and thus range). They served primarily as strike cruisers during the war and as heavy weapons platforms for lighter armed ships during fleet actions. Other variations and produced during the war included a conversion with no Star Bombs (for use as a fleet tanker) and a conversion with five Star Bombs for planetary bombardment. Both were employed in the bombardment of Alpha Omega  $\beta$ , destroying all life on the planet’s surface and killing all 200,000 Federation colonists and military personnel located there. The entire force of 18 five-silo fitted and 13 tanker-converted *Cacus* class starships was wiped out several months later in the Battle of Manaraam, thus effectively ending the *Cacus* program. A variation with two externally mounted Star Bombs was planned but never carried out due to the end of the war.

A total of 86 *Cacus* class starships are confirmed as having been destroyed during the Romulan War, representing two-thirds of known total class production. No examples are known to survive today.

---

## SPECIFICATIONS:

Length:	150 m
Beam:	135 m
Draft:	45 m
Mass:	82,300 DWT
Crew:	100
Armament:	4 lasers
	2 missile tubes
	Star Bomb drop silo system (up to 5 Star Bombs maximum depending on conversion configuration)
	1 plasma cannon (wartime refit, replaces 2 inboard lasers)
Cruising speed:	warp 2.5
Maximum speed:	warp 3.4

### Innovations:

- First “heavy” Romulan cruiser class

---

*CEYX* DESIGN BY STEVE BARON  
TERRANGO CLASS NAME BY RICHARD MANDEL  
SPECIFICATIONS, BACKGROUND, AND VISUAL COURTESY OF STEVE BARON

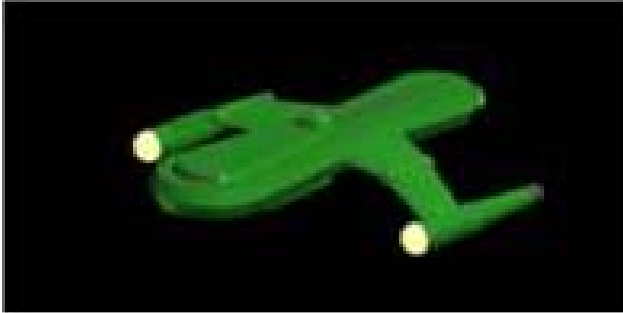
---

# U-15 *CHRYSAOR*

(ROMULAN *STELAL DELETHAM* – “STAR DEFENDER”)

SERVICE ENTRY DATE (ESTIMATED): 2148

DATE FIRST SIGHTED BY FEDERATION: 2159



*Chrysaor* has rightfully earned its place as one of the legendary adversaries of Federation starship history. It took the best of everything the Romulans had developed up to its time, combined it on a single hull, and then added more for good measure. *Chrysaors* were the backbone ships of the Romulan invasion fleets that steamrolled across the Federation border in the opening days of the Romulan War, destroying everything that lay before them. They would also patrol and maintain the large swath of the New Territories that the Romulans seized during the invasion, until such time as superior Federation designs and production capability could overcome their sheer numbers. It is no wonder that students of the Romulan War call *Chrysaor* “the workhorse of the Romulan fleet.” It was everywhere, doing everything, from the moment the war began up to its very end.

A stretched and somewhat widened *Ceyx* type hull served as the basis for the *Chrysaor*. To this was added the improved engines and swept-forward support pylons of the *Cacus*. Augmenting the usual mix of lasers, missile tubes, and the lone Star Bomb silo (again from the *Cacus*) was a new weapon: the plasma cannon, a forerunner of the deadly plasma torpedo. It would have the same effect on the early battles of the war as the plasma torpedo when it made its debut in the mid-23<sup>rd</sup> century. These did not have the range of missile-based munitions; however, they packed a punch equivalent to half the yield of a single Star Bomb; furthermore, they could be recharged for as long as power was available. Recharge rates were comparable to those of Federation particle beam weaponry; furthermore, the Romulans could fire their plasma cannon on half- and quarter-charges. This allowed them to increase rates of fire at the expense of blast impact energy. *Chrysaor* carried two plasma cannons mounted in underside blisters on the forward section of its hull. It was the first Romulan starship to enter service so equipped.

On 14 October 2159 the Federation destroyer *Patton* was on patrol in the Eta Leonis system when it stumbled across a massive Romulan invasion fleet that had crossed the border only hours before. The doomed *Patton* managed to get off a single

distress call before a *Chrysaor* picket ship opened fire, destroying the Federation starship with a single volley. The Romulans then swarmed into Federation space several thousand starships strong, of which at least 500 (some estimates say as many as 700) were *Chrysaor* class cruisers. The superior Federation *Marshall* and other “big gun” Federation starship designs were simply overwhelmed by such sheer numbers, and Federation fleets were forced to fall back on all fronts over the next few months. The Romulans were not stopped until the Battles of Hell’s Gate, Rigel, and Winston’s Star, but by then they had seized control of most of the “New Territories” region of Federation space. Thanks to the *Chrysaor*, they would maintain that control for the next three years.

*Chrysaor* class starships were present at almost every major battle of the Romulan War, from the destruction of the *Patton* at Eta Leonis all the way to the Battle of Cheron in 2162. At least two dozen documented variations are known to exist tailored to specific wartime needs. One of these would serve as the basis for the wartime *Cybele* class (U-21), which was nothing more than a *Chrysaor* with upswept wings like those of the *Cerebus*. Less than 70 are thought to have survived by the time the Romulan War drew to its close, and most of these were too badly damaged to continue service. A Federation-owned reconstructed *Chrysaor* is on public display at the Morena Shipyards, while the Romulans are thought to have at least two likewise preserved.

## SPECIFICATIONS:

Length:	165 m
Beam:	135 m
Draft:	30 m
Mass:	83,500 DWT
Crew:	108
Armament:	4 lasers 2 missile tubes 1 Star Bomb drop silo system (standard configuration) 1 plasma cannon (wartime refit, replaces 2 inboard lasers)
Cruising speed:	warp 2.6
Maximum speed:	warp 3.4

### Innovations:

- Largest Romulan build class of the Romulan War (estimated 500-700 vessels)
- First Romulan starship deployed with plasma cannon

*CHRYSAOR* DESIGN BY STEVE BARON  
TERRANGO CLASS NAME BY RICHARD MANDEL  
SPECIFICATIONS, BACKGROUND, AND VISUAL COURTESY OF STEVE BARON

# U-17 *COCYTUS*

(ROMULAN DESIGNATION UNKNOWN)

SERVICE ENTRY DATE (ESTIMATED): 2151

DATE FIRST SIGHTED BY FEDERATION: 2156



This, the forerunner of what we know today as the “Warbird,” was first sighted by the *Horizon* class starship *Endeavour* near the Gamma Hydra system in January of 2156. It appeared to be dropping Star Bomb missiles on one of the planets, the reason for which was never determined. When the *Endeavour* confronted the ship it turned and unleashed a fully charged double plasma cannon volley within seconds, forcing *Endeavour* to beat a hasty retreat. When Star Fleet returned in strength to the system the mysterious Romulan ship was gone.

*Cocytus* had armaments practically identical to a modified *Chrysaor*, based on the few reports available. The only difference was in their arrangement. The plasma cannon of the *Cocytus* were mounted side-by-side in a linked firing system that was capable of generating a single, double-strength charge. This represented another step down the development path that would lead to the plasma torpedo. It had a unique circular hull, to which all four of its lasers were belly-mounted in dual pairs of two. The two missile tubes were embedded in the forward tips of its oversized wings, with spare missile storage apparently within the wing itself. This unusual weapons arrangement seems to have been dictated by the reconfigured plasma cannon system, which sensor logs showed to take up most of the upper decks. Extra storage cells permitted *Cocytus* to hold its plasma cannon charge for a full minute longer than *Chrysaor*, thus giving its commander a little more freedom to home in on his intended target once the system was armed. This meant that the only room left for additional weapons was in the lower decks and in the wings; hence the unusual weapons configuration.

In retrospect *Cocytus* appears to have been an experimental design. It was only sighted sporadically afterwards over the next three years and never again once the war began in earnest. At least three are believed to have been built, based on the

reports available. Its appearance was striking, to say the least, and its maneuverability combined with its new plasma cannon system left a lasting impression on all who survived a clash with it. It is believed to have been one of the first functional prototypes for what would soon become the true “Warbird:” the *Gronus* class starship (aka U-19 *Vastam Hatham*). Their postwar fate remains unknown.

