

**GURPS**

Fourth Edition

# ROMULANS



**COMPLETE IMPERIAL  
DATA FILE**





# GURPS ROMULANS

## EMPIRE OF THE EAGLE

### *Conquest and War in the Star Fleet Universe*

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# GURPS ROMULANS

## HONOR OF THE HOUSE

by John A. Picheco

### **Y179, Planet Terimene, Romulan colony near Gorn border**

Pente-Centurion Falshin felt grim as he walked towards the Governor's office. He knew the Governor was not going to be happy about the news; she never liked bad news. Falshin estimated that, in about thirty hours, the governor and he would be dead or prisoners of the Gorns.

Terimene was a mining colony, one that mined rich ore and processed it into iridium, rhodium, and manganese, all things that the Romulan Star Empire needed. Governor Slatoris was a rising star of House Aurellius, one of the most powerful of the Romulan political factions. Her House had won control of Terimene in a power play two years earlier. She needed a successful tour in a major industrial production center to advance her career, and the self-contained colony had become very much a luxury resort for her and other functionaries of the House.

Pente-Centurion Falshin commanded the military garrison, which consisted only of a warning station, a Century of ground troops, and some ground-based phasers, enough to drive away a pirate but an easy target for Gorn marines. His career was stalled and he would never be promoted to Tribune, a fate he had long come to terms with. Part of the deal that ended the power play was that the military forces on Terimene had to be commanded by an officer not affiliated with any House, one supposedly neutral in the power plays that the Houses continually engaged in. With the largely honorary promotion from Major-Centurion to Pente-Centurion, Falshin had found the post a comfortable retirement.

Upon reaching the Governor's office, he told the secretary that he needed to see the Governor, and said that it was so urgent it could not wait. The Governor didn't hesitate and summoned him into her office. Falshin walked up to the Governor's desk, came to attention, saluted, and waited.

"Centurion, whenever you formally report like that, it's bad news. So, let's have it. What went wrong this time?"

Falshin hesitated, then blurted it out. "Governor, a Gorn fleet has broken through the 2nd Star Legion and is headed this way. The fleet should arrive at Terimene in twenty-two hours."

The Governor opened a drawer and took out a computer storage crystal and handed it to him. "This crystal,

sealed by the Praetor, gives me authority to seize control of military assets during any emergency. As commander of the local military post, you now come under my command. We must evacuate the colonial staff and the rhodium. The *Treachery* is the largest warship here, yes?" The cruiser had been sent here to await a repair ship.

"Yes, Governor, but she sustained heavy damage and crew losses. Ante-Commander Terin will have difficulty getting the ship out of range of the Gorns, and it will be a prime target for them."

The Governor was still looking up at him. "The *Cetus* and *Draco* are both too slow." They were old frigates awaiting a convoy to guard. "I guess it's going to be the *Kishawk*. Contact Major-Tribune T'Finn and let him know we are commandeering his ship." The Governor hesitated. "Tell T'Finn that he and most of his crew, fighters, and combat supplies are to transfer to *Treachery* and help to get her out of here. Terrin, T'Finn, and all three ships can leave whenever they want. I want *Kishawk* to be ready to leave, with all of my personnel and records on board, and all the refined metals, in ten hours. You will command *Kishawk*.

"Take your leave."

Centurion Falshin saluted, walked from the room, and thought to himself: *We are evacuating, and it looks like I will not be dead in thirty hours.* A slight smile grew on his face as he found himself profiting from a House power play for the first time in his life. Being ordered to take command of a ship was clearly a promotion; not being killed by the Gorns was clearly a good career move. She was bribing him with his own life to ensure her escape, which made sense given that T'Finn was loyal to House Antreidies and therefore a political rival. Falshin's own second-in-command, Major-Centurion Halkon, came from House Pentalion and was here to keep an eye on Slatoris and Aurelius. He would be left behind to make a glorious stand against the Gorns. Halkon would die or be a prisoner in thirty hours. Falshin smiled again, realizing that even in a military disaster, one of the great Houses had found a way to harm not just one, but two of the other great Houses.

After Centurion Falshin left, the Governor pushed a button on the desk. "Meri, cancel all appointments and go to file number two and execute. Understood?" After the secretary replied, the Governor stood up, straightened her skirt, and quickly walked to the bathroom, her long black hair flowing behind her.

**Bridge, Romulan SeaHawk-B Escort Carrier Kishawk  
Thirteen hours after leaving Terimene**

The turbolift doors opened as Governor Slatoris entered the bridge. She was wearing a knee-length gray skirt, gray jacket, and a form-fitting animal print shirt. She showed a sophisticated air — someone to be desired and feared — an air which she was pulling off so far. She walked directly to Centurion Falshin.

“Centurion, when will the engines be working again? The Gorns cannot capture this ship. The personnel, refined metals, and records are too valuable.”

Centurion Falshin sighed. The personnel and records on board were valuable to Slatoris’s House, and were frankly not really important to the Empire itself. The rhodium was, but it was her excuse to protect her personnel. Even so, his fate was linked to hers by the fact that he now commanded her ship. Even throwing her and the rhodium overboard wouldn’t save him, and making her happy could pay political dividends later, although it was becoming more and more difficult to hide his annoyance.

In a calm voice Falshin replied. “First, Governor, as the officer in charge of this vessel, I am to be addressed as Commander. Second, Ante-Commander T’Finn took the bulk of his crew, and all the best people, to the *Treachery* to help get her spaceworthy. The remaining engineers are working on the engine malfunction, but I cannot tell you when they will have it fixed until they find out what the problem actually is.”

“So what do we do?” Slatoris asked.

“We send a distress signal,” the Centurion behind Slatoris interrupted, “and we hope an Imperial ship arrives before a Gorn finds us.”

Governor Slatoris leaned closer to the Centurion and said softly, “Centurion T’Valin, Commander Falshin is correct that we should be on a more professional and formal basis on the bridge. And by the way, you do look the part.”

Centurion T’Valin did indeed look the part. He was in full dress uniform with all four Eagles, along with dozens of valor stars, service globes, and command bars on them. The military’s highest award, the Iridium Eagle with a star for valor, adorned his left shoulder. He had received this for his heroic last stand saving the *Behemoth* from capture. He carried the ceremonial short sword signifying House Casifax at his waist. He just happened to be on Terimene recovering from wounds from that battle and was to return to duty after his convalescence. Said convalescence seemed to be going well; he had been escorting Governor Slatoris to all the state functions and, security reported, sharing her bed at night. His House was strongly allied to that of Slatoris (at least currently), and she simply brought him along with her retinue. She could not, of course, leave a hero on a defenseless planet to get captured.

T’Valin offered his services to Falshin when the vessel’s engines failed, but as a Marine his help with the warp engines was limited. Falshin found himself genuinely liking T’Valin despite his current assignment as escort to the governor. It remained to be seen, but for all Falshin knew,

their houses might arrange a marriage. Either of them could do a lot worse.

Slatoris had been droning on, ordering several paragraphs of political information, personnel lists, and directives to her relatives to be included in the distress signal.

T’Valin gave her a quick smile, then turned to Falshin. “Commander, I suggest we make the distress signal short and simple. While the Gorns cannot break our codes, they could more easily detect a longer message.”

“I agree.” Falshin turned to the communications officer. “Send the three-digit distress code for ‘request assistance’, ‘enemy in area’, and ‘warp drive failure’. Then add our coordinates according to the encrypted war charts, and my signature code, and the governor’s as well. Send it on directional beams toward known Imperial units and bases.”

“Very well,” the communications officer replied, working his panel.

“Well, Centurion, how much of a defense can we put up?” Falshin asked.

“Commander,” T’Valin said matter of factly. “A Gorn police frigate could capture us in two minutes. We have little more than a minimum crew, a hangar deck full of civilians, and 150 tons of rhodium replacing the combat stores.”

“Can you organize available personnel to repel boarders?”

“I will do what I can,” T’Valin said with a shrug. “At least some of the civilians regularly play sports and are in good physical condition. A few of them are military veterans. I can also organize all available crewmen to defend themselves, but we cannot take them for combat duty as you will need them at their posts when the engines are repaired.”

“Carry on,” Falshin and Slatoris said at the same time, then darted their eyes toward each other with annoyance.



## Flag Bridge, Romulan Superhawk Heavy Carrier Imperial Standard

Major-Admiral Chassis Seraphine sat quietly in his comfortable command chair. He was very happy right now. His carrier group was fully refitted and resupplied, having left port two weeks ago after ten months of constant fighting on the Federation border. They were almost to the front, where an attack on the key Gorn mining world of Gornghella awaited only his arrival. Seraphine knew that switching his flagship to the Gorn front for a quick strike on the key resource center was the result of political maneuvering between his House, Sorkalif, and his uncle's allies, Houses Casifax and Aurellius. Seizing the Gornghella mines would give the Empire a boost, but would also create wealth and power for the allied houses.

Admiral Seraphine was lost in thought, trying to digest reports on the Gorn capture of Terimene. He could of course divert his squadron to recapture it, but if he proceeded with plans to capture Gornghella, Terimene would be cut off and fall into his lap. His House would demand the immediate recapture of Terimene, as it was controlled by an ally, but this way would be a better military plan and an adequate political result.

He stared at the viewscreen. The image on the screen was of the Sparrowhawk class escort cruiser *Dark Angel*. The *Dark Angel* was a beautiful ship, but not as beautiful as her commander. He thought about Commander Albus, an independent officer with no House affiliation, and he was glad that he could give her career some help. He was also glad that he had an excellent officer commanding his most important escort. She deserved the command, as she was the most brilliant officer that served under him. He missed having her on his staff — and in his bed — but she served better commanding a ship. Perhaps in time she might make a suitable wife for one of his nephews or younger cousins.

A female centurion approached him. “Admiral, a Romulan distress signal has been detected. *Kishawks* suffered a warp power failure while fleeing Terimene. There is also a curious thing, sir. The command signature is that of Pente-Centurion Falshin. I checked the database, and he is currently posted as commander of the ground defenses on the planet of Terimene. Also in the message is the signature code of Governor Slatoris of Terimene.”

“Centurion Baccus, what kind of ship is the *Kishawk*?”

“A SeaHawk class escort carrier, assigned to escort convoys from border planets to the interior. The *Kishawk* was last reported at Terimene, waiting for a new escort frigate.”

Seraphine turned his chair toward the young Centurion. “Well, Centurion, it looks like the governor escaped from Terimene after all. Order the squadron to proceed to the *Kishawk*'s coordinates at maximum speed. Do not respond to the *Kishawk*. I do not want to tell the Gorns where we are. Have Tribune Solkov report to the flag bridge immediately.”

## Bridge, Romulan SeaHawk-B Escort Carrier Kishawk

The Decurion at the sensor console proudly announced. “Commander, multiple vessels heading from Romulan interior are approaching, but still at long range.” He paused a moment to be sure he had the commander's attention. “Four vessels with a total warp signature of three.” A longer pause, then the Decurion suddenly continued with great emotion, “Commander, five vessels approaching from astern. Total warp signature three-point-three. They appear to be coming from Teri....”

Centurion T'Valin pushed the communications officer aside and opened a channel to the approaching Romulan ships. “This is the *Kishawk* to Romulan fleet. We are about to be overrun by Gorn forces. Lock on this signal and intercept with haste.”

A middle-aged Romulan with light brown hair, dressed in an admiral's uniform, appeared on the viewscreen. “This is Major-Admiral Seraphine of the *Imperial Standard*. What is the disposition of enemy force?”

Centurion Falshin pushed a button on his chair. “Commander Falshin of the *Kishawk*. Thank you for answering, Admiral. There are five Gorn vessels with a warp signature of three-point-three approximately two minutes away.” He gave the bearing and range.

Admiral Seraphine didn't hesitate. “Commander, prepare to abandon ship.”

Governor Slatoris, recognizing Seraphine, interrupted. “Admiral, this is Governor Slatoris. There are two hundred key administrative personnel on this ship, plus vital records, and a cargo hold full of rhodium. Everything must be done to save this ship.”

“Very well, Governor, we will do what we can.” This would work out even better, he nodded to himself. He could rescue the governor now to buy himself a couple of weeks to let the Gornghella campaign play out.

Centurion T'Valin quickly jumped into the conversation before the admiral terminated it. “Admiral Seraphine, Centurion T'Valin here. We only have a skeleton crew on board. I would not want a repeat of *Renicon*.”

The crew on both bridges were stone cold silent. They were waiting for the Admiral's reaction to this obvious breach in military etiquette. The Admiral calmly replied, “I understand, Centurion. End transmission.”

Commander Falshin and the bridge crew stared blankly at T'Valin. Slatoris blurted out, “What does *Renicon* mean?”

T'Valin looked around the bridge at all the people with the questioning looks on their faces. He stopped at Slatoris. “A year ago, I led a boarding action on the Gorn Battlecruiser *Renicon*. We captured the ship, but the Gorns counter-attacked, and I didn't have enough men to hold it. Admiral Seraphine would not reinforce us. I fought my way to the shuttlebay and escaped in a Gorn shuttlecraft with four of my men. I lost seventy-six soldiers from my century on that mission.” It went unspoken that if the admiral abandoned T'Valin again, there would be problems between their two noble houses.

**Flag Bridge, Romulan Superhawk  
Heavy Carrier Imperial Standard**

The turbolift opened and out walked a slightly heavysset Romulan with graying hair and the insignia of a chief engineer. He immediately went right to business. "Admiral, do you really think I can fix that ship — during *comba*? I don't even know what's wrong with it."

Seraphine replied with a smile, "Tribune Maximus Solkov, I have seen you perform miracles during impossible situations. Here is another impossible situation. I will try to keep the Gorns away, but don't waste any time. Get those engines on line. Do your duty, Tribune, and you will be well rewarded."

Tribune Solkov saluted and exited the bridge.

Seraphine turned to the tactical officer, "Launch all fighters. Group one to escort *Rampart*. Group two to escort *Steadfast*. The remaining groups are to protect the *Kishawk*. Launch the multi-role shuttle when ready."

The scanner officer reported, "Admiral, two Gorn vessels are launching fighters."

Seraphine sat back and thought to himself. *Well, we are fighting a carrier group. This is going to be interesting.* "Communications, hail the fleet."

Three images appeared on the viewscreen, an old Ante-Commander, a beautiful young female Ante-Commander, and a young Tribune. Seraphine addressed them. "All vessels, pull ahead of the fighters and fan out, put one hundred thousand araterreks between you. Commander Albus, you're in the center. Head straight towards the *Kishawk* and keep those Gorn fighters away. I expect your racks to be empty after your first pass. Understood?"

The female in the center spoke up. "Yes, Admiral."

Seraphine continued, "*Steadfast*, keep pressure on the Gorn fighters and take advantage of any opportunity."

The old engineer saluted. "By your command, Admiral, shall it be done."

Seraphine finished. "*Rampart*, engage the battle destroyer across from you and don't get surrounded by enemy fighters. Understood?" The junior captain nodded.

"The *Imperial Standard* will stand in reserve. Any questions?" There were none. Everyone knew that the *Imperial Standard* was vital to the next mission and must be kept out of combat. All three smaller ships were expendable; *Imperial Standard* was not.

With a smile and a nod in acknowledgment from the Tribune, Seraphine ended the communication and ordered tactical displays put on the viewscreen. The lights dimmed and symbols of every unit registered on the viewscreen. His eyes were fixed intently on the screen.

**Bridge, Romulan SeaHawk-B Escort Carrier Kishawk**

T'Valin looked at Falshin. "Commander, we can expect to be boarded. I will be in the shuttlebay." He started to leave. "And you might want to arm the bridge crew."

Falshin looked around the bridge. "Decurion, open the weapons locker and arm all bridge personnel. You will personally guard Governor Slatoris." Falshin turned to ad-

dress the entire bridge crew. "The situation might look grim, but if you all perform your duty, we will be victorious."

The navigator spoke up. "Can we drop the warp engines and evade detection in the melee?"

Falshin remained calm while he considered the idea, but Slatoris interrupted his decision-making process.

"Absolutely not," she ordered, "We must get the engines repaired and make all speed for Aurellius. Dropping the warp engines would leave us defenseless if detected, and the odds of escape are not worth that risk." Falshin accepted her decision without argument. Neither he nor Slatoris knew enough of starship combat to make any better decision.

**Flag Bridge, Romulan Superhawk  
Heavy Carrier Imperial Standard**

Admiral Seraphine sat quietly and watched the spectacle unfold before him. The Gorns were spreading their forces out. He smiled inwardly as he saw the Gorn fighters stay even with their ships. The heavy destroyer, probably a dedicated escort variant, was heading straight towards the *Kishawk*. The Gorn carrier was swinging wide, slowly launching G-18 megafighters. The other wing of the Gorn attack was composed of a battle destroyer surrounded by G-18 fighters, with slower G-10 fighters following close behind. He had ordered *Rampart* to engage that group.

Two G-18s launched plasma torpedoes. Then the *Rampart* fired phasers at both fighters, destroying one. The other G-18 turned and headed away. The viewscreen lit up with new symbols as plasma torpedoes were launched from dozens of tubes and canisters. Ships and fighters were trying to veer off. Shields were flaring under the hits, and fighters were blinking out as they were smashed.



### **Bridge, Romulan Sparrowhawk-M Escort Cruiser Dark Angel**

Ante-Commander Maxis Albus never sat down on the bridge. She despised lounging in the huge command chair so much that she once tried to have it removed. She constantly paced along the lower deck railing, checking and updating the computer pad she always had in her hand. By her calculations, the Gorn heavy destroyer escort was going to reach the *Kishawk* before *Dark Angel*. The Gorn opened fire on the *Kishawk* at ten thousand araterreks, doing only enough damage to open her shields. When the Gorn ship lowered her own shields to transfer marines, the *Kishawk* responded with two phasers of her own. At that range there would be little damage, but the point, Albus thought to herself, was to let the Gorns know they could not drop their own shields without paying the price.

The communications officer spoke, "Commander, *Kishawk* reports she has been boarded."

Commander Albus walked the deck issuing orders. "Weapons Officer. I want phasers locked on that Gorn's down shield. Fire when it bears and bolt a torpedo from a rack."

The Gorn turned another shield toward the Romulan cruiser, but the *Dark Angel* fired anyway, downing the shield and scarring the Gorn ship's hull and engines. The heavy destroyer only managed to get three phasers into arc, but they lowered *Dark Angel's* forward shield twenty-five percent.

Albus issued her next order, "Navigator, bear us away from the heavy destroyer. Weapons officer, enemy fighters are coming in range. Start bolting racks at fifty thousand araterreks." The *Dark Angel's* plasma bolts were hitting dead on target. First one, then two, three, and four fighters were crippled and sent away trailing debris.

Albus continued issuing orders. "Navigator, turn us toward the *Kishawk*. Engineer, put reserve power into transporters. As we pass by their down shield, beam three squads of legionaries to *Kishawk* to help repel boarders."

The scanner officer reported, "Commander, the Gorn carrier is launching a heavy torpedo. It is closing fast. Confirmed — we are the target!"

Commander Albus looking at her pad. "Navigator, plot course by my coordinates and execute." She pushed the button on her pad that sent the course instructions directly to the navigator's console, overriding his previous instructions.

"Weapons officer, fire remaining phasers at incoming torpedo."

### **Shuttlebay, Romulan SeaHawk-B Escort Carrier Kishawk**

The hatch of Gladiator fighter number twenty-four opened up, and the pilot waved Engineer Tribune Solkov out of the back seat. Solkov knew that the fighter was needed back in the battle, and watched as a sensor technician from the *Kishawk* climbed into the back seat he had just vacated. Solkov heard in his tactical headphones

that the multi-role shuttle was ready to launch and was waiting for the two-seat fighter to support it. He scrambled toward the hatch out of the shuttle bay and into the ship itself while two crewmen were directing the fighter to a launch position. Solkov walked up to a squad of marines.

A Centurion in full dress uniform, a somewhat charred and torn full-dress uniform, intercepted him. "Tribune Solkov, I am Centurion T'Valin. This marine detachment will escort you to engineering. Be advised the ship has been boarded."

As if to punctuate T'Valin's warning, a message blared over the ship's intercom: "New group of boarders attacking the science labs."

T'Valin opened his communicator "T'Valin to *Dark Angel/squad two*." A pause, no reply. He repeated "T'Valin to *Dark Angel/squad two*!" Still no reply. "T'Valin to *Dark Angel/squad three*."

"Squad three go ahead." Weapons fire could be heard in the background.

"Gorns are in Angel two's area, and they do not respond. They are likely neutralized. Pull back to the engineering deck and defend from there. I will rally the troops on the port side. T'Valin out."

"Tribune, you need to be in engineering. Go. Now. You do not have any time. Squad, move out."

### **Flag Bridge, Romulan Superhawk Heavy Carrier Imperial Standard**

Admiral Seraphine was still scanning the viewscreen and was pleased. *Steadfast* had done minor damage to the battle destroyer escort, and was chasing her away. *Rampart* was very busy. She had dropped a nuclear space mine, which had damaged one of the carriers. She had also fired phasers through the heavy destroyer escort's down shield, and had done minor damage to the battle destroyer escort. Then the *Rampart*, with three plasma torpedoes about to hit, did a crash stop, dropped a wild weasel, and cloaked out.

Both Gorn carriers and the heavy escort were swinging around for a pass at the *Kishawk*, but the *Dark Angel* was coming into their path. It was time to commit the *Imperial Standard* to the battle, something he did not want to do.

"Communications, raise the *Dark Angel*. Visual contact."

### **Shuttlebay, Romulan SeaHawk-B Escort Carrier Kishawk**

The multi-role shuttle from the *Imperial Standard* was taxiing to a landing when the pilot saw a desperate sight through the forward window. Dozens of civilians were cowering along the port side of the bay. A Romulan in full dress uniform, albeit with the right sleeve torn and the shredded left trouser leg covered in bloody green, was limping through a doorway on the starboard side, firing a plasma rifle with one hand and a slug pistol with the other. He retreated slowly toward the shuttle. Gorn plasma blasts

ripped by him as Gorn marines erupted from the starboard doorway.

The pilot went into action. He flipped on the intercraft speaker. "Pilot to landing force. We are landing in a hot zone. One friendly troop on deck. Emerge firing!" He hit the door emergency release, then pivoted the shuttle sideways ninety degrees and landed. Romulan troops flew out of the shuttle, surprising the Gorns. With the wounded Romulan officer leading the counter-attack, they pushed the Gorns out of the shuttle bay. The crew had dismounted the shuttle to join in the battle, but it was over before the pilot could shut down his engines and get out of his combat harness.

### **Flag Bridge, Romulan Superhawk Heavy Carrier Imperial Standard**

Commander Albus appeared on the viewscreen. "Orders, Admiral?"

Seraphine hesitated a moment. "Commander, we are doing well against the Gorns, but the battle is far from over. A group of Gorn fighters are staying close to the *Kishawk*. If the lizards think they cannot capture that ship, they might destroy it. We need to make them reprioritize." With a pained look on his face, he paused and exhaled.

Against protocol she continued for him, "I will try to hold the carrier as long as I can. By the way, sir, we have identified her as the *Tyrondor*."

"Maxis, I do not want to lose my best officer today."

On hearing his concern, a smile appeared on her face. "I'm not planning on getting lost, Admiral. Tribune Solkov will surely get the *Kishawk's* engines on line. *Dark Angel* shall do her duty, Admiral. Ending transmission." Her face faded from the screen.

Seraphine's stomach began to burn.

### **Crawlway between Decks one and two Romulan SeaHawk-B Escort Carrier Kishawk**

Centurion T'Valin cracked open an access hatch in the floor of deck one. He could see a Gorn marine squad at the bridge doors; they were trying to pry them open with combat halberds. He cursed his bad luck. After winning the battle in the rear hull, he had left the *Imperial Standard's* troops to mop up while he headed for the bridge. A half-garbled report received just before he arrived spoke of another Gorn landing, this one in the command boom, and it had turned out to be true.

He could not shoot them all, and if they got the doors open, there would be a slaughter on the bridge. Looking at his plasma rifle, a thought came to him. He pressed the stud to open the weapon as if for maintenance, and reached in to bend one of the components. Unable to bend it with his fingers, he pulled the Iridium Eagle from his shoulder and used its wing as a screwdriver, twisting it until two of the components touched and shorted out. Closing the action, he started pushing buttons and the rifle started beeping. It grew faster until it became a hum.

T'Valin opened the hatch, tossed the weapon at the

Gorns, then closed the hatch and scrambled down the crawlway. The plasma rifle exploded a couple of seconds later with a horrendous BOOM!

### **Bridge, Romulan SparrowHawk-M Escort Cruiser Dark Angel**

Commander Albus calmly spoke to her navigator, "As soon as you are on course, increase to full battle speed."

The scanner officer reported "Commander, *Tyrondor* has launched two heavy torpedoes."

While working on her pad, she responded. "Ignore them."

"Commander?"

"I said ignore them!" an irritated Albus screamed. The ship dived into the two torpedoes and they just blinked out. Albus had correctly guessed that they were only pseudo-torpedoes, intended to confuse tracking.

Albus addressed the bridge crew. "Ready tractor beam. Navigator, bring us to ten thousand araterreks, closer, closer, Now! Apply tractor."

"Commander, *Tyrondor* is not countering."

"Commander, *Tyrondor* is launching a heavy torpedo."

Albus looked at her pad. "Fire bearing phasers into their torpedo." Phasers leapt out of the *Dark Angel*, damaging the torpedo. The faltering torpedo slammed into the *Dark Angel*, lightly damaging the shield.

Albus punched a few buttons on her pad again, "Put rack two into offensive mode. Launch the heavy torpedo, and fire a torpedo from rack two at *Tyrondor*."

The scanner officer reported, "Commander, all fighters, theirs and ours, are converging on our position." A moment later, "Commander, I am seeing thirteen plasma launches."

Albus walked to the weapons console. "Weapons officer, fire phasers on any torpedo targeted on us when in optimum range."



### **Flag Bridge Romulan SuperHawk Heavy Carrier Imperial Standard**

Admiral Seraphine was watching the viewscreen. The *Dark Angel* and *Tyrondor* were getting hammered by plasma torpedoes. Impacts were scorching both hulls. The *Dark Angel* tenaciously held the tractor beam. One of the *Tyrondor*'s engines was completely destroyed, and plasma torpedoes were still coming in.

"Range to carrier?" Seraphine asked.

"Forty thousand araterreks, sir."

Seraphine quickly barked orders, "Fire all weapons. Bolt all torpedoes. Turn us one hundred thirty degrees to port." Phasers shot out, scoring damage to the shield. Then two of the three plasma bolts crushed the shield and inflicted damage all over the *Archaeopteryx*. "Recharge phasers and reload heavy torpedoes. Have reserve power ready for completion. I want best speed."

Then Seraphine whispered to himself, "Hold on Maxis, I'm on my way."

### **Bridge, Romulan SeaHawk-B Escort Carrier Kishawk**

The corridor was filled with a thick blinding smoke. As T'Valin limped through the blasted doors, he could see a half dozen plasma weapons pointing at him. With a calm demeanor he said, "Either shoot me or put those away."

Commander Falshon smiled. "Back to your stations."

"Welcome, Centurion T'Valin, I think we might just pull this off. The *Dark Angel* has a tractor beam on the Gorn carrier, and all the fighters are converging..."

The intercom sounded, "Tribune Solkov to bridge. The fuel mixture controls jammed, and the system overheated. An easy remedy, if you know where to look. Warp power is restored. We can move at any time."

Governor Slatoris blurted out, "Now. Now is a good time."

Commander Falshin sat down in the command chair. "Indeed, Governor."

"Navigator, make best speed toward Aurellius. Communications, hail the *Imperial Standard*. Let the Admiral know we have restored warp power."

### **Engineering, Romulan SeaHawk-B Escort Carrier Kishawk**

"Confirm, Admiral," Tribune Solkov reported over his own communications gear. "The fuel valve was deliberately jammed, probably before the ship left Terimene."

"Bastards," Admiral Seraphine snarled back. Only a Romulan from the ship's original crew could have done this. Obviously, one of the opposing Houses was unhappy with Governor Slatoris using the ship for her own escape. "Thank you, Tribune. Write up a full report, and send it directly to the Inspectorate for investigation."

"As you wish, Admiral," Solkov responded.

### **Bridge, Romulan Sparrowhawk-M Escort Cruiser Dark Angel**

The bridge was dark and filled with smoke. The only light sources were a few working station panels and some fires. Commander Albus picked herself up off the deck. The last two torpedo hits had inflicted major damage to the ship, as well as knocking her down and breaking her arm. She scanned the bridge. Only Centurion Baccus was at her station.

"Damage report, Baccus," she yelled as she walked to the weapons console. She pushed the dead Centurion off the display. The scans showed five more torpedoes inbound on the two ships. Albus did not know which ship the torpedoes were targeted on, but she was ready to drop the tractor on the *Tyrondor* as long as she was unable to move very far.

"Commander, our shuttlebay has been destroyed. We have lost our wild weasel," Centurion Baccus announced.

Albus knew they were finished. She retargeted the phasers from defensive fire on plasma torpedoes to the *Tyrondor*. "Launch log buoy."

Sub-Commander Albus looked at the viewscreen, confirmed that the target was locked, and fired.

### **Flag Bridge, Romulan SuperHawk Heavy Carrier Imperial Standard**

Admiral Seraphine was sitting on the edge of his command chair, his eyes fixated on the two flaming vessels on the viewscreen. They were still attached by a tractor beam. Plasma torpedoes were still inbound on the two ships. The message from the *Kishawk* uplifted the crew, but he was not happy.

Then a report was relayed by his scanner officer. "Admiral, the *Dark Angel* has stopped targeting plasma torpedoes and is now firing on the *Tyrondor*."

Seraphine stood up, took a breath, and calmly spoke, "Communications, send message to all units. Stay clear of *Tyrondor*, explosion imminent. Evacuate the crew of the *Dark Angel* if you can. Send to *Rampart* and *Steadfast* to cover the *Kishawk* and escort her out."

He watched as another torpedo hit the *Dark Angel*. The ship exploded. The force crashed into the *Tyrondor*, crushing the saucer. Then the *Tyrondor* went up like a nova.

After what seemed like minutes of silence on the bridge, the scanner officer spoke, "Sir, the Gorn vessels are breaking contact. The remaining Gorn carrier is warping out with the fighters. Orders for the fleet, sir?"

"All ships search for survivors and report evacuees. All fighters return to carrier." Minutes ticked by.

"Report from the *Rampart*, Admiral. Sixty-two crewmen evacuated from *Dark Angel*. None from the bridge. *Steadfast* reports no crewmen rescued."

"Very well, proceed to original destination."

Seraphine sat down and closed his eyes.

None of the crew dared look at him.



# GURPS ROMULANS CULTURE & HISTORY

## OVERVIEW

The star system 40 Eridani 3 lies approximately 16 light years from Sol. Star A of this trinary system is a K1V orange dwarf, orbited by a Class K desert world commonly known as Vulcan. Millions of similar planets exist in the Milky Way galaxy; thousands of them have given rise to sentient life and technological cultures. A select few of these lifeforms have expanded their cultures to interstellar scope. But 40 Eridani A may be unique, for the inhabitants of this system have given birth to not one, but two, interstellar empires. While humans and other species provide the military muscle and economic might of the United Federation of Planets, the Vulcans are responsible for much of the scientific and philosophic vitality of the UFP.

Ironically, the Federation's longest-standing foe, the Romulan Star Empire, also roots its civilization in ancient Vulcan culture.

Romantic human historians noticed similarities between Romulan culture and that of ancient Rome on Earth. This led them to give a "Roman" or Latin flavor to human translations of Romulan words and concepts. There are some actual similarities between the Romulan and Roman Empires. Twins founded the modern Empire, for example, and the Romulans themselves recognize dual homeworlds, Romulus and Remus. Like ancient Rome, the Romulans are a highly militarized culture, though often rent with class conflicts and political infighting.

But Romulans are not "Romans." The parallels are often overemphasized, and obscure more facts than they reveal. There are as many similarities to 20th-century Imperial Japan or 19th-century Germany as to ancient Rome. Romulan culture is more similar to pre-logic Vulcan cultures than to any Earth culture, of course. At the same time, even comparisons to Vulcan civilization can be misleading, for the Romulans have had more than two thousand years to develop apart from their Vulcan cousins.

Ultimately, the Romulans have to be understood on their own terms. To simply call them "emotional Vulcans" is too simplistic.

Romulans call themselves "Rihansu" (pronounced "Ree-hon-sue"). They are an ardently passionate people. They are capable of great tenderness to their friends and loved ones, but also a shocking brutality to their enemies. There are billions of Romulans, with personalities as diverse as any other sentient species. Nearly all Romulans share a deep devotion to the Empire, and many are equally (or more) devoted to the fortunes of their House.

Romulans do tend to be more xenophobic and racist than other humanoid species. Imperial ideology strongly emphasizes the claim that Romulans are born to rule the galaxy, and that other sentients are inferior beings. Most Romulans genuinely believe this, although there are exceptions.

Romulan politics is a very complex topic, revolving around power plays between the Great Houses that dominate Romulan society. Indeed, Great House rivalry (the so-called "Great Game") is responsible for many of the problems that beset the Empire. If not for this friction, the Empire would be a greater threat to its enemies than it actually is. On the other hand, competing Great Houses have given rise to many innovations that a monolithic Empire might never have discovered.

The Romulan economy defies easy categorization. It is "looser" than the state-controlled command economy of the Klingons. Theoretically, this should allow for a greater degree of innovation, plus higher levels of economic growth, but Romulan economics are far from the free market ideal of the Federation. The economy is similar to the Hydran Guild-dominated system in some ways, but the parallels are inexact. Economic inefficiency is as big a problem for the Romulans as it is for the Klingons, although the causes are different.

Neither politics nor economics can be properly understood without a grasp of the Great Houses. Great Houses are sometimes defined as "extended families of nobles," but the largest Houses are more than that. The most important of the Houses extend their influence through multiple levels of Romulan society, and will use most any means to extend and aggrandize this power. Imagine a corporation the size of General Dynamics, Wal-Mart, and McDonald's, merged together, with the board of directors under control of the Borgias. Not all of the Houses are alike. Some are gigantic, some relatively small. Some are rather idealistic, but most are totally amoral in their pursuit of power. Economic and political interests vary widely. As we shall see, many of the oddities in Romulan history can be traced to Great House conflict.

Although the Houses are a crucial factor that cannot be ignored, the majority of Romulans are actually "Houseless," lacking a clear House affiliation (although they are probably employed by a Great House). In the past this resulted in major discord between the Houses and the Houseless underclass. In modern times this class conflict has been reduced significantly, though its impact is still felt in some ways.

The fortunes of the Romulan military have varied over

time, often reflecting the wider rifts in Romulan politics and society. The Romulans fought a series of brutal wars with the Gorns, plus three savage conflicts with the Federation. The General War from Y173-Y185 crippled the Empire economically, and the ISC “War” which followed was an added humiliation. The political structure of the Empire proved unequal to the strains of these conflicts, eventually collapsing into Civil War. We will detail these struggles, for they lay bare both the undoubted strengths and great weaknesses of the Romulan system.

Unlike the Federation and the Klingons, there are no “member planets” or Subject Races, making Romulan culture relatively uniform and homogenous. There are a few planets with semi-lawless colonies founded by Orion pirates. The Romulans allow these to exist because it is easier to keep track of Orion planet-side operations if you know where they are. These planets also serve as important trading posts and places for spies to ply their trade.

Just before the General War, the Romulans discovered three sentient races near the edge of the galaxy. Called the “Suppressed Races” by the Federation, these three species (the Satha’hai, the Gerlunians, and the Dionaeans) are not allowed to leave their homeworlds, while the Romulans look for the best way to exploit them.

Not every Romulan feels the same way about every issue, or shares all the same opinions and attitudes, but no sentient is an island. Nature, nurture, social environment, and our own will combine to form all of us. This goes for Romulans as well as humans or other species. In this book we will examine all the myriad complexities of the Romulan Empire, in order to understand what makes Romulans see the universe in the way they do. Many of the details we will present are taken from Romulan historians Waed Stinnin, Hul Wehelr, and Adirius Valli. Federation translations of their works were found in the USAF computer download of 1970, the source material for the *Star Fleet Universe* and *GURPS Prime Directive*.



## ROMULAN BIOLOGY

The Romulan race is a warlike offshoot of the Vulcans. Like their Vulcan cousins, they have pointed ears, copper-based blood, and are physically stronger, on average, than the typical humanoid. Like the Vulcans, Romulans are very intelligent, have good hearing, and enjoy a long lifespan. Genetically, the two races are virtually identical and can interbreed without difficulty, much as human beings from Asia, Africa, Alpha-Centauri, or Europe are all members of the same species despite variations in skin pigmentation or facial features. Generally, the differences between Vulcans and Romulans are cultural and philosophical, but there are a few traits of true divergence.

First, about 90% of Romulans lack the inner nictating membrane protecting the optic nerve, as opposed to the 80% of Vulcans who have it. The majority of the exiles who became the Rihansu came from the southern polar region of Vulcan, where this membrane is less common due to the relative lack of bright sunlight in the area. About 10% of modern Romulans do have the membrane, and players may purchase it as part of their character template with the consent of the GM.

Secondly, while Vulcans have seven-year fertility cycles, Romulans mate and reproduce whenever they wish, like most humanoids. This divergence is partly cultural and partly biological. The reasons for this will be examined in greater detail in the history section. Like Vulcans, Romulans are mammals who use male/female reproduction, with an 11-month gestation period. The average lifespan is about 200 years. Twins are uncommon, and identical twins are extremely rare; almost all twin pairs are fraternal.

Third, modern Romulans have no higher rate of positive psionic potential than other humanoid races, averaging about one psionic individual for every 25 million healthy adults. In contrast, nearly all modern Vulcans demonstrate psionic ability, some to a very great extent. The mental discipline of logic seems to enhance psionic potential, but there also seems to be a biological basis to the difference as well. Other attributes in the standard Vulcan GPD template (Autotrance, Eidetic Memory, Lightning Calculator, Reduced Sleep, Regeneration), lacked by most Romulans, are benefits of the harsh discipline of logic, emotional suppression, and rigid mental training adopted by modern Vulcans.

It should be noted that Romulans clearly understand and appreciate logic. But Romulans see logic as a tool, as most species do, not as a way of life. They do not live by it like Vulcans, but it is a mistake to characterize Romulans as logicless beings completely consumed by their passions.

Most Romulans encountered in adventures will be members of the military. The military is open to members of all social classes, provided that basic training tests are passed. Conscription is occasionally used to fill out the ranks of the military during a crisis. Among civilians, there are two general classes, the “affiliated Housed Nobility” represented by the Great Houses, and the “Houseless” who aren’t directly affiliated with a House.

Note that being an “affiliated member” of a Great House is not the same thing as “working” for a Great House. Most Romulans, at one time or another in their adult lives, work for a Great House, simply because the Houses control so much of the economy. But being a secretary or a factory worker in a House enterprise does not make one a “member” of the House. House affiliation means one is considered a part of the nobility, the leadership, the “family” if you will, that control House operations. It is possible for a Houseless individual to be invited to join a House, although the procedures and frequency of this vary from House to House.

## ROMULAN TEMPLATES

### Standard Romulan Warrior

33 points

**Attribute Modifiers:** ST+1 [10]; DX+1 [20]; IQ+1 [20]; HT+1 [10].

**Advantages:** Acute Hearing 1 [2]; Extended Lifespan 1 [2].

**Disadvantages:** Code of Honor (Romulan) [-10]; Intolerance (non-Romulans) [-10]; Duty (Romulan Empire, 12 or less) [-10].

**Quirks:** Careful [-1].

**Homeworld:** Class-M, Gravity 1.05G, Atmospheric pressure 1.02, mean temperature 79°F, Zorski Group III-a.

### Romulan Civilians

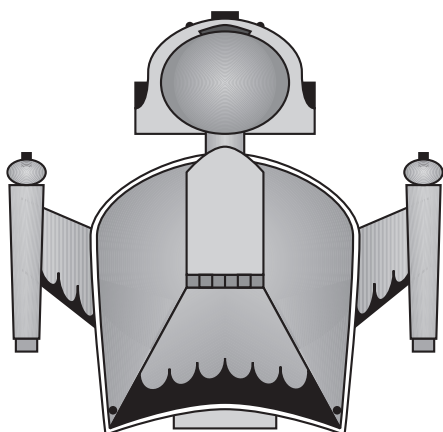
33 points

**Attribute Modifiers:** ST +1 [10]; DX +1 [20]; IQ +1 [20].

**Advantages:** Acute Hearing 1 [2]; Extended Lifespan 1 [2].

**Disadvantages:** Careful [-1]; Code of Honor (Romulan) [-10]; Intolerance (Non-Romulans) [-10].

Most Romulans are born on one of the two homeworlds, Romulus and Remus. When the Romulans entered the General War in Y173, the total population, both military and civilian, was about 17 billion. There is no social distinction between Romulans born on the homeworlds or on colony planets. House affiliation, or the lack thereof, is far more important.



Condor-class Dreadnought

## ROMULAN HISTORY

The Federation knew nothing, literally, about the Romulans for most of recorded history. Before the brief Second Federation/Romulan War of Y154, the two sides had never even met face to face, and Federation scholars were unaware that the Romulans were of Vulcan descent. The Romulans, on the other hand, knew they were descended from Vulcans, although some of what they thought to be true about their history was based on myth and legend, distorted by the mists of time. Some false Romulan beliefs about the Vulcans were deliberate distortions perpetrated by the government for ideological reasons.

Our focus here is on the Romulan version of events, culled mostly from Romulan sources. This does not always agree with Vulcan interpretations. We will explore the Vulcan point of view more fully in upcoming **GPD** products. In this book, we will address Vulcan events only so far as they explain and impact the development of Romulan culture.

## VULCAN ANTECEDENTS

“The darkness of our Vulcan past is reflected in the Romulan present.”

—Ambassador Silar of Vulcan, Y164

The Vulcans are the oldest of the Federation core races. Their history as a civilized culture predates Earth’s by several thousand years. Like their modern descendants, ancient Vulcans were an extremely intelligent people. They developed a relatively high level of technology quite early in their history. Ancient Vulcans were also exceptionally warlike, often violently emotional. As a result, the species hovered on the brink of self-destruction many times.

It is known that the Vulcans achieved interstellar space-flight at least once and probably twice in the centuries before the adoption of Logic. But constant infighting always threatened to drag them back into barbarism, or even self-annihilation. The final split from warlike ways occurred approximately 2,400 years before Y0. This split is the origin of both the modern Vulcan and Romulan cultures.

In the years before the split, there was a series of particularly brutal wars between rival power blocs on Vulcan. With much Vulcan technology having reached the TL 9 level by this point, the survival of the species was in question, due to the destructive nature of the weapons involved. Most sentient technological races experience similar crises, and some have destroyed themselves as a result. At more than one point, it appeared that the Vulcans would follow the self-destructive path followed by races such as the Cromargs and the Talosians.

But as the final crisis approached, a growing number of Vulcans recognized the need for some sort of unifying ideology to prevent ultimate catastrophe. Many felt that they had been granted one final chance to avoid destruction. Dozens of competing schools of philosophical

thought arose during this period. A detailed examination requires a multi-volume study of intellectual and social history, but ultimately these schools coalesced around two major competing factions.

One faction focused on reason, harsh self-discipline, and the complete suppression of emotion. Illustrated most clearly in the teachings of the great philosopher Surak, this school emphasized total devotion to “Kya-yai,” the Vulcan term generally translated as “logic.”

Another faction felt that the logical school was too extreme, and that Vulcans would lose more through the suppression of emotion than they would gain. Adherents of these schools still recognized the need for some sort of unifying principle, however, if the Vulcan race was to survive. In the end, a philosopher named Taneak codified the principles of “Kiay ri-ha-nai,” which translates roughly as “unifying duty.” This formed the main bulwark of opposition to the teachings of pure logic. It also laid the foundation for much Romulan philosophy and the root words of the name “Rihansu.”

Taneak was a former disciple of Surak. Unwilling to discard all emotion, he broke with his master and established his own movement. Building on ancient Vulcan warrior codes of conduct, Taneak wanted to unify the Vulcan people under the banner of racial duty and imperial expansion. Under Kiay ri-ha-nai, both individuals and larger power blocs were expected to set aside “petty” differences, and cooperate on the advancement of the race as a whole. Each individual was seen as part of the larger racial whole, a unit in the greater body Vulcan. Through “unifying duty,” both individuals and society would find higher meaning. There was a strongly militaristic and imperialistic tone to Kiay ri-ha-nai, and at least some of its adherents wanted to start an interstellar empire.

Taneak and his followers felt it was unnecessary to eliminate ALL emotions. They noted that positive emotions such as love or compassion, or notions such as aesthetic beauty, would also be discarded should the teachings of Surak be taken to their “logical” conclusion. In contrast, Kiay ri-ha-nai asked individuals to discard only some of their personal ambitions and petty jealousies, unifying instead around the banner of racial duty. Taneak and his followers hoped that this emphasis on duty would provide the social glue needed to keep Vulcan from destroying itself, but without the loss of all emotion.

Similar ideological and philosophical debates had led to wars in Vulcan’s past. But this time was different. Kya-yai teachings spread like wildfire, particularly in the equatorial areas and the Northern Polar Region of the planet, which had suffered worst in the most recent series of wars. Paradoxically, the more war-like teachings of Taneak proved most popular in the Southern Polar Region, which had suffered comparatively less from the last series of wars. Many of the southerners didn’t understand why rejection of *all* emotion was becoming so important to so many other Vulcans. Fortunately, at this point neither faction was particularly interested in fighting over their differences. Kya-yai was by nature non-violent, and Taneak’s philosophies specifically forbid the killing of fellow Vulcans as a vio-

lation of “unifying duty.”

In the end, Kya-yai won out, helped along in great part by Taneak’s “Final Reconciliation and Testament.” On his deathbed, Taneak (allegedly after a near-death experience) announced that Kya-yai was, after all, the True Path to enlightenment, and directed his followers to adopt it. Most did, but a minority (led by Taneak’s brightest disciple, S’hor), believed that the testament was made under duress or was an outright forgery. This group refused to abandon their beliefs.

Some of S’hor’s most extreme followers soon adopted a more violent approach, abandoning Taneak’s proscription on the killing of fellow Vulcans. They adopted the idea that the “impure” could be attacked at will in the pursuit of Kiay ri-ha-nai. They began a terrorist campaign to make their point. The vast majority of Vulcans rejected this approach, terrorism serving to discredit the movement in the eyes of most. Within a few years it was evident to all but the most fanatic that the struggle was lost.

In the end, S’hor’s group was broken by the newly established unified planetary government, then rounded up by the authorities. The Vulcan leadership offered the group a choice between conversion to Kya-yai or exile. Of some 35,000 followers of S’hor, approximately 9,000 agreed to convert to the now dominant beliefs of Kya-yai. The remaining 26,000 or so, including S’hor himself, agreed to exile outside the solar system. The government didn’t want S’hor and his followers to remain on or near Vulcan, where they could be a disruptive influence.

Most of the Exiles were from families that lacked strong psionic potential. There seemed to be a social correlation between lack of psionic potential and lack of interest in Kya-yai, although the exact reasons for this are debated by sociologists.

## THE EXODUS

“We shall begin again.”

—S’hor, *circa -Y2330*

Vulcan had primitive faster-than-light travel for at least a century before this period, although the political conflicts at home prevented any colonization or expansion program. They were aware of several sentient species inhabiting nearby star systems, including humans, Alpha Centaurians, and Andorians, and had conducted clandestine studies of these cultures. The Vulcans were far more technologically advanced than any of their neighbors at this point, but the widespread adoption of Kya-yai ended any chance that they would take advantage of this and start an empire.

As part of their agreement with the authorities, the Exiles agreed to avoid settling on any of the nearby systems. The Vulcan government was willing to use force to prevent the Exiles from interfering with these primitive cultures, perhaps in early anticipation of the future Federation’s concept of the Prime Directive. S’hor and his followers decided to go “east,” since survey data from probes and a few manned expeditions revealed fewer sentient spe-

cies in that direction. There were also known interstellar empires to the “west,” and the Exiles wanted to avoid being overwhelmed by a stronger power.

Beginning in -Y2330, over a period of 10 years, some 26,000 exiles left Vulcan aboard primitive FTL ships designed for about 40 years of travel. Each ship carried around 800 individuals. Each vessel was also outfitted with a “genetic bank” containing thousands of frozen Vulcan embryos, for use once the final destination was reached. This would increase the chance that a viable colony could be established.

Although travel was FTL, it was still considerably slower than the warp drives used in the main time period of **GPD**, or even the Non-Tactical Warp of previous eras. Between 30 and 35 ships were involved, but the exact number is unclear from surviving records. The undertaking took great effort, involving a large financial commitment and resource expenditures. But the Vulcans felt it was a bargain compared to the alternative. Exiling those that violently rejected the new order, however expensive, was better than a catastrophic civil war.

Their exact destination was uncertain. There were ancient legends referring to a planetary system similar to Vulcan, where “those pure of heart” would find refuge and begin anew on a lush, green planet “like an oasis among the stars.” S’hor and the Exile leadership in the first wave seized on this myth to help motivate their followers, looking specifically for a system similar to 40 Eridani 3, to establish the base of their new empire. Even while seizing on the myth, everyone knew that they were looking for any planet reasonably close to 40 Eridani 3, not one specific planet in the entire galaxy. The myth fueled the belief that if there was one such planet beyond Vulcan itself, there would logically be many of them and sooner or later, one would be found.

The Vulcans had yet to develop subspace radio, so there was no easy method of communication at FTL speeds. The earliest ships left a trail of “bread crumb” recorder markers for the later ships to follow. These markers were equipped with self-destruct devices, set to go off after 40 years, as the Exiles had no desire to be followed. Many feared that a later Vulcan government could take a more aggressive approach to the Exile problem, and they did not want to be easily found.

The Exodus was fraught with difficulty. Space monsters, engineering failures, navigational errors, and other unknown fates destroyed many ships. Life aboard the ships themselves was rather harsh, though in most cases a close-knit community eventually formed. Births were strictly controlled in order to prevent excess strain on the life-support systems. Most embryos were removed from their mothers early in pregnancy and frozen, then added to the ship’s genetic bank. Some pregnancies were allowed to proceed as replacements for individuals lost to accidents or natural causes, and to keep the population ratio of adults to children at a reasonable level.

Exact details of the journey are hard to pin down from this distance in time. Although records purporting to be ships’ logs or personal diaries have been handed down,

historians differ about the accuracy of these accounts. Many are clearly fabrications. Others contain details that ring true or fit, at least partially, with established facts. It is logical to assume that not every ship (which survived) had the same experiences en route.

It is known that S’hor considered settling the planet that eventually became the Federation colony of Aberdeen (coordinates 3411). This world was rejected, for unknown reasons, after several months of study. Another planet, just over the modern Romulan border at coordinates 4013, was extremely beautiful and looked like an ideal candidate from orbit, until a landing party discovered that the native flora was highly acidic and deadly. Another promising candidate (coordinates 4213) was rejected when its parent stars were discovered to be emitting a previously unknown form of radiation. At least two other candidate systems had to be avoided due to the presence of Jindarian caravans.

The Exodus pressed on, but the ideal world of legend was more difficult to find than expected. While several habitable planets were studied, finding one with the right combination of climate and exploitable resources (without any other complicating factors) proved problematic.

As the expedition moved into what eventually became Romulan space, they found the number of candidate planets dropping. There were plenty of F, G, and K-type main sequence stars, the ones most likely to have suitable planets. But there were comparatively few Class K, L, M, and N worlds. This was mostly a fluke of galactic geography. An unusually large number of stars in this region have gas giant planets in close, “torch” orbits, disrupting the development of terrestrial worlds within the habitable zone.

Several systems that did have the right types of plan-



ets showed indications of a huge “mass extinction” event in the recent past, occurring nearly simultaneously on several dozen K/L/M/N worlds about 15,000 years ago. Ruins of ancient civilizations were found on some these planets. Unsure of what caused the extinction, the Romulans shied away from adopting one of those worlds as their new home. The nature of this event (supernova? space monsters?) remains a bone of contention among astro-archeologists and astronomers to this day. It is hotly debated if the fact that the time coincides with the transplanting of Gorns to their numerous worlds by the “Lizard Kings” is a coincidence or part of a pattern.

What was mainly a scientific curiosity became a matter of urgency as the Exodus ships began to wear out. Designed for 40 years of travel, the lead ships were exceeding their designed lifespan, and equipment failures were becoming more common. Some of the ships trailing the leaders ended up going their own way, due to equipment problems or, perhaps, loss of faith that the trail of markers they were following actually led anywhere. Two such ships in the trailing group ended up at the planet that eventually became the Romulan world of Justinia (coordinates 4112), forming a “lost colony.” Stories about other lost colonies are common in Romulan literature and science fiction, though only a handful have been found in reality. At least one was found inside Federation space and its inhabitants rejoined the Vulcan community.

As the situation in the lead ships grew desperate, a suitable world was finally found, a Class K planet (coordinates 4514) very similar to Vulcan itself. Later known as Remus, the planet had an abundance of exploitable resources, but a climate that was as harsh as Vulcan, and not conducive to rapid population growth. Some wanted to stop here. However, astronomical scans showed a trinary system similar to 40 Eridani another 500 parsecs distant. S’hor decided to press on to this system, in one final bid to find the “perfect” world. He calculated that the ships had just enough left in them to return to Remus should the other system prove unsuitable.

His faith was rewarded when this system proved to have not one, but two suitable worlds, one Class M and one Class N, plus a significant amount of exploitable resources. S’hor (over 220 years old by this time) died of natural causes soon afterward, but the Exiles had found their new home, the Class M world eventually known to the Federation as “Romulus.” The year was -Y2285, which became Year One in the new calendar established by the leadership. The journey had taken 45 years.

Trailing ships trickled in over the next decade, but the leadership was sad to discover that the majority of ships had not made it. Of the 26,000 exiles that left Vulcan aboard 30-some ships, only about 7,000, aboard eight vessels, reached Romulus. The other ships and their passengers were lost or destroyed. With the help of the genetic bank, the 7,000 survivors would be enough to start a viable civilization, but the going would be difficult. The leadership estimated it would take one lifetime, about 200 years, to establish an industrial base capable of expanding into space. This estimate proved to be wildly optimistic.

## EARLY COLONIAL ERA

“Oh, if we could know that era;  
Behold the adventure, the enterprise of time,  
How many died? Such creatures of duty,  
So that we might conquer the stars?”

—Romulan poet Serus Tibus,  
*Song of the Ages, First Cycle, Y41*

The history of the early settlement on Romulus is fragmentary at best. The colonists were more interested in survival than in recording history, although some records have survived.

Initially, eight settlement communities were set up, corresponding to the eight ships that reached Romulus. The settlements were dispersed geographically, so that a single disaster would be less likely to wipe everyone out. The Exodus ships were dismantled to provide material for the colonies; they had been designed for this purpose.

S’hor had left no clear successor as leader, so a ruling council, made up of representatives from each community, met to provide general leadership. Each community was fairly close-knit and somewhat insular by this point, due to the years of isolation aboard the ships. Early in this era, the Exiles stopped thinking of themselves as Vulcans, and began calling themselves Rihansu, which translates roughly as “Those Who Accept Their Duty.”

Vulcan went forward on its own path, becoming a highly introspective culture devoted to logic. During this period, the Vulcans adopted a new artificial, “logical” language, refined the principles of Kya-yai, and concentrated on the development of their mental powers. Considering the whole episode as rather distasteful, they had no interest in following up what happened with the illogical Exiles. In the long run the whole Exodus became merely a footnote in Vulcan history. One they tried to forget.

On Romulus, the focus was on building up the population. The Vulcan seven-year fertility cycle was an evolutionary adaptation to the harsh Vulcan climate, and the need to keep population growth in line with available resources. Conception can occur outside this period, but is uncommon. Modern Vulcans have tied this biological fact into social and ceremonial constructs, related to the need for occasional “release” from their harsh suppression of emotion. What was originally a natural fertility cycle became closely linked to psychological compulsions and sociological necessity. The fertility cycle, and the related *pon farr* “madness,” became, in some ways, even more important to modern Vulcans than it was to their ancient, pre-logic forebears.

On Romulus, the opposite dynamic occurred. The fertility cycle became less important, and eventually irrelevant. Their refusal to suppress emotion meant that there was no need for an emotional “pressure release valve.” The wetter climate of Romulus and a more abundant food supply made limits on population growth unnecessary, even counterproductive, given the need for a growing population. The use of fertility agents, designed to increase

the frequency of ovulation in females and the production of sperm in males, became widespread. The Vulcan/Romulan genome is quickly adaptive to new environments, and within one millennium the fertility cycle and *pon farr* were relics of the past, nearly forgotten.

Romulus is a world of great beauty and stunning vistas. There was no native sentient life, but abundant plant and animal forms. There were no primates, but avian life was highly evolved, with giant, pre-sentient, birds of prey at the top of the food chain. These beautiful creatures inspired the Romulans, eventually becoming a strong cultural motif, much as cats were in ancient Egypt. For a small number of Romulans, the avians even carry spiritual significance.

While the Romulans appreciated the natural splendor of their new world, life was not easy. After a promising start, the Romulans discovered that the planet harbored many dangers. Many of the plants brought with them from Vulcan turned out to be vulnerable to a local fungus; it took time for suitable local crops to be domesticated. A vicious earthquake 22 years after arrival wiped out one of the founding communities, and damaged two others. Disease took a significant toll, as it took time to build resistance to the microbes of a new environment. The Exiles anticipated many of these problems, but after the first decade, progress proved slower than expected. Much of the problem was self-imposed, as the Romulans began to handicap themselves through infighting.

With S'hor and most of the senior leadership of his movement now dead by various causes (mostly old age), central authority broke down during the second decade. People gave lip-service to the ideas of "unifying duty," but disagreements developed about what that duty really meant. This was likely inevitable, given the long shipboard confinement of the Exodus and the geographic separation of each community. Over the years, most Romulans developed a much greater sense of connection and social unity with their local communities, rather than with all Romulans as a whole. Agreement on the true meaning of Kiay ri-ha-nai disintegrated.

Such disagreements were not violent, at first. But as the years passed, any veneer of unity among the disparate communities was lost. Some communities lapsed into warlordism. The population continued to grow, and new communities were founded. But there were occasionally violent clashes over resources, plus conflicts revolving around leadership issues and petty political disputes.

Historians date this Early Colonial Period from -Y2285 to about -Y1700. By the end of this era, the population had grown enough that the species was firmly established on Romulus. But the sense of unifying duty, which had led to the Exodus in the first place, slackened and eventually went dormant. Although the Romulans never forgot that they came from another world, or that star travel was possible, much technological knowledge was lost in the struggle to survive. Any hope that the Romulans could expand quickly back into space was dashed.

## THE MIDDLE PERIOD

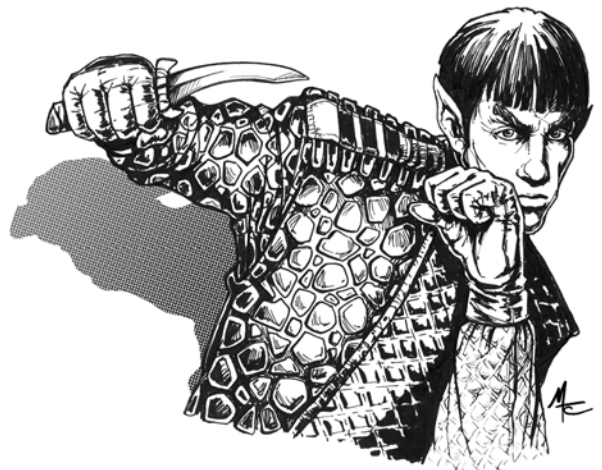
"The formation of the Great Houses was the seminal event for all future Romulan politics."

—Adirius Valli, *Romulan historian, Great Houses and the Development of the Class Structure of the Middle Period, Page 7*

The so-called Middle Period of Romulan history is critical, for it established the roots of the political and social structures of the subsequent eras. The Middle Period is dated from -Y1700 through approximately -Y800. Unfortunately, details of this period of history are lacking. Records are incomplete and often contradictory.

It is known that the population continued to grow, and that the foundations of an industrial base were built during this period. But there was a huge amount of infighting. There were civil wars within communities, and wars between communities. The Great Houses, based on the leadership of the local communities, formed during this period. In some cases, the House leaders were direct descendants of ships' officers or expedition leaders. Industry expanded, but was tooled to support internal strife, not expansion beyond the planet. In most communities, a class structure developed, dividing the House leaders and the so-called "Houseless," the later forming an underclass of agricultural or industrial laborers.

There were at least two efforts by strongmen to establish a unitary government or empire during this period, but both attempts ran aground on the rocks of failed wars. A particularly brutal global war from -Y1100 to -Y1082 (The Eighteen Years War) set societal and economic development back at least 100 years. The Middle Period bears the greatest resemblance to ancient Vulcan history. It is perhaps fortunate that the Romulans lost much of their technology, or else they could have destroyed themselves as the ancient Vulcans nearly did. Population growth was slowed at times by wars and disease, but by the end of this period there were hundreds of millions of Romulans, spread across the planet.



## THE TRANSITIONAL PERIOD

"On the surface, it appeared all was well. Life was improving for many. Culture blossomed. Beneath the surface, however, were fissures in the social structure, cracks if you will, that eventually threatened to bring down the entire order."

—Romulan historian Hul Wehelr, *The Transitional Period and the Foundation of Our Age*, Page 37

The Transitional Period dates from about -Y800 through -Y502. During these three centuries, much of the overt instability of the Middle Period eased. There were fewer wars, and greater cooperation between the communities led by the Great Houses. Politically, the scattered communities of previous eras had grown into larger geographic power-blocs, which the Federation translates as "provinces," dominated by the Great Houses. There were 14 such provinces by -Y600, each ruled by a Great House.

This period saw something of a cultural Renaissance, with a flowering of poetry, music, and philosophic thought. Some of the ancient Vulcan philosophic texts were rediscovered. They had never been "lost" in the literal sense, but their importance had diminished in the struggle for survival. This changed as the growing population and improved economy left more time for leisure and education, at least among the nobility. The Ronah-sai school of educators revived the old ideals of "unifying duty," although they were a minority at this point.

Technologically, much progress was made. Quick advances were made in industry and medicine in the later part of the era. Romulans returned to space, with the launch of artificial satellites in -Y550 and the first primitive manned space capsules in -Y542.

Under the surface, however, tensions were simmering. Houseless individuals, making up the majority of the population, lacked full political and social rights in most provinces. A class consciousness burgeoned among this group. There were a series of general strikes beginning in -Y543, and class conflict sharpened. This movement crossed provincial boundaries, and was not necessarily confined to the laboring classes. Many individuals with a "middle class" economic lifestyle lacked political rights due to their Houseless status, and agitated for a more representative order. Some members of the Housed nobility, schooled in the growing Ronah-sai education movement, were sympathetic to the concerns of the Houseless. They felt that reforms were needed, but they were a minority among those holding power.

In reaction to the growing sense of social disorder, the Great Houses began to cooperate more with each other, recognizing their common interest in maintaining order, even while they continued to compete with each other economically and politically. The centralized "Council for the Maintenance of Order" (translated by the Federation as the "Senate") was established in -Y532, following a major wave of social unrest. Intended to be a temporary expedient, the Senate eventually became a permanent fixture

of Romulan politics, becoming the official planetary governing body in -Y502.

## THE SENATORIAL ERA

"We cannot understand the Imperial period without understanding the Senate. From its successes and its failures, all else follows."

—Romulan historian Waed Stinnin, *The Rise of the Star Empire*, Volume I, page 181.

To a Federation audience, the term "Senate" implies a representative body, in the mold of the British Parliament or Israeli Knesset on old Earth, the Rigellian Primacy Council, or the Federation General Assembly in modern times. For most of its history, the Romulan Senate was not a representative body in this respect. It consisted, rather, of the ranking member of each Great House. The Senate deliberated the major issues of the day, passed a budget, and issued trans-provincial legislation. These functions evolved over time.

Historians date the Senatorial Era from -Y502 to -Y298. During this period, the Senate was preoccupied with social and economic unrest, and the maintenance of Great House dominance in the face of growing dissatisfaction among the general population. The Senate elected the "Praetor" each year. This individual acted essentially as a chairman and Prime Minister, although much of the office's authority was informal at this point. During periods of crisis, the Senate would elect temporary "Dictators" to provide centralized leadership during the emergency. These officials had a two-year term of office, and no one previously elected Dictator could be elected again. By tradition, no one who held the office of Praetor could be elected Dictator, or vice versa.

The military was centralized and placed under Senatorial control following the first major rebellion of the Houseless in -Y487, although at this stage it left much to be desired in terms of professionalism. Before this, each Great House controlled its own armed forces, which made coordination difficult and proved to be an impediment in dealing with revolts and unrest. The unified military enabled the Senate to enforce order more efficiently. The military also provided a new pool of government jobs for senators to hand out. The Great Houses quickly scrambled to get their loyal scions into command positions, leading to dominance of the officer corps by the nobility. Although Houseless individuals were allowed to serve in the Army, they faced serious handicaps in promotions. There were very few Houseless officers of command grade.

The Senatorial system began to break down after -Y350, for several reasons. The system began to lose ideological coherence, as the nobility gradually lost self-confidence. A growing minority of nobles sympathized with the lower classes, and understood that the system, as it was, could not survive. The majority remained reactionary and unwilling to compromise, but this split helped shatter the ideological unity of the nobility and weakened their

united front.

Corruption and nepotism became serious problems. Economic and technological stagnation clogged the arteries of progress, as societal energies were directed into political disputes, rather than innovation or development. A critical case in point: the budding space program was dropped early in the Senatorial era for reasons of cost and lack of official interest. There were significant armed rebellions of Houseless laborers in -Y487, -Y443, -Y398, and -Y339. They were suppressed with some brutality, but were undeniable symptoms of an ailing political order.

The revolt of -Y339 was the most serious, and was only put down with difficulty by Marsus Tal of House Sergius. "The situation is grave," Marsus Tal wrote his son Austus soon after stepping down from the office of Dictator. "The Senate is blind to the true nature of the danger. I fear this difficult victory may be merely a last gasp before the Houses are overcome. The end of order is upon us."

## THE RISE OF THE IMPERIAL SYSTEM

"In Austus Tal, the Houses and the Senate thought they had found their champion. They had. So, too, had the Houseless, although they did not know it yet."

—*Adirius Valli, Romulan historian, The Structure of Politics at the Accession of Emperor Tal, page 97*

Marsus Tal was correct: the Senatorial system was on its last legs. Little did he know that the man who would end the system would be his own son.

Austus Tal was the second son of Marsus, born (along with a fraternal twin sister) in -Y362. The Tal family had long been a major player in Romulan politics, and by this point was the leading fulcrum of power in House Sergius, one of the oldest Houses, tracing its ancestry back to the original Exiles. Marsus was a successful, if slightly corrupt, politician, who amassed a great fortune for his family through the disbursement of patronage, and the assignment of business patents to friends and supporters.

His son Austus, destined to be the first Romulan Emperor, was a quiet, thoughtful child. His older brother Decius was originally groomed to follow father Marsus into politics. But Decius was killed while serving in the military under his father during the -Y339 revolt. Austus' education before this time was in business and economics, preparing to serve House Sergius in those roles, but the death of his older brother moved him onto the political track.

As a child, Austus was reflective and occasionally unsociable, but discovered as he entered adulthood that he could project a strong personal magnetism when needed. He quickly adapted to the political environment, and was clearly a rising star, destined, most thought, to eventually take his father's seat as House Sergius' representative in the Senate.

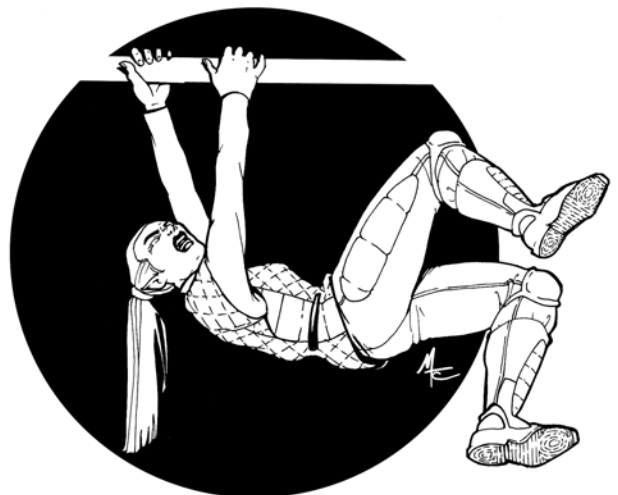
Marsus was an attentive father, personally supervising the education of his children. He returned to his Senate seat after stepping down as Dictator in -Y337, then turned his attention to preparing Austus and his twin

sister Tulusta to follow in his footsteps. During this period, Austus traveled widely on Romulus, mingling not just with fellow nobles, but also with the Houseless. He had always been a voracious reader, and at some point (it is unclear when), he was exposed to the Ronah-sai school of educational thought. Obsessed with the idea of duty, he began to perceive himself as destined for great things.

The future Emperor has been compared to other imperial personages in history, such as Kahless of Klinshai, Julius Caesar of Earth, and Therenia of Alpha Centauri. There are some similarities to these figures, as well as elements unique to Austus Tal. He was certainly clever and highly ambitious. Few thought that he possessed pure intellectual brilliance, but he had a natural mind capable of quick penetration into the kernel of any issue. He was capable of great tenderness in personal relations, but he also had a cruel streak to those who got on his bad side. He married at a young age, but following the unexpected death of his wife in -Y312, he began a string of torrid love affairs that lasted until his own death.

His mind was remarkably free of prejudice, in the sense of having pre-conceived notions about issues or people; he usually let the facts guide him to the solution. He was an efficient administrator, and a staunch foe of corruption. He drew a distinction, which was not always clear to his opponents, between corruption and the "honest" distribution of patronage. He could be quite vain and egotistical at times, yet he usually listened to advice, and lacked the haughty arrogance common to the Housed Nobility. He was not a brilliant combat tactician, but was a superb political and military strategist. He was especially skilled at listening to the suggestions of subordinates and picking the best option for action.

Austus took his seat in the Senate in -Y319, following the retirement of his father. Like his father, he quickly became a source of patronage and benefaction for other senators and nobles. While Marsus had used this primarily as a way to enrich his family and House Sergius, Austus used it as a way to insinuate himself with others, making as many people as possible dependent on him for favors. Austus seldom "called in his favors" overtly, preferring instead to benefit from the indirect, yet still critical dependence that a





growing number of senators had on him. Austus would give personal loans at little or no interest, send a business patent contract the way of a friend, etc. Such methods were par for the course in the Senate, but Austus proved unusually good at it.

Politically, he established himself as something of a moderate, speaking in favor of reform at times, but seldom putting much muscle behind formal legislation, preferring to work behind the scenes. He showed a good grasp of economic policy, reflecting his educational background. He often pressed legislation to improve scientific research and revive the space program, the latter being a pet project of his. He used his position as head of House Sergius to attract inventors, theorists, and people with fresh ideas, giving them a share of profits or even House membership in order to obtain more patents, technology, and innovations for the House to exploit.

Where he most distinguished himself was in personal popularity: he quickly became highly influential, and one of the leading senators despite his relative youth.

## THE AESTRANIAN REVOLT

In -Y309, a massive revolt sprang up in Aestras Province. Many members of the ruling House were massacred, and some local units of the military went over to the rebels, the leaders of the revolt declaring a Republic. The Senate declared an Emergency, elected Halan Sentinus of

House Pentalion as Dictator, and mobilized the Army to crush the revolt. Sentinus, however, was defeated and killed by the rebels at the Battle of Ramei, the first time a Senatorial Army had been defeated on the field of battle by a rebellious force.

Panicked, the Senate moved to elect a new Dictator, this time turning to Austus Tal. Although he was considered young for the job, the other candidates were staid or elderly, and someone vigorous was needed. Although he had no formal military training, Austus had widely read military history, and knew much about how to lead men. He quickly reorganized the defeated Army, boosting pay and rationalizing the previously chaotic Order of Battle. He paid particular attention to the improvement of morale. Sentinus' stunning defeat enabled Austus to push fresh tactical thinking in the officer corps, and he had sufficient political clout to replace officers who had previously failed.

Austus then defeated the rebels at the Battle of the Aestranian Plains. The Aestras rebellion fizzled out by late -Y307, and the Senatorial Army moved back to Capitalus Romulus (the capital city) for demobilization.

## THE GREAT REVOLT

But the revolt was not over; the disturbances in Aestras were merely a symptom of a much larger problem. Several dry seasons and poor harvests had caused a shortage of foodstuffs among the lower classes. Although few people starved, food prices were very high, making it very hard for the lower classes to maintain their standard of living. An insect infestation in the agricultural regions during the fall of -Y307 ruined much of the harvest, making the situation critical.

To make matters worse, giving the crisis a strongly political tinge, there were charges of price gouging, grain hoarding, and cost fixing by the Great Houses that controlled the food supply. Obstructing the food supply for reasons of profit went beyond the generally accepted level of favoritism and corruption in the economy, inflaming the Houseless underclass even further.

During the spring of -Y306, revolts broke out in several other provinces, directly related to the food situation. Aestras rose again, as did five other provinces. There was evidence in some areas of an organized effort among the various rebel groups to cooperate, giving the rebellion a "final crisis" tint. The demobilization of the Army was halted, but not before the Senate lost control, not just of one province, but of nearly half the planet.

Still in office as Dictator, Austus led the military campaign to restore control over the rebellious areas. At the same time, he insisted on a full investigation of the food price corruption charges. Austus felt that senators and other notables who used their positions without regard to the greater good were as dangerous to the Romulan body politic as revolutionary laborers. Supported by the industrial Houses which had little connection with agriculture, he successfully maneuvered his supporters into prime positions to launch an investigation into the food scandal.

An inquiry revealed that the charges were, for the most part, accurate. The current praetor, plus several of the leading candidates to replace him, was implicated in the price-gouging scheme and forced to resign. Several important senators went with him, turning over their Houses to younger members who supported Tal if only to regain their position of power and status.

Shocked, and somewhat shamed by the revelations, the Senate elected Tulusta Tal (who had taken over the House Sergius seat while Austus served as Dictator) as the new praetor, although some warned that this would concentrate too much power in the hands of one family. Like her brother, Tulusta proved to be an outstanding administrator, and was particularly adept at cutthroat politics. She constantly worked behind the scenes to aggrandize her brother's power and reputation, often helped along by the incompetence and irresolution of her opponents.

Meanwhile, Austus led the military campaign to restore senatorial control. Aestras was re-conquered successfully in -Y305, but recovering the other regions, some of which required crossing oceanic distances, would be more difficult. Fortunately, his best military attributes were organizational and strategic, qualities needed for the successful prosecution of such a large campaign. He relied mostly on his subordinates on tactical matters, but the masterful strategic (and political) conception of the campaign was his.

Austus' term as Dictator was due to expire shortly after the recapture of Aestras, but the Senate voted (narrowly) to give him an unprecedented second term, due to the gravity of the crisis and his proven skill in dealing with it. The fact that a majority of senators owed him favors or were now under his outright control also had a great deal to do with this, although Romulan histories understandably downplay this political fact.

Re-conquering the other provinces took several years. Once control had been re-established over a rebellious area, Austus showed he could rule with both wisdom and firmness. His general policy in re-conquered areas was to execute the ringleaders of the rebellion, but to pardon the followers, and to ameliorate poor economic conditions as quickly as possible.

Looking for talent, and often short of manpower, he even brought some lower and middle class Houseless individuals into positions of responsibility in the Army. The Houseless had been nearly excluded from higher command ranks previously, but Austus ignored what he called an "archaic, pointless custom." Four of his seven corps commanders during the final campaign were Houseless officers rapidly promoted by Austus due to their dynamism and fresh ideas. This generated controversy among conservatives in the Senate, but with Austus winning the war, the skeptics had little to complain about, and it was a *fait accompli* anyhow.

Forces opposed to the Tals struck back in -Y299, when the brother of a Senator who had lost his seat due to corruption assassinated Tulusta. This offended even the Senate; to kill a sitting Praetor during a time of crisis was an act of High Treason. Austus was devastated by the loss of his sister, a powerful ally as well as a close friend, but

he reacted to the situation with characteristic political aplomb. He "suggested" to the Senate that they elect as the new Praetor Alerus Carungay, a political ally (and decorated soldier who had been forced from field duty by a combat injury) who was beholden to Austus for numerous favors over the years. The Senate agreed.

The rebellion was finally defeated in -Y298. Austus by now was the most popular, and powerful, man on Romulus. The Houses and the Senate were completely indebted to him for reestablishing order and Senatorial authority. Most of his enemies had been purged from the Senate, either due to corruption or involvement with the assassination of Tulusta. Most senators were his friends, in his debt due to various favors over the years, or directly controlled by him. Austus was also, by this time, quite popular among the Houseless, due to the relatively enlightened way in which he had administered the rebellious provinces following their re-conquest. His carrot-and-stick policy had proven very successful.

Absolute power was already his, *de facto*. But Austus wanted it to be given a legal basis as well. On the 1st of October, -Y298, Austus Tal of House Sergius was declared Emperor Austus Tal I by the Romulan Senate.

## TO THE STARS

"I give you this task: to forge an Empire of the Stars, to stand for all time. This is the solemn duty of our age."

—Emperor Austus Tal, -Y273

The declaration of Empire and the accession of Tal occurred at the only historic juncture where such a move for absolute power could have been successful. The Great Houses owed their survival to Tal, and felt that the formation of an Empire would bind them to the center of power permanently.

Ego certainly paid a part in Tal's desire to be Emperor. But Austus Tal was not just a power-mad autocrat. He felt it was his duty to rule, to unify the people and guide them back to the stars. He also knew that, ultimately, his authority rested on the willingness of the people to accept his legitimacy. Having the nobility on his side would not, in the long run, be enough.

His lengthy travels, wide reading, and exposure to the true problems of the Houseless had convinced him that reform was necessary. He had taken some steps during his tenure as Dictator to move in that direction. Following his accession as Emperor, he took further steps, positioning himself as the protector of the Houseless, and expending much of his political capital on improving their lot.

Tal forced reforms through the Senate. Legal protections, such as the use of warrants of arrest, were extended to all Romulans, not just the Housed Nobility. The judicial structure was revamped. Economic reforms were instituted. Public works were dramatically extended: many new roads, bridges, canals, courthouses, etc., were constructed. This improved both the employment situation and the planetary infrastructure, stimulating the economy. The space pro-

gram would be the biggest public work of all.

Although the Houses still controlled the majority of the economy, the ability of the central government to provide direction was enhanced. Corruption was tackled. The various secret police agencies were centralized into the State Security Administration, charged with eliminating traitors. Education curricula were revamped around the old principles of “unifying duty” championed by the Ronah-sai school. This became the ideological basis of the Empire. Tal saw himself as the heir to the original ideas that led the Exiles to leave Vulcan so many years ago. He vowed that the concepts of Taneak and S’hor would finally reach fruition in his new realm.

Some felt that Tal was a radical, but he did not see himself as such. “You call me a radical, Senator,” he said to one such critic, “yet what can be more conservative than what I am doing? To avoid radical change, moderate change is needed. You must change or die. Do you prefer the death of order itself, the death of your race, to these temperate changes?”

Tal called his ideology the “Imperial Way,” defining it as “The policy to rally the collective interests of all Romulans through a combination of the Great Houses and all individuals upholding the Empire.” This clearly drew on Taneak’s old Vulcan ideals of unifying duty, and on the importance of each individual as a cog in the machine of society.

Translated into practical terms, it meant the cessation of class conflict through the amelioration of the worst of the old abuses, but without changing the Great House system as a whole. Each person, no matter what their social standing, would have a stake in the system. Such a concept could only work if there was a “unifying goal” to provide definition to this duty, and for this Tal chose the stars. The Romulans would go back into space, to bring the galaxy under the command of those who knew it was their destiny to rule.

They began moving out into the solar system. The Romulan Empire was formally renamed the “Romulan Star Empire” in -Y273, somewhat ahead of themselves perhaps, but an indication of their ambition. Industry was re-tooled to support a drive into space.

Their first goal was the nearby Class-N planet that became known as Romii. The Romulans of -Y273 knew of this planet from records left behind by the crews of the original ships, and every thought of space travel by the Romulans began with reaching the adjoining planet. The Romulans knew from those earliest times that a ninth ship had reached the system after the first eight ships were landed and dismantled, and that this ship had made its landing on the other planet. For decades, the two planets maintained radio contact with each other, but over time the loss of technology and other problems broke this link. Every Romulan knew, and had known for two thousand years, that the descendants of “the ninth ship” were on the other planet just waiting for contact to be restored.

The history of Romii was not as violent as that of Romulus, since everyone descended from one close-knit community. The small size of the community delayed

the almost inevitable civil wars for centuries, but had its own negative impact on the maintenance of the technological base. The Romiians had descended to a subsistence culture within a century, survived the expected disasters, and had spread around the planet in sail-powered wooden ships. Wars on Romii tended to be shorter and less destructive and fought mostly at sea, but technological advancement was slow. Steam-powered iron ships were plying the oceans of Romii by -Y300. The Romii, like their Romulan brothers, waited for contact to be restored and welcomed the arrival of their brothers with planet-wide celebrations.

The absorption of Romii into the Romulan Empire was accomplished without war or rancor, and set the path by which other lost Romulan colonies would rejoin the community. The rulers of Romii became Great Houses and took their seats in the Romulan Senate.

Austus Tal died of natural causes in -Y244, at the age of 118, rather young for a Romulan, although none of his family members were especially long-lived. His family name became the most common Romulan personal male name in the following centuries, as Romulans sought to honor his memory.

Expansion into space proved slower than Tal had hoped, slowed by renewed political infighting following his death, plus a lack of resources, but at least they are moving outward. The new Emperor, Tal’s nephew Romalion, proved less energetic than his uncle. Still, he was a fairly able man. A decent bureaucratic operator, he proved adept at fending off attacks on the new political order. His main role was to solidify Tal’s policy of “Triple Power” between the Emperor, the Praetor, and the Senate.

The space program concentrated on building up the core worlds rather than advancing outward as quickly as possible. The oceanic environment on Romii had never been fully exploited by its small population, but many resources had been mapped in anticipation of eventual contact with Romulus, and were quickly developed. Colonies were established on various moons. Research went forward into FTL drive systems, which the Romulans knew were possible, based on the experience of the Exiles. The ancient Vulcan FTL system, much slower than standard warp drive or even Non-Tactical warp engines, was successfully reverse-engineered by -Y189, and the Romulans began a slow expansion to the nearby stars.

The first destination was the planet Remus, a world the Romulans knew was habitable. There, in -Y183, the Romulans discovered the first “lost colony” (they had always known where Romii was). These were the descendants of two ships that had decided not to follow the recorder markers onward to Romulus due to the condition of their ships. The Remans had survived on barely a subsistence level for generations, and had forgotten most of their culture, history, and technology. By now they were quite distinct from the Romulans in every way except biology. But they were of the same blood, and the Romulans decided to “re-integrate” the Remans into the Imperial Way.

This was a difficult process, as many Remans resisted this re-integration, occasionally with violence. But in the

end, superior Romulan technology, plus waves of settlers from Romulus and Romii, made resistance futile. The leading Reman clans were eventually accepted into the Senate as Great Houses, co-opting the natural leaders of any resistance. Re-integration with the Remans caused a major delay in expansion to the stars, but it was best in the long run. Drawing on the lessons of the Exiles, the government decided to build up Remus as a “second capital,” to avoid putting all their eggs in one basket. This made the central citadel of the Empire stronger, but slowed the expansion program even more.

There are no social, economic, or political distinctions between Romulans and Remans by the modern period; all are considered Romulans, as the last vestiges of purely Reman culture have been eradicated. A similar process followed the discovery of the Justinians in Y22.

In Y3, scientists of House Aurellius made a major breakthrough in propulsion research, developing a more efficient form of FTL drive, equivalent to the Non-Tactical Warp developed by other races at around the same time. With faster ships, the Romulans began another program of expansion, heading west and north, with an eye towards eventually returning to Vulcan.

## ENCOUNTERS WITH THE GORNS

In Y33, the Romulans encountered the Gorns. Relations were tense from the beginning. The Romulans, repulsed by the reptilian Gorns, saw the lizards as an inferior race. They also wondered if the Gorns were part of the race that had destroyed many civilizations and species in the general area, and had fears that whoever had done this intended to spread Gorn culture across the galaxy. The Gorns, for their part, didn't trust other races following their disastrous experiences with the Paravians. War broke out in Y36. The First Romulan War ended three years later, with the defeat of the Gorn fleet at Gorn-Shima by Romulan Admiral Paulus.

Skirmishes and raids continued indefinitely.

## THE FIRST FEDERATION WAR

Blocked by the Gorns from extensive expansion “northward” (towards the galactic core), the Romulans pushed further west, towards Vulcan and, unknown to them, the United Federation of Planets. In Y40, the First Federation-Romulan War began. This war was a savage conflict. Neither side had the logistical ability to support operational penetrations or ground assaults on enemy planets. Battles were fought entirely in deep space.

The two sides never met face-to-face, or at least not with survivors who could report back. Some Romulan records hint that a few Federation prisoners were taken, but if so they were not returned following the peace. It is certainly true that the Romulans knew more about the Federation than the Federation knew about them. The Romulans knew who “Earth men” were from the ancient Vulcan records. On the other hand, Romulan ships in

danger of capture inevitably self-destructed, and the Federation never gathered enough evidence to conclude that the Romulans were the long-lost Vulcan Exiles. The Vulcans only vaguely considered the possibility that the enemy was the long-lost Exiles, perhaps because they did not want to think about it.