## SPECIFICATIONS:

Length:	243 m
Beam:	275 m
Draft:	55 m
Mass:	82,300 DWT
Crew:	100
Armament:	4 lasers
	2 missile tubes
	2 linked plasma cannon
Cruising speed:	warp 2.5
Maximum speed:	warp 3.4

Innovations:

- First recognizable “Warbird” design

*COCYTUS* DESIGN BY x

CLASS NAME, SPECIFICATIONS, AND BACKGROUND BY RICHARD MANDEL  
VISUAL COURTESY OF FILEFRONT (*STAR TREK II: ARMADA II* MODS SECTION)

# U-19 *CRONUS*

**(ROMULAN VASTAM HATHAM – “WARBIRD”)**

**SERVICE ENTRY DATE (ESTIMATED): 2154**

**DATE FIRST SIGHTED BY FEDERATION: 2158**



The “Warbird” is by far and away the most recognizable of all Romulan designs. It began its service during the Romulan War and has existed, in one form or another, ever since. Its deceptively sleek and simplistic contours hide a powerful weapons array capable of destroying a starship twice its size given the chance. It is little wonder then that when the original Warbird made its debut, shortly before the start of the Romulan War, the Federation intelligence experts of the day gave it the code name of *Cronus*, king of the Titans in Greco-Roman mythology. The Warbird was without doubt the king of all Romulan starships of its time.

Evidence indicates that the Romulans were in the process of developing the Warbird as early as 2151. A Warbird predecessor, the *Coctyus* class, had already been spotted in 2156. The Warbird itself made its spectacular debut as part of the Romulan drive to Rigel in the opening months of the Romulan War. A squadron of six under the personal command of Fleet Commander Decius made a name for itself in battle after battle, as it helped push decimated Federation forces back towards the border. Romulan forces were then thrown into disarray when one of its Warbirds blundered into the Delta Triangle and was lost – the same one that happened to have Fleet Commander Decius on board. This bought the Federation enough time to regroup its fleet at Rigel, where it eventually stemmed the Romulan tide.

There were only 24 confirmed individual Warbirds sighted during the whole of the Romulan War. This stands in stark contrast to the 500-700 strong figures reported for the contemporary *Chrysaor* class, and suggests that the war may have come too soon for the Warbird. Like the storied German Me262 of the Terran Second World War, the Romulan Warbird had too many advances and cost too much to be produced in sufficient numbers. It was the first starship in recorded Federation history to make use of a tritanium hull – a fact that would not

be lost on starship designer Mark Chausser in later decades. No Warbird was ever lost to Federation forces in combat, and only one was lost during the whole of the war. It is a record that no other Romulan starship class of the Romulan War can claim. Such abilities also had their down side. It cost eight times as much to build a Warbird as it did a *Chrysaor*, and the complexities of its all-tritanium hull meant that each Warbird took about four years to build. Had the Empire been able to produce them in quantity, then the tide of war might have taken a very different turn.

The only major difference in armament between the Warbird and the *Coctyus* was the removal of the wing-mounted missile tubes and magazines. These were relocated to the bottom of the primary hull, replacing the two dual laser mounts. Two single lasers were fitted in concealed fairings on the bow curve of the ship, apparently as a fallback measure. These relocations were necessary to allow the fitting of the most powerful warp engines ever installed to a Romulan starship during the war. Their extra power was used in the beginning to generate an improved warp field that allowed the Warbird to perform combat maneuvers that few other starships could touch. After the war they would prove useful in testing an early version of the Romulan cloaking device.

---

## SPECIFICATIONS:

Length:	250 m
Beam:	273 m
Draft:	60 m
Mass:	87,500 DWT
Crew:	100
Armament:	2 lasers 2 missile tubes 2 linked plasma cannon cloaking device (postwar only)
Cruising speed:	warp 3.0
Maximum speed:	warp 3.9

### Innovations:

- First “heavy” Romulan cruiser class
- Most advanced Romulan starship of its time

---

*CEFY* DESIGN BY STEVE BARON  
TERRANGO CLASS NAME BY RICHARD MANDEL  
SPECIFICATIONS COURTESY OF THE DAYSTROM TECHNICAL INSTITUTE  
BACKGROUND AND VISUAL COURTESY OF STEVE BARON

---

# U-20 *JUGGERNAUT*

(ROMULAN NAME UNKNOWN)

SERVICE ENTRY DATE (ESTIMATED): 2159

DATE FIRST SIGHTED BY FEDERATION: 2159



This was the ship that prompted Starfleet to begin development of its *Goliath* class battlecruiser. Even though it was captured during the Battle of Manarram in 2162, Starfleet could not be certain that the Romulans were not building another of these massive spacegoing leviathans. Their fears would not be confirmed until long after the war, when it was learned that the Romulans had in fact began construction of a second *Juggernaut* at Remus. The wartime strain on the Romulan economy had prevented it from being completed by the time of the Battle of Cheron, and the war's end found it less than 40% complete.

Early Romulan warp drive technology had always been more advanced than that of the Federation as a whole. Not only were they the first to grasp the significance of using trititanium in starship construction, they were also the first to come up with a computer control system suitable for generating a warp field around massively oversized starships like the *Juggernaut*. Unfortunately, they committed the same mistake that the Federation would a few years later in fitting inadequate warp engines to their behemoth. Post-war testing found the *Juggernaut* to be extremely sluggish in response and its apparently experimental computer control system suffered from frequent breakdowns. In maneuverability trials conducted with the *Goliath* battlecruiser prototype the two ships almost ran into each other several times, prompting one wag to quip that "... they remind me of two giant sumo wrestlers trying to push each other off the mat, only on a much larger scale."

The total surprise achieved by Federation forces at the Battle of Manarram enabled them to capture the ship intact and with little damage from incidental fire. The ship's systems had been powered down and even its life support had been turned off, suggesting that the Romulans had removed the vessel from service shortly after its completion. Perhaps they had ran into the same problems as did Federation testers after the war and mothballed the completed ship. Perhaps they planned to return to it later and correct its many deficiencies, as Star Fleet once planned to do during the tumultuous post-war years. It was towed to Federation space and renamed the *Juggernaut*, where it was maintained in reserve with an eye towards upgrading its engines and systems. Such plans evaporated with the subsequent development of more advanced starship designs, though, and the *Juggernaut* was eventually retired to Memory Alpha as a museum ship. Its true identity as a Romulan vessel was kept secret for over a century until the recent events surrounding Operation Brass Idol exposed its true heritage.

---

## SPECIFICATIONS:

Length:	312 m
Beam:	196 m
Draft:	96 m
Mass:	245,000 DWT
Crew:	750 (+245 troops)
Armament:	unarmed at time of capture (fittings suggested 16 lasers and 6 missile tubes, plus 4 plasma cannon and 8 Star Bomb launch systems with a combined magazine capacity of 48 Star Bombs)
Cruising speed:	warp 2.0
Maximum speed:	warp 2.4

### Innovations:

- Largest waship built by either side during the Romulan war

---

*JUGGERNAUT* DESIGN, CLASS NAME, AND SCHEMATICS BY DANA KNUTSON  
SPECIFICATIONS AND BACKGROUND COURTESY OF  
JOHN THIESEN AND GUY W. McCLIMORE (FASA CORPORATION)

---

# U-21 *CECROPS*

(ROMULAN DESIGNATION UNKNOWN)

SERVICE ENTRY DATE (ESTIMATED): 2155

DATE FIRST SIGHTED BY FEDERATION: 2159



The projected high costs of producing the revolutionary Warbird design soon drove the Romulan Space Navy towards seeking a cheaper alternative. The quickest way to accomplish this was by substituting duranium for tritanium throughout the design and substituting a stretched *Ceyx* type primary hull in place of the Warbird's custom hull. Romulan designers wanted to install the Warbird's new engines as well but found they would have gone significantly over the *Ceyx* hull stress limits. Instead, slightly modified *Chrysaor* engines were fitted, incorporating a number of improvements developed during the Warbird development program. The design was initially classified as a *Chrysaor* derivative; however, its success soon prompted the Romulan High Command to put it in a class by itself.

The first batch of 45 *Cecrops* produced during the Romulan War were conversions of existing *Ceyx* and *Ceyx*-derived designs. The cost-savings moves implemented into the design permitted the construction of 143 new-builds prior to the end of the War. This made the *Cecrops* one of the largest Romulan build classes of the conflict, although its numbers were nowhere near that of the earlier *Chrysaor*.

The *Cecrops* was considered a fair match for all but the heaviest of the Federation's major starship classes throughout the war. It was not as heavily armed; however, its incredible agility made it a difficult foe for even the most veteran Star Fleet commanders equipped with the Federation's best starships. More "green" Starfleet captains were lost to *Cecrops* attacks than any other single Romulan starship class, including the more numerous *Chrysaor*. Like the *Chrysaor*, though, swelling Federation numbers would take their toll on the ranks of the *Cecrops*. By the time of the Battle of Cheron there were only 38 still operational with Romulan forces. After the battle there were none. All of them were sacrificed in a final and ultimately futile effort to break through the Federation lines and fight their way free to Romulan space. No examples are known to exist today.

---

## SPECIFICATIONS:

Length:	260 m
Beam:	265 m
Draft:	60 m
Mass:	85,000 DWT
Crew:	100
Armament:	4 lasers
	2 missile tubes
	1 plasma cannon
	1 Star Bomb drop silo system (standard configuration)
Cruising speed:	warp 2.5
Maximum speed:	warp 3.4

---

*CECROPS* DESIGN BY STEVE BARON  
TERRANGLO CLASS NAME BY RICHARD MANDEL  
SPECIFICATIONS, BACKGROUND, AND VISUAL COURTESY OF STEVE BARON

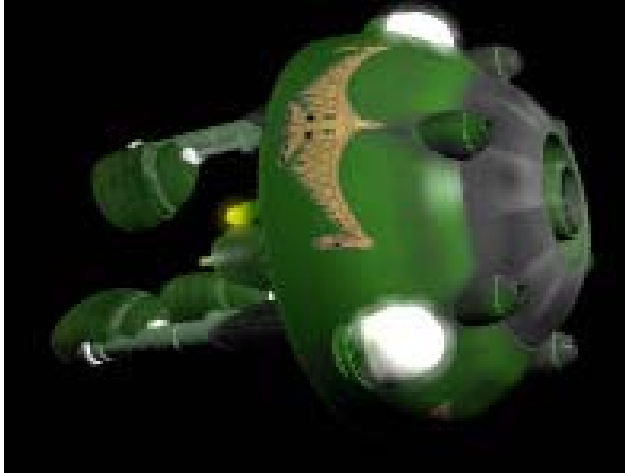
---

# U-22 *CABBAGE*

(ROMULAN DESIGNATION UNKNOWN)

SERVICE ENTRY DATE (ESTIMATED): 2156

DATE FIRST SIGHTED BY FEDERATION: 2159



The immense *Cabbage* was one of the most frightening sights to Federation starship crews during the opening months of the war. Known also as the *Sabinus* class in intelligence circles and the “jellyfish” by Starfleet personnel, it was in essence a flying fortress, a mobile base that served as both heavy firepower platform and fleet support starship. It was built for power projection across long distances and it did just that. It had the largest arsenal of Star Bomb launchers of any Romulan starship design (save that of the *Juggernaut*). In addition to this it carried the most powerful plasma cannon of the war, with a range equivalent to a Federation particle cannon but with beam strength three times as strong as standard plasma weaponry. It could literally fry a starship with a single blast given sufficient time to charge its cannon to full strength. These formed the core of the dual Romulan invasion fleets that hurtled across the border at the start of the Romulan War, and the Federation Star Fleet soon grew all too aware of its capabilities to deal and take punishment.

All of this came at a steep price, though. The *Cabbage* (so named due to its shape, which resembled a head of cabbage) had the worst maneuverability of any Romulan starship due to its size and mass. These also gave it the worst acceleration rating as well, limited to a warp 3 burst at best in emergency situations. This was not a concern in the early stages of the war, when the Romulans practically romped through Federation space blasting their way through obstacle after obstacle; however, it would catch up with them before long.

The Battle of Hell’s Gate took place on 21-23 December 2159 in and around a series of dense, highly charged nebulas within a few day’s warp travel of the Pallas XIV star system. These lay across the most direct route to Federation space and were the most obvious place for an attack. The Romulan invasion force

commander, though, trusting in the strength of his fleet and the massive string of victories he had already racked up so far, headed for the only clear channel at top fleet speed ... and ran smack into a Federation ambush. Lying in wait for him was a fleet of new Federation CS-series starships that had been rushed out of the spaceyards literally days before the Romulan arrival at Hell’s Gate. Augmenting these were regular area Starfleet forces and a number of surviving ships fleeing in front of the Romulans. They had hidden themselves in the nebulas surrounding the clear channel through Hell’s Gate and pounced on the Romulan fleet once it was inside. What happened next was a 51-hour, no-holds-barred free-for-all that ended with all 27 *Cabbage* class cruisers in the Romulan fleet destroyed and over twice that number of other classes, plus twice again as many damaged vessels. Star Fleet’s losses were almost as bad; however, the Romulans didn’t know that due to most of the battle taking place inside the Hell’s Gate nebulas. By the start of the third day all surviving Romulan units that were still able withdrew from Hell’s Gate and retreated to Pallas XIV to regroup, while those units unable to maneuver self-destructed. The Federation Star Fleet had stopped the Romulans just short of the Local Group systems. The Romulans suffered similar setbacks shortly thereafter at the Battles of Rigel and Winston’s Star, with all remaining 35 *Cabbages* in its combined invasion forces destroyed. These three battles put an end to any plans by the Romulans to expand their conquests. They would never be able to mount another such offensive effort for the rest of the war. The loss of the *Cabbages* was especially telling on the Romulan Space Navy, with 62 of its 75 then in service destroyed within a few short weeks. The *Cabbage* had paid the ultimate price for its design. It was too massive and too unmaneuverable to survive in a fiercely fought space battle for long.

There would be 61 more *Cabbages* built before the end of the war. Fully half of these were specialized designs, mainly fleet resupply tankers, troop transports (for garrison duty, not occupation forces) and heavily upgunned monitors (due to their large internal volume) in an unsuccessful effort to help push back the steadily growing Federation tide. Few would survive the end of the war, with most of these quickly converted into impromptu border defense stations to replace the ones destroyed by Federation forces. No intact example survives today.





---

## SPECIFICATIONS:

Length:	157.4 m
Diameter:	112.95 m
Mass:	490,000 DWT
Crew:	410 (1)
Armament (2):	6 Star Bomb launch systems (6 Star Bombs each) 2 missile tubes 1 uprated plasma cannon

Cruising speed:	warp 2.5
Maximum speed:	warp 3.0

- (1) varies wildly anywhere from 600-2000 depending on the source; 410 is a generally accepted reasonable "minimum crew" figure
- (2) weapons ratings reflect the original version as seen in action in the 2159 invasion effort; other versions have different weapon mixes

### Innovations:

- Most massive starship fielded by the Romulans during the Romulan War
- Largest Star Bomb launch capability of any Romulan starship design (six at once from six launchers fixed on the same or individual targets)
- Most powerful plasma cannon ever deployed on a Romulan War era starship
- Largest internal cargo/payload capacity of any Romulan starship design during the war

---

**CABBAGE DESIGN, SPECIFICATIONS, AND BACKSTORY  
BY MASAO OSASAKI (STARFLEET MUSEUM)  
WITH ADDITIONAL MATERIAL BY STEVE BARON (VINTAGE SHIPYARDS)  
VISUALS BY NICK PORCINO AND THOMAS PEMBERTON**

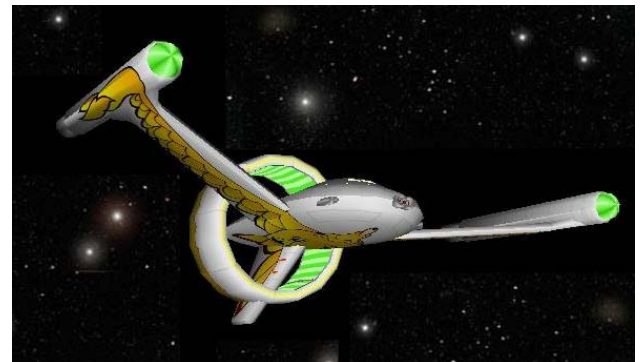
---



The *Juggernaut*



A pair of early Warbirds



A *Cestus* on the prowl



A pair of *Crackers* battle Klingon forces

# U-24 *CHOWDER*

(ROMULAN DESIGNATION UNKNOWN)

SERVICE ENTRY DATE (ESTIMATED): 2158

DATE FIRST SIGHTED BY FEDERATION: 2158



*Chowder* (aka *Veronus*) followed the same general principles as the *Cabbage* but without the overgunned weapons battery and extra mass to boot. In modern times it would have been considered a strike cruiser, a cost-effective cruiser design that emphasized tactical capabilities above all else. It had roughly the same mix of weapons as the *Cabbage* but mounted on a considerably smaller hull that was closer to Romulan fleet norm. Its plasma cannon system was the same dual-linked system found in the *Coctyus* and *Warbird*, though, and it only had two Star Bomb missile launch systems. These were not the older, full-blown system but a new “economy” model with reduced size (and a correspondingly reduced warhead).

*Chowder* was most frequently deployed in the anti-ship role, serving as the “heavy guns” of forward fleet elements and clearing its path of lumbering, less maneuverable Federation starship designs. The debut of the *Chowder* and its continued production throughout the war also marked a Romulan return of sorts to its traditional cruiser-sized designs. The glaring losses of most of its fleet of *Cabbages* during the invasion of the Federation had pointed out the vulnerability of such large and unmaneuverable designs. By then, however, it was too late. The Romulan edge in maneuverability all but disappeared with the introduction of new Federation designs, such as the CS-series *Minotaur* class fighter, to whose attacks the *Chowder* was particularly prone. *Minotaurs* were carried primarily by CS-series escort carriers such as the *Yorktown* class, and *Chowders* were sent after these with a vengeance. Yet, for the 5 *Yorktowns* and 19 other Federation capital ships destroyed by *Chowders* by war’s end, they lost 112 of their own number, with an additional 84 listed simply as “missing.” It was ample proof that the Federation had learned its lessons well in coping with Romulan agility and combat tactics.