This war ended in Y46, with a cease-fire brought on by mutual frustration and economic exhaustion. A Neutral Zone was established, entry into which by either side would be regarded as an act of war. The Romulans saw this only as a temporary expedient, trying to buy time. They would deal with the Federation later, after the weaker Gorns had been crushed.

## THE PIRATE KINGDOMS

Federation success in what it called the First Romulan War came not least because of the support given by the Orions, who had joined the Federation in Y45. After the ceasefire, the Orions began sending ships into Romulan territory. Officially, these were independent ships not under control of the Orion government, and were violating both Federation and Orion laws (not to mention the Treaty that ended the War). Romulan space was vast, not well patrolled, and there were hundreds of planets not being exploited. The Orions established secret colonies in Romulan space by Y90 and when the Orion fleet mutinied and disappeared in Y113, it went to these secret colonies and rebuilt itself as the infamous Orion Pirates.



## CONFLICT AND STAGNATION

After licking their wounds and building up their fleet for several years, the Romulans turned against the Gorns again in Y62, starting the Second Gorn-Romulan War. This conflict exposed key weaknesses in the Imperial Way. With a strong Emperor like Austus Tal on the throne, the system of Triple Power between the Crown, the Praetor, and the Houses could function. But Tal's successors proved less than adept at managing the system. The accession of Ruvellus as Emperor in Y58 unveiled these flaws. Ruvellus was talked into war, then was unable to make the system work effectively enough to prosecute the conflict successfully. He appointed seven Praetors in less than two years, as powerful Houses maneuvered to depose (or assassinate) any Praetor controlled by another Great House.

A weak man, Ruvellus was incapable of forcing the Great Houses to cooperate. The Romulan effort to develop tactical warp drive failed at least in part due to this political infighting. Each House did its own research, often refusing to exchange technical data or progress reports with other Houses. Some even went so far as to sabotage the work of other Houses, or block them from getting enough Government money to follow promising areas of research. This was made worse by a series of Gorn commando raids on vital research facilities.

The Second Gorn War ended in Y68 with a Romulan defeat. Ruvellus died soon afterward, a broken man. His successor, Emperor Ramillius, proved a more effective leader, and was able to reduce the amount of internal political tension. The Romulans were able to develop intriguing weapons such as the plasma bolt and torpedo, plus the Masking Device, eventually perfected into the modern Cloak. But they remained stagnant in other areas (warp propulsion, tractor beams, matter/energy conversion, phaser beam weapons, etc), and quickly fell behind the galactic technology curve.

Ramillius pushed the system hard economically, pouring extensive resources into building up a huge fleet. The Romulans realized that their slow ships were a handicap in fighting the Gorns, but felt that technical innovation in other areas, greater numbers, plus the "superior" Romulan devotion to duty, would make up the difference.

By this point, the Empire was expanding slowly towards the galactic rim in a "southwesterly" direction. In Y77, distant outposts in this area were attacked and destroyed by an unfamiliar race with superior technology. Unknown to the Romulans, they had blundered into territory claimed by the Klingon Empire. The Klingons, seeing that the backward Romulans were ripe for conquest, made preparations for an invasion. But the arrival of the technologically superior Tholians in Y79 destroyed their plans. Although it was not obvious at the time, the Tholian arrival likely saved the Romulans from being conquered by the Klingons. For their part, the Romulans assumed that the Tholians had been responsible for the destroyed outposts. They launched probes to test Tholian defenses on occasion, but generally they left the extra-galactic refugees alone.

The Romulans attacked the Gorns again in Y90, and were initially successful. But the drive into Gorn territory eventually stalled, resulting in a stalemate and the end of formal conflict in Y96, though occasional raids and harassment missions carried on beyond this.

Undeterred from aggression, the Senate voted to launch a war with the Federation in Y110. (This was partially a response to the discovery that the Orion colonies long suspected to be operating in Romulan space were much more pervasive than previously realized.) But the sudden death of Emperor Ramillius changed the political equation. Ramillius left no clear heir, and with the succession in question, the Senate voted to reverse the decision and recall the ships sent to the border. At least one Federation ship was destroyed in a skirmish with the initial Romulan probes, but the Romulan major fleet elements withdrew before the Federation detected a large-scale attack. The Star Fleet ship (which was unable to transmit a warning) was written off as "fate unknown." The Federation never even knew it had been at war with the Romulans until near the end of the General War, when a history book on a captured ship revealed this incident. The ships intended for the war with the Federation were put to work locating and destroying the Orion colonies.

Following resolution of the Succession Crisis, yet another war broke out with the Gorns in Y120. Again, Romulan technical inferiority proved a major handicap, and the war ended in defeat in Y125. The Gorns were able to occupy some previously Romulan territory, establishing a clearly-defined, easily-defended border, and destroyed several Romulan bases used to launch aggression. The Gorns could have destroyed the Romulan Empire entirely at this point, but refrained from doing so out of moral and ethical considerations. They had caused the genocide of the Paravians by accident, and could not bear the thought of blockading the Romulans on their home planets.

## THE STAGNANT YEARS

The years following the end of the Fourth Gorn War were marked by a revival of political infighting. Empress Thera of House Selnirak, who took the throne following the resolution of the Succession Crisis, ruled just 12 years before being killed in a shuttle accident in Y125. Her son, Emperor Septimus, succeeded her. After a promising start, Septimus' reign devolved into a quagmire of court politics and intrigue, as the Emperor sank into a dissolute and debauched lifestyle. This left effective power in the hands of the Praetors. The Emperor was far more interested in drink, sex, and more drink, than in running the Empire.

Tension between the Houses was the primary characteristic of this period, and there was little strategic direction. Occasional raids continued against the Gorns, but the effort was half-hearted. There was little technical or economic progress. The military efforts of the last century had drained the imperial treasury. Economic reforms and a drive for new resources were sorely needed, but the lack of leadership prevented major progress. Septimus died

in Y149, aged just 69 years, perishing in the arms of his concubines after a night of extreme indulgence. Although some suspected that he was poisoned, few were sad to see him go. His oldest legitimate son took the throne as Emperor Tarus.

Like his father, Tarus was interested only in leisure, and would frequently indulge in relevant pursuits. But he wasn't quite as licentious as his father, and took his official duties more seriously, making an effort to resolve some of the political disputes. He appointed as Praetor the energetic, ambitious, and arrogant Crellus Antonius. Antonius decided on an aggressive course of action, convincing the Senate to authorize an attack on the Federation in an attempt to rally political support behind a foreign war.

## THE SECOND FEDERATION WAR

The attack was launched in the fall of Y154. Several Federation border outposts were destroyed.

Star Fleet's quick, effective, and violent response to the provocation showed that the Federation was not weak. This short war brought the first face-to-face meetings between the two empires, the Federation finally learning that the Romulans were the long-lost Vulcan renegades.

The failure of the initial attacks showed that the Romulans were completely outclassed technologically, and had no hope of conquering either the Gorns or the Federation with the current state of the fleet. The war ruined Antonius' political standing. He was replaced by Praetor Maxillius shortly thereafter.

## THE NEW IMPERIAL POLICY

The government was humiliated by the failure of the Second Federation War. Realizing that the Empire could not fulfill its destiny under present conditions, Praetor Maxillius, with the critical support of Emperor Tarus, forced a reform program through the Senate. This involved progress on a number of fronts.

First, diplomatic relations were established with the Federation, the Klingons, and other races (except the Gorns, who were still regarded as the primary racial enemy). This ended centuries of isolation. Limited trade was allowed across the border for the first time, stimulating the exchange of goods and ideas.

Maxillius called this the New Imperial Economic Policy. This was wide-ranging program, involving economic reforms, an increased emphasis on science, and more resources devoted to the search for exploitable worlds. Downsides included increased pirate activity over the more open border, and the threat that the ideological unity of the people could be threatened through exposure to new political ideas. In the short run, though, the rewards were considered worth the risks.

Through the so-called "Revolution in Military Thought," the armed forces were revamped, reformed, and reorganized. Training was improved. Extra attention was given

to unconventional warfare. The ranks of the Praetorians and other covert operations forces were dramatically expanded. Funding was provided for "special warfare methods," allegedly including biological weapons research. A great deal of attention was paid to espionage. Following the exchange of cultural data with the Federation, several dozen operatives were given an intensive training course. They were sent across the border to act as "sleepers agents," disguised as Vulcans, and tasked for a variety of special purposes. Contracts with Orion pirates produced even more information, as the pirates found the Romulans a lucrative market for even the most basic information and technology.

A key element of this Revolution was the creation of the four Military Bureaus (see page 78). One of these, the Bureau of Starships, was responsible to coordinate research into new starship weapon and propulsion technologies. Houses were allowed to continue independent research, but the Bureau of Starships had authority to monitor their progress, control government research funding being parcelled out to the Houses, and force the Houses to share their data and results with other Houses. Progress began to be made before the Treaty of Smarba made it unnecessary to invent such things as transporters, tractor beams, and tactical warp power from scratch. There is little doubt that the Romulans could have reached TL12 without Klingon help, but it would have taken an extra decade.

The Federation wasn't naïve about all this, and was aware that the Romulans were taking advantage of increased contact between their empires. They felt, however, that exposure to new cultures might possibly tempt the Romulans into being a productive member of the larger galactic community.

Nevertheless, the Federation conducted several clandestine missions during this period, designed to gather data about the Romulan threat. In one high-profile case, a cloaking device was stolen from a Romulan cruiser. There were many other covert operations conducted by both sides in this intelligence war, though both were careful at this point to avoid overt acts of aggression. The Romulans were particularly interested in fomenting political dissent on non-aligned worlds in Federation space. A Romulan attempt to destabilize the government of Debrock in Y172 was the best-known example.

## THE TREATY OF SMARBA

The most important event during this period occurred on the diplomatic front. In Y159, the Romulans and the Klingons signed the Treaty of Smarba. The Klingons, looking for allies to counterweight Federation power, provided the Romulans with advanced (TL12) technology. Tactical warp drive, phasers, and transporters allowed the Romulans to upgrade their ships to more modern configurations. The Klingons also transferred several older cruisers and frigates to quickly augment Romulan fleet strength. The Romulans then designed a new family of starships, the Hawk series, capable of utilizing the new technology to

the fullest. Construction of these new ships began in Y165.

The rapid adoption of new technology, and the quick expansion of fleet size, strained the economy. This was considered acceptable, as the Romulan leadership was convinced a major galactic war was in the offing. If the Empire was to survive such a conflict, let alone thrive, these investments were necessary, whatever the short-term cost.

Emboldened by their new technology, the Romulans decided to launch an attack on the Gorns in Y167. A preliminary assault designed to destroy a key Gorn ship failed, due to the interference of a Federation cruiser. This postponed the offensive, which was strategically premature in any event. Nevertheless, it was a symptom of increasing tensions, and a prelude of the carnage to come.

## THE GENERAL WAR

The Klingon attack on the Federation in Y171 turned what had been a regional conflict between the Kzintis, Hydrans, Lyrans, and Klingons into a general galactic war. The Romulans, not quite ready for full scale combat, dragged their feet about getting involved at first. They were faced with three basic options.

1) Ignore the Federation and attack the Gorns, their old enemy, while the Federation was too occupied with the Klingons to help the lizards. This could have resulted in victory, but would mean fighting a separate war without the help of allies.

2) Stay out of the war altogether. This was the most conservative course, but not without danger, for a victorious Federation might attack them, as might victorious Klingons. It was also not in keeping with Imperial ideology and tradition.

3) Join the Coalition attack on the Federation. This could produce a long war, but also seemed (from the standpoint of late Y172) likely to produce a quick victory. The Federation would never be weaker than it was at the moment.

Ultimately, Klingon promises of additional aid, and the chance to take advantage of the crippled Federation while it was reeling from the Klingon assault, proved too much of a temptation for Emperor Tarus and Praetor Maxillius. Prodded by Klingon ambassador Thad Vak Kaleen, a masterful diplomat, they pushed the plan for war through the Senate. The Romulans launched a series of “privateer” raids on Federation space in Y172, then a full scale invasion on January 4, Y173.

The war went very well at first, although not quite as well as the Romulans hoped. An attempt at establishing a cease-fire (on Coalition terms) late in Y173 went awry, for reasons that are not entirely clear. Praetor Maxillius was present at the failed peace talks, and though he survived the subsequent battle physically unscathed, he seemed to go into mental and emotional decline afterward. He gradually took less of a role in the day-to-day affairs of government and the war effort.

This had negative effects, for his lack of attention allowed infighting between the Houses to get out of con-

trol once again. Emperor Tarus, by this time, had fallen completely into the libertine habits of his father. Distracted by the pursuits of pleasure, he did little to stop the ongoing tension, leaving the Empire without effectual leadership.

The entry of the Gorns into the war in Y174 expanded the front. Alliance counterattacks in Y175 and Y176 drove the Romulans back, eventually severing the direct Romulan connection with the Klingons. The failure of Operation Nutcracker in Y178, designed to crush the Tholians and reestablish a direct link between the Coalition partners, was a disaster. The inability to end the war quickly proved catastrophic, for the superior strength of the Federation economy gradually ground the Coalition down. The Romulans were eventually expelled from Federation space altogether. An attempt to regain the strategic initiative in Y180 failed.

In early Y181, Praetor Maxillius resigned “for reasons of health.” By this time, political discord in the Empire was becoming critical, as the economy buckled under the war effort. Divisions of opinion between the Houses were rampant, with at least some Houses looking for a way to end the war. Maxillius’ successor, the well-meaning but inexperienced Praetor Tantillon, had only been in office for two weeks and was trying to organize his cabinet, when the Federation began a drive on the core of the Empire.

The result of this attack was the destruction of Remus, the second Romulan capital. The planet was utterly devastated when the Federation starship *USS MacArthur*, out of control, crashed into the planet, striking Capitalus Remus (the capital city) directly, causing a 900-megaton explosion that triggered a chain reaction. The entire planet was reduced, quite literally, to the Stone Age in the ensuing planet-wide earthquake and nuclear winter. Over 500 million Romulans died that day, and another one billion perished in the aftermath. Although tens of thousands of lucky survivors were evacuated, it proved impossible to rescue the vast bulk of the population, simply due to a lack of ships to carry all of the refugees to safety.

The loss of Remus crippled what was left of the Romulan economy, and caused a major psychological trauma for the Empire. Seeking vengeance for what had happened, the Romulans fought with savage ferocity for the rest of the war. Thousands of Federation prisoners were executed in retaliation for what the Romulans felt was a deliberate assault on a civilian target (conveniently ignoring their own strikes against Federation and Gorn civilians throughout the war). Although this spasm of rage provided some emotional satisfaction, the Romulans were now well beyond any sort of strategic offensive, lacking the economic ability to support a major effort.

The war continued on in an attrition mode, with fierce but minor local offensives, until the Armistice in Y185.

## COLLAPSE OF THE EMPIRE AND CIVIL WAR

The General War was brought to an abrupt end by the Cease Fire of Y185 (brokered by the Organians).

It quickly became clear that the Romulans had needed

conflict to maintain political consensus. The strain of the General War, and the ignominious peace that followed, finally cracked the system established by Emperor Tal. The Romulan Civil War began.

When the Armistice was announced, ending the General War, a faction of disgruntled officers on Romulus launched a coup that overthrew the ineffective Praetor Tantillon and the debauched Emperor Tarus. The rebels formed a new government (the Romulan Republic). The fleets on the Gorn and ISC borders supported the new government. But Proconsul Rolandus, a nephew of the deposed emperor, commanded the fleet on the Federation border. He refused to back the Republic. He declared himself the new Emperor and led his fleet in an effort to restore the Empire.

The young Republic found itself unable to react quickly to the situation. The Interstellar Concordium, unchecked by the Organian peace, was steadily advancing into Romulan territory. The Senate felt that it could simply not afford to commit any ships to a civil war. The ISC behemoth vastly outnumbered the remnants of the Romulan fleet, and the Romulans felt they could not remove any ships from the frontier. Even the destruction of Rolandus' most powerful squadron and his starbase, suggested by the more radical of the Republicans, was considered distasteful, since it would eliminate the bulk of Romulan defenses on the Federation border.

After several months, the ISC had not advanced deeply into Romulan territory, and Romulan intelligence determined that the bulk of the ISC fleet was moving west and beginning to engage the Federation. Rolandus had avoided confronting the ISC, having noted that their occupation of the Neutral Zone between Romulan territory and the Gorns had pushed only short distances into either race's territory. Suspecting that Rolandus was conserving his ships to seize Romulus, the Senate decided that the time had come to deal with the upstart Emperor. A Republican fleet was assembled and ordered to arrest Rolandus. Fate had concentrated most of the powerful (TL13) X-ships produced before the Civil War into the hands of Rolandus, who enjoyed widespread secret support within much of the Republican Star Navy. Although the Republic felt that it had carefully checked the loyalty of its task force, one of the cruisers sent to arrest Rolandus had officers loyal to the new Emperor, and a mutiny had been arranged.

Rolandus won the first battle, and the Republic decided that it was in its own interest to wait for Rolandus' next move. They knew he must attack Romulus, as there was little harm he could do elsewhere. He descended upon the capital with his First Imperial Star Legion of X-ships, but was defeated by the larger (if older technology) Republican fleet and forced to retreat.

His escape plan was spoiled when the ISC intervened with their "peacekeeping force." Rolandus hated the ISC, blaming them for the loss of the General War. He deeply resented the Navy's inability to stop the ISC from occupying more and more Romulan territory. Despite the fact that he was a true egomaniac, he was also a Romulan patriot. He arranged a cease-fire with the Republicans, allow-

ing them to drive the ISC away. The Republicans betrayed the truce, however, destroying his ship, killing Rolandus, and scattering the remaining forces loyal to him. Now outnumbered by the ISC, the Republicans were unable to prevent the important planet of Tibernia IV from falling into the hands of the interlopers.

The surviving Republican forces returned to Romulus to find the Senate in an uproar. The Civil War, critics claimed, was an unneeded diversion from the real enemy. The ISC was to be defeated, and the galaxy conquered. There was no other course for a true Romulan. No Romulan should fight his brother, and an honorable Romulan should not break a truce to murder him. The cowardly slaying of Rolandus had struck deep.

The Senate drafted a political compromise, and the Republic became a Constitutional Monarchy. Rolindra, the 12-year-old daughter of Rolandus, became a figurehead Empress. The ranks of the Senate were expanded to provide additional representation for the population. The Imperial faction and the Republicans swore oaths of loyalty to Rolindra and the new Senate, and the Civil War came to an end.

## THE ANDROMEDAN WAR

The Andromedans, invaders from another galaxy, had conducted raids and attacks as early as Y166. Their attacks accelerated greatly in Y188 and they launched a full-scale invasion of the Milky Way Galaxy in Y190. The Romulans, like other races, initially resisted these attacks on their own. As time went by, they began to exchange intelligence data with the Federation, ISC, and Gorns. A Romulan cruiser participated in a joint force with the Federation and Gorns in Y186 to protect a Federation colony, but a formal anti-Andromedan alliance did not appear until Y198. The Romulans took part in Operation Unity, sending a fleet into the "third corridor" to the Lesser Magellanic Cloud along with the ISC and Gorns. The Andromedan starbase was destroyed in Y202, shutting off the flow of Andromedan ships for at least 200 years.



# ROMULAN POLITICS

As their history shows, Romulans have a complex political order. In theory, the system rests on the concepts of Triple Power and Unifying Duty. Romulan propaganda emphasizes the oneness and strength of the Empire, but the reality is often much different.

The Romulan government includes the Emperor, the Praetor, the Senate, the Military Command (which includes the various fleets, training command, base commands, and military production), and the Civil Administration (planetary governors, etc.).

The Emperor is a hereditary monarch, although the lines of succession are not always clear. Theoretically, the members of the ruling House select a new emperor, but if they cannot agree (or if another House claims to be the rightful ruling House), the Senate makes the final decision. Both males and females can hold the throne, though males are usually given first priority among candidates. This is more a matter of tradition than law.

The Praetor is a Prime Minister selected by the Senate. The Emperor may indicate his preference in this selection. Depending on the relative political power of the Senate and Throne, the Emperor may succeed in blocking the election of an enemy, or forcing that of a friend. The Praetor may, at any given time, be a bureaucrat who serves as Chief of Staff to an active Emperor, or the actual center of power in the case of a weak or disinterested Emperor.

A group of advisors (the Romulan term translates as “the Cabinet”) provides the Praetor with counsel in various areas of domestic responsibility (economics, education, transportation, etc.) Cabinet officers have no formal power, but are sometimes very influential, with considerable “informal authority” in their respective area of expertise.

The Senate consists of the ranking member of each of the various Houses. A House is an extended family of Romulan nobles; see page 31. Various family members serve in positions within the Military Command and Civil Administration, and a House will attempt to maneuver its members into positions that enhance the power, prestige, and wealth of that House at large. By procedures that seem more Machiavellian than parliamentary, Houses can be divided or merged, new Houses can be declared, and existing Houses can be declared terminated. Several Houses trace their ancestry directly back to the original Exile leaders or ships’ officers. The number of recognized Great Houses and corresponding Senate seats varies with time, but the usual number is around 20.

The Praetor, often acting on behalf of or in cooperation with the Emperor, introduces declarations of war, and the annual government budget, into the Senate for consideration. Other bills and resolutions can be introduced by any senator, often operating with the support of or on behalf of the Crown. All bills must pass the Senate, providing a check on the power of the Emperor. The Emperor can influence the senate to some extent by trading favors or maneuvering to remove political enemies.

The Emperor has veto authority over all legislation. There was no way to overturn this veto until after the Civil War, when a 4/5th override provision was adopted as part of the settlement leading to the Constitutional Monarchy. The number of seats in the Senate was expanded as part of the same settlement, to provide the Houseless with direct representation for the first time.

Theoretically, under the original Triple Power concept, the Senate represents the powerful Great Houses, with the Praetor serving to provide policy guidance and keep the gears of the Senate moving. The Emperor looks out for the interests of the Empire as a whole, including the Houseless, and serves as a rallying point of patriotism to reduce tension between the Houses. When there is strong leadership at the top, an energetic Emperor or a wise Praetor, the system can work. But if the leaders at the top are weak, fissures and infighting between the various centers of power hamper, or even cripple, the realm. Romulan leadership has frequently proven unequal to the task of managing the system.

The Military Command includes the Imperial Military Headquarters, the Imperial Staff, the Imperial Intendence, and the five Military Prefectures. Imperial Headquarters is the personal military staff of the Emperor. Under strong emperors, these admirals actually command the fleet. Under weak emperors, the Military Headquarters becomes little more than a retirement plan for senior admirals, or a place for the Emperor to park his favorites. The Imperial Staff is, in theory, the administrative staff of the military forces, and is under the authority of the Praetor. Under a strong Praetor, this is the actual military power center. Under a strong Emperor, this office (and the Praetor) simply handle the day-to-day operations under the policies set by the Emperor and Military Headquarters. At times, the Military Headquarters and the Imperial Staff will bicker over the proper course of action during a conflict, making strong leadership at the top vital. A strong Emperor paired with a strong Praetor can (if they disagree) paralyze the command structure.

The Imperial Intendence is the logistical support system for the Imperial military forces, managing the shipyards, supply system, construction, ship design, and training. They also coordinate military industrial facilities owned by the Great Houses.

The Romulan Empire is divided into five “Prefectures” (Federation Border, Gorn Border, Imperial Capital, Development Zone, and Exploration Zone). The Development Zone is the area between the capital and the edge of the galaxy. The Exploration Zone is on the opposite side of the Empire from the Federation border, and later became the ISC frontier. An Imperial Prefect is in charge of each of these areas, although many Romulans holding these positions are senior officials nearing retirement who spend most (if not all) of their terms on the capitals.

Each Prefecture has a Military Prefect. This a senior admiral who controls all the fleet units and bases in the Prefecture. Each Prefecture also has a Civil Prefect who is in charge of all non-military activities in the Prefecture.

The Civil Prefecture is divided into provinces, and there

are governors on the various planets. Imperial, Military, and Civil Prefects are appointed by the Emperor, with majority approval of the Senate. Under weak emperors, the Praetor often assumes this duty unofficially.

The Civil Administration controls the smaller bases, the Star Police Force, and local constabularies (which perform primarily defensive and police duties). The Civil Administration also includes the courts and prisons, supervises the education system, and administers health and social welfare programs. There are four levels: Imperial, Prefecture, Provincial, and Governorship. Every level has its own staff, bureaucracy, departments, and divisions, and every one of these jobs (at least the decision-making ones) is a target for the Houses to control. If holding a position gives any power (to appoint, to hire and fire, to buy and sell, to issue edicts) then some House wants to control it.

There is, in every Prefecture, a constant power struggle between the military and civil commanders, who compete for power, particularly in the case of an absentee Imperial Prefect. In rare cases, one of the two will eventually become the Imperial Prefect, and will retain his position as military or civil prefect, a powerful combination. An even more insidious power struggle in each prefecture (and each provincial Prelate, and each governorship) is between the Houses trying to control key positions within the bureaucracy as these are the stepping stones to gaining the powerful top posts.

Additional officials of importance are the Imperial Censor, the Imperial Protector, and the Proconsuls. The Senate elects the Censor to a four-year term, though the Emperor can indicate his preference for the office. A part of the Civil Administration, the Office of the Censor provides oversight and production of publications, art, and video programs. It safeguards the “ideological health” of the people. The Federation (not entirely accurately) calls this the Bureau of Propaganda.

The Imperial Protector is appointed directly by the Praetor, with the consent of the Emperor, and is in charge of the State Security Administration — the Romulan secret police. The Protector has no set term, but serves at the convenience of the Praetor and Emperor.

Proconsuls are “troubleshooters” elected by the Senate to deal with special tasks or problems, although the Emperor can veto an appointment or use his influence to ensure one is made. Serving for a three-year term, they are similar in some respects to the Klingon Paladins, although the Romulans make less use of the office than the Klingons do. Proconsuls can serve as ambassadors, investigators, or information gatherers for the Senate. They sometimes become unofficial independent power brokers of their own, so the Emperor will seldom allow anyone to become Proconsul whom he does not trust. The Senate occasionally gives a proconsulship to a successful military commander or civilian official as a reward, since the office includes a large (if temporary) boost in pay and prestige. There is no set number of proconsuls in Romulan law, though by tradition there are no more than five at one time. Holding a proconsulship is often viewed as being a stepping-stone to becoming Praetor.

## LEADERSHIP SUMMARY

**Emperor:** Hereditary monarch, head of the Romulan state. Selected by heads of the Ruling House, or the Senate if the House cannot or does not make a decision. The monarch can be a male (Emperor) or a female (Empress). The wife of an Emperor is not necessarily given the title of Empress; doing so indicates she is virtually a co-ruler.

**Praetor:** Selected by a vote of the Senate, although the Emperor (who “appoints” the candidate that the Senate agrees to confirm) wields considerable influence over the choice. The praetor acts as a Prime Minister and guides government policy through the Senate. There is no set term for a praetor.

**Imperial Prefect:** Appointed by the Emperor with the consent of the Senate. Oversees all government activities within one of the five prefectures. This is considered the equivalent of a Klingon Duke.

**Military Prefect:** Appointed by the Emperor with the consent of the Senate, this official (always an admiral) oversees military forces within a prefecture. These become theater commanders in wartime. In some cases, the Imperial Prefect himself exercises military command and the Military Prefect acts as a chief of staff.

**Civil Prefect:** Appointed by the Emperor with the consent of the Senate, he oversees the civilian bureaucracy within a prefecture, assisting the Imperial Prefect.

**Imperial Censor:** Selected by vote of the Senate, although the Emperor wields considerable influence over the choice. This official oversees the Office of the Censor, which acts as a ministry of enlightenment and education. The Imperial Censor serves a four-year term and is considered equal in rank to an Imperial Prefect.

**Imperial Protector:** Appointed by the Praetor, with the consent of the Emperor. Head of the State Security Administration, he has no set term limit. Regarded as equal in rank to an Imperial Prefect, but often considered the most powerful of them.

**Proconsuls:** Selected by vote of the Senate, although the Emperor can veto an appointment. Officially appointed for the duration of the assigned duty, but in practice the term limit is three years. Proconsuls can be troubleshooters, investigators, or merely honored statesmen or military officers. While they are limited by the commission given to them by the Senate, these can be assigned any duties. In one case, a proconsul became a defacto Emperor as both the Praetor and Emperor were weak.

**Prelates** control provinces. This is a civil officer appointed by the Prefect, although the Senate, Praetor, or Emperor can order a Prelate removed from power. Each Prelate has a military advisor who oversees the planetary defenses and fixed installation in the province.

**Governors** (appointed by the Prefect, often on the advice of the Prelate) control major planets and groups of minor planets within a province. This is equivalent to a Klingon Mandate. There is no equivalent to a Klingon Barony, so each Prelate (Province) includes 20+ governorships. These are prize jobs for Houses to control.

# MAP OF ROMULAN SPACE

The map shows Romulan space, which borders the Federation, Gorn Confederation, and Inter-Stellar Concordium. The Tholian Holdfast is at the extreme southwest corner of the map. The rim of the galaxy is the right edge of this map and the center of the galaxy (galactic “north”) is to the left.

Each hex is 500 parsecs across and includes thousands of stars (but only a handful have inhabitable planets). These administrative regions are known as governates and are overseen by governors.

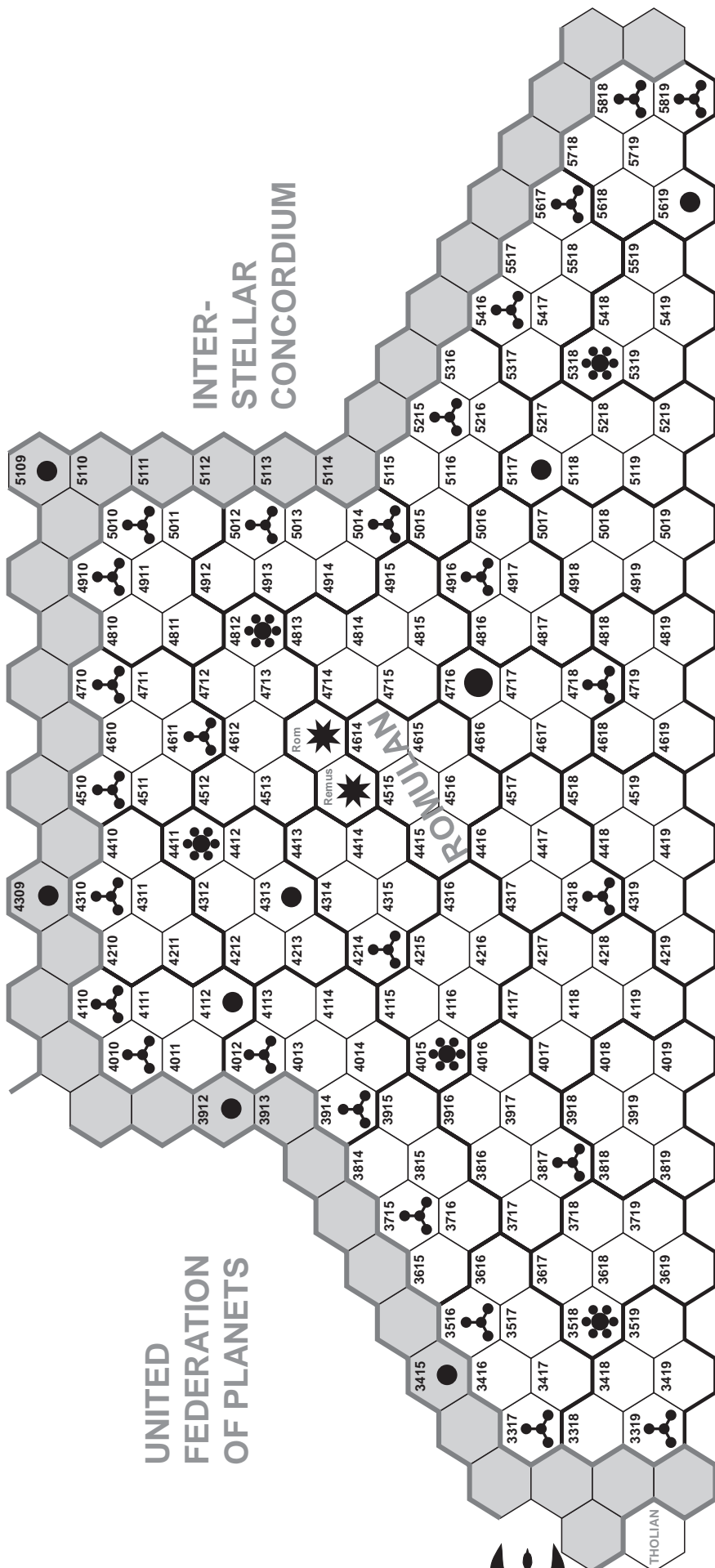
Provinces (marked by dark borders) are groups of five or six governates and are overseen by a Prelate.

Prefectures are major subdivisions of the Empire, overseen by Prefects. No borders are shown for this as the Emperors would assign and reassign provinces to reward successful prefects or reduce the power of dangerous ones. Most of the time, there are four Imperial prefectures (plus the capital complex with ranks as a prefecture).

The region southeast of the line from 5115 to 4816 to 4819 was not explored until the start of the General War.

Planets in the Neutral Zones include Circle Trigon (5109), Denebola (3415, see page 58), and Helvetia (3912, see page 58).

Circle Trigon was not as active a port as the others as it was not adjacent to the Federation. It became active about Y180 when the ISC began using it to trade with the Gorns and Romulans. These trade missions were entirely used as a means of espionage and conditions between the Romulans and ISC remained very tense.



# THE IMPERIAL LINE

**Emperor Austus Tal:** Ruled from -Y298 to -Y244. The first Emperor, Austus Tal laid the foundation of the Empire, developing the concepts of Triple Power and the Imperial Way. He was the first and best Emperor, and few of his successors came close to his ability to navigate the treacherous shoals of Romulan politics. He died from complications of Tulien's Syndrome, a rare degenerative neurological disease.

**Emperor Romalion:** Ruled from -Y244 to -Y163. A nephew of Austus Tal, Romalion was adopted by Tal and named as his successor when it became obvious that the first Emperor would die without legitimate issue. Romalion was a less impressive figure than his uncle, but proved a reasonably effective leader, consolidating the Triple Power system and overseeing the initial drive into space. He died of old age.

**Emperor Romalion II:** Ruled from -Y162 to -Y94. Romalion's son, Romalion II was the only Emperor to use the name of a previous Emperor. Generally considered successful, if uninspired, he insisted that Remus be built into a second capital, and was responsible for ensuring that his father's "re-integration" policy was followed in regards to the Reman population. He died of old age.

**Emperor Maximus:** Ruled from -Y94 to Y12. Son of Romalion II, Maximus lacked magnetism or great leadership skills, but was an accomplished scholar, musician, and intellectual. He generally left the day-to-day running of the Empire to the Praetors and the Senate, concentrating instead on encouraging cultural and educational improvement. His reign is considered the most impressive era in modern Romulan history for the arts, architecture, and scholarship in general. He turned the Court into a haven for artists and philosophers. He died of old age.

**Emperor Austian:** Ruling from Y12 to Y58, he was the son of Maximus. Like his father, he took little notice of day-to-day politics, although he was very interested in military expansion. Unlike his father, he was cruel in his personal relations, lacked any intellectual skills, and was exceedingly vain. He hated his father, and took pride in undoing some of his cultural accomplishments. Politically, his praetors dominated him, specifically the ambitious Praetor Karzan (see below). He died slowly and painfully after contracting an infectious disease while on an inspection tour of a new military colony.

**Emperor Ruvellus:** Ruling from Y58 to Y68, he was the first son of Austian. Well-meaning, but vacillating and ineffectual, perhaps as a side effect of years of personal abuse from his father. He lacked political expertise, and often allowed himself to get talked into unwise courses of action. At one point, he appointed seven Praetors within the space of two years. He died of unclear causes in Y68, it is said of a broken heart, although the true reason may have been more sinister.

**Emperor Ramillius:** Ruled from Y69 to Y110. Austian's second son, Ramillius took the throne when his older brother died without issue. A more effective leader, he

was ambitious and overconfident, but with occasional flashes of brilliance. He took a firmer hand in the Senate, clamped down on Great House infighting, and poured resources into expansion of the military. He was short-sighted economically, however, and his policies stripped the Empire of resources for no positive long-term gain. He had three children, all of whom were killed serving as military officers in the Third Gorn War. His unexpected death from a blood clot in his lungs ended a second Federation War just as it began. He died without naming a successor, leading to the Succession Crisis of Y110-Y113. He was the last of the Sergian Emperors.

**Empress Thera:** She ruled from Y113 to Y125, taking the throne after two years of debate and negotiation in the Senate established the rule of House Selnirak. A compromise candidate, she was a popular figure with the Romulan people, and was able to heal divisions between the Houses. She died in a shuttle accident in Y125.

**Emperor Septimus:** Ruling from Y125 to Y149, this son of Empress Thera was probably the worst of the Emperors. Full of promise as a child, he became a corrupt narcissist on reaching adulthood, devoting his life to the pursuit of pleasure, using every method available, including illegal drugs and illicit sex. He turned the Court into an unseemly cesspool of licentiousness. The praetors during this period were also weak, leaving the Empire adrift in Great House rivalry, without true leadership or strategic direction. He was highly unpopular, and his death from "overindulgence" was a relief to many.

**Emperor Tarus:** Ruling from Y149 to Y185, he was the only legitimate son of Septimus. Named Proconsul in Y146, he formally took the throne after his father died. More intelligent than his father, he took his office more seriously, and genuinely cared about the Empire, at least at first. But he was vulnerable to the same temptations as Septimus, eventually giving in to his baser inclinations. Emperor during the General War, he proved ineffective in a crisis, and was overthrown during the Civil War. He died in custody in Y186, committing suicide according to the official account, although some believe he was murdered.

**Emperor Rolandus:** Y185-Y187. Military commander on the Federation border throughout the General War, he was named Proconsul in Y180 and had become *defacto* Emperor by Y183. Rolandus crowned himself Emperor after his uncle was overthrown, and led the fight against the Republic. A capable man, he was truly devoted to the ideals of the Imperial Way, and would have made a fine Emperor under normal circumstances. Betrayed by Republican forces during a truce, he was killed in Y187. His death shocked the Romulan people, helping discredit the Republic, and leading to restoration of the monarchy.

**Empress Rolindra:** Y187+. Daughter of Rolandus, she took the throne at the age of 12 in the new Constitutional Monarchy. A figurehead at first, she matured into a powerful and effective leader during the Andromedan War. She had great political flair and strategic sense. Her husband (70 years her senior) was governor of a colony planet and rarely spent time with her. After her husband's death in Y204, she married her long-term Praetor, Tal Vergius.

## IMPORTANT PRAETORS IN HISTORY

There is insufficient room to discuss all of the Praetors. Some of the most important Praetors include:

**Praetor Tulusta Tal:** -Y305 to -Y299. Fraternal twin sister to the first Emperor, Tulusta Tal is considered a co-founder of the Empire with her brother, even though she fell to an assassin's blade before her brother formally took the throne. An excellent administrator and ruthless politician, she helped consolidate her brother's power base, while passing needed reforms through the Senate.

**Praetor Carungay:** -Y299 to -Y266. Elected to the Praetorship at the insistence of Tal following the death of his sister. Carungay, a skilled soldier who also had political acumen, was a close ally of the Emperor, providing the throne with crucial support as the Imperial Way found its footing. He retired from the Praetorship in -Y266 to oversee the development of Romii.

**Praetor Augustus:** -Y265 to -Y244. The third and last Praetor of Emperor Tal's reign, Augustus was an able administrator, who took over many of the day-to-day tasks of running the Empire as the Emperor fell ill. This caused resentment among some leading Senators, to the point that he was dismissed from his position following Tal's death and the accession of Romalion.

**Praetor Zajac:** -Y179 to -Y100. Longest-serving Praetor in history, Zajac oversaw much of the early space expansion program, particularly the "re-integration" of Remus into Romulan culture. He served Emperors Romalion and Romalion II.

**Praetor Tacitus:** -Y88 to -Y60. The best of the many Praetors who held considerable power under the reign of the apolitical Emperor Maximus. Shared that Emperor's enthusiasm for education, the arts, and sciences.

**Praetor Solfronk:** Y28 to Y39. Praetor at the beginning of the First Gorn War and a capable executive and successful war leader. He was outmaneuvered politically by the ambitious Proconsul Karzan. Solfronk was forced to resign his office just weeks before the Battle of Gorn-Shima brought that war to a successful conclusion.

**Praetor Karzan:** Y39 to Y47. Used the office of Proconsul to build a power base and undermine Solfronk in the closing stages of the First Gorn War, eventually convincing the Emperor to demand Solfronk's resignation. Intelligent, but pitiless and unprincipled, he led the Empire into the devastating First Federation War. When this war ended in stalemate in Y46, his enemies in the Senate used the humiliation to force his resignation. Originally a favorite of Emperor Austian, he became a scapegoat for the failure of the war, and was exiled to a remote colony, where he died under mysterious circumstances in Y51.

**Praetor Antonius:** Y149 to Y156. Appointed by the new Emperor Tarus and tasked with reforming the Empire after the neglectful drift of the Septimus years. Antonius was mercurial and egotistical, but also a magnetic and skilled politician with a wide following, particularly among young military officers. He took tentative steps towards internal reform, but found hard resistance in the Sen-

ate among the Houses. Seeking to unite the people by focusing on an outside enemy, he launched the Second Federation War in late Y154. The failure of this adventure ruined his political standing, and he was replaced in Y156.

**Praetor Maxillius:** Y156 to Y181. A reformer, Maxillius was one of the better Praetors, at least early in his tenure. He realized that the Empire could not compete in the galactic arena without major technological improvements, and he managed to force reforms through the Senate. He was responsible for the Treaty of Smarba with the Klingons, the New Imperial Policy that reformed the economy, and the Revolution in Military Affairs which brought the Romulan armed forces up to par, or nearly so, with the other powers. He also made some strategic miscalculations. He gambled that Romulan entry into the General War would end the conflict quickly, and the failure of this gambit seemed to rob him of spirit. Towards the end of his tenure, he was a tired, frail old man, unable or unwilling to control Great House rivalry.

**Praetor Tal Vergius:** Y187-Y204. Selected by the Senate to be the real power during the reign of the young Empress Rolindra, he at first sidelined the young woman from effective power, then fought against her attempts to assert her authority and prerogatives. Eventually he shared power with her, and finally fell in love with her. Their marriage in Y204 was a true love match that culminated their long-term affair. The Senate insisted that he resign the Praetorship upon their marriage, but he remained a powerful and influential figure in the Empire through the end of recorded history.