---

## SPECIFICATIONS:

Length:	126.5 m
Beam:	68.1 m
Draft:	68.4 m
Mass:	80,000 DWT
Crew:	200
Armament (2):	2 “economy” Star Bomb launch systems (6 each) 2 missile tubes 2 dual-linked plasma cannons
Cruising speed:	warp 3.2
Maximum speed:	warp 4.0

### Innovations:

- Generally regarded as the most balanced of the wartime Romulan starship designs.
- First Romulan starship to deploy with the “economy” version of the Star Bomb missile.
- First starship encountered in Federation history with a maximum speed equal to or greater than the legendary “warp 4 barrier.”

---

***CABBAGE* DESIGN, SPECIFICATIONS, AND BACKSTORY  
BY MASAO OSASAKI (STARFLEET MUSEUM)  
WITH ADDITIONAL MATERIAL BY STEVE BARON (VINTAGE SHIPYARDS)  
VISUALS BY NICK PORCINO AND THOMAS PEMBERTON**

---

# U-25 *CLAVICLE*

(ROMULAN DESIGNATION UNKNOWN)

SERVICE ENTRY DATE (ESTIMATED): 2159

DATE FIRST SIGHTED BY FEDERATION: 2159



By the start of 2160 the Romulan Star Empire knew that it was now enmeshed in a war on a grand scale that it knew it could not win. The distances were too great and it lacked the resources for a prolonged conflict. Initial attempts to exploit the resources of its newly captured territories had gone nowhere – most Federation colonies had gone down fighting, taking precious refining capacity with them in the process. The Romulans were once again forced to resort to convoy raiding to supply its overextended forces, this time operating farther from home space than they had ever done before.

*Clavicle* (aka *Tyrannus*) entered Romulan service just in time to somewhat offset this situation. It was the perfect raider: as quick to accelerate as a *Cestus*, as maneuverable in combat as a *Cecrops*, as suited to long-range raids as the original *Ceyx*, more heavily armed than a *Chowder*, and faster than any other starship in the war – provided, of course that it could secure its target. The extreme ranges required for such raids at this point meant that the *Clavicles* selected for such raids were in effect on one-way missions unless they could capture additional fuel.

The only flaw in the *Clavicle* was in its engine system. It used hyped-up warp drives in order to achieve a burst speed in excess of warp 4. This enabled it to outrun any Federation forces seeking combat but it also had a down side as well. *Clavicle* power systems were quite fragile and sometimes even the concussion from its own weapons being fired was enough to

knock out its warp engines. More *Clavicles* were lost by self-destructing to avoid capture due to warp engine failure, or simply running out of fuel on the return trip, than were destroyed in combat with Federation forces. In fact, fully half of all *Clavicles* lost during the war were due to the direct result of warp engine failure. Even so, enough of them succeeded in their missions to prolong the Romulan War by at least a full year.

A total of 63 *Clavicle* class cruisers were produced from 2159 to 2162. Of these, 31 were destroyed either in combat or by self-destructing. Only 11 survived the long Romulan retreat in 2162 that ended at the Battle of Cheron. These survivors would serve almost exclusively as patrol ships in the Neutral Zone until the Romulans recovered from the war and superior designs entered service in the 2170s. According to the Klingons, the last of the *Clavicle* class cruisers was withdrawn from Romulan service sometime around 2215.

## SPECIFICATIONS:

Length:	148.3 m
Beam:	107.4 m
Draft:	40 m
Mass:	79,500 DWT
Crew:	95
Armament (2):	5 lasers 2 “economy” Star Bomb launch systems (6 each) 2 missile tubes 2 dual-linked plasma cannons
Cruising speed:	warp 2.8
Maximum speed:	warp 4.2

### Innovations:

- Most heavily armed wartime Romulan production starship design.
- Regarded by some historians as the best Romulan starship design of the war.

---

*CLAVICLE* DESIGN, SPECIFICATIONS, AND BACKSTORY  
BY MASAO OSASAKI (STARFLEET MUSEUM)  
WITH ADDITIONAL MATERIAL BY STEVE BARON (VINTAGE SHIPYARDS)  
VISUALS BY THOMAS PEMBERTON

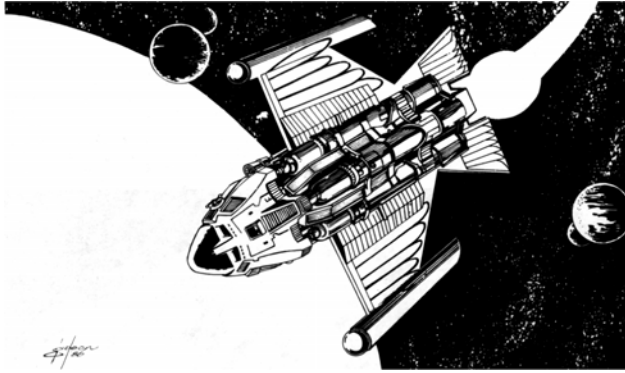
---

## N-1 UNBOUND BROTHER

(ROMULAN DESIGNATION *RE'RAVSAM*)

SERVICE ENTRY DATE (ESTIMATED): 2130

DATE FIRST SIGHTED BY FEDERATION: 2159



It is thought by many that the *Unbound Brother* predates the Romulan war era. Its design is like nothing else that was in service in the Romulan fleet at the time. Its appearance also appears somewhat cobbled, as if it were hastily upgraded for the war effort. No example has survived the war for further analysis. Federation merchant captains had already learned to hate the *Unbound Brother*, though, long before the war started. It was the Romulan equivalent of a gunboat or fast patrol ship, small but well armed. *Unbound Brothers* had the habit of popping up unexpectedly out of places wherever a small ship could hide and lay in ambush watching for slow and poorly defended targets. It appears that they were towed to these positions by other Romulan starships, lacking the speed and range themselves, and then would wait for a prime opportunity to strike. They were no match for even the oldest and slowest of Federation vessels, though and many were either destroyed outright or self-destructed to prevent capture.

### SPECIFICATIONS:

Length:	60 m
Beam:	43 m
Draft:	15 m
Mass:	2,000 DWT
Crew:	25
Armament (2):	1 laser 2 missile tubes
Cruising speed:	warp 1
Maximum speed:	warp 2

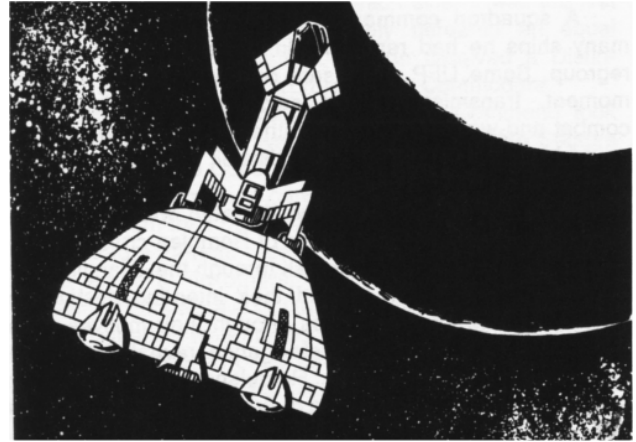
*UNBOUND BROTHER* DESIGN BY JOHN THIESEN (FASA CORPORATION)  
SPECIFICATIONS AND BACKSTORY BY ADRIAN BOLINGER  
VISUAL BY DANA KNUTSON (FASA CORPORATION)

## J-2 GALLANT CARRIER

(ROMULAN DESIGNATION *S'TEN TALASAM*)

SERVICE ENTRY DATE (ESTIMATED): 2140

DATE FIRST SIGHTED BY FEDERATION: 2160



*Gallant Carriers* began making their presence known in the war zones in 2160, after the Romulan's attempt to eradicate the Federation had instead turned into a prolonged war of occupation and attrition. These were the primary transports of the Romulan invasion forces during the Romulan War. They were among the largest starships fielded by either class. They were rather unmaneuverable, like the *Cabbage*, and always shied away from a fight whenever possible. They were easy prey for Starfleet raiding craft despite several Romulan attempts to upgun them for defensive purposes. None of the ones sent to Federation space to support the Romulan war effort is known to have survived the conflict.

### SPECIFICATIONS:

Length:	250 m
Beam:	318 m
Draft:	40 m
Mass:	144.5-- DWT
Crew:	185
Armament (2):	2 missile tubes
Cruising speed:	warp 2
Maximum speed:	warp 2.5

#### Innovations:

- First known dedicated Romulan transport design.

*UNBOUND BROTHER* DESIGN BY JOHN THIESEN (FASA CORPORATION)  
SPECIFICATIONS AND BACKSTORY BY ADRIAN BOLINGER  
VISUAL BY DANA KNUTSON (FASA CORPORATION)

# STARSHIPS OF THE POSTWAR GENERATION

---

## U-28 CATARACT

(ROMULAN DESIGNATION UNKNOWN)

SERVICE ENTRY DATE (ESTIMATED): 2175

DATE FIRST SIGHTED BY FEDERATION: N/A



*The following information is provided courtesy of the Klingon Empire and Project Grey Ghost. This Romulan starship class was never directly observed by Starfleet or other Federation intelligence gathering activities during the time it was in service.*

*Cataract* was the first major starship class of the Romulan Space Navy following the end of the Romulan War. The reason it took so long for it to enter service is because the Romulan economy quickly collapsed following the war, followed almost immediately by an undeclared border war by the opportunistic Klingons. The Romulans had neither the time nor the resources for new starship development until both of these problems were addressed. Once they were, though, the Romulans were not long in addressing the shortcomings of its outdated and obsolete postwar fleet.