**Proconsul Crosus** deserves mention, even though he was never a Praetor. Selected by the Senate in Y9, he was a nephew of Emperor Maximus. Crosus was considered a more promising heir to the ailing Emperor than Maximus's own son Austian. Groomed by leading senators (with Maximus's tacit support), Crosus held a proconsular commission for two years, functioning as *defacto* Emperor. It was rumored that Maximus and the Senate were seeking a way to maneuver the unstable Austian out of the succession in favor of Crosus. Crosus died suddenly (and suspiciously) late in Y11, shortly before Maximus's death by apparent natural causes early in Y12, paving the way for Austian (shown below) to take the throne.



# THE GREAT HOUSES

The Great Houses have been compared to gigantic corporations, trade unions, political parties, and even religions. All of those comparisons are accurate, and none of them are sufficient. A Great House will own thousands of factories, farms, and businesses outright and employ tens of millions of people. Using the profits from these activities, Great Houses will try to maneuver their members into key positions that will result in even more contracts, opportunities, and positions of power.

The Emperor, Praetor, and the leaders of the Senate are always trying to maneuver new contracts and opportunities into the hands of their friends and out of the hands of their enemies. This would seem simple except that there are far more than two factions, Houses often move from one faction to another (taking their holdings with them), and a House which supports the Emperor in one vote may campaign against a favored program in another case. The best that the Emperor and Praetor can often do is try to keep the houses relatively equal in power so that the power of the Emperor or Praetor is the decisive weight in any discussion. This does not always succeed.

There were 21 Great Houses represented in the Senate when the Romulans entered the General War in Y173. The number of Houses has varied over time from as few as 15 to as many as 26. Each House has its own way of doing things. Some are controlled by a tight cabal of nobles, while others have a more “democratic”, though still hierarchic, structure.

## MEMBERS OF THE HOUSES

Houses are often considered extended families, but in fact contain many unrelated families. The eight original houses were formed by the officers of the eight colony ships that landed on Romulus, not all of whom were related to each other. Those Romulans who are in, or of, or employed by a Great House come in four basic levels.

Housed Nobility are the senior (and only full) members. They have votes, power, and ownership within their House, and ultimately have a role and a voice in selecting the leadership of their House (as well as who gets the best and most important jobs that the House controls). Any given house may have from 50 to a few thousand members of this rank. Most Nobles are the children of Nobles but not all of the children of a Noble will become Noble themselves, and some lower-ranking members may be promoted to the Nobility. The rules for becoming a noble vary from House to House. See page 141.

Affiliated Members of a House are a permanent part of it and get the best of the jobs not taken by the Nobility. They have some unofficial influence within their House and may earn the opportunity to become Noble members.

Associated Members are loyal employees (or outsiders) who have been brought into the House’s upper level as a reward for their good works or because of the abilities or influence they can bring. In many cases, when a Noble member marries outside of the nobility, the new spouse

may be made an Associated Member but this is not always the case. Military heroes and other celebrities who are not a member of any House are often invited by one or more Houses to join their ranks at this (or a higher) level.

The majority of Romulans are not members of a House, but work for one as an employee. The reforms of the early Imperial Era forced the Houses to open up the ranks of membership to some extent, although some Houses are more willing to let in new blood than others. Employees or retainers who show great devotion to the House are more likely to be invited to formally join as affiliated or associated members than those who are less dedicated. Having talent and working hard helps, although there are plenty of Housed Nobility who achieved their positions through influence and political skill, rather than actual ability. Some Houses have extensive rituals or initiations (cloaked in secrecy) for new members, while others are less formalized. Some new members are kept secret.

## THE ROLE OF THE HOUSES

The role of the Great Houses pervades every aspect of Romulan society. Houses are industrial corporations and political parties, all rolled into one. They use their wealth to get more power, and their power to get more wealth. A given House may own huge corporations and entire planets, and use this wealth to push their members into key government jobs or military command positions.

Houses will use most any means, including arranged marriage, business exchanges, traded favors, and bribery to advance their cause and gain more power and wealth. Some Houses are willing to use sabotage, political and otherwise, to further their aims. During periods of weak political leadership, House conflicts can be quite violent. Alliances between Houses are often made. While many such alliances last for decades, all are eventually broken.

A given Great House might, at a given time, be trying to maneuver one member into command of the 2nd Star Legion, another member into the governorship of an industrial colony, a third member into the Praetor’s cabinet, a fourth to be the “bishop” of a major division of a religion, and a fifth to be the chancellor of a great university. At lower levels, the same Great House might be trying to secure positions at the military academy or a great university for the children of its members, or launch the romantic friend of a member into the entertainment industry.

It is commonly said that no governor or starship captain gets his job without the support of (if not membership in) a Great House, and that no youth gets into a top-rated school (let alone the military academy) without such support. While such schools (even the Academy) have enough capacity to accept every political appointee and still have some room for the Houseless, most Houseless applicants find themselves blocked from the best institutions because so many vacancies are filled with political appointees.

Part of the means of convincing whoever makes the decision to accept a member of a Great House is the help that house can provide in future dealings. A prestigious university knows that donations will flow from any House whose members sit on the Board of Trustees. A corpo-

ration not owned by any House might give a job to a member of a Great House that is able to steer contracts in its direction. A Great House that is the low bidder on a government contract may insist on having some of its members given government jobs from which they will be able to steer other contracts to their House.

Attempts by a Great House to maneuver itself into power extend to contracts and imperial charters as well as jobs for its members. When a new planet is surveyed and found particularly suited to colonization or exploitation, Great Houses will fight for the imperial charter to develop it. Usually, the charter will be jointly granted to two or three houses, or the planet will be chartered to one House but some of its most valuable resources will be charted to other Houses. A Great House might be given a government contract to provide manufactured goods, services, or raw materials. Great Houses all run research laboratories and compete for government grants. Great Houses all run universities and compete to recruit the best students from among the Houseless.

No corporation or institution given an Imperial Charter and no planetary government is allowed to employ only the members of a given House or group of Houses. All are required by law and tradition to employ members from enough houses that some political enemies must be allowed inside. This maintains checks and balances and helps to avoid corruption. One member of a corporate board is enough to expose corruption, and since he is dependant on his House, not the corporation, for his next job, he has greater freedom to expose criminal acts.

Houses use their profits to expand their business activities and make more profit, such as building a new factory or asking for an exclusive charter to colonize one of the hundreds of less-valuable planets in Romulan space. A Great House with profits from manufacturing might invest them in developing a planet able to provide raw materials, and then invest the combined profits into spaceships able to move their own raw materials to the factories and their own products to the markets. In that way, a Great House is less vulnerable to pressure from other houses. For example, a Great House dependant on ships hired from other Houses could find its market position compromised if enemy Houses pressure the Houses that lease the ships into withdrawing them. No Great House is entirely self-sufficient, but all of them strive to have enough of their own resources and facilities that they can survive any power play made by an unfriendly House. To wreck a house by denying it raw materials or key services can take a decade, and few coalitions can maintain their focus on such a project for that long.

There are informal and somewhat blurry lines that cannot be crossed in these power plays, particularly in times of war. Corruption charges can be brought in the Senate, which can result in a specific Senator losing his seat, or even a House being dissolved in extreme cases. What constitutes "corruption," as opposed to the normal ways of doing political business is often unclear, and sometimes has more to do with what House comes out on the losing end of a political dispute.

## DISSOLUTION AND CREATION

Houses can only be dissolved through three unanimous votes of the Senate, taken once a month for three months. Senators are barred from voting on the dissolution of their own house. Dissolving a House is rare, but it does occur. Such a vote fully dissolves the "House in Question." If one or two Houses vote to save the House in Question, then it is not dissolved but placed "in custody" of the supporting houses, which are charged with cleaning up the affairs of the House in Question (which now becomes known as a "House in Custody.") One House may take the primary role, but if the House in Question eventually fails, it reflects badly on both Houses.

A House in Custody is a matter of law. Accepting Custody is expected but not a matter of law. If neither of the "saving vote" Houses accepts Custody, another House might step up and accept. In case of no acceptance of custody, the Emperor may decide the final outcome. This might include assigning a "Trustee" or even a Proconsul to reorganize the House, replacing the Head of the House with the Heir to the Seat, or dropping the matter altogether and preserving the House as-is.

A House in Custody is often on borrowed time. Its assets may be sold off to pay debts or satisfy judgments. If the custodian does not put the affairs of the House into order quickly, successful complete dissolution votes (in which the Custodian is not allowed to participate) are likely. In any case, even a narrow escape from dissolution usually spells great trouble and loss of power (for some time anyway) for a House, even if the House continues to stand.

Forming a new House (or re-recognizing a disbanded one) is done by the same mechanism, in reverse. The candidate House petitions the Senate for recognition. The Senate must then vote in favor of recognition unanimously, once a month for three months, for the new House to obtain a seat. The Emperor has considerable influence on whether a new House is recognized, or an old one dissolved. The Minor House seeking to become a Great House may scramble to buy political support, and it may be sponsored by other Great Houses who are willing to buy off those opposed to the promotion.

## THE MINOR HOUSES

At any one time, there are several dozen minor Houses not recognized by the Senate as "Great" Houses. These can be chartered by Imperial Edict or might be independent corporations which achieve success and grow to large size. Some "dissolved" Great Houses revert to minor status, while others are broken apart and have their assets partitioned between rival Houses. The fate of such a dissolved House often depends on the wishes of the Emperor. Great Houses sometimes "absorb" a minor House, effectively subsuming the minor House into itself. This requires the approval of the Senate (majority vote) and the Emperor. The Senate, usually at the instigation of the Emperor, will eventually recognize the most successful and powerful minor Houses as Great Houses.

## PROFILES OF SELECTED HOUSES

### *House Aurellius*

One of the eight original Romulan Houses, founded by Exile leaders in one of the earliest communities. Originally based in Aurellia Province on Romulus, House Aurellius still has extensive land holdings on the home world. The important colony planet of Aurellius is under the control of this House, as are numerous smaller colonies. House Aurellius specializes in mining and manufacturing, and controls some 55% of Romulan dilithium production, giving it great influence in the Senate. There is also a significant military research arm, responsible for many technological breakthroughs. Aurellius usually takes a hawkish stance on military and foreign policy issues, and is possibly the most powerful House in the Senate. This gives it great leverage, but also numerous enemies.

### *House Antreidies*

Another of the original eight Houses, Antreidies was in decline for several centuries. It managed to retain its Senate seat, and saw improved fortunes after the establishment of the Star Empire. Antreidies specializes in electronics, pure scientific research, computer software, and consumer goods, with secondary ventures in the food production and distribution markets, including restaurants and grocery stores. It tends to be dovish in foreign policy debates, preferring to focus on internal economic development. As a result, it often loses influence during times of war. On the other hand, Antreidies has the best record of economic development of any of the Houses, a fact recognized by its rivals. Antreidies has a very powerful "House security force" that specializes in industrial espionage against other Houses and even foreign corporations.

### *House Casifax*

One of the newer Houses, Casifax originated with one of the Reman clans "re-integrated" into the Empire. This House is less interested in economics than are some of the other Houses, and more interested in the exercise of raw power. Noble members of House Casifax often carry a ceremonial short sword. This House is quite aggressive and militaristic, and many Romulan officers are affiliated with it. Casifax is more open than most Houses to recruiting new blood, particularly after the destruction of Remus, which wiped out much of Casifax's leadership.

### *House Notrub'illah*

This House, recognized by the Senate in Y50, is a growing power, with tentacles extending through multiple levels of the Romulan economy. It directly controls many colony worlds, is active in exploration and exploitation of new resources, and also has close ties with the military, providing logistics support and operating several critical supply depots. Very close to the current Imperial Ruling House Selnirak, it has benefited from numerous government contracts in later years, and was the prime contractor for the new Hawk series starships. It is an arch-enemy of the powerful House Aurellius.

### *House Pentalion*

This House, one of the original eight, has carried on a fierce rivalry with House Aurellius for many centuries. Its interests are similar: mining, manufacturing, etc., but it is generally somewhat weaker than Aurellius. Pentalion controls the shipyard at Remus, and was responsible for production of the old Warbird and Eagle series of starships. This House used political maneuvers and machinations to keep these older ships in limited production (and to refit many of these ships for further service) even when newer designs were available. It has a stormy competition with both Notrub'illah and Aurellius, and sometimes finds itself isolated in the Senate. It is occasionally allied with House Casifax, though this is more a relationship of convenience than trust.

### *House Rama'ch*

One of the newer Houses, Rama'ch was on shaky ground early in the Imperial Era, even being dissolved at one point during the reign of Emperor Ruvellus, although it was eventually re-recognized. It gained a great deal of influence and power following the destruction of Remus, which destroyed the leadership of several more senior Houses and crippled a few others. Rama'ch was in favor of peace with the Federation, and took the lead in setting up negotiations, before being betrayed in the infamous incident at Oxvind. Political opponents then seized on the opportunity to weaken this upstart House, though it managed to avoid being dissolved by the Senate again.

### *House Selnirak*

Selnirak was the ruling Imperial House from Y113. When House Sergius was declared dissolved following the death of Emperor Ramillius, there was a two-year debate in the Senate over which House should succeed to the throne. Several Houses had legitimate claims, and for a time it appeared that a civil war over the succession could break out. In the end, to avoid civil war, a compromise was reached, placing House Selnirak on the throne. One of the original eight Houses, Selnirak was known as the "government House" since it concentrated on placing its members in the Civil Administration, the court system, etc. Selnirak had stayed neutral in the succession debate, and had a reputation as a relatively "clean" House, in terms of not having too many enemies. It was felt that this neutral stance, plus the experience that many House members had in public service, made Selnirak ideally suited for the Imperial role. Alas, the Selnirak Emperors have proved rather disappointing in practice.

### *House Sergius*

Sergius was the original Imperial House, the House of Emperor Tal. A powerful House with a huge range of business interests, the Sergians gradually grew arrogant and complacent with power, and were eventually completely dependent on the position of the Tal family as hereditary monarchs. By the time Emperor Ramillius died without an heir in Y110, the House had decayed significantly. With the Tals gone, none of the other leading Sergian fami-

lies were able to press their claims successfully in the Senate. The other Houses had grown tired of Sergian dominance, and the Senate closed ranks and declared House Sergius dissolved.

### ***House Sorkalif***

This House has generally focused on scientific research and industrial innovation. It also has a strong presence in the military, where its members tend to be highly traditional and devoted to duty. This House competed intensely with House Aurellius during the reign of the weak Emperor Ruvellus, with both Houses taking steps to sabotage the other's research into warp technologies. This rivalry continued for several decades, but finally came to an end following the Treaty of Smarba, and the two Houses eventually became allies. Sorkalif went into political eclipse to some extent following Romulan entry into the General War, for the Sorkalif leadership favored leaving the Federation alone and striking the Gorns instead. They never lost their Senate seat, however, and came out of the war in better shape than many Houses. House Sorkalif provided Rolandus with a great deal of technical support during the Civil War, and took a leading role in supporting the reign of young Empress Rolindra.

### ***The Military House***

Created in Y156 as part of the Revolution in Military Thought, this Minor House was artificially created by Imperial Edict as the House to which all career officers who had no other affiliation belonged. The elevation to a Great House by the Senate in Y160 gave the Houseless career military a seat and a voice in the Senate. This House was granted government contracts to produce war materials and control over a few newly-colonized planets. Doing so gave this house money and power which it could use to protect and promote capable officers deserving of more responsibility than they could obtain without a House affiliation. No member of this House can be a member of any other House, but this House often allies with other Houses on issues of concern to the military. Worse, many members of this house are secretly allied to other Great Houses (and join them upon retirement from the military) as the Great Houses all want to subvert and control this "artificial" House.

### ***The House of the Poets***

Created in -Y75 by the Imperial Edict of Emperor Maximus, this House was elevated immediately to the Status of a Great House by the Senate. All of the members of this House are artists, poets, musicians, actors, or other creative types. In theory, this House exists to promote the arts independently of the Great Houses, and it was created to provide a path for any Houseless artists to reach their audience. In practice, this House had become (by Y50) just another Great House that helped the careers of those it favored while ignoring other artists (even though they were theoretically "members") who were not the darlings of the elite. This House is not allowed to have industrial, agricultural, or raw material interests, but makes

money through the production of books and other forms of entertainment. The vast majority of its "members" hold non-entertainment jobs in businesses owned by other Houses. Most artists and entertainers seek the patronage of other Great Houses as the opportunities in the House of the Poets are insufficient to employ all of those who wish to work in this field. No member of this House can be a member of any other House, but this House often allies with other Houses on issues of concern to artists or the entertainment industry.

### ***The House of Artisans***

Created as a Minor House by Empress Thera in Y120, this House was originally composed of architects and engineers who designed and built government projects independently of the Great Houses. When it became a Great House by vote of the Senate in Y125, doctors and scientists were added to conduct independent research, run the Empire's great universities, and to coordinate civilian research done by Great Houses. This house runs many hospitals which provide care to citizens who do not get medical care from their employers.

### ***The House of Athletics***

This is a Minor House, chartered by Emperor Maximus in Y1 (after a massive sports scandal) and never given the status of a Great House. It is notable because every five years the Romulans hold their equivalent of the Olympic Games and the leader of this house is made an honorary (non-voting) member of the Senate for that year. At the end of the Games, the Senate throws a grand reception for those athletes who won the highest honors.

This House is the *de facto* administrator of the various "national sports" of the Empire, providing and enforcing standard rules of play, conduct, and business. It has a division for each major sport and the Romulan equivalents of the "Commissioner of Football" head those divisions. This House makes its money from syndicating media coverage and marketing "fan" items. It also (nominally) oversees the university athletic departments to ensure that only valid students who maintain passing academic standards are allowed to compete within a fair environment.

Since most of the teams of the various professional sports are owned by the Great Houses and Minor Houses, this independent Minor House provides (theoretically) impartial administration of these sports. As a practical matter, it is the constant target of attempts to subvert or co-opt its members and officials.

### ***The House of Judges***

A Minor House chartered by Emperor Romalion and never elevated to a Great House. This House counts as its membership the judges of the various courts, providing them with protection and career management independent of the Great Houses. This House also oversees the various law schools which are adjuncts to certain Universities of Rhetoric. Attorneys and some others involved in the legal process (such as investigators) can also be members, and are highly regarded for their incorruptibility.

# ROMULAN SOCIETY

Federation citizens have two basic images of Romulan society. One image, based on the negative experiences of the First Romulan War and the General War, sees the Romulans as a gang of treacherous intergalactic murderers who cannot be trusted. The other image, based on a somewhat romantic vision, sees them as an honorable, if occasionally violent, people, who might eventually be brought into the larger galactic community through the right combination of diplomacy and trade. Both visions have elements of truth, but both are incomplete.

Romulan society is rich in traditions, some of which date back to their Vulcan forefathers, but many of which developed independently over two millennia.

Like most sentient races, Romulan society is in reality a larger aggregate of individuals, who can vary in their attitudes and opinions. Romulans are often impulsive, emotional, and occasionally excitable, yet they can also be intellectual, stoic, and composed when necessary.

## FAMILY LIFE AND RELATIONSHIPS

Most Romulans are raised as members of nuclear families. Parents generally raise their own children, although sometimes extended families (uncles, cousins, adult sisters and brothers, grandparents, etc.) will live under the same roof to pool their resources. Adoption is, perhaps, more frequent than in human society, and it is not uncommon for a family to formally adopt nieces or nephews, or even family friends, who have lost their parents. This dynamic operates among both the Housed nobility and the Houseless.

Family relations are generally very close and loving, but when disruptions occur, they can be very intense, with long-lasting consequences. Among the nobility, most marriages are arranged, usually for political gain, although some love matches occur. Love matches are more common among the Houseless, although even among that group, political considerations can factor in. Divorce is permitted, but usually discouraged unless physical or emotional abuse has occurred.

Most Romulans consider mistreating a spouse or family member to be a major moral offense. An individual with a reputation as a spouse or child-abuser is likely to be shunned by his peers, and is usually reported to the authorities.

Romulan sexuality is a topic of sordid speculation among non-Romulans. It is a fact that most Romulans are intensely sensual, taking great pleasure in food, drink, and sexual relations. Many couples are devoted and monogamous, but the number of couples who engage in open marriages or experiment with “swinging” is higher than the usual humanoid norm. Many happily-married spouses have casual lovers on the side. But some marriages are destroyed by jealousy over such affairs, and it is considered to be in bad taste to have extra-marital relations if your

spouse does not approve.

Unmarried young Romulans often have many different partners, although there are exceptions, particularly among members of conservative religious groups. Homosexuality and bisexuality exist and are considered harmless variations by the vast majority of Romulans. Other extremes occur, not as often in reality as they do in erotic literature, but more often than in human or Klingon culture. Most Romulans who “sow wild oats” in their younger days tend to settle down into more stable relationships as they get older, but there are exceptions.

There are certain lines that cannot be crossed. Rape and pedophilia are considered to be heinous crimes, often punished by the death penalty. Bestiality is considered an “unclean” perversion necessitating psychiatric treatment. Pornography is technically illegal, but the authorities find the prohibition difficult to enforce, and usually ignore it unless the acts depicted are themselves illegal. The line between written soft pornography and classic Romulan passion poetry is hard to define in any event.

## ARCHITECTURE

Romulans take great pride in their architecture, considering it an art form. The dual Imperial Seats on Romulus and Remus were classics, among the great architectural achievements in the Alpha Sector. The destruction of Capitalus Remus during the General War was a catastrophe in more ways than one. The carefully-planned capital city was a triumph of design, blending practical engineering and aesthetic vision. Its destruction was a tragedy in itself, even discounting the horrific toll in lives lost.

One of the most impressive Romulan architectural achievements is the massive Spire of the Dead war monument, nearly 2,000 feet in height, constructed on the colony world of Gornshima.

## THE ECONOMY

It is difficult to find a precise word describing the Romulan economy. It is not a command economy like the state-dominated Klingon system. Nor is it quite a free market on the Federation model.

The most important factor is the Great House system. The Great Houses are huge conglomerations of economic (and political) power. These cartels are similar in some ways to the Hydran Guilds. Some Houses try to establish a position of dominance within a single industry, or a group of related industries; the other Houses try to prevent this. Generally, the government (and the other Houses using the organs of government) takes steps to prevent any one House from having a complete monopoly in a product or service. The largest Houses have vast resources at their disposal, with their own scientific research arms, training programs for workers, and even universities.

The most ruthless Houses will adopt asymmetrical, and sometimes illegal or violent, means to prevent other

Houses from gaining too much power or wealth. Generally, the government ignores this, unless major crimes are committed, or unless the very survival of the Empire is at stake, such as during a major war. If the imperial government is weak, infighting between the Houses can get out of control. This is one of the key weaknesses of the Romulan Empire.

About half of the economy is in the hands of the 21 Great Houses, with the rest held mostly by “private” corporations (often with imperial charters). The Great Houses, Minor Houses, and some wealthy families and individuals, own shares in these corporations. The Houses constantly maneuver to get their members and allies into key jobs in these corporations, extending the House’s control beyond those businesses it owns outright.

The government itself is a major player. Government contracts for the production of goods or services are very valuable, and Houses will pull all sorts of political maneuvers in the Senate to gain them. One of the most useful weapons in the government’s political arsenal is the “Imperial Business Patent.” This is essentially a permission slip from the government to operate a business, complete with a “seed money” grant and, sometimes, an initial contract for the good or service to be produced. It is not necessary to have such a patent in order to start a small business. A small storekeeper, for example, can run his own shop without government permission (so long as he completes the customary forms and tax reports). But any business that employs more than a set number of workers (100 workers during the General War era) must have such a patent in order to obtain government contracts. Imperial Business Patents can be granted by the Emperor or the Praetor at will, or by any sitting Senator with a majority vote of the Senate. Senators often slip patents into unrelated legislation. They are regularly used as a form of patronage.

As the Empire expanded to the stars, it was found that the demand for business patents to sustain economic growth outstripped the ability of the political system to deliver them quickly. The slowness of the system in doing so caused economic problems on numerous occasions. Under the New Imperial Economic Policy established by Praetor Maxillius, the ranks of officials empowered to grant such patents was expanded down to the Prefect and planetary governor level, which eased the situation somewhat. Abuse of the Business Patent system by senators or other officials is both illegal and frequent. It can lead to corruption charges in extreme cases, but the laws are seldom enforced unless used as a weapon in a larger political dispute.

A further complication was added to the system in the Y160s, with the formation of some state-owned corporations under control of the Emperor. This was done following study of the Klingon command economic model, which the Romulans felt (inaccurately) could provide greater efficiency to their chaotic system. These Imperial Corporations never became a major part of the economy, as they were just getting established when the General War began. They were abolished following the Civil War.

Credit and money flow fairly smoothly in the Empire. At one time, each Great House issued its own currency, which led to economic chaos. Monetary reform and the establishment of the central Imperial bank was one of the first steps taken by Austus Tal following his installation as Emperor. Long before the General War, most transactions had become electronic in nature. Romulans use the equivalent of debit cards, but cash (in the form of gold-colored coins, called *tir’ats*) is sometimes carried for small (or illicit) transactions. Checks exist only in the form of bank-issued documents of tender, used for some transactions. Credit cards, issued by the central bank, exist. But interest rates are prohibitive for the average citizen, and most Romulans avoid using them except in emergencies.

The majority of Romulans work for a business controlled, directly or indirectly, by a Great House, or for a corporation owned by several Houses, or for a government agency. Although labor unions and strikes are illegal, there are labor protection laws dating back to the foundation of the Empire, designed to protect the lot of the average worker. These includes minimum wage regulations, a state-run health care system, old-age and disability pensions. Generally, the government does a fair job enforcing these regulations and protecting the rights of workers, although the rules are often relaxed during times of war. Some of the Great Houses grumble about government meddling, but class conflict nearly overturned the Great House system before the establishment of the Empire, and most House leaders accept that keeping the average citizen happy with the system is the best way to preserve order.



The average standard of living is lower than in the Federation, but generally higher than in the Klingon Empire, at least during times of peace. The Romulans spend a great deal of money on the military, which keeps the standard of living lower than it would otherwise be. Military expenditures during wartime rapidly overstress the system, and the relative lack of exploitable resources in their portion of the galaxy makes the situation worse. At times, the Empire has been economically exhausted, reduced to a near poverty level and lowering the standard of living accordingly. Most Romulans accept this as a part of their Duty, coping without much complaint as long as the burdens are shared fairly evenly by all.

Taxes are paid at the individual level, in two ways: through a sales tax that excludes food, clothing, and medicine, and through a property tax on land and luxury goods, primarily aimed at the wealthy. Individual income taxes have been established during emergencies, in order to keep money flowing into government coffers, although these taxes have always been repealed after the crisis is over. Tax evasion is considered a serious crime.

Each Great House is also required to “donate” 5% of their yearly dividend into the Imperial treasury as the price for having a seat in the Senate. Houses in financial difficulty that cannot meet the “donation” must borrow the sum from the Imperial Treasury, at a high rate of interest. The Senate has dissolved some Houses when they could no longer meet their financial obligations.

## ROMULAN PHILOSOPHY

The Imperial Way is based on the concept of the Unifying Duty of all Romulans to support and expand the Empire. The goal is to eventually bring all “12 points of the Galaxy” (as described in ancient Romulan astronomy texts) under the Rule of “Those Who Accept Their Duty.” All Romulans of all social classes have their role to play; all are seen as both contributors to and beneficiaries of this great racial duty.

Guided by the Triple Power of Emperor, Praetor, and Senate, the Empire will inevitably fulfil this destiny.

Romulans are educated (or propagandized, depending on your point of view) in the tenets of the Imperial Way from a young age, and most accept it without question. Most Romulans genuinely consider other races to be inferior. The Gorns are considered the greatest enemy of the Empire, respected by some for their strength in battle, but held in contempt by most for their relative pacifism. The Romulans find Gorn regret over the destruction of the Paravians to be puzzling and essentially ridiculous. Some Romulans believe that the Gorns will eventually become a valuable source of slave labor, once the Empire conquers their Confederation.

The races of the Interstellar Concordium are detested nearly as severely as the Gorns are. Tholians are regarded as alien interlopers, worthy of disdain, although the Romulans seldom take aggressive action against them. Ironically, the arrival of the Tholians probably spared the

Empire from being conquered by the Klingons, but the average Romulan shows little in the way of gratitude for this, if he even knows it.

Federation races are held in somewhat higher regard, but this should not be overstated. Humans draw mixed reactions. Some Romulans find them to be honorable and dangerous opponents, while others, perhaps a majority, feel they are a race of weaklings and cowards. Most Romulans are intrigued by Vulcans, and curiosity about modern Vulcan culture is widespread. Romulans see Vulcans as their misguided cousins, clearly superior to the other Federation races physically and intellectually, yet prevented by their inexplicable logic code from completely controlling the Federation. To Romulan eyes, Vulcans are clearly superior, so why do they resist their duty to rule? Some Romulans believe that the Vulcans can someday be welcomed into the Imperial Way, “re-integrated” into the true path of duty as the Remans and Justinians were. Other Federation races (Andorians, Tellarites, etc.) are scorned for their apparent willingness to be dominated by the humans.

The Romulans feel that the various feline races are barely sentient savages, although they hide this opinion when in the presence of their nominal Lyran allies. Klingons are respected for their military and scientific prowess, and the Romulans were, for a time at least, genuinely grateful for the technical assistance provided under the Treaty of Smarba. However, there was often significant tension between the allies, particularly during the General War.

The Romulans were aware that their own “conquer the galaxy” ideology was incompatible with an indefinite alliance with the Klingons. Romulan leaders expected that the two Empires would eventually come into conflict once the Federation was destroyed.

## CIVILIAN SOCIETY

The distinction between the Housed Nobility and the Houseless was less critical at the end of the General War than it was a century earlier. Through hard work, thrift, and some luck, it is possible for an individual to become comfortable and socially respected, if not wealthy, without being a formal affiliated member of a House. But such individuals are usually recruited into a House at some point on their way up the ladder. Most Houses are on the lookout for fresh blood and talent (and money). It is possible for an individual to be stripped of their House affiliation and be disowned, but this usually only happens in the event of some sort of crime or severe military or political failure. The procedure for disowning members varies from House to House.

Romulan clothing is comparable to the human standard, and is in some ways more conservative. Tailoring for males tends to be rather sedate, with earth tones and darker pastels being most common. Females tend to dress in a more colorful and revealing manner. Exposure of the legs through the use of short skirts is considered ac-

ceptable in polite company, when weather permits. In contrast, open displays of cleavage are considered gauche, although form-fitting outfits are common among those who feel comfortable so attired. Cosmetics are widely used among females of all social classes, and among some male members of the nobility.

Food is generally cooked and served in the individual household, although some Houses and businesses provide cafeteria dining as part of the perks for their employees. Restaurants are common on the homeworlds and major colony planets. Following the opening of the borders in the late Y150s, luxury restaurants featuring galactic cuisine became very popular among those who could afford it.

The lower classes often socialize in the neighborhood ale-house, a combination bar, restaurant, and night club. Some clubs feature performance art or music, while others focus almost totally on food, drink, and socializing. Romulan ale, a highly-intoxicating beverage made from the roots of a plant native to Romulus, is very popular. Some individuals grow addicted to this drink, requiring medical treatment and detoxification. Illegal smuggling of this beverage into the Federation (where it is considered a controlled narcotic) became a lucrative source of income for some Orion pirate cartels (and more than one Romulan House) following the opening of the border.

## THE ROMULAN CODE OF HONOR

The most important thing to the average Romulan is honor, their reputation for doing the correct and honorable thing. The following comprises the Code of Honor to which all Romulans adhere (at least nominally). Each of the four points of the code is taken in order from the first to the last, with the earlier points taking priority over the later ones.

1. Defend the honor, territory, and property of the Empire from all enemies, internal and external.

2. Always be prepared to give your life for the Empire, but never give it frivolously.

3. In all your actions, be honest and courageous. Display integrity at all times and in all things.

4. Defend the position of your House and its importance to the Empire.

The Houseless usually pledge to defend their family in the fourth point, rather than a House. For many Romulans, there are informal fifth and sixth points, such as taking care of the family, loyalty to a particular commander, or personal decisions not to engage in certain behaviors (e.g., drinking ale). Not all Romulans obey the spirit of the code, of course. For some, ambition overcomes honor and replaces it with greed, revenge, or hubris. Some Romulans don't subscribe to the code at all, even if they pretend to.

Note that two Romulans can have honest disagreements over how best to serve the Empire. Some (including many senators and Housed Nobles) place point #4 above all the others, considering that the success of their House is vital to the success of the Empire.

## LIFE OF THE CIVILIAN WORKER

Most citizens of the Romulan Empire will be born in a hospital, and raised by their biological parents. Adoption is used in some cases, although the children of a young unmarried mother are often raised by her extended family if she is economically unable to care for the child herself. Birth defects are usually detected through genetic tests before birth, and a fetus will be aborted if such problems are severe or uncorrectable.

Most children spend their formative years in the nuclear or extended household. Primary schooling usually begins at the age of 7, and lasts for 14 years. The government runs all primary facilities, and the children of both the nobility and the Houseless attend the same schools. The goal of primary school is to produce educated, productive citizens, able to serve the Empire as well as understand their proper place within it.

There is heavy emphasis on the concepts of duty and honor; the Romulans consider the formation of character to be one of the key goals of education, along with the basics of reading and writing. There is a significant stress on mathematics and related disciplines, including music. History and the Romulan versions of the humanities are also studied with some intensity. Texts and teaching materials are heavily scrutinized to ensure the proper ideological content.

Romulans graduate from primary school at the age of 21. A battery of tests during the last three years of school determines the next step. Most students will go to a trade school following graduation, where they will learn the ba-



sics of just about any trade (medicine, mechanics, electronics, computer programming, carpentry, construction, farming, cooking, etc.) There are thousands of technical schools across the Empire. Some are run by the government; most are run by the Houses. Even someone destined to be a manual laborer will go to a “technical school” of some sort, although his course of study before graduation may be only a month or two.

Who gets in to what school is a complex process dependent on test scores, political pull, open spots, the desire of the student, and luck. Generally, students with good test scores stand the best chance of getting into the technical schools they want. Length of study in a technical school depends on the subject. An accountant spends five to six years at technical school, a medical doctor twelve or more. Manual laborers study only a month or two and factory workers a few months.

Separate from and more prestigious than the technical schools are the Universities, of which there are three different types. Universities of the Arts prepare students for careers in music, the performing arts, and professional sports. Architecture is considered an art under this system. Universities of the Sciences prepare students for work in the fields of pure research: theoretical physics, mathematics, chemistry, research biology. Note that many sciences such as general medicine, meteorology, and geology are taught at the technical school level. Universities of Rhetoric prepare students for positions of political leadership, focusing on law, public speaking, history, ideology, and political economy. The government runs some Universities, but most of the Great Houses have their own as well. The Great Houses aggressively recruit any Houseless students attending these institutions.

The Imperial Military Academy, which produces most officers for the military, is considered a University of Rhetoric under this system. While it is not the only source for military officer commissions, officers who graduate from this school have the best chance of reaching high rank.

Following graduation from technical school or university, citizens begin a life of service to the Empire and their House, if they have one. Some Romulans, seeking adventure or a change of pace, will join the military as enlisted personnel. Others will go directly into the employment world, unless a major war has forced conscription into military service. Houseless individuals will usually, at some point in their lives, work for one of the Great Houses in some capacity. The best such workers may be invited to join their employing House as an affiliated member of the nobility, depending on the needs of the House. Moving from the ranks of the Houseless to the Housed Nobility is a life ambition for most Romulans, even if it does not involve a huge improvement in the standard of living. All Housed Nobility get part of the annual House dividend, and may, depending on the House, get to take part in debates over policy. Lower ranking members also get (smaller) dividends and may participate in some lower-level policy decisions.

The comparatively long lifespan of Romulans is both a blessing and a curse. There are oftentimes major delays between promotions; it is not unusual to find 100-year-

old ante-tribunes in the military, at least during times of peace. Promotion is more rapid in wartime. This problem is even greater in civilian industries. It is difficult to change professions once one reaches middle age. Many require specific training that can only be received at a technical school. Civilians can theoretically obtain all the education they want, but the government only funds the first trip through primary and technical school. After that, the student must obtain additional certifications or degrees at his own cost (although his House may pay for such training), which is prohibitively expensive for many. Most Romulans retire around the age of 150 or so, and spend their aging years living on their House dividend or relying on a government pension and family support.

The most common cause of death among the elderly is simple old age, the gradual wearing out of organs and tissues. Many elderly Romulans will commit ritual suicide as the end approaches, rather than becoming a burden on their families or the larger society. This is considered an honorable death. Painless euthanasia of hopelessly sick or infirm individuals is legal, but the doctors must have the permission of the immediate family before the procedure can be performed. A person without family can only be euthanized with the permission of a local judge and two outside doctors.

## THE POSITION OF WOMEN

Officially, Romulan women have absolute legal and professional equality with men, and all professions are open to members of both sexes, provided that relevant qualifications are met. By tradition, men usually have more opportunities for advancement in the world of politics than women, but this is not ensconced in law. There have been numerous women senators, and two empresses, but only one female praetor.

Sexism is much less of a problem in other professions. A majority of Romulan scientists and physicians are female. The Romulan military had the highest percentage of female starship captains of all the races during the General War. Although males are considered “first inheritors” in politics, marriages are generally considered a cooperative partnership between spouses.

Ironically, this is in contrast to modern Vulcan culture. Although Vulcan women can rise to positions of political and social prominence, they are considered the “property” of their male spouses and are expected to defer to male judgment in family matters. Such attitudes are considered bizarre by modern Romulans, who hold marriage to be a union between equals.

## ENTERTAINMENT AND ARTS

Like most races, Romulans need time to rest and relax from the stress of daily life. Romulans have a sophisticated culture awash in art, music, sports, and opportunities for recreation.

Music is the most popular Romulan art form. Nearly all children learn at least one musical instrument as they grow up. Musicians are the objects of hero worship. Adolescents will look up to their favorite *rataini* players the same way that human children admire sports stars. Romulan symphonies are among the most beautiful in the galaxy, with composers such as Pardinius, Rethek, and Thara'sal clearly ranking with other giants such as Mozart of Earth or K'lvuk of Klinshai. Other arts such as poetry, sculpture, and painting are also highly important in Romulan culture.

In literature, Romulan passion poetry has few peers in expressing the joys of eroticism. There are novels of all kinds. Adventure stories, romances, etc., are quite popular. Works of non-fiction generally revolve around history and politics, and are designed to reinforce the ideology of the Imperial Way. Books on economics and business theory are popular among up-and-coming members of Houses.

There is little distinction between the classes in terms of taste. The lowliest manual laborer is often as familiar with the classics of Romulan art as the highest noble. There are, of course, the equivalents of "avant garde" art, although their following tends to be small, and the Office of the Censor will closely scrutinize such works for signs of ideological deficiency.

Tri-video programs and stage plays presenting works of drama or comedy also have wide followings. Both the central government and the Great Houses fund such productions, and one Great House (the House of Poets) was created by Imperial Edict and Senatorial vote just to promote the area. The Office of the Censor prevents subversive political content from finding a wide audience.

Romulans play sports, of course. Popular individual sports include running, swimming, archery, and wrestling. The most popular team sport is "tanrai," which vaguely resembles the ancient human sports of baseball and cricket. Analogues to football, basketball, soccer, and polo also exist and have wide followings. The Great Houses sponsor sports teams that play each other in organized leagues supervised by the House of Athletics, which combines the function of League Commissioners, the Olympic Organizing Committee, and the NCAA. Sports rivalries tend to be quite intense.

## NAMING CONVENTIONS

Romulans use a personal name and a family name, usually giving them in that order. Members of a Great House adopt the House name as a "third name." For example, an individual named Marceus Lemus who joined the nobility of House Rama'ch would then be known as Marceus Lemus Rama'ch. The first Emperor's formal name was Austus Tal Sergius. His successor was Romalion Tal Sergius, but was called Emperor Romalion. Emperors usually use their personal name in their title, much as the two kings named Henry Tudor in old England went by Henry VII and Henry VIII. The first emperor, Austus Tal, was an exception.

Romulans sometimes use their family names, not

their House names, when conducting business or in military situations. Admiral Chassis Seraphine Sorkalif was known as Admiral Seraphine during the General War, for example.

Most Romulan names, both male and female, are one to three syllables in length. Some names bear a phonic resemblance to Latin names of ancient Earth, but this is coincidental, and often exaggerated in human literature about Romulans. Common family names include Tal (usually no relation to the Imperial line), Tarus, Decius, Darus, Albus, Tama, Tacunin, Partheke, and Mallius. Common male personal names include Marcus, Marceus, Andrius, Romalion, Dannus, and Austus. Female names commonly heard include Litia, Nhera, Maxis, Dionna, and Orna. Some names are used both as family and personal names.

"Tal" is in common use as both a personal name and family name, much as "Jackson" or "Grant" on Earth, although no respectful Romulan parent would name their child "Tal Tal."

## TIME AND DISTANCE

Romulans measure time using an 8-day week and a 23-hour day, conforming to the length of the day on Romulus. Work schedules usually involve 8 hours of work, then 15 hours divided between sleep, eating, leisure, study, and other activities. The 8-day week is based on the number of planets visible in the Romulan sky, as ancient myth assigned one planet to each day.

Distance is measured in terreks, which are fairly close to a meter and usually translated as such. An araterrek is a thousand terreks, and is usually translated as one kilometer. The current measuring system was devised by Romulan scientist Kith'gn Nerol shortly after the establishment of the Empire.

Mikaterrek: 1/1,000,000 terrek  
 Katerrek: 1/1000 terrek (approximately 1 millimeter)  
 Keraterrek: 1/100 terrek (approximately 1 centimeter)  
 Sunterrek: 1/10 terrek  
 Terrek: Approximately one meter  
 Unaterrek: 10 terreks  
 Peraterrek: 100 terreks (about 10 yards longer than a Football Field)  
 Araterrek: 1000 terreks (approximately one kilometer)  
 Seraterrek: 10,000 terreks (approximately 10 KMs)  
 Meraterrek: 1,000,000 terreks (approximately 1/10 an SFB hex, which is 10,000 KM)  
 Petaterrek: 1,000,000,000 terreks (approximately 100 SFB hexes)



**Romulan SeaHawk-class Frigate**

## ROMULAN RELIGIONS

Romulans tend to be secular and materialistic (in the philosophical sense), particularly those who serve in the military, although there are major exceptions.

About half of all Romulans are agnostics, lacking a firm belief in a deity or an afterlife. Some are out-and-out atheists, convinced that there is no such thing as God or a spiritual reality, while others are agnostic and believe that the existence of such things is unknowable or at least not provable. Many just don't give the matter much thought. Those who have doubts or don't believe at all usually hold to a personal code of moral and honorable behavior. Still, there are billions of Romulans who do believe in a spiritual reality of some sort. Their beliefs can be rather diverse, but there are areas of commonality.

### ***Therism***

About 30% of Romulans are Therists, the largest religious sect. Therists believe in a universal spirit, called the Oversoul. Many believe this Universal Oversoul is impersonal, but some believe it exists as a personal monotheistic God, similar in some respects to Kavar of the Klingons or the human concept of Yahweh. The Oversoul can be communed with using contemplative prayer and meditation; some believe intercessory prayer works as well.

The most important thing to all Therists is order. Therists view the Universe as a hierarchy of life. All creatures, from the lowest form of microscopic life, to the most complex of sentient beings, have their duty to perform in the workings of this hierarchical Universe. Therists believe that the duty of Romulans is to rule other sentients; this fits nicely into the concept of Unifying Duty that underlies Romulan political ideology and social cohesion.

Therism has roots in ancient Vulcan beliefs, and was originally the dominant belief on Romulus before being overtaken by agnosticism over the last 500 years or so. Emperor Austus Tal was a relatively devout Therist, but decided to establish the Empire on a secular basis to avoid religious conflict.

### ***Serism***

This is a development of Therism, and shares many of the same Therist beliefs regarding the importance of order and hierarchy in the universal scheme of things. While less than 10% of modern Romulans are Serists, the religion is considerably more organized and ritualistic than mainline Therism, which in some ways is more of a philosophy than a religion.

Serists firmly believe that the Oversoul exists as a personal God, named Seri. While Seri has no physical form, It manifests Itself in the Universe through two avatar-like incarnations: Sero, the God of War and Chaos, and Sera, the God of Love and Order. Both avatars have male and female aspects and can be visualized either way. All forms of Sero, Sera, and Seri are considered one-in-the-same monotheistic Oversoul-Being, distinct yet identical. This is similar in some ways to the Christian concept of the

Trinity, an idea confusing for outsiders but one that makes perfect sense to the believer.

Serism has a variety of rituals, some mandatory, designed to cleanse the worshiper of sin. There are priests, congregations, and an ecclesiastic structure. Many modern Romulans regard Serism as rather quaint, but to its devotees it is very important source of meaning in life.

### ***Vak'thul***

This religion was once the dominant belief among the Reman nomadic clans. It was supplanted by Therism, Serism, and agnosticism during the process of "Re-integration," although some Romulans of Reman origins still hold to modified versions of this belief system.

Vak'thul is a development of ancient Vulcan beliefs regarding "Spirits of the Desert" that allegedly roamed the more rugged areas of Vulcan, sowing chaos and disorder among those lost in sin and corruption. Only by cultivating rigid personal virtue could individuals satisfy these desert spirits and stave off the natural elements. This was very much a minority religion among Vulcans even before the Exodus, but it gained new adherents among the exiles who settled the difficult environment of Remus. According to the most modern interpretations of Vak'thul, the "Spirits of the Desert" are more properly understood as Spirits of Disorder. They thrive on lack of virtue, and can strike anywhere, anytime, on any planet or in space.

Devotees of Vak'thul must cultivate their own personal codes of honor to keep the spirits at bay and maintain a productive life. Followers of this religion tend to be ascetic and moralistic, at least by Romulans standards.

### ***The "Birders"***

One faction of Romulan settlers during the first decades of settlement reverted to a form of animism, in which the idea of the Oversoul, usually abstract or anthropomorphic, became expressed in the form of an idealized Bird of Prey. These animists, the Or-Zel (known to outsiders as 'Birders') believe in the Divine in the form of a bird which hovers, ever-watchful, over the souls of the world, and swoops to crush and destroy those souls which show signs of illness or weakness — a kind of 'spiritual Darwinism.' Real birds of prey, particularly the Ru'Ahkthur native to Romulus, are accorded great reverence. Young men and women in rural areas still go out on quests to capture 'sacred feathers' of aggressive avian species as a rite of passage to adulthood. Old men and women of great merit die exposed to the elements upon tall towers, where the birds can feed upon their bodies.

The Birders believe in self-perfection achieved by martial training and stoic impassiveness in face of danger. They also believe in improving the Universe as a whole by seeking out and destroying the weak, the craven, and those unfit to live. "That which is crawling must also be crushed; that which is falling must also be pushed" is one of their age-old sayings. Those exposed to this militant philosophy are not, however, indiscriminate killers. Rather, restrained and patient, they wait for the right time to take precise, decisive action. Another proverb holds: "The

bird of thunder comes from the egg of silence.”

This religion has no holy scriptures, and is passed on orally by secret warrior (later military) fraternities and societies. When the Romulans began their space-colonization program, the Birders won many adherents among the crews of the military vessels, much like Mithraism in the Roman armies of Earth’s past. A modern space-faring Birder will either carry a feather on his person, or (a later, more convenient custom) a polished gem-stone egg in a locked pendant. Only the hardest gems are used for this (diamond, Iconian Fire Gems and Tephus Crystals).

### ***The Path of Self-Order***

This is a Romulan spiritual discipline. Followers of the Path of Self-Order believe that through meditation, concentration, and introspection, an individual can achieve a transcendent state, beyond emotion, beyond reason, and beyond self. Once this point of transcendence is achieved, the individual is capable of effortlessly and immediately making the correct decision about the choice to make or path to follow, regardless of the complexity of the decision. The ultimate goal is for the individual to find his true place in the order of things, the ultimate goal of Romulan rule of the Universe.

Training, practice, and experience will allow the devotee to reach the State of Transcendence faster and stay there longer. Truly adept individuals can enter the State “at will”, instantly, when they need to make critical decisions. Many highly-skilled devotees eventually retire from active life, and devote themselves to training others in this form of meditation.

The State of Transcendence is reached by meditating on the “focus” and the “truth” that Romulans will eventually rule the Universe. Anything can be a focus, and each individual selects what works best for them. Foci tend to have “schools” formed around of them, much as there are different forms of Yoga in the ancient beliefs of the Hindus on Earth. The three main foci are stone/rock/stasis/immobility/eternity, water/river/ocean/irresistibility, and space/starfield/galaxy/infinity. One can find a teacher of these three foci in all major population centers and many minor ones. Followers of the Path of Self-Order tend to be from the middle class and upper middle class, especially those who must make major decisions with little outside assistance. The “space” focus is particularly popular among starship officers. Many who initially start along the path abandon it when they reach a point where they have a “staff” to assist them. Admirals, for example, will sometimes use the Path more for relaxation than for decision making. It is relatively rare among the high ranks of the Nobility.

The Path of Self-Order is a spiritual/mental/emotional discipline, not a religion per-se. Anyone of any religion, or even people without a religion, can be a Self-Order devotee; it is a skill and a tool more than a belief system. Followers tend to be introspective and somewhat amoral, in the sense that they will take whatever action they determine is the right one while in the State of Transcendence. This is true even if it involves killing other Romulans (although that is rather rare, since more Romulans im-

plies a quicker path to Universal rule.) Their amorality is not personal: they are not interested in their own wealth or power, usually.

Some Vulcan scholars have noted that the Path of Self-Order is similar, in some ways, to forms of meditation used by modern Vulcans.

In **GURPS** terms, it is up to the GM whether the Path of Self-Order actually “works” or not, in the sense that it may (or may not) give a character knowledge or decision-making ability beyond the norm. It could have an actual game effect, in the form of extra help from the GM, or perhaps grant some of the Advantages normally granted Vulcans but not Romulans (Eidetic Memory or Lightning Calculator, for example). Or it could be a form of self-delusion, or be something in between, perhaps varying from individual to individual. Campaigns where the Path of Self-Order actually “works” should assign a relevant point cost, depending on the extent of the effect.

It should be noted that even the most experienced devotees of the Path do not have a higher incidence of psionic potential than Romulans who do not follow the path.

### ***The Te’Ka’Ariem Order***

In shadows and hidden rooms, under hooded robes and cloak, the Romulan Grand Elite (the Order of the Directors of Divine Destiny) meet to decide the real fate of the Empire. Or so the legend goes. The Te’Ka’Ariem Order is the stuff of conspiracy theories and scary stories uncles tell children late at night. And yet there is evidence that the Order is in fact real.

It is based on the idea that the Oversoul, the Universe, and/or God grants a select few the right to implement his will. A life of good fortune and acquisition of power make this evident. According to this belief, if the Oversoul did not wish you to have and use such power, then he would not have allowed you to have it in the first place. If you gained such wealth and power, it is because you have been chosen all along and are superior to all others beneath you. Your job is to guide them to their rightful destiny.

This religion appears to be an outgrowth of an extinct Vulcan “power cult” that died out during the rise of logic in the years before the Exodus. But the ancient texts still exist. Circumstantial evidence indicates that the religion has been revived as an Elite Order of super wealthy and powerful Romulans. No member has ever spoken out as to its existence, and those who try to investigate its existence in any real way usually find great trouble in life or even death.

Most common theories have the Order consisting of about a few dozen members and their lieutenants (rising elites that show promise and sympathy to the Order’s goals and who may eventually become full members.) The goal is that while the Romulans should rule the Galaxy, the Order should rule and guide the Romulans from behind the scenes. Some researchers see it as less than a religion and more of a secret brotherhood, but the ideology of the Order (if it in fact does exist) has clear religious overtones.

Others dismiss the whole idea as simply the Romulan version of the Trilateralist Conspiracy or the Illuminati.

# ROMULAN JUSTICE

“Romulan justice provides every opportunity for the accused to prove his innocence!”

—*Romulan police commander Tavorsi, Y173*

The modern Romulan justice system evolved simultaneously along with the rest of the Imperial Way. Each original province on Romulus originally had its own form of justice, which varied wildly from trial-by-jury to arbitrary ruling by a warlord. These systems were gradually modernized, then centralized under Senatorial aegis in the centuries before the establishment of the Empire. During the Senatorial era, there was a sharp distinction between the legal rights of the Housed nobility and the Houseless class, the latter having virtually no protections or privileges at all. With the establishment of the Empire, legal protections and the concept (and duties) of citizenship were extended to all Romulans, of all social classes. This was one of Emperor Tal's most important reforms, and did much to mitigate class conflict and ensure the stability of the system.

These protections should not be overstated. Romulan justice is still, in Federation eyes, capricious and based on the precept of “guilty until proven innocent.” In this respect, the Romulans are like their Klingon allies: they will usually err on the side of maintaining order and protecting society, rather than safeguarding the rights of the accused. Yet there are significant differences between the two systems. Theoretically, at least, there are more checks on the power of the Romulan police and courts than on their Klingon counterparts, at least where Romulan citizens are concerned. Outsiders, in contrast, often face more difficulties in Romulan space than in areas under Klingon jurisdiction.

## POLICE AND STATE

There are three major police organizations in the Romulan Empire. The State Security Administration acts as a secret police, in charge of detecting treason and other political crimes against the Empire. The Star Police Force acts as a sort of Coast Guard and anti-piracy patrol. Local constabularies, administered on the level of colonies, planetary provinces, or the larger cities, handle day-to-day law enforcement tasks. The Star Police Force and the constabularies are part of the Civil Administration, while the SSA is a separate entity.

While the Klingons divide many of their state security functions between numerous competing bureaucracies, the Romulans have centralized them into the monolith of the SSA. This organization is rather cumbersome and bureaucratic, but wields immense power within Romulan society. It has been reorganized several times since the establishment of the Empire, and has seen several name changes, but its function remains the same: protect the Empire against all threats, particularly treason, espionage, and subversion.

The SSA is led by the Imperial Protector, appointed directly by the Praetor, with the consent of the Emperor. The SSA operates an extensive network of spies and informants at all levels of Romulan society. The SSA takes great pains to ensure its agents spying on Great Houses are not subverted by those (or other) Houses, but the nature of the business is that a spy in a Great House becomes more valuable the longer he stays there. This makes it impractical to move spies around, so the SSA tries to have multiple sources (unknown to each other) within each House, colony, or other organization.

SSA officers and agents are given extensive training in all types of police work, particularly interrogation, intelligence gathering, and counter-espionage. The SSA runs agents into foreign territory, though they have had much greater success penetrating Federation society than the Gorn. It combines in one agency all the functions of the Klingon ESS and KGB, and the Federation GIA.

The Star Police Force is the Romulan equivalent of the Federation Police or the Klingon ISF. They have their own starships, but this force is often poorly-funded, lacking cloaking devices and the same standards of logistical support and training enjoyed by the Star Navy. The Star Police Force takes the lead in anti-piracy missions, but will cooperate as needed with other agencies in the defense of the Empire.

Local constabularies operate under the control of planetary governors or district and city officials on larger planets. These are the local “cops on the beat,” charged with “order of society” duties ranging from the mundane (ground traffic control) to the very important (murder investigations). They will call in the SSA or the Star Police if relevant crimes are suspected or detected. On some smaller colonies run by a given House, the local police are for all practical purposes a part of that House.

The SSA takes a DNA sample of every Romulan citizen at birth, and of every foreigner (legally) entering the Empire. A massive database is maintained to facilitate the investigation of crimes. This greatly aids in the recovery of missing and exploited children.

Law enforcement agencies, the SSA in particular, often prefer to recruit operatives from the ranks of the Houseless, feeling that such individuals are less likely to have problems with split loyalties or ulterior motives. Some Romulans consider the SSA to be an unofficial “Great House” in itself, and it does have massive influence. The Senate goes to great effort to ensure that the head of the SSA is not loyal to any particular House, but some of them have been loyal to the Emperor's House.

## THE COURT SYSTEM

Romulan courts are separate from the police forces, unlike in the Klingon system. Courts exist at the local, planetary, prefecture, and Imperial level, and judges are appointed by the parallel office-holders (a planetary governor appoints the planetary judges, a mayor appoints the judges in his city, etc.). Most judgeships are for a set

20-year term. A judge will either leave the judiciary, or be promoted to higher levels at the end of this period. Judgeships often serve as a starting point for ambitious politicians, and placing friendly judges in key positions is a major concern of the Great Houses. It is not necessary to be a lawyer in order to be a judge, though it certainly helps one get appointed to the position. Many judges are Houseless and become members of the House of Judges, but some come from the Great and Minor Houses and “officially” quit these Houses upon appointment.

Crimes committed at the local level will be adjudicated before a local judge or possibly a higher court, depending on the severity of the offense. Crimes involving interplanetary or interstellar activity will be dealt with at the prefecture court level. Crimes involving treason, espionage, or subversion, or crimes committed by foreigners, are handled at the Imperial level. The Emperor exists at the pinnacle of the system as the “final judge,” but the crown does not formally hear cases. His sole role is to serve as the final review on capital crimes, although in practice the Emperor seldom intervenes.

Arrests of suspects or searches of private property require a warrant issued by a judge. The catch is that such warrants can be, and often are, issued retroactively. Theoretically, a judge should not issue a retroactive warrant if he suspects that the police are abusing their authority or have framed someone. If the crime in question is serious, a retroactive warrant is almost always issued even if the police have, technically, overstepped their bounds, although the officers in question may receive a reprimand. Although the Romulans do not have formal laws regarding “probable cause” or “entrapment,” by tradition police are expected to treat fellow citizens with respect. Cases involving petty crimes are sometimes thrown out of the courts if police abuse of this honor system is suspected, but this is almost never the case with serious felonies.

Warrants are not required for cases of suspected espionage or treason, but are sometimes issued anyway to bolster the strength of the case, particularly if the suspect is an individual with powerful political allies.

In gathering evidence and testimony, the use of DNA tests, sophisticated sensor scans, and lie detectors is commonplace. These are not foolproof, even at TL 12, but they work well in almost every case. Advanced, specially-designed truth drugs are frequently administered during interrogation, and these tend to produce useful testimony, especially with common citizens not trained to withstand their effects. The use of torture is legal if a capital crime is suspected, but seldom occurs except in cases of treason. Even in those cases, the threat of torture is more common than actual torture. The Romulans realize that torture can produce false testimony, and will try hard to independently verify any evidence gained under duress.

Trials operate much the same way as they do in Federation space. There is a prosecutor who presents evidence, and a defense attorney who defends the client and challenges prosecution witnesses. A judge presides over the trial, decides guilt or innocence, and pronounces sentence. For major felonies, two citizens, usually local dig-

nitaries or leading citizens, join the judge to form a Tribunal. A majority of the Tribunal (two of the three) is enough to convict in most cases; a unanimous ruling is not necessary, although the death penalty is only imposed if all three judges agree.

The concept of “discovery” exists in Romulan law: the prosecution must share all relevant evidence with the defense. Failure to do so can result in a case being thrown out. But there is no concept of “double jeopardy”. A case thrown out due to misconduct or errors by the prosecutor can be retried quickly with the same evidence, this time properly turned over to the defense. Defendants must be very careful about changing their testimony in such cases. Perjury charges can result if witness testimony changes significantly between trials, and perjury is a capital offense. In most cases, recordings are made of the original testimony and witnesses often need not be present for a second trial unless one side wants to further explore an answer in light of new evidence or a new strategy. This testimony remains valid evidence even if the original witness dies or becomes unavailable.

Cases are decided by preponderance of the evidence. Like the Klingons, the Romulans find the Federation concept of “beyond a reasonable doubt” to be dangerous to the public order. Given modern (TL11-TL12) evidence-gathering techniques, convictions result in the vast majority of cases. Although this still sometimes results in convictions of innocent people, the Romulans would rather this occur than let a guilty man go free.

If someone is convicted of a crime, but later found to be innocent, they will be released and granted financial compensation. If the innocent in question had been executed, his family will be granted a yearly stipend from the Imperial treasury for the next 100 years.

Technically, a person on trial can refuse to testify, but this is usually taken as a sign of guilt by the judge. There is no formal insanity defense, but judges sometimes take mental illness into account as a mediating factor during sentencing, at least for minor crimes. A major criminal who was mentally ill would still be found guilty. Mental problems may explain a crime, but they do not excuse it. The overriding factor is to protect society from such persons, and their sentences seldom differ from those given to “sane” criminals.

For petty crimes and minor felonies, there is no appeal; the convict will serve his sentence or pay his fine quickly. For major felonies, involving a prison term greater than six years, or the loss of life, an appeal to a higher court can be made. Such appeals involve review by a higher judge of the evidence and testimony. If an irregularity is found, the higher judge can order a new trial. Only one appeal is allowed.

All persons convicted of a crime are allowed a Right of Statement before sentence is pronounced. During the Right of Statement, the convict is allowed to say whatever he wishes. This can be a plea for clemency, an explanation of their actions, a criticism of the verdict, a statement on some entirely unrelated matter, etc. Trials are not open to outsiders or the media, and the court will edit out politically

inflammatory or ideologically dangerous statements before the transcript is released into the public record. The Right of Statement is taken quite seriously by Romulans, and often serves as a check on abuse of power. Unedited transcripts of all Statements are closely scrutinized by the SSA and other law enforcement bodies. If enough convicts complain in their Statements about police or judicial misconduct, investigations into the charges often result. Incompetent prosecutors, corrupt cops, or judges with a habit of “railroading” defendants are usually detected in this manner. There is a nominal time limit of one hour for this statement, although the court may extend this time if the accused is presenting information that the government finds valuable. In some cases, the accused is allowed to deliver this statement in writing, and may be granted time (and even assistance) in preparing it. This is often part of a plea bargain, in which a lighter sentence is imposed in exchange for evidence of value to the government.

Sentences and punishments are based on traditional Romulan case law, which provides the judge or Tribunal with some leeway, at least in determining the punishment for minor crimes. Capital crimes are murder, rape, many forms of sexual abuse, treason, espionage, perjury, sedition, and incitement to sedition. Romulans make no distinction between “attempted murder” and actual murder; an unsuccessful crime is regarded with the same severity as a successful one. The standard penalty for all capital crimes is death by torture, although this can be commuted to “painless death,” or life at hard labor without parole, by the governor, prelate, prefect, or Emperor. In some cases, these officials can even grant an absolute pardon (although more serious cases require a higher level pardon).

Serious but non-capital felonies include burglary, robbery, theft, kidnapping, assault, forgery, illegal drug trafficking, counterfeiting, tax evasion, bribery of a public official, and embezzlement of public funds. Sentences for these crimes vary, but usually include a long prison sentence at hard labor, and/or massive fines. There is no parole for these crimes. Other crimes (petty theft, disorderly conduct, etc.) are punished by shorter prison sentences, fines, or community service, at the discretion of the judge. Minor prison sentences (defined as six years or less) can be shortened via a strict parole process for first-time offenders on good behavior.

The justice system operates fairly quickly, particularly with minor crimes. Trials for felony cases can take several months, faster than in the Federation system, but slower than in the Klingon.

The Romulan military has its own courts and legal procedures to enforce discipline and good order in the ranks. The military justice system is similar in structure and operation to the civilian system, although the penalties tend to be more severe.

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## **EQUAL JUSTICE FOR ROMULANS**

Theoretically, no Romulan is above the law, not even the Emperor. The reality is often different. Many political maneuvers conducted in the struggle for power between the Houses are technically illegal, if seldom prosecuted. Some of the Emperors have indulged in behaviors that were certainly against the law, though no one has ever had the political strength (or personal courage) to call for prosecution. Houses will often try to manipulate the system for their own gain, bringing charges against competitors for things they themselves have done in other circumstances. Class distinctions between the nobility and the Houseless sometimes cloud court proceedings, although this is far less of a problem than before the establishment of the Empire.

Legal procedures against high public officials vary somewhat from the standard system. A sitting prefect, proconsul, senator, praetor, or the Emperor himself, can only be charged with a crime before the entire Senate. The senator bringing the charge acts as prosecutor, and a senator of the defendant’s choice acts as defense counsel. The remaining senators act as a jury (the only case in Romulan law where the concept of a jury appears). A 2/3 majority results in the conviction of a senator, who then loses his seat, and is turned over to the regular justice system for further prosecution. His House appoints a new senator to replace him; this procedure is separate from the actual dissolution of a House.

Removal of the praetor or emperor requires a unanimous verdict. Only one praetor has been removed from office using this method; others in danger have resigned first. No Emperor has ever been charged; the coup that resulted in the Y185-Y187 Civil War was conducted outside the law.

## **LAWYERS**

There are large numbers of lawyers in the Romulan Empire, most being graduates of a University of Rhetoric. Prosecutors and defense attorneys are always trained lawyers, and there are business and administrative law specialists. The Great Houses usually have hundreds or even thousands of lawyers on staff, writing contracts and making sure that public House activities remain within the letter, if not the spirit, of the law.

In criminal proceedings, defendants can hire their own attorneys, although the court will appoint one if the defendant cannot afford to hire their own. Interestingly, not all judges are lawyers; many are simply leading citizens looking for a start up the political ladder.

Attorney-client privilege exists in a limited form, applying to minor crimes and petty offenses. But a defense attorney who comes across evidence of a capital offense or major felony is obliged as an officer of the court to turn the information over to the prosecution, even if this would result in certain conviction of his client.

## THE POSITION OF FOREIGNERS

Non-Romulans have virtually no rights in the Romulan Empire, which makes visiting it a dangerous proposition. The Romulans reluctantly recognize the principle of diplomatic immunity for recognized ambassadors, their families, and aides. Others take their chances.

A citizen of a foreign power can be arrested without warrant (although they are still sometimes issued), and held indefinitely without charges, on the authority of any military officer, policeman, or civil administration official. Aliens suspected of espionage or subversive activity can be held indefinitely without trial, although higher officials may demand that the lower court send the accused to trial or release him. Foreign embassies often provide legal advice to their citizens, and may informally appeal cases to higher officials. Pirates or smugglers, without a foreign government to plead their case, are likely to face a thorough (and painful) interrogation before a summary trial and harsh punishment.

Foreigners who are placed on trial come under the purview of the court at the various levels, depending on the severity of the crime. (Very minor crimes, such as traffic violations, are handled at the local level in the courts that handle Romulan offenders.) In most cases, foreigners convicted of espionage or subversion are held in pris-

ons for further interrogation until the SSA is convinced that the entire network has been apprehended. This is, however, at the convenience of the Empire and someone convicted of a capital crime could be executed at any time after his conviction.

Any military or police official holding the rank of Major-Commander or above can conduct a trial for any foreigner suspected of espionage or other capital offenses on a military installation. Once convicted, the accused may be summarily executed if it is inconvenient to hold them prisoner. Such persons are allowed the traditional Right of State-ment following the recording of charges, but other legal protections may not apply due to the "exigencies of the situation".

Officials who harass foreigners too often will have to explain themselves to the SSA, or to their superior officials within their organization or governmental division. The Romulans will often use foreigners under arrest and "suspected of committing crimes" as bargaining chips in negotiations with foreign powers.

Generally, if a visitor is respectful and honest, they have little to fear from the law, though they should expect to be seen through somewhat suspicious eyes. The point is that Romulan law provides no real protection for foreigners, leaving their fate dependent in most cases on the good judgment or lack thereof, of the arresting official.

## GOVERNMENT COMPLEX

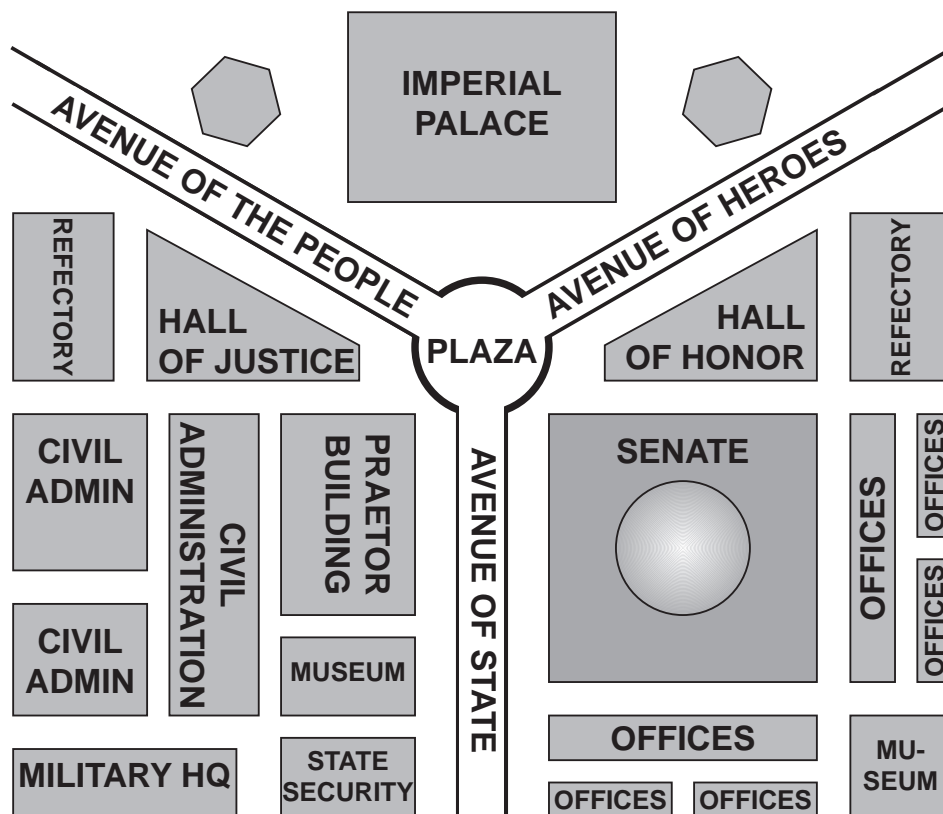
At the heart of Capitalus Romulus is the government complex, the nerve center of the Empire. Surrounding the Central Plaza are the Senate, the Imperial Palace (flanked by monuments), and the Praetory (where the Praetor lives and works).

This forms an architectural representation of the triple power structure.

The Civil Administration, the Military HQ, and the HQ of the State Security Administration are all found with the Praetory. Also here is the Hall of Justice, where the highest court is located and where expert lawyers advise all branches of the government.

The Hall of Honor is where heroes and others who deserve a triumphal parade are honored (or lay in state after passing).

The two Refectories are guest houses where people of high status can be hosted while doing business in the capital.





# GURPS ROMULANS

## PLANETARY SURVEY

### PLANETS OF THE EMPIRE

The Romulan Empire is comparable in size to the other major empires. It includes thousands of planets, but is not blessed with as many useful ones as most of the other galactic races.

The core of the Empire is the Imperial Capital district, including the twin homeworlds of Romulus and Remus. There are various other industrial colonies, and several hundred minor colonial planets. Some colonies are controlled entirely by one Great House, while others are shared between various Houses. Some worlds, particularly ones with major military bases, are designated “Imperial colonies” and are controlled directly by the military or civil administrations. The Great Houses constantly maneuver to influence or control these colonial governments and to staff them with their loyal retainers.

Romulan control over some of the outlying areas of their territory is only marginal, and there are a few “neutral” worlds in or near officially Romulan space. These planets tend to be nests for spies and pirates.

### PLANET TYPES

Most noteworthy Romulan planets are Class-K, L, M, and N oxy-nitrogen worlds suitable for humanoid habitation. Any human or humanoid species from the Federation could live and breathe on these planets, and probably find something to eat, without much difficulty.

A second category are airless moons, asteroids, and small planets on which life can exist only in artificial environments where life support is provided. The Romulans, due to the resource-poor nature of many of the planets in their territory, are forced to aggressively exploit such worlds more than most of the other galactic powers. Humans and humanoids can live anywhere Romulans can live, so a sealed Romulan mining colony on a large airless asteroid would have an atmosphere amenable to humans. Those planets with toxic, unusually cold, or unusually hot atmospheres are in the same category. Sealed environments may have been established, but going outside requires a space suit or other protective equipment.

A third broad category are the gas giants (Class-A and B). Humanoids cannot exist on the “surface” of such worlds. Most planets of this type do not have a solid surface, at least within access. They are marked by high atmospheric pressures, severe winds, and extreme temperatures. Those gas giants of Class-S which have rocky conti-

nents floating on a sea of liquid methane (such as Hydrax, homeworld of the Hydrans) may be suitable for methane-breathing races, but humanoids would need heavily-protected space suits, and likely gravity compensation. There are only a handful of discovered Class-S planets in Romulan space, none known to harbor sentient life.

There are other types of planets, but these are generally of little interest to travelers, explorers, or the military. Some have surface temperatures of molten lead, some have corrosive atmospheres, some harbor diseases, and others have even worse problems. The GM can handle such cases using rules from other **GURPS** manuals, or his own imagination, if there is a reason to visit such a world.

### ENTERING ROMULAN SPACE

The Federation knew very little about Romulan space for over a century. Much of what the Federation thought to be true was distorted or, in some cases, completely wrong. Working with only fragmentary information, some Star Fleet analysts believed, incorrectly, that the planet Romii was possibly a third capital, equivalent to Romulus and Remus. Federation maps of this era showed several Romulan worlds in dramatically inaccurate positions. It wasn't until the establishment of diplomatic relations in the aftermath of the Second Federation-Romulan War that the Federation learned the true location of the major Romulan planets and the status of the capitals.

Legal entry into Romulan space from the Federation was possible from Y160 to the start of the General War in Y173, then again following the end of the General War. Getting a visa to enter Romulan space can be somewhat difficult, possibly taking up to several weeks or even months. The time needed to complete such applications often varies depending on the galactic political situation.

An application is made at the Romulan consulate, and after a rigorous background check by both the Federation and the Romulan SSA, the visa will be issued (or denied). Getting a visa in a hurry will depend on a number of factors, including some reason that the Romulans are willing to accept to speed up the process (perhaps you have been invited to address a seminar, or are bringing in valuable trade goods.) Skill with dealing with bureaucrats, both Romulan and Federation, can help quicken such matters. A clean (and apolitical) record is essential. The Romulans are very paranoid about spies, and will deny entry to anyone with a criminal background or deemed ideologically suspicious.

Once inside Romulan space, areas of access are strictly controlled. There are several types of visas, most of them based on the Klingon model since the Romulans had no experience with such things. A merchant visa is issued for a specific course and time, to reach a particular destination with a particular cargo. Any deviation can result in immediate arrest, impoundment of your ship, or worse. There is no such thing as a visa allowing you to wander around Romulan space looking for things to buy and sell. You can obtain visa extensions at many major ports and some minor ones allowing you to visit other ports, as long as the Empire does not consider you a security threat. Note that the Great Houses guard their privileges jealously, and it is common for visiting merchants to be used as pawns in political plays between Houses. Also note that some worlds are strictly off-limits to outsiders. Unauthorized trespass on such worlds is usually considered espionage.

Tourist visas are available, although the Romulans are scrupulous about who is allowed to obtain them. These permit travel on designated passenger ships to specific planets for a limited period of time. Visits to both Romulus and Remus and nearby worlds in the Imperial Capital are possible, but tourists are limited to specific areas and are usually accompanied by "travel guides." These guides are invariably friendly and helpful, though you can be assured that they work for the SSA (secret police). Many colonial planets and industrial worlds are off-limits to tourists.

Diplomatic visas are issued at the convenience of the government with negotiated privileges.

Academic and research visas are often easier to obtain than those intended for tourists. Academic visas are issued to students, professors, and professionals who wish to attend seminars, presentations, and conferences. The Romulans were interested in obtaining useful information from academics and scientists as they sought to "catch up" with the rest of the galaxy, feeling they would gain more than they would lose in such exchanges of knowledge. Archeological visas were issued on a limited basis to Federation scientists, as the Romulans sought help in trying to determine the cause or causes of the Great Extinction that impacted dozens of planets in their space in the distant past.

### ***Romulans Visiting the Federation***

While this will be covered in ***GURPS FEDERATION***, in general the terms and conditions are not all that different. Romulans are regarded as a "potential enemy" in peacetime. Certain visas allow travel on specific business deep inside the Federation, but most "trade visas" are good only for a specific Federation port that is very near the Romulan border.

If you are enjoying ***GURPS ROMULANS*** then be sure to check out ***GURPS PRIME DIRECTIVE*** and ***GURPS KLINGONS***. During August 2005, we plan to release ***GURPS FEDERATION***. Future products include ***GURPS GORNS***, ***GURPS THOLIANS***, and ***GURPS FELINE EMPIRES***.

## **The Capital Districts: Romulus and Remus**

The heart of the Romulan Empire, called the Imperial Capital or sometimes the Citadel, is based in an area about 500 x 1,000 parsecs, consisting of F&E hexes 4514 and 4613. This region includes four major star systems, two in each hex. Two of these systems, Romulus and Remus, are considered capitals by the Romulan government. The area includes dozens of minor colonies, both agricultural (to feed the capitals) and mining.

Romulus is the first capital of the Empire, residing in hex 4613. The system includes Romulus itself, as well as the minor industrial planet Romii.

The Vesuvius system is in the same F&E hex as Romulus (4613). This system contains three minor industrial worlds, Vesta, Vesuvius, and Vergo.

Remus, the second capital of the Empire, is in hex 4514. This system contains Remus itself, plus two minor industrial planets, Rihan and Revenna.

The Tiberius system is in the same F&E hex as Remus (4514). It contains two minor industrial planets, Tiberius and Tiral.

Over 80% of Romulans live on the various worlds of the Imperial Capital. The region is considered an Imperial Prefecture, administered by a Prefect and his subordinates.

## **CAPITAL COMPLEX: ROMULUS SYSTEM**

**Star Classes:** G4V with .91 solar masses; DA4, M3V. Romulus is a trinary system, somewhat similar to 40 Eridani 3. The primary star is a G4V main sequence yellow dwarf, and is designated star A. It has two distant companion stars, B (a DA4 white dwarf) and C (a M3V red dwarf). Stars B and C have an average separation of 40 AU in a highly elliptical orbit. The distance between star A and the B/C pair is 441 AU, far enough away that stable orbits exist around star A. Stars B and C have no planets, but asteroids orbiting these two stars are mined for minerals.

Planets (in order from star A):

**Romaln:** Class-I, 3,500 miles in diameter, a Mercury-like world with a blistering temperature and a thin atmosphere. There is a small domed penal colony at the North Pole, for insane criminals serving long prison terms. "Going to Romaln" is a slang Romulan term for "going crazy."

**Romii:** Class-N ocean world, and a minor industrial planet. See next page.

**Romulus:** Class-M, the homeworld of the Romulans. See next page.

**Rotan:** Class-A hot gas giant, with three times the mass of Jupiter. There are 25 moons of various sizes, 14 with small mining stations.

**Regus:** Class-B cold gas giant, similar to Neptune. There are 8 moons, 4 with small mining stations, and one with a scientific research station.

There is an asteroid belt between the orbits of Rotan and Regus. Some of these asteroids are mined for resources.

## Planetary Survey: Romulus

### I. GENERAL INFORMATION

Status: Romulan homeworld, first capital  
Location: Coordinates 4613, Romulan Empire  
Density: 5.7  
Diameter: 8,457 miles  
Class: M  
Surface Area: 224,689,184 square miles  
Land Area: 60,666,080 square miles  
Land Area as Percentage of Surface: 27%  
Surface Gravity: 1.10 G  
Mean Surface Temperature: 79° F  
Surface Pressure at sea level: 1.11  
Atmosphere Composition: Nitrogen 77%  
Oxygen: 21%  
Argon: 1%  
Trace Gasses: 1%  
Pollution: Moderate  
Orbital Distance: 95 million miles (1.02 AU)  
Day: 23 hours  
Year: 378 local days (394 earth days, 1.08 earth years)  
Axial Tilt: 20°  
Population: 7 billion

### II. BIOSPHERE

Typical Class-M, with a diverse and thriving biosphere despite some problems with industrial pollution. The most advanced native lifeforms are pre-sentient avian predators. There are three major land masses and numerous islands. The planet has two moons, one housing a massive industrial manufacturing complex.

**III. HISTORY OF ROMULUS:** See History section.

**IV. CULTURE OF ROMULUS:** See History section.



Romulus

## Planetary Survey: Romii

### I. GENERAL INFORMATION

Status: Minor Industrial World  
Location: Coordinates 4613, Romulan Empire  
Density: 5.8  
Diameter: 8,551 miles  
Class: N  
Surface Area: 229,711,807 square miles  
Land Area: 20,674,063 square miles  
Land Area as Percentage of Surface: 9%  
Surface Gravity: 1.13 G  
Mean Surface Temperature: 110° F  
Surface Pressure at sea level: 1.16  
Atmosphere Composition: Nitrogen 78%  
Oxygen: 20%  
Argon: 1%  
Trace Gasses: 1%  
Pollution: Moderate  
Orbital Distance: 83 million miles (.892 AU)  
Day: 25 hours  
Year: 309 local days (322 earth days, .883 earth years)  
Axial Tilt: 15°  
Population: 475 million

### II. BIOSPHERE

Class-N, oceanic. There are thousands of small volcanic islands, but no true continents. The climate is warm compared to Earth, and there are frequent violent storms and hurricanes. The population lives on the islands and in underwater domed habitats. There is no native sentient life, with eel-like creatures being the most advanced lifeform. The planet has two small moons, one housing an important research station.

### III. HISTORY OF ROMII

The first planet contacted by the Romulans after their return to space, Romii had already been colonized by the ninth of the colony ships to reach the system. Romii is a source of refined metals for the Empire. Stormy conditions make mining and processing from the ocean floor difficult at times. The planet also provides a great deal of food for the Empire, although pollution from mining operations in the sea is occasionally a problem. The famous Praetor Carungay supervised the initial development of this world, and the capital city bears his name.

### IV. CULTURE OF ROMII

Standard Romulan. Romulan parras soup, made from the intestines of the rare Parras Eel native to Romii, is considered a great delicacy throughout the empire. Great Houses Aurelius, Antreidies, and Pentalion are particularly powerful on this world, though all the major Houses have a presence. The Empire's finest oceanographic research facility is on Romii, and most Praetorian water training is conducted here.

## CAPITAL COMPLEX: REMUS SYSTEM

Star Class: F8V main sequence yellow-white dwarf (1.07 stellar masses) surrounded by ten planets:

**Remal:** Class-I, 4,105 miles in diameter, similar to Mercury or Romaln. There is no detectable atmosphere, and little in the way of exploitable resources.

**Restus:** Class-C hothouse world, similar to Venus, 7,220 miles in diameter. This world has two airless moons, one of which houses a domed penal colony.

**Rihan:** Class-G, a dry desert world and a minor industrial colony. See below.

**Remus:** Class-K, second capital. See below.

**Revenna:** Class-O, a glacier world with a minor industrial colony. See below.

There is a major asteroid belt between the orbits of Revenna and Reii.

**Reii:** Class-A hot gas giant, similar to Jupiter, with extensive rings and 28 moons; 12 of these moons are mined.

**Ramilla:** Class-A hot gas giant, similar to Saturn, with extensive rings. There are 18 moons, 6 of which are mined. One moon, which is not mined, has a subsurface liquid water ocean with indigenous lifeforms, the most complex of which is an intelligent (but non-sentient) predator fish.

**Remolin:** Class-B cold gas giant, similar to Uranus. There are 13 mineral-poor moons, one of which houses a major research facility for House Pentalion.

**Restia:** Class-B cold gas giant, similar to Remolin. There are 9 moons, one of which is 8,000 miles in diameter and Class-P. It has a domed mining facility.

**X-Unnamed:** This is a Class-Q frozen iceball in an erratic orbit. Some sources do not consider it a planet.

### Planetary Survey: Remus

#### I. GENERAL INFORMATION

Status: Romulan second homeworld, dual capital of the Empire

Location: Coordinates 4514, Romulan Empire

Density: 6.0

Diameter: 8,505 miles

Class: K (see below)

Surface Area: 227,246,991 square miles

Land Area: 174,980,183 square miles

Land Area as Percentage of Surface: 77%

Surface Gravity: 1.16 G

Mean Surface Temperature: 125° F

Surface Pressure at sea level: 1.12

Atmosphere Composition: Nitrogen 80%

Oxygen: 19%

Argon: 1%

Trace Gasses: less than 1%

Pollution: Heavy (see below)

Orbital Distance: 95 million miles (1.12 AU)

Day: 26.5 hours

Year: 380 local days (419.75 earth days, 1.15 earth years)

Axial Tilt: 9°

Population: 2 billion (see below)

#### II. BIOSPHERE

Class-K, a desert world similar to Vulcan, although with a thicker atmosphere. Remus was devastated by the crash of the *USS MacArthur* in Y181, causing a three-year nuclear winter and massive environmental dislocation. Before this, Remus was a typical world of its type, somewhat rugged and inhospitable, but livable for vulcanoids.

#### III. HISTORY OF REMUS

The first settlers were survivors of two ships that didn't follow the rest of the Exile caravan on to Romulus. Although Remus has exploitable resources, the harsh climate and frequent natural catastrophes kept population growth down. The colonists were eventually reduced to scratching out a subsistence existence as wandering desert nomads.

The arrival of the Romulans in -Y183 caught the Remans (about two million by this point) off-guard. Although some resisted at first, the Remans eventually were incorporated into mainstream Romulan society through the process of "re-integration." This took time and a great deal of economic and political muscle, delaying quick expansion of the Empire into space, but was successful.

Boosted by settlers from Romulus, Remus became the second capital of the Empire, with a thriving economy and an urbane, cultured society, until the disaster of Y181. The devastation caused by the *MacArthur* crash rapidly reduced the planetary population from 2 billion to several million desperate survivors. Many children and some adults with critical skills (or political pull) were rescued and resettled on other worlds. By Y190, the climate had stabilized. Decontamination and rebuilding efforts began, but it took decades for Remus to return to its former stature. The loss of Remus led to the dissolution of two Great Houses and the reduction of two others to Minor Houses.