At heart *Cataract* was a cross between the *Clavicle* and *Cecrops* designs – an attempt to combine the best features of both on a common hull. This saw the *Cataract* primary hull move back in the direction of the highly successful (and experimental) prewar “Warbird” class, following the same rounded and flattened overall hull design. The propulsion system was *Clavicle*’s chief contribution, as the one used by the “Warbird” was simply too expensive to produce in large quantities. Another idea borrowed from the *Cecrops* “Warbird” lineage was the use of tritanium leading edges on an all-duranium frame. It was a necessary compromise between warp speed potential versus cost; however, it was a quite effective one. *Cataract* was the first postwar Romulan starship class capable of exceeding warp 4, albeit under emergency conditions. Its normal cruising speed, according to reports, was warp 3.3 – slower than its Federation contemporaries but sufficient for the tasks. Warp 4 bursts were used to get the *Cataract* in and out of a contested area, and few starships at the time of its launch fielded by the other major interstellar powers could match this capability.

The Klingon historical archives are full of reports of encounters with Romulan *Cataracts* along their shared border and in the Triangle from 2175 onward. The Klingons came out on the losing side of almost two-thirds of these, prompting their own upgraded starship building efforts. *Cataract* was more nimble and somewhat faster than contemporary Klingon designs, and its improved plasma cannon (an upgraded form of the one used with the *Clavicle*) made it a fearsome foe in sublight combat. It was used with great success against Klingon forces and is also believed to have behind initial Romulan successes against the Gorn in the 2180s. They are believed to have been withdrawn from service sometime around 2220.

---

### SPECIFICATIONS:

Length:	132.8 m
Beam:	123.6 m
Draft:	28 m
Mass:	120,000 DWT
Crew:	100
Armament:	1 plasma cannon 2 fusion missile tubes
Cruising speed:	warp 3.3
Maximum speed:	warp 4.6

---

**CATARACT DESIGN, SPECIFICATIONS, AND BACKSTORY**  
BY MASAO OSASAKI (STARFLEET MUSEUM)  
ADDITIONAL MATERIAL ADAPTED FROM *STAR FLEET BATTLES*  
BY AMARILLO DESIGN BUREAU  
VISUAL BY DINOSAUR JR.

---

# P-1 GOONEY BIRD

(ROMULAN DESIGNATION UNKNOWN)

SERVICE ENTRY DATE (ESTIMATED): 2175

DATE FIRST SIGHTED BY FEDERATION: 2262



*The following information is provided courtesy of the Klingon Empire and Project Grey Ghost. This Romulan starship class was never directly observed by Starfleet or other Federation intelligence gathering activities during the time it was in service.*

The *Gooney Bird* came about due to lessons learned during the Romulan War. Romulan starships typically did not have the range for prolonged conflict on or beyond the Romulan frontier. If there was not a nearby base or auxiliary starship to assist them then they were effectively stranded once their mission was over. After the war and once their economy had recovered the Romulans developed an oversized, long-range, warp 4 capable "carrier ship" capable of transporting ten U-series (or derivative) Romulan starships to any location on Romulan borderspace. This "Nest of Fire," as the Romulans called it, would then launch its ships and cloak itself until the mission was over. Once the mission was over and its flight had "returned to the nest" then it would return to its home base. The Romulans used *Gooney Birds* extensively during its early conflicts with the Gorn and the Klingons. It is believed they remained in service well into the 2270s. None has ever been sighted by a Federation starship, although probable long-range sensor records abound

The *Gooney Bird* is also known in Starfleet circles, somewhat derisively, as the *Clay Pigeon* and the *Sitting Duck*. Numerous reports abound within Klingon records of their vessels catching an isolated *Gooney Bird* waiting for its fleet of ships to return. None survived these encounters if the Klingon records are accurate. Due to its specialized nature the *Gooney Bird* could not carry many weapons, and this made it an easy target for enemy vessels on the prowl. The Romulans were eventually able to adapt low-power plasma cannon and beam weapons for a limited defense; even so, the sheer size of a *Gooney Bird* practically guaranteed an easy target. By the end of its service lifetime the Romulans would hold back two ships in every *Gooney Bird* deployment for the sole purpose of protecting their "mothership."

---

## SPECIFICATIONS:

Length:	730 m
Diameter:	295 m
Mass:	265,000 DWT
Crew:	850?
Armament:	5 disruptors 2 plasma cannon

Cruising speed:	warp 3.0 (warp 4.0 unladen)
-----------------	--------------------------------

Maximum speed:	warp 4.2 (warp 4.5 unladen)
----------------	--------------------------------

### Innovations:

- First Romulan starship class ever observed
- First Romulan starship seen using force field screens

---

**GOONEY BIRD CONCEPT AND DESIGN BY PHOENIX EXPERIMENTAL SHIPYARDS  
SPECIFICATIONS AND BACKGROUND COURTESY OF x  
VISUAL COURTESY OF PHOENIX EXPERIMENTAL SHIPYARDS**

---

# U-29 *CRACKER*

(ROMULAN DESIGNATION UNKNOWN)

SERVICE ENTRY DATE (ESTIMATED): 2201

DATE FIRST SIGHTED BY FEDERATION: N/A



*Most of the following information is provided courtesy of the Klingon Empire and Project Grey Ghost. This Romulan starship class was never directly observed by Starfleet or other Federation intelligence gathering activities during the time it was in service. Commander Nek'thea, the first Romulan ever captured alive by the Federation, revealed during interrogation in 2263 that she once served aboard a Cracker class cruiser during the early days of her career.*

The Klingons first encountered the *Cracker* in combat in 2201. This suggested that it entered Romulan service either that year or possibly the year before. It was an obvious step up over the *Cataract*, with improved weaponry and warp engines remarkably similar to those Starfleet was using at the time. This suggests Romulan espionage, although the details and duration of the agent(s) involved, or whether or not it even happened at all, is still a mystery. Commander Nek'thea declined to answer the question when it was posed during her interrogations in 2263, merely observing that "... we were fielding starships just as good as yours in those days." In fact, *Cracker* soon proved superior to anything the Gorn and Klingons were fielding at the time.

It is widely believed that the *Cracker* was the first Romulan starship design fitted with a cloaking device. This is due to several Klingon battle reports of *Crackers* simply disappearing after being forced to withdraw from intense combat, leading them to believe that the ships had been destroyed. It is little wonder that they were astonished when those same supposedly destroyed Romulan vessels were engaged on subsequent occasions. This early cloaking device, if it in fact existed, apparently consumed tremendous power and was only used on a few occasions late in the *Cracker's* service career. The cloaking device would not truly come into its own until deployed on the subsequent and more powerful *Capsize*.

---

## SPECIFICATIONS:

Length:	110.5 m
Beam:	133.4 m
Draft:	19 m
Mass:	85,000 DWT
Crew:	106
Armament:	2 disruptors 2 fusion missile tubes 1 plasma cannon
Cruising speed:	warp 3.3
Maximum speed:	warp 4.6

### Innovations:

- First recognizable postwar "Warbird" design
- Believed to be the first Romulan starship class to have been fitted with a cloaking device

---

*CLAVICLE* DESIGN, SPECIFICATIONS, AND BACKSTORY  
BY MASAO OSASAKI (STARFLEET MUSEUM)  
ADDITIONAL MATERIAL ADAPTED FROM *STAR FLEET BATTLES*  
BY AMARILLO DESIGN BUREAU  
VISUAL BY OUTLANCE SHIPYARDS

---

# U-32 *CAPSIZ*E

(ROMULAN DESIGNATION UNKNOWN)

SERVICE ENTRY DATE (ESTIMATED): 2225

DATE FIRST SIGHTED BY FEDERATION: N/A



Most of the following information is provided courtesy of the Klingon Empire and Project Grey Ghost. This Romulan starship class was never directly observed by Starfleet or other Federation intelligence gathering activities during the time it was in service. Commander Nek'thea, the first Romulan ever captured alive by the Federation, revealed during interrogation in 2263 that she once served aboard a *Capsize* class cruiser during the early days of her career.

The appearance of the *Capsize* often causes confusion for new students of Romulan starship history. It is often mistaken for its descendant, the famed Romulan "Warbird" (aka *Cricket*) of modern times. It entered service in 2225 and left it some three decades later without once being encountered by the Federation. Its existence might have remained unknown today save for Project Grey Ghost and other intelligence sources.