#### IV. CULTURE OF REMUS

Typical Romulan. There is no distinction, biological or otherwise, between modern Romulans and Remans; all are fully Romulan and considered such. The Reman language was gradually uprooted and replaced with modern Romulan, as were the trappings of purely Reman culture. Six of the Great Houses trace their origin to Reman nomadic clans.



Remus

## Planetary Survey: Rihan

### I. GENERAL INFORMATION

Status: Minor Industrial World  
Location: Coordinates 4514, Romulan Empire  
Density: 6.1  
Diameter: 5,941 miles  
Class: G  
Surface Area: 110,883,930 square miles  
Land Area: 110,883,930 square miles  
Surface Gravity: .826 G  
Mean Surface Temperature: 145° F  
Surface Pressure at sea level: .540  
Atmosphere Composition: Carbon Dioxide 93%  
Nitrogen: 5%  
Argon: 2%  
Trace Gasses (including oxygen): less than 1%  
Orbital Distance: 79 million miles (.85 AU)  
Day: 20 hours  
Year: 332 local days (276.67 earth days,  
.758 earth years)  
Axial Tilt: 29°  
Population: 198 million

### II. BIOSPHERE

Class-G, a dry desert world with no oceans and very little water, similar to a hotter version of Mars. There is no native life. The planet is very rich in minerals. The population lives in domed habitats. There is no moon, and the surface of the planet bears the scars of numerous asteroid and comet impacts.

### III. HISTORY OF RIHAN

First settled in -Y150. The population of this planet has expanded gradually as the domed habitats have been improved and extended. Mining is the main industry. The planet has significant deposits of topaline and trace amounts of dilithium. There have been many proposals to terraform this world into a more-livable Class-K or L environment. They have been rejected as too expensive, although the devastation of Remus during the General War brought the issue to the forefront once again as new environments for the refugees were sought.

### IV. CULTURE OF RIHAN

Typical Romulan. The most important Great Houses are Casifax and Sorkalif, but most of the major Houses have a presence here. This world is off-limits to foreign tourists and merchants.



Revenna

## Planetary Survey: Revenna

### I. GENERAL INFORMATION

Status: Minor Industrial World  
Location: Coordinates 4514, Romulan Empire  
Density: 5.7  
Diameter: 7,212 miles  
Class: O/borderline M  
Surface Area: 163,403,345 square miles  
Land Area: 53,923,103 square miles  
Land Area as Percentage of Surface: 33%  
Surface Gravity: .937 G  
Mean Surface Temperature: 21 F  
Surface Pressure at sea level: .950  
Atmosphere Composition: Nitrogen 79%  
Oxygen: 18%  
Argon: 2%  
Trace Gasses: 1%  
Pollution: Mild  
Orbital Distance: 143 million miles (1.54 AU)  
Day: 22 hours  
Year: 736.333 local days (675 earth days,  
1.85 earth years)  
Axial Tilt: 19°  
Population: 250 million

### II. BIOSPHERE

Class-O, borderline Class-M. Revenna was once much warmer, with a fully Class-M biosphere, but is currently in the midst of a deep ice age, which wiped out most of the previously extant higher lifeforms. Much of the planetary water is trapped in glaciers, but there is liquid water around the equator. The ice age has lasted some 10,000 years and may be ending, but it will probably be at least 2,000 years before the planet fully returns to Class-M status. Warming caused by the release of "greenhouse gases" from industry may be speeding this process to some extent. Most of the population lives in protected domed environments. The planet has one large moon and a smaller moonlet. The larger body houses an industrial facility devoted to the manufacture of precision electronics, employing some 20,000 workers.

### III. HISTORY OF REVENNA

Revenna was first settled in -Y112, originally as a penal deportation colony, but it eventually evolved into a regular planet of the Empire. The icy conditions make mining difficult in many areas, but the rich deposits of platinum, gold, and iridium make it worth the effort. There have been proposals to terraform this planet though intentional warming of the atmosphere, returning it to Class-M status ahead of nature's schedule.

### IV. CULTURE OF REVENNA

Typical Romulan. This planet was originally under the complete control of House Sergius, but following the dissolution of that House, planetary operations were split up between several other Houses.

## CAPITAL COMPLEX: VESUVIUS SYSTEM

This system lies 240 light years from Romulus, and is in the same F&E hex.

Star Class: G3V main sequence yellow dwarf (.92 stellar masses). There are seven planets:

**V-I:** A Class-I hot rock, 4,520 miles in diameter, similar to Mercury. The planet has few resources of note and is not inhabited.

**Vesta:** Class-K, a minor industrial world. See below.

**Vesuvius:** Class-L, a minor industrial world. See below.

**Virgo:** Class-D, a minor industrial world. See below.

**V-V:** A Class-A hot gas giant, slightly larger than Jupiter. It has 33 moons, 14 of which have mining facilities.

**V-VI:** A Class-B cold gas giant, typical Neptune/Uranus type. There are 12 moons, 6 of which are mined.

**V-VII:** A mineral-poor Class-J world, essentially a dead rock in space.

### Planetary Survey: Vesta

#### I. GENERAL INFORMATION

Status: Minor Industrial World

Location: Coordinates 4613, Romulan Empire

Density: 5.5

Diameter: 7,431 miles

Class: K

Surface Area: 173,477,849 square miles

Land Area: 135,312,722 square miles

Land Area as Percentage of Surface: 78%

Surface Gravity: .932 G

Mean Surface Temperature: 125° F

Surface Pressure at sea level: .950

Atmosphere Composition: Nitrogen 81%

Oxygen: 17%

Argon: 1%

Trace Gasses: 1%

Pollution: Moderate

Orbital Distance: 79 million miles (.849 AU)

Day: 19 hours

Year: 375 local days (297 earth days, .815 earth years)

Axial Tilt: 7°

Population: 414 million

#### II. BIOSPHERE

Class-K, a desert world with a working biosphere similar to Vulcan or Remus, but not as large as those planets.

#### III. HISTORY OF VESTA

Vesta was first explored in -Y162, but not colonized until nearly 100 years later. Population growth was slow at first, but has accelerated over the last 50 years as the economy has improved. The planet is a significant source of refined metals and manufactured goods for the Empire.

#### IV. CULTURE OF VESTA: Typical Romulan.

## Planetary Survey: Vesuvius

#### I. GENERAL INFORMATION

Status: Minor Industrial World

Location: Coordinates 4613, Romulan Empire

Density: 5.9

Diameter: 8,001 miles

Class: L

Surface Area: 201,112,028 square miles

Land Area: 138,767,299 square miles

Land Area as Percentage of Surface: 69%

Surface Gravity: 1.08 G

Mean Surface Temperature: 92 F

Surface Pressure at sea level: 1.11

Atmosphere Composition: Nitrogen 76%

Oxygen: 22%

Argon: 1%

Trace Gasses: 1%

Pollution: Moderate/Heavy

Orbital Distance: 94 million miles (1.01 AU)

Day: 24.5 hours

Year: 379 local days (387 earth days, 1.06 earth years)

Axial Tilt: 15°

Population: 750 million

#### II. BIOSPHERE

Class-L. The planet is drier than Earth, but wetter than Vulcan or Remus. There is significant volcanic and earthquake activity, leading to "natural pollution" problems with ash in the atmosphere. The local flora and fauna have adapted to this, although there are no native life forms more intelligent than the average mouse. There are two large moons, both of which house processing stations for minerals mined from the surface of the planet.

#### III. HISTORY OF VESUVIUS

The modern Romulans discovered this planet shortly after they returned to interstellar space. Researchers discovered the remains of a lost colony here, the survivors of one of the trailing Exile ships that either got lost or decided against proceeding on to Romulus. This colony was apparently wiped out in a volcanic eruption within 10 years after arrival, leaving no survivors. The planet was re-colonized in -Y119, but a severe volcanic eruption in -Y93 darkened the atmosphere for several years and forced evacuation of the colony. Another attempt, with better technology and more resources, was made in Y2, this time successfully. The colony has done well since, despite occasional problems with earthquakes and volcanoes. Modern technology (and food imports from other worlds) enables the population to prosper even when the planet works against them.

#### IV. CULTURE OF VESUVIUS

Typical Romulan. The planet is rich in minerals, and is the Empire's best source of pergium.

## Planetary Survey: Vergo

### I. GENERAL INFORMATION

Status: Minor Industrial World  
Location: Coordinates 4613, Romulan Empire  
Density: 6.2  
Diameter: 3,887 miles  
Class: D  
Surface Area: 47,465,557 square miles  
Surface Gravity: .549 G  
Mean Surface Temperature: -134° F  
Orbital Distance: 132 million miles (1.42 AU)  
Day: 15 hours  
Year: 1027 local days (642 earth days,  
1.76 earth years)  
Axial Tilt: 6°  
Population: 29 million

### II. BIOSPHERE

Class-D. There is no significant atmosphere and no natural biosphere. The population lives in sealed domes.

### III. HISTORY OF VERGO

First explored along with Vesta and Vesuvius in -Y162, but not colonized until Y14.

### IV. CULTURE OF VERGO

Typical Romulan. Originally controlled by House Pentalion, Vergo was opened up to competition from other houses in the Y160s. House Notrub'illah and Pentalion are currently engaged in a fierce competition here. The planet is very rich in metals and minerals, though mining conditions are somewhat difficult. This world is off-limits to foreign tourists and merchants.



Vesuvius



Tiberius

## CAPITAL COMPLEX: TIBERIUS SYSTEM

This system lies 477 light years from Remus, in the same F&E hex.

Star Class: K2V main sequence orange dwarf (.81 stellar masses). It is a binary system; there is a distant companion M5V red dwarf star at 230 AU. The companion star has no true planets, but many asteroids and planetoids that are mined for minerals. There are five planets:

**Tiberius:** Class-M, a minor industrial planet. See below.

**Tiral:** A Class-A hot gas giant, similar to Jupiter. It is considered a minor industrial planet, due to the massive mining operation on the planet's moons. See below.

**T-III:** A Class-A hot gas giant, similar to Saturn, with extensive rings and 17 moons. 12 of these moons are mined for minerals and metals.

**T-IV:** A Class-S gas giant, with frozen methane oceans over rocky land masses, similar to Hydrax. This planet is home to methane-eating, primitive, non-sentient lifeforms.

**T-V:** A Class-Q iceball, similar to Pluto and in an erratic orbit.

## Planetary Survey: Tiberius

### I. GENERAL INFORMATION

Status: Minor Industrial World  
Location: Coordinates 4514, Romulan Empire  
Density: 5.0  
Diameter: 8,801 miles  
Class: M  
Surface Area: 243,340,025 square miles  
Land Area: 58,401,606 square miles  
Land Area as Percentage of Surface: 24%  
Surface Gravity: 1.00 G  
Mean Surface Temperature: 72° F  
Surface Pressure at sea level: 1.04  
Atmosphere Composition: Nitrogen 77%  
Oxygen: 21%  
Argon: 1%  
Trace Gasses: 1%  
Pollution: Mild  
Orbital Distance: 48 million miles (.52 AU)  
Day: 25.8 hours  
Year: 141.4 local days (152 earth days,  
.417 earth years)  
Axial Tilt: 28°  
Population: 2.5 billion

### II. BIOSPHERE

Typical Class-M, very similar to Earth. This planet is somewhat poor in exploitable metals, but is extremely rich agriculturally. It grows all of its own food, and exports billions of tons of excess grain, meat, and seafood production to nearby planets, especially Remus. There is one large moon, which houses the Empire's finest luxury space vacation facilities. The highest form of native life is an intelligent, though non-sentient, dog-like pack hunter called a Naco.

### III. HISTORY OF TIBERIUS

Tiberius was first explored in -Y160, and was colonized just a few years later due to its immense agricultural potential. Food exports from this world were vital for the rapid growth of population on Remus following re-integration.

### IV. CULTURE OF TIBERIUS

Typical Romulan. House Antreidies initially ruled the planet, but the economic reforms of the Y160s opened up this world to competition from other houses. Antreidies is still the dominant factor in local politics, however. Tiberius is a prime recreation destination for wealthy Romulans. There is a large government palace here often used by emperors and praetors as a vacation home. The Tiberius University of Rhetoric is considered the most prestigious school in the Empire for aspiring politicians and lawyers. The planet is also home to the Imperial Command School.

### Planetary Survey: Tiral

#### I. GENERAL INFORMATION

Status: Minor Industrial World  
Location: Coordinates 4514, Romulan Empire  
Class: A  
Orbital Distance: 140 million miles (1.51 AU)  
Year: 2.06 earth years  
Population: 70 million

#### II. BIOSPHERE

Class-A. The planet itself is a large gas giant typical of the type. It has 24 moons, 18 of which are mined for minerals. The operations are extensive enough that the planet is considered an industrial world equivalent to Vesuvius or Tiberius. Two of the moons are rich in dilithium crystals, providing a major portion of the Empire's production. The colonists live in sealed domes or in orbital habitats.

### III. HISTORY OF TIRAL

The Romulans began building orbital habitats and domed cities on the moons of Tiral in Y38.

### IV. CULTURE OF TIRAL

Typical Romulan. It is off-limits for foreigners.



Tiral

## OTHER IMPORTANT ROMULAN WORLDS

### Planetary Survey: Aurellius

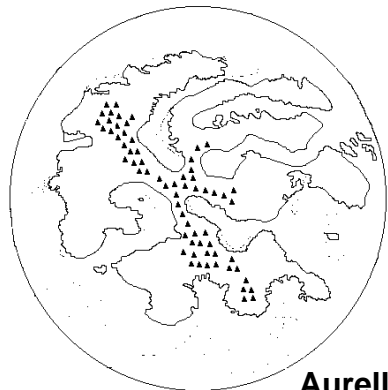
#### I. GENERAL INFORMATION

Status: Minor Industrial World  
Location: Coordinates 4313, Romulan Empire  
Density: 5.9  
Diameter: 8,498 miles  
Class: M  
Surface Area: 226,873,076 square miles  
Land Area: 56,718,269 square miles  
Land Area as Percentage of Surface: 25%  
Surface Gravity: 1.14 G  
Mean Surface Temperature: 97° F  
Surface Pressure at sea level: 1.15  
Atmosphere Composition: Nitrogen 75%  
Oxygen: 24%  
Argon: 1%  
Trace Gasses: less than 1%  
Pollution: Moderate  
Orbital Distance: 102 million miles (1.10 AU)  
Day: 27 hours  
Year: 337.4 local days (379.6 earth days, 1.04 earth years)  
Axial Tilt: 12°  
Population: 314 million  
Star Class: G0V main sequence yellow dwarf (1.22 stellar mass)

Discovered in Y18 and colonized in Y30, Aurellius is a warm, swampy world, dominated by non-sentient reptilian life. Colonization proved difficult at first. It took the Romulans much longer than anticipated to find effective countermeasures to the dozens of tropical fevers and diseases native to the biosphere of this world.

Politics are completely dominated by House Aurellius, which has successfully resisted attempts by other Houses to penetrate the operations of this system. The planet is a biological and chemical treasure house, exporting a huge variety of medicines and industrial compounds to the empire. This world is off-limits to foreigners, and security is especially tight on the two moonlets, both of which have major research facilities for House Aurellius.

Other planets in this system include two Class-C hot-houses, a Class-O glaciated world, one Class-A gas giant, two Class-B gas giants, and two Class-Q iceballs. There is an extensive asteroid mining operation, producing medium-quality dilithium used in freighter engines.



Aurellius

## Planetary Survey: Justinia

### I. GENERAL INFORMATION

Status: Minor Industrial World  
Location: Coordinates 4112, Romulan Empire  
Density: 5.1  
Diameter: 9,009 miles  
Class: M  
Surface Area: 254,977,982 square miles  
Land Area: 68,844,055 square miles  
Land Area as Percentage of Surface: 27%  
Surface Gravity: 1.05 G  
Mean Surface Temperature: 62° F  
Surface Pressure at sea level: 1.05  
Atmosphere Composition: Nitrogen 78%  
Oxygen: 20%  
Argon: 2%  
Trace Gasses: less than 1%  
Pollution: Mild  
Orbital Distance: 62 million miles (.667 AU)  
Day: 29 hours  
Year: 193 local days (233 earth days, .638 earth years)  
Axial Tilt: 25°  
Population: 2 billion  
Star Class: K1V main sequence orange dwarf  
(.73 stellar mass)  
K7V distant companion (.60 stellar mass) at 297 AU

The planet Justinia is poor in mineral resources, but is rich agriculturally. Modern Romulans reached this world in Y22, discovering that it harbored a lost colony of Exile refugees who had gone far off course. In terms of population, the Justinians had thrived in comparison to the Remans, numbering almost half a billion souls by Y22. But the lack of accessible metals needed for industrial production had made it impossible for them to maintain a technological culture; they were primarily agrarian, though they retained the cultural knowledge that star travel was possible.

The Romulans adopted the policy of re-integration that they had used with the Remans, and the Justinians (wisely) went along with this. Resistance would have been suicidal, and rejoining their brethren smoothly was the quickest ticket back to the stars. There is no distinction between Romulans and Justinians in the modern era; Justinian culture and language have been subsumed into the larger Romulan whole.

This is a binary system, consisting of two main sequence orange dwarf stars. The stars are far enough away for each to have its own set of planets with stable orbits. Justinia orbits star A, sharing the primary with a Class-P cold terrestrial world, two Class-D rocks, and two Class-A gas giants. The K7V companion star has a system of six planets, three airless rocks (one Class-I and two Class-D), and three Class-B gas giants. Asteroids and moons in both systems are mined for minerals, making the combined binary equivalent to a minor industrial world despite the lack of exploitable resources on Justinia proper.

## Planetary Survey: Tibernia IV

### I. GENERAL INFORMATION

Status: Major Industrial World  
Location: Coordinates 4716, Romulan Empire  
Density: 6.1  
Diameter: 6,949 miles  
Class: M  
Surface Area: 151,702,986 square miles  
Land Area: 48,544,955 square miles  
Land Area as Percentage of Surface: 32%  
Surface Gravity: .966 G  
Mean Surface Temperature: 90° F  
Surface Pressure at sea level: .980  
Atmosphere Composition: Nitrogen 79%  
Oxygen: 19%  
Argon: 1%  
Trace Gasses: 1%  
Pollution: Moderate  
Orbital Distance: 92 million miles (.989 AU)  
Day: 20 hours  
Year: 405 local days (337.625 earth days, .925 earth years)  
Axial Tilt: 18°  
Population: 1.1 billion  
Star Class: G1V (1.13 stellar mass)

This planet was discovered in Y9 and colonized soon afterward. By galactic standards, it is a typical Class-M world, with a good balance of industrial and agricultural potential. This makes it rare as Romulan planets go. The planet is extremely important for the Romulan economy, being the most valuable individual world outside of the capital core. The loss of this planet to the ISC during the Civil War was a major blow. It was returned to Romulan control following the end of the Andromedan War. House Selnirak dominates planetary politics.

Other planets in this system include one Class-I hot rock, one Class-C hothouse, a Class-G dry desert world (featuring a domed prison), two Class-A gas giants, and 3 Class-B gas giants.



Tibernia-IV

## Planetary Survey: Trajanus

### I. GENERAL INFORMATION

Status: Minor Industrial World  
Location: Coordinates 5619, Romulan Empire  
Density: 5.4  
Diameter: 14,511 miles  
Class: E/H (see below)  
Surface Area: 661,521,885 square miles  
Surface Gravity: 1.79 G  
Orbital Distance: 669 million miles (7.19 AU)  
Day: 39 hours  
Year: 2556 local days (4153.7 earth days,  
11.38 earth years)  
Axial Tilt: 9°  
Population: 325,000  
Star Class: A0V (2.87 stellar mass)

This highly unusual planet illustrates the creativity (or desperation) of the Romulans in exploiting usable worlds.

The parent star is a very bright type A blue main sequence star, similar to Vega or Sirius in the Federation. The star is young, about 400 million years old, and probably has no more than 600 million years left before exhausting its hydrogen fuel and becoming a red giant. Harsh conditions (hard radiation, asteroids in unstable orbits, etc.) are common around these types of stars. They seldom have usable planets, or at least planets worth colonizing.

Trajanus is an exception for several reasons. The planet was discovered by an automated probe in Y163, then colonized in a crash program in Y172, as part of the frantic pre-General War drive by the Romulan government to find exploitable worlds in the outer reaches of the empire. The planet is a Class-E super-terrestrial world, with a Class-H "early Earth" biosphere. The atmosphere is unbreathable, and the highest native lifeforms are anaerobic (non-oxygen producing) bacteria. Trajanus could possibly develop a Class-L or M type biosphere given sufficient time, but the parent star will expand to red giant size before this occurs. Native life on this world is destined to be very primitive and, by cosmic standards, short-lived.

The Romulans don't care about that, however; they are solely interested in the rich strategic metal deposits on

the surface of the planet. Platinum, manganese, rhodium, serium, and iridium are present in massive quantities. Mining conditions are extremely difficult, due to the deadly atmosphere, frequent meteor strikes, high planetary gravity, and constant bombardment from cosmic rays (the planet does not have an ozone layer). But the need for resources makes it worth the effort, at least in the short run, given the mineral riches this world offers. The colony is entirely devoted to stripping resources from the planet, as rapidly as possible. With no biosphere (at least as the Romulans know it) to protect, this is done with ruthless efficiency without regard to the long-term consequences.

The population lives in pressurized, heavily-shielded, and gravity-compensated domes, plus two orbiting space stations. Gravity suits are necessary to work outside of the habitats. The planet is administered by House Notrub'illah. Working conditions are poor, and industrial accidents are frequent, forcing the House to pay large bonuses in order to recruit workers. Some prisoners sentenced to hard labor have been sent to this planet, but for the most part the Romulans prefer to rely on volunteers, since skilled (and motivated) labor is necessary to operate much of the specialized mining equipment.

Trajanus is the only true planet in the system, though there are millions of asteroids and a few larger planetoids.

### STANDARD PLANETARY CLASSES

For purposes of reference, Vulcan scientists established a number of broad categories of planetary types. Some very different planets can fit into a single category, and some planets at the limits of one category may be similar to planets in an entirely different category. The categories are:

**Class-A:** This is a "hot" gas giant such as Jupiter which generates internal heat. There is no "surface" *per se*, just an increasingly dense atmosphere. See Class-S.

**Class-B:** This is a "cold" gas giant (does not generate internal heat), smaller and farther from the star, such as Uranus. It also has no surface.

**Class-C:** This is a "hothouse" planet such as Venus, with a corrosive and/or toxic atmosphere.

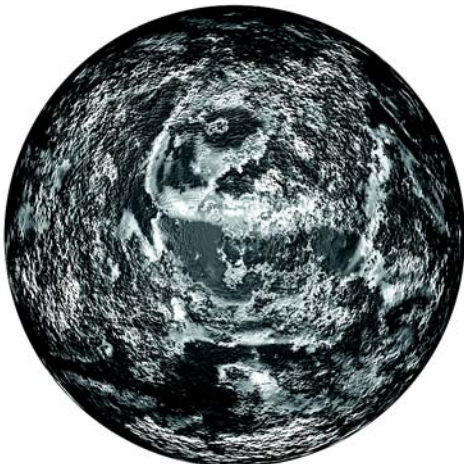
**Class-D:** This is an airless rock such as Luna. Classes D, I, and J are three different points on the same spectrum of airless rocks floating in space.

**Class-E:** This is a "super-terrestrial" world, basically a larger-than-Earth planet with an atmosphere and biosphere and at least marginally habitable.

**Class-F:** This planet has a sulphurous atmosphere.

**Class-G:** This is a dry desert planet with no oceans, such as Mars. It may be cold or hot. It will have an atmosphere, but this may be thin or without oxygen. There is rarely a biosphere.

**Class-H:** This is an "early Earth" planet with a developing biosphere (mostly bacteria, some low-grade plants). The atmosphere will be unbreathable.



Trajanus

## Planetary Survey: Vespasia

### I. GENERAL INFORMATION

Status: Minor Industrial World  
Location: Coordinates 5117, Romulan Empire  
Density: 5.9  
Diameter: 7,873 miles  
Class: M  
Surface Area: 194,728,720 square miles  
Land Area: 52,576,754 square miles  
Land Area as Percentage of Surface: 27%  
Surface Gravity: 1.06 G  
Mean Surface Temperature: 70° F  
Surface Pressure at sea level: 1.06  
Atmosphere Composition: Nitrogen 77%  
Oxygen: 21%  
Argon: 1%  
Trace Gasses: 1%  
Pollution: Heavy in areas with mining operations  
Orbital Distance: 93 million miles (1.00 AU)  
Day: 23.5 hours  
Year: 369 local days (361.35 earth days,  
.990 earth years)  
Axial Tilt: 24°  
Population: 750,000  
Star Class: G2V (1.07 stellar mass)

**Class-I:** This is a rocky planet that is hot enough to melt lead, such as Mercury. The atmosphere will probably be thin (if there is one at all) and there will be no recognizable biosphere.

**Class-J:** This is a cold rocky planet with a thin atmosphere (or none at all). Temperatures are below freezing, any water (and there may be none or very little) will be frozen, and there will be no recognizable biosphere.

**Class-K:** This is a desert world with a breathable atmosphere and a working biosphere, such as Vulcan. There will be some small oceans, lakes, or seas, but these will be limited and brackish.

**Class-L:** This is a world similar to Earth, but with substantially less water. Oceans will cover less than a third of the surface, but there will be a breathable atmosphere and a working biosphere.

**Class-M:** This planet is Earth-like.

**Class-N:** Like Earth, but oceans cover 90% of the surface and humidity is high.

**Class-O:** Like Earth, but much colder, with extensive glaciers trapping most of the water.

**Class-P:** Most of the atmosphere is frozen into glaciers of carbon-dioxide or other gases.

**Class-Q:** A frozen iceball, such as Pluto, that is more of a huge comet than a small planet. The orbit will often be erratic, and this is usually the outermost planet.

**Class-R:** A nitrogen-ammonia atmosphere on an otherwise Class-J planet, such as Q'Nabb (ISC sector).

**Class-S:** Frozen methane oceans with floating continents, such as Hydrax.

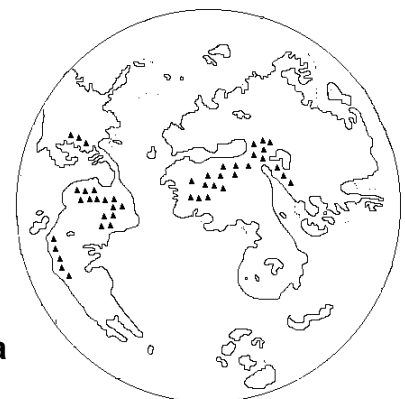
This planet is a very close analogue to Morkedia III, a planet in Federation space. The continents and geography look strikingly similar, and the biospheres have evolved many extremely similar forms of life, though all are non-sentient. The two worlds are virtually identical in mass, size, and composition; even the orbit around their parent stars (Class-G2V in both cases) differs by less than 500 miles. Whether this is some sort of galactic fluke/coincidence, or evidence of "tampering" by some unknown but immensely powerful race, is unclear. There are other known planetary analogue pairs in galactic geography, and no satisfactory explanation has ever emerged for their existence, at least not that scientists can agree on.

Like Morkedia III, Vespasia is mineral rich. The Romulans discovered it with an automated probe in Y164, then colonized it as part of the emergency resource exploitation program in Y172. A consortium of several Houses controls the planet, which led to severe infighting. An attempt to impose direct Imperial control over this world in Y175 failed in the Senate, one of the earliest signs that Praetor Maxillius was losing his political touch.

As they did with Trajanus, the Romulans set out to exploit this world quickly and ruthlessly, due to the pressing need for resources. Most colonization efforts are conducted with an eye to the future: making a colony self-sustaining and valuable in the long run requires the proper balance of industrial technology, agricultural production, and ecological care. But in this case, the entire economy of Vespasia is geared to strip mining operations, with dilithium being the major product.

Lack of pollution controls led to quick environmental damage. The livable biosphere makes operations much simpler than on Trajanus, but also means that pollution will have longer-term consequences. The Romulans, with their appreciation of the aesthetics of nature, generally paid closer attention to studying and preserving ecology than did their Klingon allies. But the pressure of the General War loosened environmental restrictions on all Romulan industrial worlds, and on Vespasia (and many minor colonies) they were ignored completely.

There are six other planets in the system: a Class-C hothouse, two Class-D airless rocks, two Class-A gas giants, and one Class-Q iceball. Interestingly, the Morkedia system also has a total of seven planets, though the classes are different than in the Vespasia system.



Vespasia

## MINOR ROMULAN WORLDS

**Artis 9:** Coordinates 3814, just barely over the border from the Neutral Zone with the Federation. A Class-G dry desert world orbiting a bright F3V star, Artis 9 was used as a listening post early in the war, and was raided by the Federation several times in the later years of the conflict. At the end of the General War and the reestablishment of the post-war borders, this planet was re-settled with 200,000 refugees from Remus, as a prelude to a terraforming effort.

**Gornshima:** Coordinates 4512. A Class-M world orbiting a Sol-like G2V star, Gornshima has marginal industrial resources, but good agricultural potential. It is well-positioned as a logistics point to support drives into Gorn space. This planet was the site of the famous Battle of Gornshima that ended the First Gorn War. A colossal monument in the capital city memorializes the Romulan dead of the various Gorn wars. Over 50 million Romulans live here.

**Oxvind:** Coordinates 3615. This system was the site of failed peace negotiations with the Federation in Y182. Planet III is a Class-K desert world devoid of usable resources. Planet V is a Class-A gas giant. There are small mining posts on the asteroid belts and two “rock” planets.

**Sullon:** Coordinates 4612. A resource-poor Class-L world, orbiting a G5V star with a K8V distant companion. Sullon has a rugged environment and highly-variable climate. A major training base for elite Praetorian teams is located here.

**Terimene:** Coordinates 4410. Orbiting an ordinary G3V star, this Class-M world produced iridium, rhodium, and manganese. The mining colony and industrial center became the target of several Gorn raids during the General War. It was also the object of power plays between Romulan Houses, being controlled by Aurellius, Pentalion, and several smaller houses at various points in history.

**Thebia:** Coordinates 4614. Orbiting an F9V star, this planet was once Class-M, but is now rated Class-G. The Romulans discovered it in -Y94, and intended to turn it into a major economic center of their empire. It was colonized in -Y62, but in Y49 a space dragon attacked the planet, destroying the colony and killing over 14 million citizens. The Star Navy eventually drove off the dragon, suffering huge losses in the attempt. The dragon attack devastated the biosphere, rendering the planet useless.

**Veritas:** Coordinates 3516. A resource-poor Class-L world, orbiting the center of mass of an unusual K1V/K2V/K3V stable close trinary star system. It was used as a conduit for trade between the Empire and the Federation during periods of peace following the establishment of diplomatic relations. Ships heading to and from the neutral world of Denebola often stop at the port here for inspection and to off-load cargoes.

## NEUTRAL WORLDS IN OR NEAR ROMULAN SPACE

The Neutral Zones surrounding Romulan space are different in nature than the zone surrounding Klingon space. The treaty between the Federation and the Klingons allowed colonization and development of worlds within their neutral zone. The Federation/Romulan Neutral Zone (and the Gorn/Romulan Neutral Zone) is different; colonies were not allowed, and entry into the zone by vessels of either side was considered an act of war by treaty.

Following the Second Federation War in Y154, treaty restrictions were loosened somewhat, allowing merchant ships to enter the zones and cross the borders along authorized routes. With the merchant ships came pirates, or “independent operators” as the more discreet Orion “businessmen” preferred to be called. They set up bases in the less-heavily traveled areas of the zone, to support their operations into the “happy hunting grounds” of virgin Romulan space. Most of these bases were small and insignificant, but two (Denebola and Helvetia) eventually became large bases of strategic importance, considered “neutral worlds” in their own right. Both the Federation and Romulans tolerated the presence of these “worlds” in the Neutral Zone, since they provided a locus for trade, espionage, and unofficial communication not suitable for normal diplomatic channels.

Similar to Denebola and Helvetia was Revlis, an Orion-dominated “free planet” on the outer reaches of Romulan space. This planet is given a full profile later in this book.

**Denebola:** Coordinates 3415. Built in Y159, an Orion station orbits the fourth planet of this system, a Class-B gas giant. Unusually for its type, this gas giant has only one moon, called Sidekick. Denebola was the site of a famous battle between Federation and Romulan squadrons on the “Day of the Eagle,” the first day of the Romulan invasion of the Federation. The Romulans eventually occupied the system, but it was seized by the Federation in Y180, then by the ISC in Y187. The space station was annihilated by the Andromedans in Y198. It was rebuilt in Y207, serving again as a neutral locus of trade and information. The inhabited second planet is in another product.

**Helvetia:** Coordinates 3912. Another base orbiting a gas giant, though in this case the base is located on the surface of a habitable Class-L moon. An Orion base was established here in Y160. In Y173, The Romulans occupied the system, but lost control to the Federation in Y179. The ISC seized the system in Y187, using it as a major base for operations. Heavily fortified, it served as a haven for ISC ships cut off from their territory by the Andromedan invasion. It was returned to “neutral” status following the Andromedan war.

There are a dozen other minor planets or colonies, mostly run by Orions, in the Neutral Zone, but these lack the strategic importance of Denebola or Helvetia. These vary from a few hundred to a few thousand people and mostly focus on mining or agriculture.

# THE SUPPRESSED RACES

For centuries, the Romulans believed that their territory was not inhabited by any other sentient species beside themselves. Archeological expeditions found remnants of ancient civilizations destroyed in the mysterious Great Extinction some 15,000 years past. But despite decades of exploration, no living sentient species were encountered.

In the Y160s, the Romulans began a drive to discover new resources. Significant portions of nominally Romulan space had never been explored, particularly in the “south-eastern” portion of the Empire and along the galactic edge. Looking for new sources of wealth to fund fleet expansion, the Romulans sent dozens of unmanned probes and several survey vessels into this area, to chart thousands of previously-unmapped solar systems. This exploration drive resulted in the crash colonization of planets Trajanus and Vespasia, which became significant contributors to the Imperial economy during the General War, plus numerous other worlds that eventually became minor colonies.

Less critical economically, but of potentially great political and diplomatic importance, was the discovery of previously-unknown sentient races in Y171 and Y172. The first three were the humanoid Satha’hi, the reptilian Gerlunians, and the bizarre Dionaeans. The Romulans kept the news of these discoveries very quiet, and it wasn’t until the capture of computer records during the General War that the Federation became aware of these new species.

The Federation called them the “Suppressed Races.”

## ROMULAN POLICY TO SUPPRESSED RACES

None of the three new races was technologically capable of directly standing up to Romulan power. But the Romulans, on the verge of entering the General War when these races were discovered, were unable to spare the troops and resources needed to fully conquer these new worlds. Imperial ideology, of course, made establishing Romulan rule over these “inferior” races inevitable, but doing so, while simultaneously involved in a massive galactic war, required creative thinking.

To solve this dilemma, the Romulans adopted a policy they called “pan talinar kon’rah,” which the Federation translated as “suppression” (thus coining the term “Suppressed Races”). This was only vaguely accurate. A more illuminating if unwieldy translation is “maintaining the current correlation of forces until such time as proper resources can be brought to bear to solve a problem.” Essentially, the Romulans needed to find a way keep these races under control and properly exploited until the means could be spared to conquer them outright. This had to be done without provoking, in the interim, severe resistance that the Romulans were temporarily unable to crush.

The exact policy varied from race to race and is detailed in their specific sections.

There are other races in Romulan territory, discovered at various times from Y180 to Y225.

## Planetary Survey: Satha

### I. GENERAL INFORMATION

Status: Homeworld of the Satha’hi  
Location: Coordinates 5219, Romulan Empire  
Density: 5.7  
Diameter: 7,399 miles  
Class: M (note radiation)  
Surface Area: 171,986,976 square miles  
Land Area: 44,716,613 square miles  
Land Area as Percentage of Surface: 26%  
Surface Gravity: .962 G  
Mean Surface Temperature: 59° F  
Surface Pressure at sea level: .97  
Atmosphere Composition: Nitrogen 76%  
Oxygen: 23%  
Argon: 1%  
Trace Gasses: less than 1%  
Pollution: None  
Orbital Distance: 89 million miles (.957 AU)  
Day: 22.5 hours  
Year: 378 local days (354.4 earth days, .971 earth years)  
Axial Tilt: 19°  
Population: 2 billion  
Star Class: G4V main sequence yellow dwarf (.93 stellar mass)

The homeworld of the Satha’hi (pronounced Sath-high) orbits a G4V main sequence star, located near the energy barrier at the edge of the galaxy. Satha is the third planet in a system of eight, and is typical Class-M. Ionizing radiation from a weakness in the nearby barrier floods the star system. This makes it difficult and dangerous for the Romulans and most other species to spend any length of time here without proper shielding. The native Satha’hi evolved in this environment and, like the Vudar in the Klingon Empire, suffer no ill effects from the radiation. Indeed, the Satha’hi need low levels of ionizing radiation in order to maintain proper health.

The planet Satha has three major continents, and numerous islands and archipelagoes. The planet is a balanced Class-M world, with significant agricultural and industrial potential, although the ever-present radiation makes it difficult for the Romulans to properly exploit. Satha itself has a large moon with slightly more mass than Luna, and there are significant tidal effects. The planet has a molten core, moving tectonic plates, and the magnetic poles coincide with the axis of planetary rotation closely. There are seven other planets in the system:

- I. Class-J rock (hot)
- II. Class-G desert world (mean temperature 120° F)
- III. Satha
- IV. Class-G desert world (mean temperature 0° F)
- V. Class-A hot gas giant (Jupiter size)
- VI. Class-A hot gas giant (Saturn size, no rings)
- VII. Class-J rock (cold)
- VIII. Class-J rock (cold)

## II. BIOSPHERE

Typical Class-M, though with higher-than-normal levels of radiation. Without proper shielding equipment, Romulans and most other humanoids will suffer the effects of radiation illness after 12 to 14 days of exposure. Unshielded exposure for a month is generally fatal for non-native species. The plants, insects, and animals of Satha have adapted to this environment. Many of them (including the Satha'hi themselves) are dependent on low levels of radiation to sustain their metabolic processes, and will fail to thrive (or even die) in other environments.

### Satha'hi

-9 points

**Attribute Modifiers:** ST -1 [-10].

**Advantages:** Eidetic Memory [5]; Empathy [15]; Racial Memory (psionic, -10%) [36]; Radiation Tolerance 200 [35]; Talent (telepathy) 1 [5].

**Disadvantages:** Chummy [-5]; Honesty (12) [-10]; Increased Life Support (Ionizing Radiation) [-10]; Low Pain Threshold [-10]; Pacifism (Total Nonviolence) [-30], Vulnerability (cr x 2) [-30].

**Homeworld:** Class-M, Gravity 0.96G, Atmospheric pressure 0.97, mean temperature 59°F, Zorski Group I-ar.



The Satha'hi are purple-skinned humanoids with psionic abilities on a par with Vulcans. They are an ancient race, older than most of the galactic races, with a recorded history going back over 100,000 years. There has been, however, almost no technological change or innovation in centuries. Although ancient Satha'hi were omnivorous predators, modern Satha'hi are vegetarians, and their entire society is organized around agricultural production in local cooperatives.

Satha'hi average five feet five inches in height. They are thinner, weaker, and physically fragile compared to Romulans or humans. They have larger heads (and brains) compared to humans. While their brain "processing power" (IQ) is on par with the humanoid norm, the average Satha'hi has much better memory recall than the average Romulan or human. All normal Satha'hi have psionic ability, as well as a subconscious psychic link with all other Satha'hi. In **GPD** terms, this is expressed as a strong form of the Racial Memory advantage.

Satha'hi have highly-developed nervous systems, and have great empathy with other living creatures. How-

ever, they are also very sensitive to pain, as well as changes in environmental conditions. The Satha'hi are dependent on ionizing radiation for proper health, and require special life support systems when leaving their homeworld. They do not take well to space travel. Satha'hi living in space or on planets other than their homeworld frequently have the Weak Immune System [-30] disadvantage, and such characters may be forced to take it at the GM's option.

Satha'hi are similar to the humanoid norm in most other respects. They use male/female sexual reproduction, enter adulthood between the ages of 18 and 20, and live 90-100 years with proper medical care.

Almost without exception, Satha'hi find the concept of killing another sentient being, or even higher animal forms, abhorrent. This is based on cultural factors, as well as their natural empathy with other beings.

The Satha'hi are in Group I-ar on the Zorski Interspecies Compatibility Table (the "r" indicating their dependance on ionizing radiation.)

## III. HISTORY OF SATHA

Although Satha'hi civilization is some 100,000 years old, the exact details of their ancient history are unclear to outsiders. The Satha'hi maintain their historical records in the "Archive of the Ages" in the capital city, but access to these records is restricted to the most trusted members of the priestly caste. The Satha'hi did not allow the Romulans access to these records.

Despite this handicap, Romulan researchers were able to piece together some facts. In the distant past, the Satha'hi apparently went through a process of historical and social development similar to that of humanoid species on other worlds. They experienced the equivalents of the Stone Age, Bronze Age, and Iron Age, eventually growing into an industrial culture of relatively high technology. There is evidence that the Satha'hi achieved primitive space travel and explored the immediate surroundings of their solar system approximately 50,000 years ago.

At some point following this, there was an abrupt cultural shift. The Satha'hi themselves refer to this as their "Awakening," during which the religion of San'fi spread across the planet. They refuse to discuss the political or historic details, preferring instead to concentrate on the religious and spiritual aspects of what was apparently a very profound philosophical revolution. What had been an industrial, dynamic, and competitive culture morphed into an agrarian, passive, and contemplative society, apparently over a relatively short period of time (possibly as little as 200 years).

Romulan theorists believe this may have been in reaction to a social crisis of some sort: a massive war, natural disaster, or economic disruption. The more talkative Satha'hi refer to a violent "Time of Troubles" immediately proceeding the Awakening, though the details are very vague. There is no overt evidence of a nuclear or biological war having taken place on a planetary scale, though enough time has passed to erode any obvious evidence of smaller, though still serious, conflicts. The answer may, or may not, exist in the Archive. Whatever triggered the

Awakening, the Satha'hi have maintained their current culture for a remarkably long period of time.

The arrival of Romulan exploration ships in Y171 threatened to upset this balance. With few means and little willingness to resist forcefully, the Satha'hi were helpless to prevent the Romulans from establishing a "protectorate" over the planet. The Romulans saw this "protectorate" as a temporary expedient until a more permanent policy was decided upon.

There was tremendous debate in the Romulan Senate over the Satha'hi. Some wanted to establish a semi-cooperative "subject race" relationship similar to that used by the Klingons. Others preferred outright conquest and control of the planet, reducing the population to slave status. The debate centered on the proper balance between coercion and reward. In either case, radiation and environmental problems would make economic exploitation dependent on Satha'hi collaboration and labor.

Quickly entangled with House politics, the argument dragged on in the halls of the Senate through the General War years. As a result, the "temporary" protectorate policy remained in force for much longer than intended, gradually morphing into a *de facto* subject race relationship on the Vudar/Klingon model. Unfortunately for the Romulans, the unique environmental and political conditions on Satha prevented exploitation of the planet to its full potential during the General War era.

The Romulans were extremely intrigued with Satha'hi psionic potential, and made several attempts to recruit Satha'hi into Imperial service, voluntarily or otherwise. Unfortunately, few Satha'hi proved psychologically or physically suited for duty with the military or security forces, though there were some exceptions.

#### IV. CULTURE OF SATHA

**Government:** There is no central government in the standard sense. Most Satha'hi live in communities of 500 to 2,000 individuals, organized around farming cooperatives. There are a few major cities with industrial areas, including the capital city housing the Archive of the Ages (under control of senior religious leaders) and the Seat of Knowledge (the major religious shrine on the planet). Almost all communities are organized on a cooperative, communal basis, with a council of elders providing day-to-day guidance. Plebiscites are held to decide major issues. A Federation diplomat allowed to visit the planet in Y206 (during a period of Romulan/Federation *détente*) described it as "a planet of Amish." This is a gross oversimplification, and the diplomat was never exposed to some of the more exotic aspects of Satha'hi culture.

**Society:** Satha'hi society revolves around the local cooperative community. There is absolute social and legal equality between the sexes, but individuals have few "civil rights" in the way that the Federation understands them. In Satha'hi society, the needs of the many outweigh the needs of the few or the one. The Satha'hi even organize their families on this community basis. There is no marriage in the traditional humanoid sense. Sexual jealousy is frowned upon and contrary to the tenets of the San'fi

faith. Some individuals "fall in love" and informally pair for life, but "love for all" is the social norm. Sex is incorporated into religious and social ceremonies. The community as a whole raises children in the local cooperative nursery.

**Economy:** Communal and communistic. There are no private corporations, with local cooperatives controlling most economic activity, though there are small individual proprietorships. There is little heavy industry. Most industry revolves around agriculture (production of fertilizer, farm implements, etc.) or medical technology. The Romulans wanted to exploit the large amount of heavy metals (iron, platinum, manganese, pergium) found on the planet. It was difficult to do so, given the special equipment needed due to the radiation, plus the need for types of labor that the Satha'hi found distasteful or difficult. The Romulans intended to "set things straight" once proper force could be brought to bear. The Satha'hi did offer to trade the Romulans agricultural products and medical technology in exchange for knowledge about the wider galaxy. But Satha'hi foodstuffs were generally unpalatable to Romulan taste buds, and their medical needs were incompatible.

**Laws:** Local elders administer justice, with the laws being based on traditional San'fi religious concepts. There is no formal planetary police force, law enforcement being handled at the local level, but fortunately there is very little in the way of serious crime. The subconscious link between all Satha'hi seems to reduce the need for heavy-handed government: most individuals know how to act instinctively. The few anti-social individuals seem to be those who, for whatever reason (brain injuries, birth defects, random genetic variation) lack the strong mental/psionic link with their fellows. Local sheriffs and deputies handle things like traffic control, other public safety duties, and investigation of any crimes that do occur. As part of the "protectorate," the Romulan State Security Administration established outposts on Satha to monitor the population for signs of unrest, and to gather intelligence necessary for future operations. Due to the radiation and other factors, Romulan officials regarded this as hardship duty.

**Religion:** Over 90% of the Satha'hi follow the teachings of the San'fi religion. San'fi is a pantheistic religion which sees the entire Universe itself as God or at least a part of God. San'fi is a very peaceful religion, encouraging silent prayer, contemplation, and the elimination of egoistic behavior as the keys to enlightenment. There are numerous sects, each maintaining their own communities, but religious conflict is virtually unknown in current days. The Satha'hi use a form of intense psionic mental and emotional "union" similar to a Vulcan mind meld in their religious ceremonies; many sects mix this union with sexual activity. The Satha'hi do not discourage all emotions as the Vulcans do. They celebrate emotions such as love, compassion, and what they call "selfless eroticism," but discourage emotions that are "counterproductive to spiritual enlightenment" (jealousy, anger, hatred, etc.). Some Satha'hi see themselves on the verge of evolving into a "higher" form of life, though what this means exactly is unclear to outsiders. In Romulan eyes, the Satha'hi are pathologically honest and contemptibly pacifistic.

## Planetary Survey: Gerlunia

### I. GENERAL INFORMATION

Status: Homeworld of the Gerlunians  
Location: Coordinates 5418, Romulan Empire  
Density: 5.5  
Diameter: 8,890 miles  
Class: M  
Surface Area: 248,286,455 square miles  
Land Area: 57,105,884 square miles  
Land Area as Percentage of Surface: 23%  
Surface Gravity: 1.11 G  
Mean Surface Temperature: 100° F  
Surface Pressure at sea level: 1.13  
Atmosphere Composition: Nitrogen 76%  
Oxygen: 22%  
Argon: 1%  
Trace Gasses: 1%  
Pollution: Moderate, Heavy in some areas  
Orbital Distance: 91 million miles (.978 AU)  
Day: 27 hours  
Year: 292 local days (329 earth days, .902 earth years)  
Axial Tilt: 15°  
Population: 7 billion  
Star Class: G1V main sequence yellow dwarf  
(1.15 stellar mass)

The homeworld of the reptilian Gerlunians orbits a G1V star on the outer reaches of the Romulan Empire. Gerlunia is the fourth planet in a system of eleven. The other planets include:

- I. a Class-I hot rock
- II. a Class-F planet with a sulfurous atmosphere
- III. an uninhabited Class-K desert world
- IV. Gerlunia
- V, VI, VII. Class-A gas giants
- VIII, IX: Class-B cold gas giants
- X, XI: Class-Q iceballs.

The system has the standard assortment of comets, asteroids, and other bodies, and is far enough away from the galactic barrier that radiation is not a problem.

Gerlunia itself is a typical Class-M body, though warmer and more tropical than Earth. It has two small moons, five major continents, many islands, moving tectonic plates, and a standard magnetic field.



Gerlunia

### II. BIOSPHERE

Typical Class-M, although warm and tropical, similar to the Gorn homeworlds or Hildaria in the Klingon Empire. Reptilian life is the dominant form, though there are numerous small and medium-sized mammalian species co-existing with the reptiles.

#### Gerlunians

14 points

**Attribute Modifiers:** ST +1 [10]; HT +1 [10].

**Secondary Characteristic Modifiers:** Will+1 [5].

**Advantages:** Amphibious [10]; Damage Resistance 1 (Tough Skin -40%) [3]; Sharp Teeth [1].

**Disadvantages:** Bloodlust (12) [-10]; Incurious (12) [-5]; Sense of Duty (nation-state) [-10].

**Homeworld:** Class-M, Gravity 1.11G, Atmospheric pressure 1.13, mean temp 100°F. Zorski Group V-b.

The Gerlunians are sentient amphibious humanoid lizards, about the size of a human or Romulan. Genetic studies show they are distantly related to the Gorns and Paravians, although the exact point at which the species diverged (and how they ended up on such distantly separated worlds) is unclear. It is known that the Gerlunians first appeared on their current homeworld some 20,000 years ago, whereas the Gorns and Paravians trace their origins back only some 13,400 years. Which race came first, and from where, is a major mystery of galactic exobiology. DNA data indicates that the Gorns are not descended from Gerlunians, but from an older common stock.

Gerlunians vaguely resemble their Gorn cousins, but are smaller, not as strong, and do not have such heavy scales. Their scales do provide one point of natural DR. Intriguing features include small vestigial wings embedded within the bone and muscle structure of their backs. These serve no purpose, and are apparently an evolutionary holdover akin to the human appendix.

Gerlunians use male/female reproduction, but do not bear live young, the female laying an egg after three months of gestation. The egg takes another three months to hatch. Healthy Gerlunians generally live 60-70 years. They are primarily carnivorous, but can survive on vegetable matter if no meat is available. Some are vegetarian by choice.

The Gerlunians are a proud and stubborn race, with a history of infighting and argument leading to savage wars. They make excellent warriors, and presented the Romulans with a major challenge despite their backward technology.

The Gerlunians are classified under Group V-b on the Zorski Interspecies Compatibility Table.

### III. HISTORY OF GERLUNIA

The history of Gerlunia has much in common with that of other sentient technological species. Organized societies appeared about 9,000 years ago, with the rise of small city-states. The Gerlunians progressed through the Stone, Bronze, and Iron ages, as their culture gradually spread across the planet. There were periods of progress and periods of stagnation. There were frequent savage wars;

empires rose and fell. Industrialization began about 300 years before Y0.

When the Romulans discovered this planet in Y172, Gerlunia was a balkanized world just making its first halting steps towards planetary unity. The most advanced nations had achieved early TL 8 technology, primarily in military and industrial equipment. Consumer goods, medicine, and other areas lagged one to two tech levels behind. A nuclear “balance of terror” kept the major powers from direct conflict, but there were several minor wars in progress. Three of the four major powers were involved in a primitive space race, with manned missions to the moons the immediate goal.

For the Romulans, Gerlunia was something of a novelty, being one of the few planets found in Romulan space to have a recognizable sentient culture.

Although backward technologically in comparison to the Romulans, the Gerlunians were obviously intelligent. Covert study of their culture revealed a warrior race that would fiercely defend their homeworld from a direct invasion, even with relatively primitive technology. The Romulans could simply bombard the planet from orbit, but doing so would damage resources and complicate proper economic exploitation. Moreover, there was no real reason to attack Gerlunia at all, as there were a hundred other planets just like it but without a native population. The survey team recommended that the planet be studied in secret, looking for weaknesses to exploit, until such time as a decision could be made to invade, ignore, or deal with the Gerlunians.

The Senate authorized the Praetorian Preditrade to conduct a series of covert operations on Gerlunia beginning in Y174. This had to be done extremely carefully, as the Gerlunians had technology sophisticated enough to detect uncloaked Romulan ships in orbit. Some of the Romulan Great Houses apparently conducted Gerlunian operations on their own without government authorization. The Federation suspected that the Romulans may have been in secret contact with one or more of the Gerlunian governments, looking for local allies to help with an eventual takeover.

#### IV. CULTURE OF GERLUNIA

**Government:** Balkanized. There is a planetary council, similar in form and intent to the ancient United Nations, but this is essentially a forum for debate and has little true political power. The planet is divided into 177 nation-states; four are considered superpowers. These states vary considerably in population, geographic size, government type, economic structure, culture, religion, and even technological level. Although there has been no major war between superpowers since the advent of nuclear power about Y100, at any one time there are numerous ongoing smaller wars, brushfire proxy conflicts, civil wars, etc. The four most powerful nation-states are the Republic of Grithak (more or less democratic), the Commonwealth of Provinces (a federal union of republican states, allied with Grithak), the Aktarian Monarchy (a brutal dictatorship), and the Frililk Association (a theocratic oligarchy). The average

Gerlunian feels a fierce sense of patriotism and devotion to their native nation-state.

**Society:** Varies wildly depending on the nation-state. Some societies are rigid and hierarchical, while others are more democratic and open. As with many cultures at this level of social development, many Gerlunians accept the possibility of sentient life beyond their world. Some enjoy exploring this idea in speculative fiction, and there is a growing social phenomenon in the most advanced countries similar to the old UFO movement on 20th century Earth. Romulan military sociologists have looked for ways to exploit this belief.

**Economy:** Again, this varies wildly depending on the nation-state in question. Economic systems range from tribal hunter/gatherer subsistence societies to Social Darwinist hyper-capitalism to state socialism. Technological levels vary between late TL7/early TL8 in the most advanced states to as low as TL 2 in the most primitive.

**Laws:** Vary from state to state, and sometimes even from city to city. There is no overarching planetary law enforcement agency.

**Religion:** There are two major religions on Gerlunia, plus an untold number of smaller sects and cults. One Romulan researcher catalogued at least 90 different religious groups in a Y192 survey. Some of these religions are variants on a theme and closely related, while others differ massively. There have been religious wars and crusades in Gerlunia's past, though this problem has subsided somewhat over the last two centuries.

The two major religions both posit the existence of a monotheistic creator God (similar to the Romulan Oversoul, the Klingon Kavar, or the human Yahweh), but argue over which group of prophets and seers teach the “right” way to worship him. One group posits their God as a cruel master and judge, the other sees him as beneficent and merciful.



## Planetary Survey: Dionaea

### I. GENERAL INFORMATION

Status: Homeworld of the Dionaeans  
Location: Coordinates 5718, Romulan Empire  
Density: 5.3  
Diameter: 7,588 miles  
Class: M  
Surface Area: 180,885,644 square miles  
Land Area: 32,449,419 square miles  
Land Area as Percentage of Surface: 18%  
Surface Gravity: .917 G  
Mean Surface Temperature: 95° F  
Surface Pressure at sea level: 0.97  
Atmosphere Composition: Nitrogen 77%  
Oxygen: 22%  
Argon: 1%  
Trace Gasses: less than 1%  
Pollution: None  
Orbital Distance: 85 million miles (.913 AU)  
Day: 25.5 hours  
Year: 296.8 local days (315.36 earth days,  
0.864 earth years)  
Axial Tilt: 22°  
Population: unknown; at least 300 million estimated  
Star Classes: G3V main sequence yellow dwarf  
(1.02 stellar masses)  
K3V main sequence orange dwarf  
(.66 stellar masses)  
M1V red dwarf (.35 stellar masses)  
M2V red dwarf (.38 stellar masses)

The homeworld of the Dionaeans is the third planet orbiting a G3V main sequence yellow dwarf star. The solar system itself is a quadrinary, consisting of the G3V star, and three distant companion stars. The K3V, M1V, and M2V stars are in a close, complex, but stable orbit with one another, separated by an average distance of .5 AU. These three orbit together about 207 AU away from the G3V star, far enough away to enable the main star to have its own stable system of planets. There are six planets in all:

- D-I: a Class-I hot rock
- D-II: a Class-C hothouse2
- D-III: Dionaea
- D-IV: a gigantic Class-A gas giant
- D-V: a smaller Class-B gas giant
- D-VI: a smaller Class-B gas giant

The other three stars lack planetary bodies, but do have comets and a large collection of asteroids.

Dionaea is a fairly standard Class-M world, although warmer and wetter than average, with rather violent weather patterns. It has moving tectonic plates, a molten core, and three small moons. The magnetic field corresponds with the axis of rotation very closely. There are two major continents, and numerous islands. There are considerable deposits of the strategic mineral topaline, which is the reason that the planet is of interest.

### II. BIOSPHERE

On the surface, Dionaea is an inviting world: lush with vegetation, covered with forests, with rich soils and ample rainfall. Much of the climate is tropical, though the significant axial tilt gives the planet greater climate variety compared to reptile-dominated "Jurassic" worlds such as Hilidaria or Gerlunia. The oceans are especially rich with life, including dolphin-like creatures that may be semi-sentient.

When the Romulans discovered this world in Y172, they initially identified several avian species as the dominant forms of life on the land masses. There were few animal forms that walked on the planet's surface directly. Eventually the Romulans realized that the dominant form of life on the planet was a species of sentient, aggressive, carnivorous plants they called the Dionaeans (after a small carnivorous plant native to Romulus). It is unclear what, if anything, that the Dionaeans call themselves.

#### Dionaeans

63 points

**Attribute Modifiers:** ST +4 [40]; IQ -3 [-60].

**Secondary Characteristic:** Basic Move -4 [-20].

**Advantages:** 360° Vision (eyestalks, -20%) [20]; Ambidexterity [5]; Constriction Attack [15]; Damage Resistance 6 (Can't Wear Armor, -40%; Flexible, -20%) [12]; Doesn't Breathe (oxygen absorption, -25%) [15]; Extra Arm (+1 arm, extra-flexible +50%; long SM+1, +100%) [25]; Hard To Subdue 4 [8]; Injury Tolerance (Homogenous, No Head or Neck) [52]; Lifting ST+4 (only in direct sunlight, -30%) [9]; Longevity [2]; Plant Empathy [5]; Radiation Tolerance 5 [10]; Regrowth [40]; Resistant +8 (to Psionics -50%) [15]; Striking ST+4 (only in direct sunlight, -30%) [14]; Teeth (sharp beak) [1]; Telecommunication (infrared; racial, -20%) [8]; Universal Digestion [5]; Vampiric Bite 3 [45]; Vibration Sense (universal, +50%) [15].

**Disadvantages:** Bad Grip 2 [-10]; Callous [-5]; Cannot Speak [-15]; Dependency, homeworld soil (rare; weekly; aging, +30%) [-78]; Dyslexia [-10]; Ham-Fisted [-10]; Hard Of Hearing [-10]; Increased Life Support (soil and water) [-20]; Loner [-5]; Low TL (TL1) [-50]; Unusual Biochemistry [-5].

**Racial Feature:** should a Dionaeon ever travel off-world, add "Disadvantage: Social Stigma (monster) [-10]."

**Homeworld:** Class-M, Gravity 0.917G, Atmospheric pressure 0.97, mean temperature 95°F. Zorski Group VII.

The typical Dionaeon is something out of a botanophobic nightmare. Dionaeans range from 3 to 12 feet in height and 2 to 6 feet in diameter. They move by



Dionaea

“shuffling” along the ground using mobility tendrils, and are capable of moving surprisingly fast (for a plant). Dionaeans can use these tendrils to “root” themselves into soil, and are difficult to dislodge if they do so. A protective layer resembling a cross between tree bark and elephant hide covers most of their bodies. This is thick enough to provide 6 DR against all types of damage. Most Dionaeans are a light brown or dark gray in color, and blend into a forest background very easily.

Extending from their sides are three additional tendrils, which operate as arms. At the end of these arm-like tendrils is a “feeding appendage” vaguely like a cross between a humanoid hand and a Venus flytrap leaf. These feeding appendages can be used to grasp, manipulate, and throw objects (tools, spears or darts, etc.). The “top” of the body features a mouth-like opening that is used for eating. Sticking up from each side of the mouth are two mobile eye stalks, providing Dionaeans with 360° vision.

Dionaeans typically feed by grabbing or trapping food with their tendril feeding appendage, then stuffing it in the central mouth. The inside of this appendage is brightly colored, and resembles flowering plants native to their homeworld. When a bird, insect, or animal stops to feed from or otherwise examine the “flower,” the appendage snaps shut and injects a powerful paralyzing poison into the victim. The Dionaeans will then use the feeding appendage to drop the victim into the central mouth, where it is digested alive over a period of several hours. The largest and oldest Dionaeans are capable of ingesting animals of up to humanoid size.

Dionaeans absorb water and other nutritive chemicals through the root-like mobility tendrils. They breathe through their “skin” as plants do. The arm-like tendrils, feeding appendages, and eye stalks all contain a photosynthetic chemical pigmentation. This enables Dionaeans to survive for long periods without ingesting animal matter, though

an individual forced to rely on sunlight for energy for long periods of time (more than a week) will be somewhat sluggish. In game terms this would be represented by a reduced move or speed score at the GM's discretion.

The mobility tendrils, feeding tendrils, appendages, and eye stalks can all regenerate if damaged or completely cut off. Their bodies in general are highly resistant to damage, and can regenerate from rather serious wounds. The only way to kill a Dionaeans for certain is with fire, with a modern energy weapon, or by doing catastrophic damage. Shooting a Dionaeans with a bullet is unlikely to do serious damage; cutting one in half with a chainsaw will kill it. In their internal disputes, fire is the ultimate weapon and one seldom deployed except in the midst of a desperate tribal war. Fire has the same place in Dionaeans culture as chemical weapons do in human culture.

All Dionaeans are both male and female. Reproduction takes place in the spring months, with a foot-long “bud” being deposited on the ground following fertilization. Dionaeans can fertilize their own buds if a suitable partner is unavailable, but prefer to exchange genetic material with other individuals. This fertilized “bud” will eventually sprout tendrils that will root into the ground, ingesting water and nutrients from the soil.

The young Dionaeans grow rapidly, although it will take two years of development before they are able to move around, feed, and survive on their own. Dionaeans “buds” are usually deposited in groups of 10-15, to be tended for and protected by older individuals in a constructed habitat, often a forest clearing protected by a large lean-to. The average life span is estimated at 90 years, although researchers have observed individuals who may be as old as 200 years. Such elders are almost always tribal leaders.

### III. HISTORY OF DIONAEA

In Y172, a Romulan survey ship discovered Dionaea. Scans of the surface showed it to be an ideal Class-M world, suitable for colonization. The planet demonstrated significant agricultural potential, but most importantly it had large deposits of topaline, a necessity for life-support systems and a strategic mineral the Romulans were chronically short of. A landing party was dispatched to the surface to conduct a detailed survey.

Of the 12 members of the landing party, only five returned to the ship alive.

At first the Romulans thought the Dionaeans were just a particularly vicious and unusual carnivorous plant. But studies showed that the Dionaeans used tools, knew how to create fire, modified their environment, had a complex social structure including a primitive religion, and communicated with each other in a complex way. This led to the conclusion that they were a sentient race, though very primitive and still at the bottom of the technological development chart. They were also extremely bellicose about defending their territory from Romulan incursions.

The Romulans, through the aggressive use of modern weapons and specially-designed defoliants, were able to “clear” a small portion of one continent for coloniza-



tion purposes, although this devastated the natural ecosystem and rendered the area unusable for agricultural purposes. Topaline mining was conducted in this area beginning in Y177, although it proved more difficult than expected to protect the perimeter from constant Dionaeian incursions. The Dionaeians showed almost suicidal combat enthusiasm at times, overrunning isolated outposts on more than one occasion.

The Romulan military and certain Great House factions wanted to wipe out the Dionaeians altogether, but the scientific departments balked at this, at least until the species could be studied in greater depth. The Senate postponed the question until the end of the General War, authorizing only gradual expansion of the “cleared” zone. Finally, in Y184 the Senate decided to “clear” one of the two major continents entirely, but spare the second continent as a “nature preserve.” This process began in Y186, but was incomplete when the ISC seized control over the system in early Y187.

For their part, the ISC had little interest in completing a genocide, and they stopped the “clearing” process. The area already cleared was set up as a prison camp for captured Federation, Gorn, and Romulan personnel, who were put to work mining the topaline for the ISC. Dionaeian attacks continued, and the small number of ISC guards was not always able to fend them off without major losses.

In Y191, an Andromedan Intruder raided the system, destroying the ISC’s orbital base and devastating the surface facilities. Although most of the prisoners and guards survived the assault, the ISC was unable to dispatch a relief ship until Y194. During the intervening years, the prisoners and guards were attacked forcefully by the Dionaeians, losing at least half their number and more than three-quarters of the previously “cleared” territory. The survivors were eventually evacuated, leaving the planet in the hands of its natives. The Romulans reasserted sovereignty over this world following the end of the Andromedan War, but by the end of recorded history, no new colony had been established.

#### IV. CULTURE OF DIONAEA

**Government:** The Dionaeians have no central or planetary government. Their society is apparently organized along tribal lines. Power is wielded on a local level by individual strongmen or by tribal elders. There are hundreds, perhaps thousands, of such tribes and their levels of organization differ.

**Society:** Tribal; otherwise radically different from the humanoid norm. The Romulans were never able to decipher Dionaeian language, though it was obvious from their actions that they communicated with each other in a sophisticated way.

**Economy:** The best humanoid analogue would be a primitive hunter/gatherer society. Dionaeians will use spears, darts, and nets to assist in hunting or battle, as well as tools resembling hammers and shovels to build protective habitats for their young. Their technological level is TL0/TL1.

**Laws:** The Dionaeians apparently have a code of conduct among themselves that regulates behavior. They argue (and war) with each other over resources occasionally, but most Dionaeian internal conflicts are resolved through posturing or (relatively) non-lethal combat. In contrast, Dionaeians hate Romulans (and other mammalian humanoids) with an apparent passion, and will attack with unbridled fanaticism.

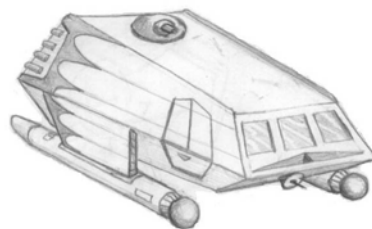
**Religion:** The Dionaeians are sun-and-earth worshippers. They worship the sun above and the soil below that nourishes them, though the exact beliefs vary from tribe to tribe. In their religious ceremonies, some tribes will share and eat a sacrificial animal, a large bird, or a Romulan, to honor these gods.

#### VI. ROMULAN FACILITIES ON DIONAEA

The original Romulan settlement occupied an area about five miles across, inside of which were facilities for about 500 soldiers (who guarded the perimeter) and 1,000 workers (most of whom were petty criminals doing hard labor prison sentences).

By the end of Y176, this had expanded to a much larger area, approximately 50 x 100 miles, with 10,000 soldiers and 50,000 workers. Some of these were Federation and Gorn prisoners of war forced to work in the mines. The perimeter was studded with armored and concrete bunkers, pillboxes, and fighting positions, backed by artillery, armored vehicles, and airpower. An extensive sensor network was able to give several hours of warning of an approaching group of Dionaeians, allowing reserves to be quickly shifted (using vehicles or a network of transporter stations) to any threatened point. Despite the continued failure of their attacks, the Dionaeians continued to launch “wave” attacks on some point of the perimeter at least once per month. These attacks became increasingly sophisticated, with diversions, feints, and coordinated assaults.

From this point onward, the “cleared area” continued to grow steadily, and the number of soldiers and workers continued to increase. The area was administered as an Imperial Colony, with several Great Houses having concessions to operate one of the many mines and provide a portion of the defending troops. The Romulans living in this area operated as a typical Romulan frontier society, with churches, schools (from Y180, when entire families were allowed to work there on long-term contracts), theaters, shopping malls, and government facilities. Romulan constables provided civil police authority, while Romulan military police guarded the prisoners. (The prison camp and its mines were a profit-producing concession of the Military House.)



# Planetary Survey: Revlis

## I. GENERAL INFORMATION

Status: Free Planet  
Location: Coordinates 4018, Romulan Empire  
Density: 5.3  
Diameter: 6,988 miles  
Class: L  
Surface Area: 153,410,575 square miles  
Land Area: 111,989,720 square miles  
Land Area as Percentage of Surface: 73%  
Surface Gravity: 0.844 G  
Mean Surface Temperature: 49° F  
Surface Pressure at sea level: 0.90  
Atmosphere Composition: Nitrogen 79%  
Oxygen: 20%  
Argon: 1%  
Trace Gasses: less than 1%  
Pollution: None  
Orbital Distance: 81 million miles (.871 AU)  
Day: 19.4 hours  
Year: 391.75 local days (318.3 earth days, .872 earth years)  
Axial Tilt: 24°  
Population: 50,000 in Y160, up to 100,000 by Y180.  
Star Class: G9V main sequence yellow dwarf (.87 stellar mass)

## II. BIOSPHERE

Class-L, with a dry but cool climate, habitable but somewhat uncomfortable for the average vulcanoid. The planet is poor in industrial resources.

## III. HISTORY OF REVLIS

A Romulan survey vessel discovered this world in Y99. Poor in exploitable minerals, inhospitable, and not located in a particularly strategic area, it was ignored for decades, ranked near the bottom of the "colonize this planet" list.

In Y127, a faction of Romulan nobles outlawed by the corrupt Emperor Septimus took refuge here, setting up a small colony away from the prying eyes of the SSA and the Emperor's assassins. The colony was discovered by the central government shortly after Septimus died in Y149. New Emperor Tarus allowed the colony to survive as a quasi-independent, "free" planet, using it as a dumping ground for political dissidents or those who otherwise could not or would not fit into Romulan society.

Sometime in the late Y150s or early Y160s, an Orion presence was established here. The planet became a nodal point for illicit commerce with the outside galaxy, as well as a den for intelligence operatives, pirates, and smugglers. The Romulans allowed Revlis to exist in this condition for decades. Although they could have reasserted sovereignty over this world at most any time, the Romulan government decided to leave things as they were. It is easier to keep track of spies and dissidents if you know where they are. It also served as a "steam vent" to reduce any dissident pressure inside the Empire, and provided carefully controlled access to the outside.

## IV. CULTURE OF REVLIS

The government is known as the "Revlis Free State," controlled by the Board. This group of ten local notables dates back to the establishment of the colony in Y127. At least three Board members in Y173 were members of the original refugee group that arrived in Y127, while at least two members of the Board were Orions by this time.

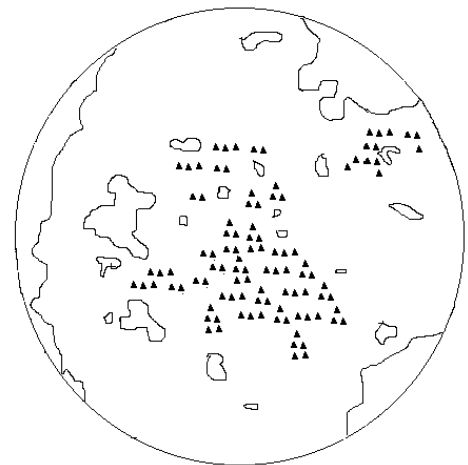
The Board is more symbolic than anything else; the central government has little actual power in day-to-day internal affairs, and concentrates on managing relations with the outside galaxy.

The culture of Revlis is libertarian, in both the positive and negative senses of the term. There are few restrictions on business or personal behavior, but the lack of stability results in a social chaos atypical in Romulan culture. There are very few taxes, for example . . . and the central police force, hamstrung by lack of funds, is virtually toothless. There are no government regulations to discourage fraud and corruption, or to prevent businesses from ripping off their customers.

This "Wild West" environment is a boon for the aggressive and the creative, but also the unscrupulous and amoral, leading to virtual anarchy at times.

Attracted to opportunity, Orion operators moved in quickly after the borders opened, and their influence grew considerably in the years before the General War. By the middle of the war, it was fair to say that the world was Orion-dominated.

During the General War years, the rapidly-growing population was a diverse mishmash of renegade Romulans, profit-seeking Orions, and outcast members of many other species, all looking to make a tir'at. A small group of Klingons (civilian merchants isolated by the war) settled here in Y176, adding their unique element to the cosmopolitan atmosphere. Anything (and almost anyone) can be bought or sold here, with no questions asked, and no guarantees given.



Revlis

# ROMULAN BIRDS OF PREY

*By Loren Knight*

Romulans have a strong affinity for the powerful birds of prey that inhabit Romulus and Remus. Avian life is a popular motif in Romulan culture.

On Romulus, the top predator is the Ru'Ahkthur (Eagle), which occupies the highest position on the natural food chain of the planet. The Hur'Kaz (Hawk) on Remus is another highly successful predator, although the Reman biosphere's "top predator" is a land animal: the L'Arcan. The Ru'Ahkthur is the Romulan Eagle often painted on the War Eagle class ship and is symbolized everywhere throughout Romulan society. The Hur'Kaz is the species whose stylized form is present on many of the third generation Hawk ships. The An'RuLak is the "kestrel" of Romulus and is depicted on the KR class of ships.

There are of course many other avian species on both planets. Some share the unique traits of the others but in slightly different forms. But none are quite as aggressive and successful as these three. On Romulus there is also a Condor analogue (called Ru'Dellius in Romulan) that is even larger than the Ru'Ahkthur but is (like the Earth Condor) a scavenger. This giant avian is depicted on the underside of the huge Condor Dreadnought.

## RU'AHKTHUR (THE ROMULAN EAGLE)

When the Exiles first settled on Romulus, they could not figure out what was stealing and killing their smaller livestock. At first it was the occasional small animal missing, but the problem grew and affected widely-separated communities. A concerted effort to discover the culprit soon revealed the awesome Ru'Ahkthur: a giant, semi-sentient avian predator with an extraordinary camouflage ability.

A male Ru'Ahkthur stands about 4 feet tall with a wing span of up to 12 feet (females are about 10% smaller). Each wing has two small digits with which it can pinch and

carry small items. The two feet are four-toed with sharp talons in opposable pairs. Its hold on prey is very strong; once prey is caught in the talons of the Ru'Ahkthur there is no escaping their piercing grip. The beak is similar to an Earth Eagle in that it is designed for tearing flesh, but the sharp hook is on both the upper and lower portions; the bottom having two points like the letter "M" and the upper having a single point like the letter "V."

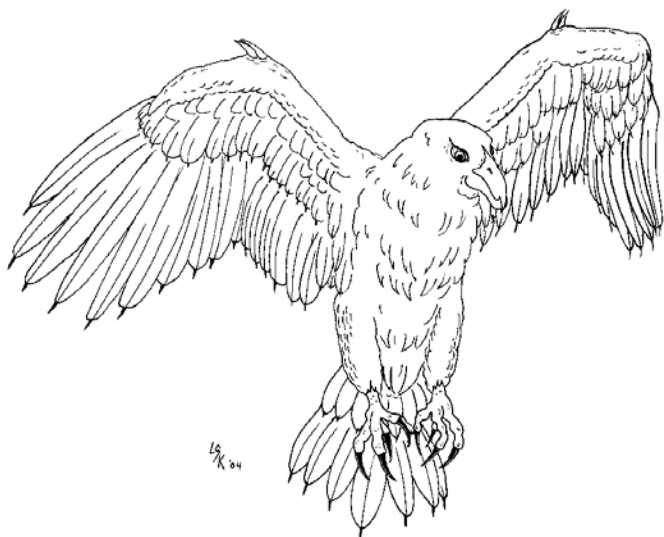
The Ru'Ahkthur is top predator on Romulus, although it doesn't eat everything. There are animals too large for it to handle, but there is nothing that threatens it (except the Romulans if they wanted to). One reason for this is its amazing ability to change its appearance, like the chameleon or cuttlefish from Earth.

To understand this ability, it is necessary to note that a Ru'Ahkthur does not have feathers like most other avian species. The shape is very similar to a feather, but is in fact a long hollow bone with a flat, thin, fleshy membrane around it. The texture is similar to a butterfly wing but much stronger, although still very light. In this membrane are tiny elastic sacks of pigment controlled with small torus muscles. These are called (in Earth biological terms) chromatophores. They provide coloration of Orange/Red, Brown/Black and Yellow. Reflective cells called Iridophores provide the blue and green colorations, while the similar Leucophores provide for white coloration. This ability allows the Ru'Ahkthur to match its surroundings nearly perfectly. When in flight, it can match the background sky and becomes virtually invisible to its prey. The only parts of their body that lack the color-changing ability are the digits at the tip of the metacarpus on the wings, the talons on the feet, and the beak, all of which the Ru'Ahkthur can conceal behind a wing or behind an object. Tiny soft hairs on its "feathers" give the Ru'Ahkthur very quiet flight characteristics.

The Ru'Ahkthur can be graceful in flight, but then suddenly change to an attack mode of great agility. Like the Earth American eagle, it can watch for prey with its keen eyesight, then swoop down nearly invisibly and pluck its prey from water or land alike. It can hide in forests, blending into the brush, then snatch unsuspecting prey like a flash of lightning.

These abilities, sharp gripping claws, variable camouflage, and quiet flight, coupled with a very high animal intelligence, make it one of the most successful hunters in the galaxy, though short of the fully sentient species like the Paravians (though even they would likely admire the Ru'Ahkthur).

Ru'Ahkthurs mate in trees and display a wide variety of colors when they do. Pairs remain together for life and young are born live, usually in clutches of two and rarely three. Soft leathery eggs mature and hatch inside the mother. A young Ru'Ahkthur will reach adolescence in about one year and full maturity in two years. They typically remain with their parents for about three years and then seek their first mate. The lifespan of these noble creatures ranges from 30 to 40 years. They are quite intelligent, and some scientists believe that with another million years or so of evolution, the species could eventually



become sentient. They are nearly impossible to domesticate and do not do well in zoos.

When in combat with other Ru'Ahkthur, when angered, or otherwise threatened in some way, they turn bright fiery reds and oranges. This is the coloration most often seen on the venerable War Eagle class of Starship, though the exact pattern will vary from ship to ship.

The Romulans revere this creature greatly and its image can be seen everywhere in Romulan society. They are a protected species and well cared for on Romulus. Attempts to transplant them to Remus ultimately failed due to climate differences and competition with the native Hur'Kaz, the top avian predator of Remus.

**Attributes:** ST 6; DX 14; IQ 6; HT 12.

**Will** 10; **Per** 18; **Speed** 8; **Dodge** 12; **Move** 2 (ground).

**SM** -1; 60 lbs.

**Traits:** Chameleon 4 (natural camouflage, only in outdoor environment); Enhanced Move 2 (Air Speed 32); Flight (Winged, Air Move 12); No Fine Manipulators; Penetrating Call; Parabolic Hearing 6; Sharp Claws; Silence 2; Teeth (Sharp Beak); Sleepy (50%); Wild Animal.

**Skills:** Camouflage 7; Survival 11 (choose one: Arctic, Forest, Mountains, Plains or Taiga).

## AN'RULAK (ROMULAN KESTREL)

The An'RuLak is a small cousin of the Ru'Ahkthur and is given the name of "kestrel" by Federation ornithologists. Standing about one foot tall with a wing span of three and a half feet, it has a long triangular-shaped tail and typically has a deep reddish-brown coloration. It shares many traits with its larger cousin. The "feathers" are the same "bone and membrane" type, but lack the color changing ability. The feet are also very similar, with two fore and two opposing rear digits with long sharp talons.

The An'RuLak is a nocturnal hunter and is well adapted for this with excellent vision, featuring some of the largest "eyes versus body size" ratios in the galaxy. They are capable of seeing into the infrared spectrum. The dark coloration makes it difficult for prey to see it at night. Like its cousin, the An'RuLak has tiny aerodynamic hairs on the edge of its "feathers" that make for quiet flight.

The beak is a sharp, pointed raptor-style beak, leading up to two boney spines on the top of the head. On females these are more a rounded ridge than the sharp weapons that the males use in combat associated with mating. Mating occurs during the late day and early morning. This is sometimes a nuisance to Romulans living in rural areas trying to get sleep. The An'Rulak can be quite loud when squawking out mating calls and fighting.

The An'RuLak's agility in flight is unsurpassed. They typically hunt in wooded areas and can dart and dodge through dense forest in pursuit of prey. They will fly full speed (20-30 MPH), in the dark. They often nest in tree hollows similar to owls on Earth, but sometime will nest in anything well-protected, such as abandoned buildings and cliff-edge openings. They are common around the outer edges of urban areas, and often become watched over by local Romulan children who enjoy seeing them when

they can. Adult Romulans find their occasional nocturnal noisiness irritating, but accept that they help to keep pest populations down. Besides, they are one of the national symbols, so what can you do? An'RuLaks are carnivorous, eating anything not larger than themselves. Their favorite prey is the Anak, a small mammal similar to a field mouse.

Life and birth cycles are both short. Eggs hatch three weeks after they are laid, and young become fully mature by about 1 1/2 years old (flying at six months). In the wild, they live five to eight years depending on climate and food supply. Examples in captivity have been known to live as long as 15 years with proper medical care. An'RuLak are much easier to domesticate and train than the larger Ru'Ahkthur, and falconry is a popular sport among the Romulan nobility. Particularly tame individuals, usually raised by Romulans from birth, have been known to serve as mascots aboard starships.

This is another example of a species of avian that the Romulans use to designate ship designs. It is highly admired for its supreme agility when flying. When the Klingons delivered the first D6's in Y159, their excellent maneuverability reminded the Romulan fleet command of this little creature. Hence the KR series of ships is referred to as the Kestrel ships (An'RuLak in Romulan).

**Attributes:** ST 1; DX 15; IQ 5; HT 10.

**Will** 10; **Per** 15; **Speed** 6; **Dodge** 12; **Move** 2 (ground).

**SM** -5, 10 lbs.

**Traits:** Color Blindness; Enhanced Move 1 (Air Speed 24); Flight (Winged, Air Move 12); Infravision; No Fine Manipulators; Parabolic Hearing 6; Peripheral Vision; Sharp Claws; Sharp Teeth (Beak); Silence 3; Spear (head ridges on males); Temperature Tolerance 2 (cold only); Ultrasonic Hearing; Wild Animal.

**Skills:** Survival 10 (choose one: Arctic, Forest, Mountains, Plains or Urban, specialized).



## HUR'KAZ (REMAN HAWK)

The Hur'Kaz is a lightning fast hawk-like predator native to Remus. It looks like a cross between a large Earth hawk and a bat. It does not have feathers, but has a soft down like fur that lays flat and is water repellant. The Hur'Kaz has evolved as a masterful design in aerodynamics for speed and agility. Like most avian predators, its eyesight is ultra-fine. It is armed with sharp talons and the sharp (although elongated) beak characteristic of Earth hawks and analogue species on other worlds.

Unlike a bat, the Hur'Kaz has a tail that accounts for much of its agility. This operates exactly like a bird's tail, but is two wide spread bones with a thin skin membrane stretched in-between.

The Hur'Kaz is an aggressive creature and very territorial. It will attack anything that threatens its nests fearlessly and usually very effectively. At just about the size of a Golden Eagle, they are considerably larger than the average earth Hawk; a mating pair could kill a humanoid. Hur'Kaz are very fast and agile, reaching up to 60MPH in level flight, and faster in a dive. Typically they will strike a stunning blow to a target, then return to eat its prey at leisure. At these speeds its talons can cut small prey in half and cause great damage on larger animals. Though they would have little affect against any real armor, a humanoid wearing only clothing would have virtually no defense against a determined Hur'Kaz attack. Dealing with Hur'Kaz assaults was a serious problem at times for the earliest Reman settlers, but the two species eventually learned to leave each other alone. Hur'Kaz do not do well in captivity and are difficult, if not impossible, to domesticate. But the species is highly-regarded by most Remans as a symbol of their world.

Small animals, reptiles, and fish are the typical meal for the Hur'Kaz, although other avian species are not a difficult catch for them if they are hungry enough. Ground and water prey are generally easier to catch, and so comprise the majority of a Hur'Kaz's diet (they rarely go hungry for long if at all).

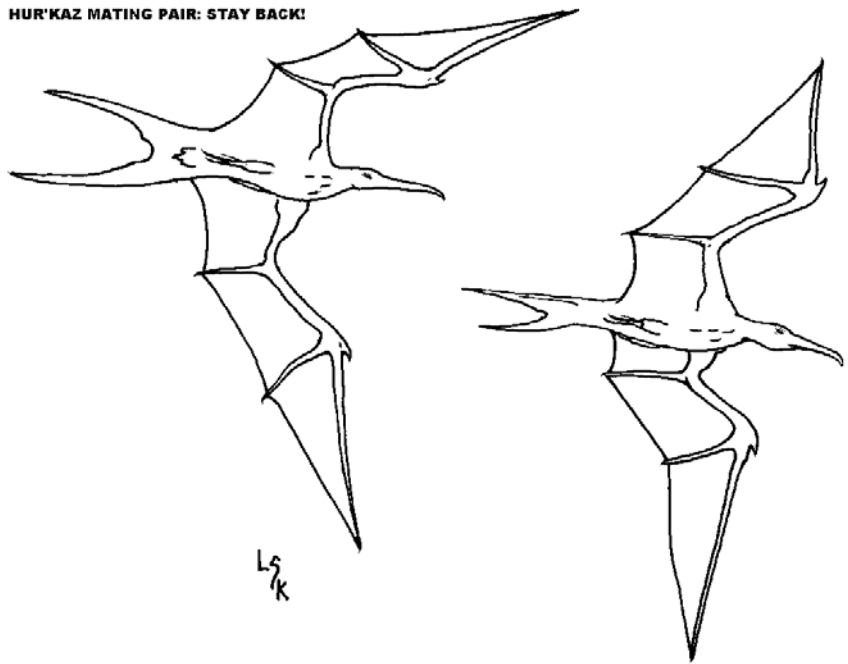
Hur'Kaz are very loud when in groups (sometimes in the hundreds) and often fight among themselves, usually killing off the weak (thus thinning competition). For the most part they are solitary predators, but they gather during mating and at various other times, annually, for unknown reasons. They are present over the entire globe of Remus, but are less common at the Polar Regions, preferring the warmer climate of the equatorial regions.