*Capsize* is believed to have been the first Romulan starship class with a cloaking device as standard equipment. The cloaking device is a uniquely Romulan technology that allows a starship to become invisible to the naked eye and most active sensor systems through the selective bending of the electromagnetic spectrum around ship. The power requirements to maintain and generate such an invisibility screen are enormous. For example, early Romulan cloaking systems, such as that fitted aboard *Capsize*, required the full output of the ship's warp engines. This meant that a cloaked Romulan starship could only travel at sublight speeds and it could not use any beam weaponry, including plasma weapon systems, while cloaked. The combat advantages to the cloaking device, especially with regards to ambush attacks, were obvious. The Klingons learned this the hard way in 2234, when a lone *Capsize* was able to wipe out most of a Klingon supply convoy at Rura Kolak through effective use of its cloaking system. The Federation would get a similar taste of cloaking technology (via a cloak-equipped *Cricket*) in 2261, once the Romulans broke their self-imposed isolation from the Neutral Zone.

---

## SPECIFICATIONS:

Length:	138.1 m
Beam:	193.3 m
Draft:	22.7 m
Mass:	80,000 DWT
Crew:	115
Armament:	2 lasers 2 missile tubes 1 plasma cannon

Cruising speed: warp 4.0

Maximum speed: warp 5.3

Innovations:

- Believed to be the first Romulan starship class fitted with a cloaking device as standard equipment

---

*CAPSIZ*E DESIGN, SPECIFICATIONS, AND BACKSTORY  
BY MASAO OSASAKI (STARFLEET MUSEUM)  
ADDITIONAL MATERIAL ADAPTED FROM *STAR FLEET BATTLES*  
(AMARILLO DESIGN BUREAU)  
VISUAL BY DINOSAUR JR.

---

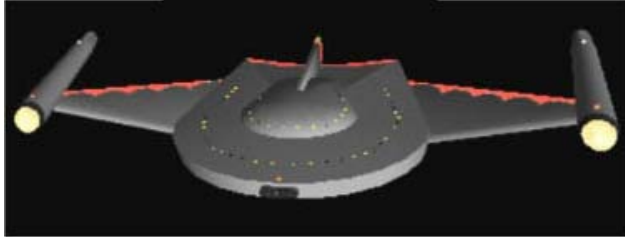


# U-34 *CRICKET*

(ROMULAN *VAS'HATHAM* – "WARBIRD")

SERVICE ENTRY DATE (ESTIMATED): 2252

DATE FIRST SIGHTED BY FEDERATION: 2260



The *Cricket* was the first Romulan ship ever observed operating in Federation space since the end of the Romulan War. It was originally classified as the P-1A *Empire* class until several decades later, once more information on the Romulan Space Navy became available. It has since been reclassified in accordance with standard Starfleet Intelligence nomenclature.

*Cricket* represents the pinnacle of postwar Romulan designs. Its lines clearly evoke the "Warbird" of the Romulan War, for which it has since been named (by both Starfleet and the Romulans, as it later turned out). It is the "Warbird" reborn in almost every aspect save for improved engines and weaponry. *Cricket's* engines are capable of sustained cruising speeds over warp 4 and a burst emergency speed approaching warp 6. The main difference from its wartime predecessor is its plasma torpedo system, which represented a giant leap forward in Romulan heavy weapons technology, and its cloaking device, which became Romulan standard fleet issue with its *Capsize* predecessor. The only drawback of its new plasma weaponry was it that it required most of a *Cricket's* warp power to generate a plasma torpedo; furthermore, it could not be held in its tube for more than a few seconds. Like *Capsize*, this power requirement meant that *Cricket* could neither arm nor fire a plasma torpedo while cloaked. Another limiting factor to the *Cricket* was its short operating range due to lack of available interior space for fuel stores. *Cricket's*, like most other Romulan starships of the era, were usually dropped off within range of their targets by a *Gooney Bird* warp transport and returned to it once their mission was complete.

In late 2161, in an apparent effort to test Starfleet resolve, a lone *Cricket* crossed the Neutral Zone and began attacking Federation outpost stations. Four were quickly destroyed before the starship *Enterprise* (NCC-1701), the nearest Starfleet vessel, could respond. What followed next was a pursuit and fight between the *Cricket* and the *Enterprise* that took it all the way to Icarus IV, a comet whose path crosses the Neutral Zone. *Enterprise* was eventually able to corner and disable the *Cricket*, but only after suffering a fair amount of damage from a hit by one of the *Cricket's* plasma torpedoes earlier in the encounter. *Enterprise* had unsuccessfully attempted to outrun the torpedo

at a speed of warp 8 before it struck. Fortunately, most of the plasma torpedo's strength had dissipated by the time of impact; even so, it was still strong enough to overwhelm *Enterprise's* shields and damage the ship. Data from the attack on the *Enterprise*, coupled with extensive analysis of the debris remaining from the four destroyed outpost stations, were used to compile a combat profile for the *Cricket* in this initial encounter. It also gave Starfleet its first taste of advanced plasma weaponry, for which ever after it would accord the Romulan Space Navy the respect it was long overdue.

*Cricket*, along with its offshoots and derivatives, are still fairly common sights along the Neutral Zone despite their age. They were retired from main fleet service with the introduction of *Winged Defender*, however, many continue to soldier on in auxiliary roles. Many have also been converted for a variety of other purposes or served as testbeds for technology conversions and upgrades. The bulk of these are dealt with under the entry for the modernized "Warbird" class (V-8).

Starfleet commanders are advised to be on guard when confronting a *Cricket* in combat. In the hands of a skilled Romulan commander it can still be as deadly as any modern Romulan starship given its plasma torpedo system.

---

## SPECIFICATIONS:

Length:	131.0 m
Beam:	234.1 m
Draft:	33.5 m
Mass:	70,000 DWT
Crew:	170
Armament:	
	4 disruptors
	1 plasma torpedo tube
Cruising speed:	warp 4.4
Maximum speed:	warp 5.7

### Innovations:

- First Romulan starship sighted in Federation since the end of the Romulan War
- First Starfleet encounter with a cloaked Romulan ship
- First Romulan starship to field plasma torpedoes

---

ROMULAN WARBYRD BY WAH CHANG  
BACKGROUND ADAPTED FROM THE *STAR TREK* EPISODE "BALANCE OF TERROR"  
ADDITIONAL MATERIAL AND *CRICKET* DESIGNATION  
BY MASAO OSASAKI (STARFLEET MUSEUM)  
SPECIFICATIONS COURTESY OF MICHAEL McMASTER AND FASA CORPORATION  
VISUAL BY GALE McMILLAN

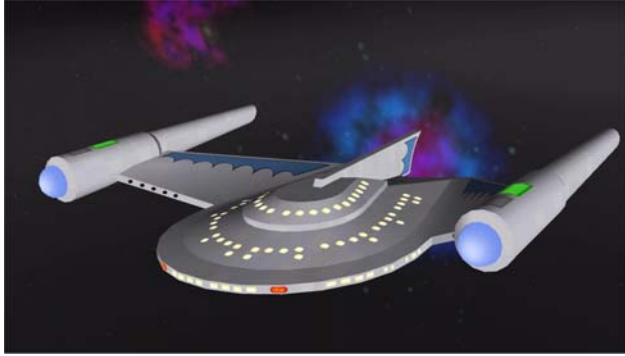
---

# U-35 *HAWK*

(ROMULAN DESIGNATION UNKNOWN)

SERVICE ENTRY DATE (ESTIMATED): 2252

DATE FIRST SIGHTED BY FEDERATION: N/A



*Most of the following information is provided courtesy of the Klingon Empire and Project Grey Ghost. This Romulan starship class was never directly observed by Starfleet or other Federation intelligence gathering activities during the time it was in service.*

This starship class should not be confused with the *Hawk* generation of Romulan starships (aka the W-series). The Romulan *Hawk* generation was classified before the existence of this earlier starship class became known.

*Hawk* was a competing design to *Cricket*. The main differences are in the engines and armament. *Hawk* was designed for long-range operations as far away from support as the limits of the *Warbird* style hull would permit. The powerful yet bulky plasma torpedo system of *Cricket* was replaced with modern plasma cannon in port and starboard mounts. These were quite a step up from the ones developed in the postwar years, packing the same firepower but adding translight warhead capability as well. They were still a far cry from *Cricket's* plasma torpedo system; however, both plasma cannon systems put together took up less than half the room. This extra room was dedicated for additional fuel storage.

The lack of offensive punch was what probably caused the Romulan Space Navy to pass over the *Hawk* in favor of *Cricket*. Intelligence data seems to suggest they were treated as second-line cruisers. Their long range begged scouting missions, and many found themselves exploring the far frontiers of space on the side of the Empire opposite that of the Neutral Zone. Several variants are reported to exist, although by no means as numerous as those of *Cricket*.

It is unknown how many *Hawks* were produced or if any remain in service in any capacity.

---

## SPECIFICATIONS:

Length:	130 m
Beam:	235 m
Draft:	34 m
Mass:	68,500 DWT
Crew:	125
Armament:	4 disruptors 2 plasma cannon
Cruising speed:	warp 4.5
Maximum speed:	warp 6.0

---

*SNIPER* DESIGN BY STEPHEN V. COLE (AMARILLO DESIGN BUREAU)  
BASED ON THE ORIGINAL ROMULAN WARBLIND BY WAH CHANG  
SPECIFICATIONS AND BACKGROUND BY RICHARD MANDEL  
VISUAL COURTESY OF DESTY NOVA

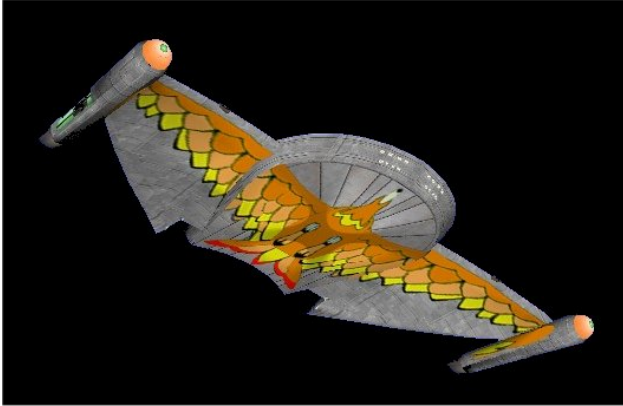
---

# U-36 *FALCON*

(ROMULAN DESIGNATION UNKNOWN)

SERVICE ENTRY DATE (ESTIMATED): 2253

DATE FIRST SIGHTED BY FEDERATION: N/A



*Most of the following information is provided courtesy of the Klingon Empire and Project Grey Ghost. This Romulan starship class was never directly observed by Starfleet or other Federation intelligence gathering activities during the time it was in service.*

*Falcon* was an experiment at turning a modern “Warbird” type hull into an “all-or-nothing” big-gun starship. It was the equivalent of the spacegoing monitors used by certain of the interstellar powers to supplement their border defense stations. *Falcon’s* only armament was a single plasma torpedo system whose warhead yield was gargantuan, to say the least. All of the power of the ship’s warp engines, plus that of auxiliary fusion reactors mounted where its beam weapons were once housed, were tied into this system. The impact of such a hyped-up plasma torpedo was devastating. It had the power to vaporize a starship, deep space station or even a defense outpost with a single blast, shields notwithstanding, and with energy to spare. One shot could cripple even the most modern Federation starbase. Two would almost certainly destroy it. The only drawbacks were the extended amount of time required to charge up its linked plasma system and the two seconds that a *Falcon* could contain such a powerful charge. Any longer and the torpedo would overload, destroying the ship in the process ... as well as anything else within the blast radius. To offset this, as well as provide some flexibility during battle, later *Falcons* were equipped to deliver half- and quarter-charges as had their Romulan War era ancestors. These could be held for

significantly longer than the full charge, thus providing greater targeting flexibility in combat.

A *Falcon* never traveled alone. There was always a squadron of at least three other starships to protect it while it was charging up its plasma system. A later variation with more powerful engines had just enough energy to spare for point-defense disruptors. At least four and sometimes as many as eight of these were fitted on later *Falcons* at the cost of reduced plasma warhead yield. There are scattered Klingon reports of some with their standard disruptors restored, but these may have been upgraded *Crickets* or even *War Eagles* confused with *Falcons* in the heat of battle.

The Klingons appear to have developed a healthy respect for the sheer destructive capabilities of the *Falcon*. This probably occurred as the result of a Klingon starbase being destroyed by a *Falcon* in their first recorded encounter with such a vessel. Later Klingon records are full of references to special battle tactics whenever a *Falcon* was sighted in a Romulan fleet formation.

---

## SPECIFICATIONS:

Length:	135 m
Beam:	234.1 m
Draft:	30.4 m
Mass:	73,500 DWT
Crew:	110?
Armament:	1 heavy plasma torpedo tube between 4 and 8 point-defense disruptors (later versions only)
Cruising speed:	warp 4
Maximum speed:	warp 5.5

### Innovations:

- First Romulan warship with a “superheavy” plasma weapons system since the Romulan War era *Cabbage*

---

*SNIPE* DESIGN BY STEPHEN V. COLE (AMARILLO DESIGN BUREAU)  
BASED ON THE ORIGINAL ROMULAN WARBIRD BY WAH CHANG  
SPECIFICATIONS AND BACKGROUND BY RICHARD MANDEL  
VISUAL COURTESY OF DESTY NOVA

---

# U-38 *SNIPE*

(ROMULAN DESIGNATION UNKNOWN)

SERVICE ENTRY DATE (ESTIMATED): 2253

DATE FIRST SIGHTED BY FEDERATION: N/A



*Most of the following information is provided courtesy of the Klingon Empire and Project Grey Ghost. This Romulan starship class was never directly observed by Starfleet or other Federation intelligence gathering activities during the time it was in service.*

The *Snipe* appears to have been intended as a smaller version of the *Hawk*. It found acceptance within the Romulan Space Navy as a light fleet unit, used primarily for patrol duties or defensive in uncontested areas of space. In fleet actions against the Klingons and the Gorn it played the role of destroyer or picket ship, screening the heavier ships of the fleet.

This was the smallest hull of the postwar Romulan designs capable of mounting a full plasma torpedo system. Correspondingly it also had the shortest range of any Romulan postwar starship design. It was rare for a *Snipe* to be seen outside of Romulan space unless the mission required it. In the most common occurrence a pair of *Snipes* would usually be brought along to defend a *Gooney Bird* carrier while the other ships were away carrying out the mission. The small size, agility, and heavy firepower of the *Snipe* made it ideal for such a defensive role.

---

## SPECIFICATIONS:

Length:	68.2 m
Beam:	90.6 m
Draft:	21.9 m
Mass:	25,000 DWT
Crew:	108
Armament:	2 disruptors 1 plasma torpedo tube
Cruising speed:	warp 4
Maximum speed:	warp 5.5

---

*SNIPE* DESIGN BY STEPHEN V. COLE (AMARILLO DESIGN BUREAU)  
BASED ON THE ORIGINAL ROMULAN WARBIRD BY WAH CHANG  
SPECIFICATIONS AND BACKGROUND BY RICHARD MANDEL  
VISUAL COURTESY OF DESTY NOVA

---

# U-39 *PELICAN*

(ROMULAN DESIGNATION UNKNOWN)

SERVICE ENTRY DATE (ESTIMATED): 2254

DATE FIRST SIGHTED BY FEDERATION: N/A



*Most of the following information is provided courtesy of the Klingon Empire and Project Grey Ghost. This Romulan starship class was never directly observed by Starfleet or other Federation intelligence gathering activities during the time it was in service.*

The *Pelican* was the first of the so-called “widened *Hawks*” observed in service. Its primary purpose was to serve as a minelayer. The ship was essentially cut in half and widened by 25 m in order to accommodate a mine-laying rack. Down-canted “wings” replaced the upswept ones, apparently in an effort to compensate somewhat for the *Pelican’s* altered warp field. A similar conversion would result in the *Warhawk* light carrier.

---

## SPECIFICATIONS:

Length:	130 m
Beam:	260 m
Draft:	32 m
Mass:	80,750 DWT
Crew:	100?
Armament:	4 disruptors 2 plasma cannon
Cruising speed:	warp 4.5
Maximum speed:	warp 5.5

---

*PELICAN* DESIGN BY STEPHEN V. COLE (AMARILLO DESIGN BUREAU)  
BASED ON THE ORIGINAL ROMULAN WARBIRD BY WAH CHANG  
SPECIFICATIONS AND BACKGROUND COURTESY OF AMARILLO DESIGN BUREAU  
VISUAL COURTESY OF DINOSAUR JR.

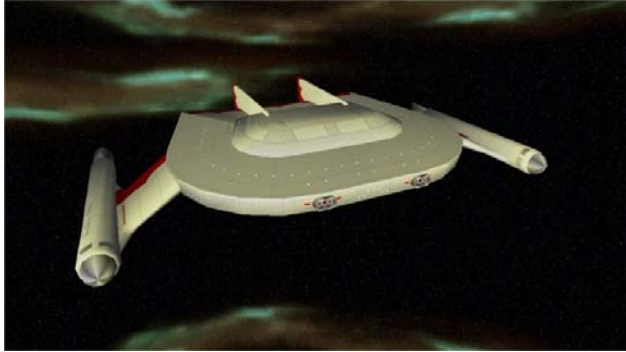
---

# U-40 WARHAWK

(ROMULAN DESIGNATION UNKNOWN)

SERVICE ENTRY DATE (ESTIMATED): 2255

DATE FIRST SIGHTED BY FEDERATION: N/A



*Most of the following information is provided courtesy of the Klingon Empire and Project Grey Ghost. This Romulan starship class was never directly observed by Starfleet or other Federation intelligence gathering activities during the time it was in service.*

*Warhawk* took the concept of the widened *Hawk* hull one step further, producing what is believed to have been the first dedicated shuttlecarrier in Romulan fleet service. For the *Warhawk* a 50 m “insert” was used in place of the 25 m one used on the *Pelican*. The extra room was required for the installation of an enlarged shuttle bay that held up to six fighter shuttles, complete with munitions and stores. It was the Romulan response to the Klingons developing their own fighter shuttles and shuttlecarriers. *Warhawk* was an experiment but an apparently successful one, with at least one shuttlecarrier type starship class (either purpose-built or converted) included in each Romulan starship generation from this point forward.

It is surprisingly easy to mistake a *Warhawk* for a *Pelican*, and vice versa, on a casual viewing. Their overall profiles are almost identical right down to the dual forward plasma weapon ports (plasma cannon on the *Pelican*, plasma torpedoes on the *Warhawk*). A simple sensor scan, provided the vessel is not cloaked, will quickly reveal the extra 25 m in width of a *Warhawk* as opposed to a *Pelican*.

---

## SPECIFICATIONS:

Length:	131 m
Beam:	285 m
Draft:	32.5 m
Mass:	105,000 DWT
Crew:	150?
Armament:	8 disruptors 2 plasma torpedo tubes

Cruising speed:	warp 4.4
Maximum speed:	warp 5.3

### Innovations:

- First purpose-built fleet shuttlecarrier in Romulan service.

---

**DOUBLEHAWK** DESIGN BY PHOENIX EXPERIMENTAL SHIPYARDS  
BASED ON THE ORIGINAL ROMULAN WARBLIND BY WAH CHANG  
SPECIFICATIONS, AND BACKGROUND BY RICHARD MANDEL  
VISUAL COURTESY OF PHOENIX EXPERIMENTAL SHIPYARDS

---

**To be continued ...**

# AFTERWORD

## SUPPLEMENT B1: THE ROMULAN STAR EMPIRE (2130 – 2260)

### AUTHOR'S COMMENTS:

If you're asking "What's with this B1 business?" then you're not the only one. This module got so big so fast that I'm breaking it up. This part covers the pre-TOS era. The rest will cover TOS and after.

The introduction by the Romulan Commander from the TOS "The Enterprise Incident" was a given even before I started drafting this volume. It was a natural considering what this volume of the *FSC* is about and her particular involvement in it. Her words, with their smattering of Diane Duane's "Rihannsu" terms, is a nod to all of the Romulan fanboys and fangirls out there who are going to be eagerly reading this. It also reflects the notion that she was speaking to the Vulcan co-author of *Why We Fight The Federation*. Personally I think the Commander would have used perfect Universal, since she demonstrated such a remarkable proficiency in it on-screen. But, I gotta please my audience, SOOOO .... As for her name as given ... well, I'll freely admit it's a mishmash of the two most popular names that have been ascribed to her in the various *TREK* novels. One of my draft reviewers chuckled when he first saw it and playfully accused me of making her name too long. No more long and no more silly than "James Tiberius Kirk" or for better measure "Xtmprszntwlfid S'chn T'gai Spock," IMHO. Just try saying it a few times ... "Dion Charvon Nek'thea" ... and it won't be long before you discover it rolls rather well across your tongue. A 1-2-3 progressive syllable pattern. How symmetrical is that, folks? ^ \_ ^ Yes, I'm being silly, but that goes to give you a small taste of just how much fun I had researching and writing this volume. It also tallied rather well with a pet theory I've had about "that extra planet Cheron" for quite some time now.

The Commander's introduction is *meant* to sound a little disjointed ... as if it were edited together from several different interview transcripts.

I would like to thank Masao Osasaki for granting me limited permission to use his starship designs from his *Starfleet Museum* website as well as alter their backstories to better fit the *FSC*. I would also like to thank Steve Baron from the *Vintage Starships* website for granting his full permission for using his graphics and adapting other materials from his website for the *FSC*. I deliberately shorted you readers of Masao and Steve's stuff in the Romulan War module because I was saving it for this. Wasn't it worth the wait? ^ \_ ^

All of the Romulan War era C-series code names for Romulan starships classes are my own invention, inspired by both TOS and Masao's research, and are taken from Greek and Roman

mythology. Yes, *Cestus* belongs to that group, too. It was the name of the girdle of Aphrodite (Venus); hence my use of it as the code name for Phoenix Shipyard's *Orec* class interceptor (which I have retconned somewhat).

Many gamers will quickly notice that the stats I list may seem a bit underarmed compared to what you're used to seeing with some of these ships. I deliberately downgraded many of the stats across the board in an effort to provide a picture of what the "stock" configuration of each ship may have been like. Variations abound, of course, especially in prolonged conflicts such as the Romulan War and the various border clashes with the Gorn and the Klingons. The longer conflict, the more heavily armed the resulting variations. If you need more space for weapons, my suggestion is to kick off some of the crew and break out the bulkheads in their compartments. We all know you really only need 5 people to fly a *STAR TREK* ship that's rated for a crew of 500, don't we? - \_ ^

It would be impossible to do a series of writeups on early Romulan starships without honoring the "early" Warbird of the *Enterprise* television series. While the Prime One continuity does not include *Enterprise* I see no reason to also toss out the early Warbird, nor do many other fans. This despite the fact that it looks like it belongs in *STAR TREK: The Motion Picture* more than it does the pre-TOS era. To this end I have followed Steve Baron's lead in writing up a pre-TOS Romulan starship lineage that eventually leads us to the early Warbird. I have also taken the liberty of inserting two more additional fanon designs that fit this lineage and retconning its stats (as well as removing its cloaking ability) so it will be more in tune with the Prime One timeline. I for one can see this early Warbird as the Romulan's Me262 – a starship ahead of its time that could have turned the tide of the war had not the hand of Fate worked against it, thus limiting its numbers. I got the idea from Timo's take on the NX-*Enterprise* in his book, *A Hobbyist's Guide to the UFP Starfleet*. I also took the liberty of giving one to Commander Decius (TAS "The Time Trap") just in case one pops up a few years down the road in a reverted TAS. - \_ ^

Be seeing you

- Richard

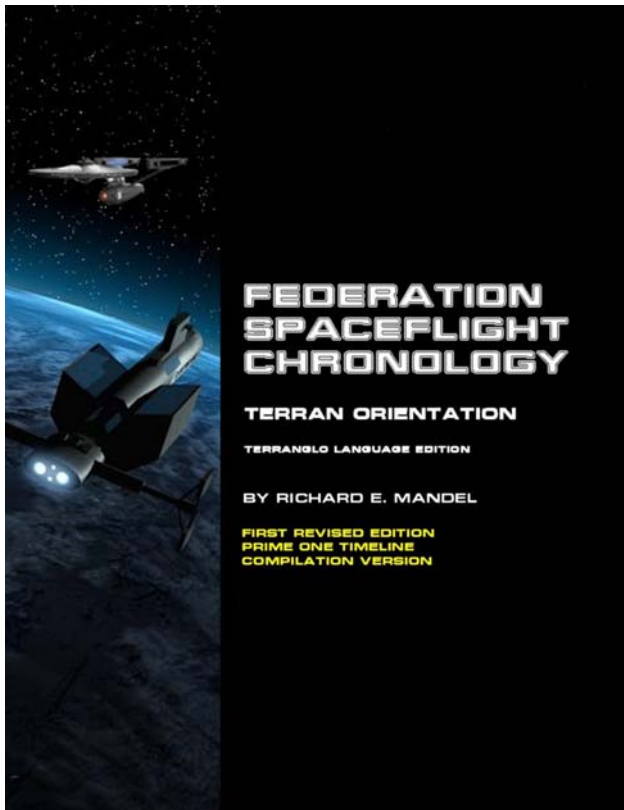


## **SPECIAL THANKS TO:**

---

Steve Baron (Vintage Starships)  
Jason Bogueess  
Julian Bolinger  
Stephen V. Cole  
James Dixon  
Aeriam "Cluttered Mind" Ferro  
Masao Osasaki (Starfleet Museum)  
Timo Saloniemi  
John Thiesen and Dana Knutson (FASA Corporation)

---



**also available**

## **ARTISTS AND IMAGE SOURCES:**

---

Activision Games  
Aridas Sofia (Federation Reference Series Online)  
Atolm  
Atrahasis  
Battleclinic.com  
Paul Brown  
Carl Magus  
Cozbo  
Desty Nova  
Dinosaur Jr.  
Dynaverse.com  
Feral Yards  
Filefront  
Ted W. Giebel (SFB Nexus)  
Greenvalv  
Maeteen Greenway  
Daniel Haughton  
Don Karnage  
Rick "Pneumonic81" Knox  
Dana Knutson  
Tyrel Lohr  
LC Amaral  
Lord Delekhan  
Gale McMillan  
Outlance Shipyards  
Paramount Pictures  
Phoenix Experimental Shipyards  
Nick Porcino  
Solid Snake  
Starforce Productions  
Taldren  
The Stress Puppy  
Terradhyne  
Thomas Models  
Thomas Pemberton  
Adam Turner (Amarillo Design Bureau)  
Vintage Starships  
Jeff Wallace