Hur'Kaz mate annually but not always with the same partner. However once they pair up for a season there is no splitting them. Male and Females are nearly the same visually, although there are differences in hormonal scent glands and vocalizations during mating season. Out of season they are nearly impossible for non-Hur'Kaz to

distinguish. Their young are born from leathery eggs and hatch out as nearly a perfect sphere of grey fur with a beak. Most of the gestation occurs inside the mother and eggs generally hatch about a week after they are laid. Chicks become adolescents and begin to fly at around 6 months after hatching. Parent Hur'Kaz care for their young until independence, which coincides with the next mating season. The children are then driven off.

The Hur'Kaz species was very nearly wiped out by the disaster of Operation Remus. By the end of recorded history they had only reached 30% of their original numbers but this was felt to be a good sign of recovery. It was fortunate that enough lived in the Polar Regions or else

HUR'KAZ MATING PAIR: STAY BACK!



they may have become extinct. Some Remans resented the efforts to save the Hur'Kaz, believing that those resources should have been spent on saving more citizens. The truth is it wouldn't have made a difference, and most of the rescue efforts came from Reman natives.

Stylized images of the Hur'Kaz are typically painted on the FireHawk, Sparrowhawk, Skyhawk, and Seahawk classes of starships in the Romulan Imperial Star Navy.

**Attributes:** ST 2; DX 12; IQ 5; HT 10.

**Will** 10; **Per** 15; **Speed** 7; **Dodge** 12; **Move** 2 (ground).  
**SM** -4; 15 lbs.

**Traits:** Acute Hearing 2; Color Blindness; Enhanced Move 1 (Air Speed 24); Fur; Flight (Winged, Air Move 12); Night Vision; No Fine Manipulators; Penetrating Call; Parabolic Hearing 6; Peripheral Vision; Sharp Claws; Silence 2; Sleepy (50%); Teeth (Sharp Beak); Temperature Tolerance 2 (cold only); Ultrasonic Hearing; Wild Animal.

**Skills:** Survival 11 (choose one: Arctic, Forest, Mountains, Plains or Taiga, specialized).



# GURPS ROMULANS MILITARY FORCES

## OVERVIEW

The Romulan military has two tasks: to protect the Romulan Empire from external aggression, and to spread the imperial standard of Romulan rule over the entire galaxy. To foreign minds, the former is an understandable goal, the latter is evidence of Romulan megalomania and/or sheer lunacy. To the Romulans, the defensive and offensive missions of the military are interlinked, and essentially one and the same. The Empire can only be protected if it expands to cover all known space.

While most galactic militaries divide themselves into various branches (Navy, Marines, Army, etc.), the Romulan military is, theoretically, a unified service. The Star Navy and the Ground Legions share common recruitment, entry, and basic training facilities. They have the same rank structures, and share logistics and command bureaucracies. In theory, this avoids problems of infighting between branches of the armed services. In the Federation, for example, Star Fleet and the National Guards often compete for political support and financial resources. Ideally, the Romulans prevent this, since there is no “artificial” separation between the various branches. The Star Navy and the Ground Legions make up components of the same organization, rather than competing, separate structures such as the Klingon Deep Space Fleet and the Klingon Army. In reality, infighting and bureaucratic competition still occurs, often tied into rivalries between the Great Houses.

Separate from the military are the Star Police and the State Security Administration. The Star Police handle “maintenance of the spaceways” tasks, such as search-and-rescue, interplanetary traffic control, and anti-piracy patrol. The Star Police are part of the Civil Administration, and compete with the military for resources; they often come out on the short end of the political stick. The State Security Administration is the secret police protecting the Romulan state, and is also charged with espionage, counterespionage, and intelligence analysis. There is occasional, sometimes frequent, tension between the military, the Star Police, and the SSA. Like everything else in Romulan politics, these problems are often a direct result of power struggles between the Great Houses.

As noted in the discussion of Romulan Justice, there is also the Civil Police (who handle crime on planets) and many of the Great Houses have their own paramilitary forces which often include military veterans. The Civil Police rarely have any forces in space but House Forces may include older and smaller space ships.

## THE OFFICER CORPS

The ideal Romulan officer is a warrior first, but also something of a Renaissance man (or woman): a citizen of the Empire, cultured, urbane, and able to navigate the shoals of politics. The reality is often far different. Some officers are excellent warriors but tone-deaf politically. More common are officers with strong political connections, but who lack true military skill. Such officers owe their positions more to influence and patronage than talent. In response to the latter problem, the Romulans beefed up their training regime in the decade before the General War, and indeed the military saw an increase in professionalism during this period. This proved to be of great value during the General War, though there were still difficulties with staid tactical and operational thinking.

Before the establishment of the Empire, most Romulan officers, and almost all command-level officers, were members of the Housed nobility. The reforms of Emperor Tal opened up the corps to Romulans of all social classes. A relatively high percentage of officers are still nobles today, but many of them are new House members, recruited by the Houses after obtaining their commissions, or after distinguishing themselves in combat. Military service is still regarded as a top calling for the nobility, and the vast majority of senators and other high-level public servants have seen military service.

There are three basic ways to become an officer. Most “line” (command-track) officers are graduates of the Imperial Military Academy, either the main campus on Romulus or one of the satellite campuses. The Academy is considered a University of Rhetoric under the Romulan educational scheme, and officers receive a wide-ranging education there. Some officers join the military after graduation from a civilian technical school or other non-military university. These tend to be specialists: engineers, scientists, etc., though some line officers do come from these schools. A few officers are promoted from the enlisted ranks, either after proving themselves in several years of service, or after being identified as “officer material” during enlisted basic training.

During periods of war, more and more officers come from these non-Academy sources. Officers who don't come out of the Academy must attend Officer Candidate School, which provides a crash course in the basics of the Academy curriculum. Almost all technical schools and Universities have the equivalent of reserve officer training, which further eases the transition to military life.

The Romulans do not make a formal distinction between line officers and technical specialists. All use the same grades and pay scales. Command-track officers often have greater prestige or political pull than their technical counterparts, but this is not always the case. All Romulan line officers (of the Navy) are expected to have a working knowledge of all departments of a starship. They will serve tours of duty in the engineering, navigation, weapons, communications, and science departments before being qualified to stand watch. Most starship officers will also serve a tour in a ground legion, and many ground legion officers will spend at least one tour aboard a ship.

Line officers who prove to be unworthy of promotion to command grades will usually end up in the specialty they show the most aptitude for. This is a disappointment for many, but is not considered dishonorable. Any officer who wants to command a starship must spend a year at Command School before reaching the rank of tribune. Technical specialists can be promoted to the tribune ranks without attending Command School, but the pace of promotion is slow, and they will never command a ship or ground element. The opportunity for specialists to “jump tracks” back to the line is remote, although it happens more often during personnel shortages.

In all cases, no one will be allowed to command a starship or major ground unit without having taken and successfully passed their Command courses.

## THE ENLISTED BRANCH

Enlisted personnel are recruited following graduation from civilian technical school or University. During times of peace, all are volunteers, and there are few problems meeting enlistment quotas. Military service is a revered profession, and many young Romulans join out of a sense of patriotism or adventure. Some sign up because they are unhappy with their civilian profession, which is often not voluntary and depends on the confluence of luck and test scores as much as skill. Having an honorable military record can do much to improve one’s reputation and chances on the job market, and can help a student receive financial aid if attempting to get an additional technical certification or university degree. During times of crisis or war, young Romulans are allowed to volunteer following graduation from primary school, in which case the military becomes a “technical school” of sorts itself.

Basic training consists of several weeks of physical conditioning, plus introductory courses on the foundations of military life. Training is rather brutal, and discipline is harsh. Verbal, emotional, and even physical abuse of recruits is commonplace. Living conditions are austere. Following basic training, enlisted personnel are assigned to a specialty, depending on the needs of the military as well as their own aptitude and technical school training. Personnel are sometimes assigned directly to the fleet or ground legions out of basic training, but most will go to service school to learn a specific specialty. A select few are identified as officer material, and sent to Officer

Candidate School.

The standard term of enlisted service is ten years, though this can be extended indefinitely by vote of the Senate during wartime. In contrast, officers serve on a commissioned basis, and do not have “terms of service.” They serve until they voluntarily retire, resign, or are discharged.

All Romulans who serve the Empire honorably through military service are eligible for an Imperial pension in their retirement years. The amount of the pension depends on time served and final rank obtained, but all pensions are at least enough to maintain a subsistence living. Combined with other government pensions or House dividends, retired Romulan soldiers are generally able to make ends meet.

## MILITARY RESERVES

There are two Reserve components to the Romulan military: the Material Reserve and the Personnel Reserve. The Material Reserve consists of mothballed starships set aside for emergency use, called the Imperial War Reserve, plus warehouses filled with surplus and/or obsolete equipment, such as battle tanks, personnel carriers, personal armor, laser rifles, freeze-dried rations, etc. The Romulans hate to throw anything away that might possibly be useful in a remote circumstance someday.

The Personnel Reserve consists of all inactive or retired officers and enlisted personnel. This Reserve is activated to help fill manpower shortages during times of war. Many retired officers and enlisted men are somewhat elderly, but at the least they can take jobs in the rear areas and free up younger manpower for the front lines.

At the start of the General War, many retired officers were activated with reserve commissions and given jobs as instructors, or to hold down the fort on remote colonies while the younger cadres served at the front. Towards the end of the General War, the Romulans were quite short of trained manpower, and many reserve persons ended up in the heat of battle due to necessity and desperation.

## RECRUITMENT AND CONSCRIPTION

The Romulans usually have no problem finding enough recruits to man the military during peacetime. But the lack of subject or member races, and the smaller population base compared to the other galactic powers, caused problems with manpower quotas during major wars. The Romulan Empire covers more space than the Klingon Empire but has only a tenth of the population base available for recruitment. The Senate has the power to introduce conscription during wartime, and was forced to do so during the General War. Even so, the destruction of Remus and the massive dislocation of the economy stressed the recruitment system to the breaking point.

Much of the Empire’s problem with economic exhaustion during the later stages of the war was due to short-

ages of skilled manpower, as the military was forced to strip men and women from industry in order to man ships and garrison ground bases at an adequate level. This caused additional friction between the Houses and the military, as the former sought to shield their most critical trained personnel from the military conscription net.

During the last years of the General War, the Romulans offered to hire mercenaries from Klingon subject race planets but the logistical problems in physically transporting any significant number of personnel were impossible.

## ROMULAN MILITARY EDUCATION

Romulan military education begins, informally, at the primary school level. Ideological training, physical conditioning, and basic drill are parts of the standard curriculum from a young age. The average primary school graduate will understand the basics of Romulan military history, and be familiar with the general nature of military life, whether they intend to join the service or not. This emphasis also helps identify those students who are unfit, emotionally or physically, for military duty.

The next step in military education for many of those who wish to become officers is the Imperial Military Academy. The main campus is on Romulus, but there are satellite facilities on most other major industrial planets. Considered a University of Rhetoric, the Academy offers a five-year course of study.

Obtaining entrance to the Academy is difficult. Excellent test scores and high grades in primary school are a necessity. Some of the Great Houses run private “prep schools” for youth who show military aptitude. The entrance exam involves extensive physical and intellectual testing; fewer than one quarter of those who apply are accepted. The course of study is designed to produce what the Romulans consider to be “well-rounded individuals.” Engineering (land and starship), mathematics, and military history are emphasized. The level of tactical and strategic training is, perhaps, somewhat less impressive than that given at similar academies of other races, though the Romulans made massive improvements in this regard in the Y160s. Academy graduates are considered the cream of the officer corps.

Many technical officers (and some line officers) are products of civilian technical schools or non-military universities, joining the military following graduation from those institutions. Many engineers, science officers, and the like come from these sources, though there are significant exceptions. Technical schools and the universities have the equivalent of ROTC for those who aspire to a military career. Some line officers are graduates of these civilian schools, particularly in wartime when the Academy can’t produce new officers fast enough to fill available billets.

Enlisted personnel can be selected for officer training, either after basic training or, in some cases, after outstanding performance while serving in “other ranks.” Such candidates (as well as officers not from the Academy) must pass Officer Candidate School, a year-long course

meant to prepare them for the rigors of their profession. Additional training in certain specialties can take another year or more. In theory, there should be no difference between officers who graduate from the Academy and those who come from other schools, but in practice Academy graduates have the upper hand in promotions and political pull, if only because their standard of training tends to be somewhat higher.

Line officers destined to command starships or major ground elements must attend the Imperial Command School on Tiberius, which provides extensive training in tactics, operations, and strategy over a one-year course of study. Line officers are expected to be fully qualified in both starship and ground combat, though in reality most officers are better in one area than in another, and their assignments will reflect this. Command courses can be taken by correspondence during periods of crisis, when the fleet cannot spare personnel from space duty. Many Command candidates take these courses during peacetime to better prepare themselves to take them at the Imperial Command School itself.

The Planetary Warfare Center on Remus (later relocated to Vesuvius) provides extra training for Ground Legion officers, though many starship officers take courses here as well to improve their skills in ground warfare. The Special Warfare Center on the rugged colony world of Sullon provides training for elite Praetorian teams.

The Romulan military also maintains a variety of service schools to provide specialized training for both officers and enlisted personnel: Life Support Systems School, Transporter School, Warp Engineering School, Civil Construction School, etc.



## ROMULAN MILITARY RANKS

The Romulan military rank structure dates back to the earliest days of the Empire, when the Rihannsu people first arrived on their new home planets. Their rank insignias use a stylized “eagle” motif. There are four basic officer ranks: Centurion (junior officers), Tribune (senior officers), Commanders, and Admirals, with four grades within each rank.

### Centurions

Centurions (company grade officers) are divided (based on experience and seniority) into four grades. All of them wear a “falcon” insignia based on the military insignia with one bar (denoting Centurion) and a number of “feathers” denoting the four ranks.

Proto-Centurions are officer candidates or cadets, who serve their final two years of military education in an active duty unit. They have no authority as officers, although they may be given responsibility for minor functions and duties.

Upon completion of officer training, a Proto-Centurion is promoted to the rank of Ante-Centurion (Junior Centurion) and gains command authority over a duty section. He also gains the “tail feathers to his falcon”.

After 1-3 years of experience, the young officer becomes a Major-Centurion, equivalent to a Federation Junior Lieutenant, and is given more authority and responsibility. He gains the outer wing feathers of his insignia. These are sometimes known as “flight feathers.” Promotion to this rank is more or less automatic for all but the most incompetent (or those with political enemies).

If selected for advancement, the officer could be promoted to Pente-Centurion, equivalent to the rank of Senior Lieutenant. Unlike the Federation, which emphasizes officer advancement and retires those senior lieutenants found unsuitable for a promotion to lieutenant commander, the Romulans often allow Pente-Centurions to serve their entire careers at that rank. Indeed, most deputy department heads on Romulan ships are veteran Pente-Centurions who have no hope of promotion to Tribune unless they can find political support or qualify for promotion through extra study and rigorous tests.



### Tribunes

Tribunes, the senior (“field grade”) officers, are divided into four grades. A tribune is distinguished by a second bar on his rank insignia. The insignia for a tribune of any rank is known as “the eagle”.

Major-Centurions are eligible for selection for command schools that result in promotion to the rank of Tribune, literally an officer who commands other officers. Pente-Centurions can of course also be promoted to Tribune, but most Major-Centurions are either promoted directly to Tribune or to the “dead end” rank of Pente-Centurion. In some cases, a member of an out-of-favor house might be pro-

moted to Pente-Centurion to wait for the return of his family to favor before going on to Tribune.

Proto-Tribunes are Centurions who have been sent to command schools to become senior officers. The rank of Proto-Tribune is almost never seen outside of those schools, and exists to make all students at the schools “equal” in rank. This is necessary because while most of the students at command schools will be Major-Centurions, there will always be some Pente-Centurions who have finally been selected for the rank of Tribune, and these old “dead-enders” will outrank the fast-moving “young eagles” (Major-Centurions) who are supposedly their intellectual and tactical betters.



Ante-Tribunes (Junior Tribunes) are the equal of Federation Lieutenant Commanders. These are the most junior of the supervisory officers, and supervise minor departments. They have gained the “tail feathers of their eagle”.

Major-Tribunes (Senior Tribunes) are the equivalent of Federation full commanders and have extensive experience and authority. They serve as department heads on starships, or command ground legion cohorts. They have (as seen below) gained their “flight feathers”.

Pente-Tribunes are equal in rank to Federation Captains, but are not command officers. Pente-Tribune is the last of the “dead end ranks” in the Romulan rank structure, being officers welcome to serve out their careers but not good enough (or not politically-well connected enough) for promotion to Commander, at least not during their first appearance before a selection board. This rank is also used for technical officers (engineers, scientists, fleet staff officers) who deserve the pay and prestige of a “captain” but are not ever going to command a starship.

### Commanders

The best Major-Tribunes, and those Pente-Tribunes who have resolved whatever problem blocked them from command, attend the prestigious Imperial Command School with the student rank of Proto-Commander. They wear the coveted rank insignia known as “the hawk”.

Graduates of Command School are awarded the “tail feathers” and the rank of Ante-Commander (which the Federation translates as Sub-Commander) and command a starship.



Officers with the full rank of Major-Commander (literally Senior Commander, the equivalent of a Federation Commodore) command squadrons of three or more ships. Following the pattern of the Centurions and Tribunes, they gain the “flight feathers” of their hawks.

The rank of Pente-Commander theoretically exists for Commanders not selected for promotion to Admiral, but

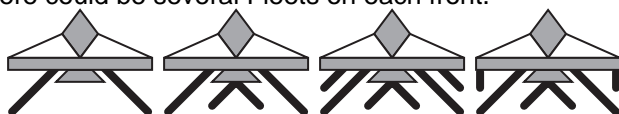
it is used only for retiring officers who never reached Admiral rank or rarely for senior staff officers, such as the senior engineer in an entire theater of war. As before, the outer flight feathers turn downward.

### Admirals

The most junior Admirals are the Ante-Admirals (Junior Admirals), the equal of two-star Federation Rear Admirals. (There is no Proto-Admiral rank. In theory, a given "fleet" is divided into many squadrons led by Major-Commanders, with Junior Admirals assigned various temporary groupings as the situation demands.) These command divisions of 6-12 ships within a larger fleet.

Major-Admirals (Senior Admirals) command a wing of 10-25 ships. They are equal to Federation three-star Vice Admirals. (In peacetime, a wing would be spread out to patrol a wide area; in wartime a wing is concentrated for heavy combat operations.)

Pente-Admirals are the equal of Federation four-star Fleet Admirals. They command Fleets of 20-50 ships. In peacetime, they commanded entire fronts, but in wartime there could be several Fleets on each front.



Magna-Admirals are the equal of Federation Five-Star Grand Admirals and command an entire theater (e.g., the Federation Front, the Gorn Front, the Home Fleet). Rolandus held the rank of Magna Admiral, West Fleet.

### Enlisted Crewmen

Romulans have the equivalent of Enlisted Crewmen, those without a university education or higher class status who perform the lowest jobs on starships or carry the individual weapons in a ground forces legion.

Proto-Soldat is the rank given to a recruit in training for duty as a ship crewman or legionnaire. While this is the lowest Romulan rank, it is an honorable one.

Ante-Soldat (Junior Crewman, equal to a Federation E2 Crewman) is a trained individual serving in a line unit. Normally this will be the lowest rank in a starship crew.

Major-Soldat (Senior Crewman, equal to a Federation E3 Private First Class or Crewman First Class) is a veteran soldier who has acquired a broad range of skills.

Pente-Soldat is the same rank as a Federation Corporal, but has no leadership responsibility. This rank is used both for soldiers and crewmen who will never be selected as leaders and for those who have been selected for leadership schools. This is the lowest rank accepted by a Praetorian Team.



### Petty Officers

The Romulans have the equivalent of Sergeants or Petty Officers. There is a difference, however, in that the Romulans lack the parallel chain of command seen in larger Federation units. No petty officer or sergeant reports to another petty officer, only to an officer. While every Federation officer has a sergeant or petty officer as his assistant, Romulan officers do not. A Federation lieutenant has a platoon sergeant assistant and three squad leaders, but a Romulan centurion has only four squad leaders (usually of various Decurion ranks) who report only to him and not simultaneously to senior decurions assisting senior officers. The senior Decurions at Century (department) and Cohort (ship) headquarters function only as administrative and logistical specialists barred from any role in the Chain of Command. No Decurion reports to or commands another Decurion; all report only to officers.

Ante-Decurions are the equal of Federation Team Sergeants or Petty Officers 3rd Class (pay grade E5). These are the lowest-level of leaders in the Romulan Empire.

Major-Decurions are the equal of Federation Staff Sergeants or Petty Officers 2nd Class (E6).

Pente-Decurions are the equal of Federation Sergeants 1st Class or Petty Officers 1st Class (E7).



The Romulans use the above three grades of Decurion interchangeably as squad leaders rather than using a linear chain. There is no "platoon sergeant" in a Romulan Platoon.

Magna-Decurions are equal to Federation Master Sergeants or Master Petty Officers (E8). They are administrative or logistics specialists, one in each department or Century. Ultra-Decurions are the equal of Federation Sergeants Major or Chief Petty Officers (pay grade E9). They serve as administrative-logistics specialists, one on each starship or in each cohort headquarters.



### Warrant Officers

There are no "Warrant Officers" as the Federation or Klingons understand and use the term. While some officers are technicians rather than leaders, this fact is recorded in their personnel files and reflected in their assignments; it is not reflected in their titles or rank insignia.

### House Officers

Each House has its own "militia" or security forces which often use military rank titles, with insignia similar to the Imperial military but based on House emblems.

# THE ROMULAN STAR NAVY

The Star Navy and the Ground Legions are considered branches of the same unitary service, similar to the Canadian “unified military” model on 21st century Earth. Officers and enlisted personnel, theoretically at least, can freely transfer between duty aboard ship and ground duty on planets. In practice, sailors and soldiers are assigned to duty stations depending on their own aptitude, training, and skills. Note that the Romulans don’t have “Marines” *per se*. Troops who specialize in boarding actions and personal combat aboard starships are considered part of the Star Navy.

The Star Navy operates the various starships of the Romulan military, from small frigates and destroyers up to the gigantic dreadnoughts of the Condor class. The Navy is divided into large fleets on the strategic level, and smaller “star legions” on the operational level. At the beginning of the General War, the Navy was divided into the following fleets:

**Home Fleet:** The Home Fleet guards the central core of the Empire. It can be deployed against either the Gorns or the Federation in an offensive role, or to screen the capital districts from enemy attack. At the beginning of the General War, the 1st and 5th Star Legions were the major elements of the Home Fleet, and were shifted from sector to sector to support operations on the fighting fronts. The Home Fleet was never deployed to the front lines but remained in the capital to control training, the central reserve, and bringing newly-built or newly-repaired ships into service. During the first years of the General War it was also responsible for activation of the ships in the Imperial War Reserve. Certain ship types (those specially built for unique missions) were part of the Home Fleet and loan for limited periods to the other fleets.

**Fleet of the North:** This portion of the fleet is intended for operations against the Gorns. The 2nd Star Legion is traditionally the major fleet element of this formation.

**Fleet of the West:** This portion of the fleet is intended for operations against the Federation. It traditionally includes the 3rd and 4th Star Legions. The Romulans concentrate KR (Klingon-type) hulls in the 4th Legion to simplify supply and maintenance issues.

**Patrol Detachment:** This small element was used to guard the border with the Tholian Holdfast. The Romulans would occasionally conduct probing attacks to test Tholian defenses, but usually avoided major offensive operations on this front, except when prodded by their Klingon allies. Major attacks on the Tholians were supported by detachments from the Fleet of the West or the Home Fleet.

**Imperial War Reserve:** The “mothball” fleet of old ships, the IWR was activated to supplement fleet strength during times of war. Its ships would be transferred as needed to other formations. Ships attached to the academy for training purposes were officially a part of the IWR.

# THE GROUND LEGIONS

The Ground Legions control bases physically located on planets or other astral bodies (asteroids, moons, etc.). Orbital bases are considered part of the Star Navy.

## GROUND DEFENSE BASES

In general, this type of unit is a ground installation with weapons able to fire up through the atmosphere (if any) and engage starships approaching a planet. Such ground bases and defenses are common and used by all races. The various types of bases used by the Romulans include those with phasers (of various sizes), plasma torpedoes, electronic detection and electronic warfare, fighter operations, fast patrol gunboat operations, ground military garrisons, and power stations. Planets are given networks and linked groups of smaller bases. The limiting factor is transportation, since a given base (often in disassembled form) has to be something that a tug or freighter can pick up at one planet and carry another.

The typical unit is a “defense battalion” (called a cohort in Romulan service) commanded by an Ante-Commander or a junior Major-Commander. It includes three weapons bases (of whatever types are available), a fighter base, an electronic warfare station, a power station, and usually a small ground maneuver unit to conduct security patrols. On some planets, these bases may be widely scattered (on different continents, in order to cover all directions from the planet), while planets with many cohorts may have each in a small area where they can link their power systems together for mutual reinforcement. The most heavily defended planets may have a dozen such cohorts. After Y181, cohorts might have one or more flotillas of gunboats. While planetary defenses can’t go chasing starships, adequate defenses can certainly drive away all but the most determined attacks.

These ground units include their own space-capable fighters and bombers (modified shuttlecraft loaded with weapons). Thousands of pilots are in service, and are frequently transferred from ground legions to fleet service (and vice-versa) according to the needs of the military.

Some of these ground bases are run by the Houses.

## GROUND MANEUVER FORCES

These are the “boots on the ground”: infantry, tanks, artillery, and the multitude of other elements it takes to wage war on the surface of a planet. These units might be assigned to one of three missions: defend a planet, occupy a planet (i.e., set up defenses on a planet just captured), or (the most difficult of all), land on a defended enemy planet and overcome its defenses.

The smallest ground unit is the Romulan squad, consisting of five soldiers. The squad leader is usually a Pente-Decurion or Major-Decurion. Two soldiers are armed

with phaser (or plasma) rifles. One soldier is armed with a rocket launcher and a phaser (or plasma) pistol. The fifth soldier is armed with a “heavy beam weapon,” which can be a plasma infantry gun, repeating phaser, or pulse phaser. Before the adoption of phasers, both laser and plasma weapons were used.

Four squads make up a platoon. Each platoon is led by an officer of one of the centurion ranks, usually a Major-Centurion but sometimes a Pente-Centurion or Ante-Centurion. There are no “platoon sergeants” in Romulan service, and all four squad leaders report directly to this officer.

Five platoons make up a Century (equivalent to a Federation Company or Klingon Tak), commanded by an officer of tribune rank (an Ante-Tribune is equivalent to a Major) or a Pente-Centurion. There is no “first sergeant” and no “NCO Chain” running in parallel to the “officer chain” as in Federation units.

Heavy Weapons squads and commando units are organized separately from general line troops. Compared to the standard infantry squad, Heavy Weapons squads are equipped with extra rocket launchers, mortars, or heavier phaser and plasma weapons. Two-four heavy weapons squads are combined into a single Weapons Battery. Commando squads are given extra training and specialize in demolition and sabotage. Two-four commando squads are combined into a Commando Platoon. A centurion usually commands Weapons Batteries and Commando Platoons.

The standard Romulan cohort (equivalent to a Federation Battalion) consists of two regular Centuries, two Weapons Batteries, one Commando Platoon, and an HQ section consisting of two squads of command, communications, and logistics specialists. The standard cohort is commanded by a Major-Tribune (lieutenant-colonel) or rarely an Ante-Commander (colonel). Cohort components don’t always meet the exact paper establishment: units can be under or over-strength depending on the situation. Cohorts are assigned extra Weapons Batteries, Centuries, or Commando Squads for special missions.

A Ground Legion (equivalent to a Federation brigade) consists of three (sometimes two, four, or five) cohorts and attached specialist troops (engineers, artillery, etc.). It is commanded by an Ante-Commander.

A Ground Division consists of three Legions, and a Ground Corps consists of three divisions. A Ground Army consists of two or more Corps. The larger organizations (divisions, corps and armies) often exist only as an administrative convenience, with their various component cohorts and legions spread among several planets, colonies, or ships. Politics play a major role in selection of Commanders for these larger formations.

Romulan armor units follow the same general pattern as the infantry, organized up to the century level, each tank or other vehicle replacing a squad in the order of battle. An armor platoon would have four tanks, for example, an armored century 20. Armor can operate independently, or be attached to cohorts as needed. Combat engineers, specialized reconnaissance troops, and artillery units are also organized into centuries for independent deployment

or attachment to larger units.

Cohorts are sometimes divided into Half-Cohorts for deployment purposes, particularly when assigned aboard ships. Over-strength infantry Cohorts are often designated as Heavy Cohorts, while those with large numbers of attached armor units are designated Shock Cohorts. Cohorts with extra combat engineers, commandos, or heavy weapons troops are usually designated Assault Cohorts. Some units late in the General War were given these designations as part of a disinformation campaign, and were no different in strength or equipment than standard infantry cohorts.

The Romulans make no clear distinction between mechanized units and “foot” infantry. Some infantry cohorts are completely mechanized. Some have a mixture of mechanized and non-mechanized platoons. Some are entirely “foot,” particularly those in backwater areas, though even “foot” units will usually have some sort of transportation available, such as wheeled or gravity-lift trucks not appropriate for use in direct combat. Tanks and ground assault vehicles were often assigned on an individual basis to infantry units on some missions as a “stiffening” factor. This policy tended to dissipate Romulan armored strength, but was tied into Great House rivalry and arguments over which colony planets to protect. In many cases, a senior commander would withhold armor or artillery from a junior commander of a different House.

Most Romulan units are designated by number: 9th Ground Legion, 145th Cohort, 19th Armored Century, 25th Assault Cohort, etc. This generally reflects the seniority of the unit, numbered sequentially dating from when it was raised. Units decimated or destroyed in battle are rebuilt with new recruits rather than disbanded, as the Romulans feel that preserving the history and traditions of a unit helps maintain *esprit de corps*. Units which were dishonored in combat are not rebuilt, except perhaps as punishment units.

Some Romulan units, particularly the oldest ones, have honorific names, granted by the Emperor to reflect their origins or to honor their success in battle. Some Romulan units proudly trace their history back to days before the establishment of the empire. Among the most famous Romulan units are the Imperial Fusiliers Legion (cohorts of which are recruited entirely from the largest cities on Romulus), the Reman Guards Legion, the Independent Assault Cohort “Praetor’s Own,” and the 1st Shock Cohort “Emperor’s Triumph.” The cohorts of the Imperial Fusiliers and the Reman Guards were often used on important internal security and defense missions, guarding the most valuable colonies. “Praetor’s Own” and “Emperor’s Triumph” took part in offensive missions in enemy territory, and were regarded as particularly savage opponents. “Emperor’s Triumph” was given especially high levels of training and the best available equipment, was reserved for only the most critical missions, and was generally regarded as the most elite of all Romulan ground units.

Some House troops were used in Imperial Service during the General War, and the House leaders (especially if they were senators) granted honorific names to their own troops. Such honorifics were not as prestigious.

# SPECIAL ORGANIZATIONS

## THE IMPERIAL COMMAND

The Romulan Military Command reflects the problems of the central government, and is often plagued by Great House infighting.

The Imperial Military Headquarters is the personal military staff of the Emperor. Under strong emperors, this is the true center of military power, with the Magna-Admirals at HQ exerting direct control over the fleet. Military HQ is supposed to provide overall strategic direction under the aegis of the Emperor. The Magna-Admirals of Military HQ command entire theatres.

The Imperial Staff is, in theory, the administrative staff of the military forces and is under the authority of the Praetor. Under a strong Praetor, this is the actual heart of military power. Under a strong Emperor, this office (and the Praetor) simply handles day-to-day operations under the policies set by the Emperor and the Military Headquarters.

If the Praetor and Emperor are both weak or at loggerheads, infighting between the Military Headquarters and the Staff can cripple a war effort.

The Imperial Intendence is the logistics support system for the military. It manages the shipyards, supply system, training and recruitment establishments, construction yards, and ship design. The Intendence is commanded by a Magna-Admiral.

## THE PRAETORIAN PREDITRATE

The Praetorian Preditrate directs the operations of the Praetorians, the Romulan equivalent of Prime Teams. The Preditrate recruits candidates from both the regular military, civilian schools, the Star Police, and the SSA. Praetorian operations are logistically supported by the military, but Praetorians generally consider themselves a breed apart from the regular Navy and Ground Legion forces.

The Preditrate is commanded by a “central committee” shrouded in secrecy. It is known that this committee is headed by a Pente-Admiral, but little is known of its deliberations. Specially-trained Praetorians, screened for political reliability, are used as the personal bodyguards of the Emperor, Praetor, and leading Romulan notables.

Praetorians have a rather fierce rivalry with the SSA. Both organizations run operations and agents in foreign territory, often leading to a duplication of effort.

During the General War, the need for more special operations troops resulted in another turf war. The Preditrate formed “Ante-Pretorian” teams, supposedly Praetorian teams that had only part of the training and were supposed to complete the normal training process in combat. In fact, these were simply commando teams (which the military already had, but could not train enough of). This put the Preditrate in direct competition with the military in fielding identical tactically units.

## THE MILITARY BUREAUS

The Revolution in Military Thought of the early Y160s added four “Military Bureaus” to the bureaucracy flow chart: the Bureaus of Planning, Starships, Analysis, and Research.

The Bureau of Planning, informally known as the “Triumvirate,” consists of three senior officers (usually Major-Admirals or Pente-Admirals) who are in charge of long-range military planning. This function previously bounced back-and-forth between the Military Headquarters and the Imperial Staff, but the Bureau of Planning was not directly linked with either of the two other bodies, enabling it (theoretically) to make plans without political interference.

The Bureau of Starships consists of senior engineers and ship construction experts, charged with making frequent evaluations of ship designs and construction priorities. Before the establishment of this bureau, ship design was the purview of the Imperial Intendence, while the Senate directed ship construction priorities. It was felt that politics were too heavily involved in these decisions, and the Bureau of Starships was supposed to stop that. Politics and Great House rivalry remained a serious problem, however. It was this bureau which produced the planning document that led to the construction of the modern Hawk-series starships.

The Bureau of Analysis was intended to provide the military with its own source of intelligence analysis, separate from the SSA. Of the four new bureaus, this was probably the most successful in the long run, although the SSA did not take well to the establishment of a rival intelligence agency. The Bureau of Analysis did not run field agents until late in the General War, but concentrated on signals intelligence and independent analysis of data gathered by Praetorians and SSA operatives.

The Bureau of Research was designed to investigate all avenues of “scientific conflict,” including psychological warfare and information/cyber warfare, particularly the use of computer viruses and data worms. More ominously, the Bureau of Research may have also funded investigations into biological warfare, developing diseases targeting the Gorn and non-vulcanoid humanoid genomes. The Romulans vigorously denied the existence of these programs, and indeed these weapons were never deployed, at least on any large scale. The Federation, while occupying Romulan space during the General War, searched extensively for facilities involved in the research or production of such weapons, but found nothing that could be specifically tied to such programs. On the other hand, the Federation (and the Gorns) pointed to suspicious diseases that broke out on ships or colonies near the Romulan border on more than one occasion, and accused the Romulans of using the victims as guinea pigs. The issue was never resolved either way.

# INTELLIGENCE & POLICE

## THE STATE SECURITY ADMINISTRATION

The State Security Administration is the Romulan secret police, as well as the prime agency for the gathering and analysis of intelligence information about other races. SSA personnel follow the same basic rank structure as the military forces, but are not considered members of the military. The SSA itself is divided into three directorates.

**Internal Security Directorate:** This department is charged with the detection of domestic, internal threats to the empire. It investigates charges of treason, sedition, sabotage, and espionage. The department also controls a relatively small number of highly-trained “SSA Troop Cohorts” organized on a military basis and used for “special security missions.”

**Intelligence Directorate:** This department is in charge of gathering and analyzing intelligence about foreign threats. It produces intelligence estimates, analyzes signals intercepts, etc.

**Operations Directorate:** This department runs agents in foreign territory, conducts espionage missions, assassinations, etc. The directorate is supposed to turn over any relevant information to the Intelligence Directorate for analysis, but there are occasional turf wars and disagreements over the exact boundary of responsibility between the two departments. The Operations Directorate also has a rivalry with the Praetorian Prefecture under control of the military.

## THE STAR POLICE

The Romulan Star Police are akin to the Federation Police or the United States Coast Guard on old Earth.

Not considered part of the military, the Star Police take the lead in anti-piracy operations, customs and tariff collection, search and rescue, and interstellar traffic control. The Star Police also help guard the borders in cooperation with the Star Navy. Although the Police operate their own starships, they generally receive less funding and support than the military does. Their ships do not have cloaking devices, and the police often use obsolete equipment. The level of training and readiness is also somewhat less than in the military. This proved to be a problem following the increase in pirate activity after the opening of the borders in the Y160s, forcing the Police to rapidly (and not always successfully) modernize their operations.

The Star Police have their own training academy, supply system, and bureaucratic structure. Ranks in the Star Police are identical to those in the military. The Star Police maintain a small number of ground troop “Police Cohorts” for use in anti-piracy operations. They are organized in the same way as the military’s ground legions. Generally speaking, however, the Police will call for military assistance if strong opposition is expected in such a situation.

# HOUSE SECURITY FORCES

Romulan Great Houses maintain their own “Security Elements” intended to protect colony planets, production facilities, research centers, or other important holdings not under direct Imperial control. All Houses have the equivalent of police and security guards to protect their facilities. In some colonies, or areas of a planet, a House might have police jurisdiction. Visitors to the Empire may encounter these organizations much as they might encounter “corporate security guards” inside the Federation. Visitors might find themselves asking the Civil Police to intervene if House Police are mistreating them.

From a military standpoint, most Houses have “reserve” units organized as part-time military units. Theoretically, these forces are only to be used for security, emergency local defense, disaster relief, and similar missions, in cooperation with the Imperial military and the Star Police Force, much like the National Guard in the Federation.

In reality, these forces are often used in power plays and in House vs. House conflicts. House disputes were played out loudly during Senate debate, but sometimes turned violent outside the boundaries of the speaking chamber, especially during periods of weak Imperial governance. The frequency of such Romulan vs. Romulan fratricide depended on the relative strength of the Emperor, Praetor, and Senate. When central political power was anemic or incompetent, House infighting often got out of hand, undermining the Empire in the face of its enemies.

These “Security Elements” take many forms, depending on the specific House in question. All of the major Houses maintain ground force militias to protect their assets, though the level of training and equipment can vary widely. Some are given training equivalent to the regular military, while others are little more than half-trained weekend warriors. Ranks and organization tables generally follow the regular military model. Most major Houses also have intelligence gathering apparatus and analysis staff. They usually spy on other Houses (and even the central government) rather than foreign enemies, but have been known to conduct industrial espionage inside the Federation (and to pass such information to the SSA).

The largest Houses support “Action Detachments” equivalent to the best Praetorian Teams, for use in covert operations against rivals in the great game of power. The operations of such units are cloaked in mystery and are often hidden from the central government.

The most powerful Houses own their own starships, usually obsolete or surplus units purchased from the Star Navy or Police, or converted civilian ships. Following the Treaty of Smarba, this included old KD4 and KF4 ships acquired from the Klingons. Houses also used ancient Eagle-class vessels, some not yet converted to tactical warp power but still armed with impressive torpedoes, as system defense ships. House starships were officially for local defense tasks only, although at least a few were used in combat during internal disputes between Houses, even in the General War era.

# ROMULAN MILITARY MEDALS

While most races have a bewildering array of awards, decorations, medals, commendations, citations, and other honors for military personnel who distinguish themselves, the Romulans have only five. But those five are in fact general categories of awards for which an individual might receive a number of sub-awards.

## ***The Five Eagles***

The five Romulan awards are all designated as Eagles. These include (from highest to lowest):

Iridium Eagle, equivalent to the Star Fleet Gold Star.

Platinum Eagle, equivalent to the Star Fleet Silver Star and Star Fleet Distinguished Service Cross.

Golden Eagle, equivalent to the Star Fleet Bronze Star and Star Fleet Distinguished Service Medal.

Black Eagle, equivalent to a Star Fleet Commendation and more of a service award than a medal.

The Red Eagle, which is awarded only in training.

## ***Career Eagles: Red and Black***

A Romulan entering military training receives the Red Eagle within a few weeks. The few who never receive one are discharged. Sub-awards are given for leadership, scholarship, and other accomplishments. The “stars” given for “valor” on a Red Eagle reflect the accomplishment of difficult training exercises, and every trainee will graduate with these or not at all. (If a trainee committed an act of true valor, he would be awarded a Black Eagle with a true valor star.) Red Eagles are worn only on trainee uniforms and when reporting to the first duty assignment.

For the rest of his career, a Romulan soldier will wear a Black Eagle on the dress uniform. The Black Eagle is a basic service award, showing qualification for duty and the successful completion of assignments and postings. The successful completion of an advanced training course, or of a duty assignment, would add a “globe” to the Black Eagle. The successful completion of a command tour would add a Command Bar. Valor other than in combat adds a star to the Black Eagle. (Valor in combat results in stars for higher Eagle awards.) Participation in a designated campaign results in a Campaign Diamond. (These are considered service awards and appear only on the Black Eagle; higher Eagles never have Campaign Diamonds.)

## ***Golden, Platinum, and Iridium Eagles***

The Golden, Platinum, and Iridium Eagles are awarded for achievements, valor, and service above and beyond what is expected of a Romulan soldier. Most officers and enlisted personnel will have earned at least a Golden Eagle before reaching mid-career; those who have not done so are generally not selected for promotion. (As in any military, there are far more positions for junior officers than there are for senior officers. Promotion is highly competitive and only the best are selected. Logically, the best personnel at any rank or grade will have received awards noting their superior performance, although Great House politics plays a part.)



There are three types of sub-awards for the higher Eagles, which are Valor Stars, Command Bars, and Service Globes. The Eagle worn by a given officer will have one or more sub-awards on it; a highly-rated officer might have two or all three of the higher Eagles and several sub-awards on each of them.

Whenever a Romulan soldier is awarded a decoration for command, service, or valor, he is given the appropriate sub-award device for the specific Eagle in question. If this is the first time the individual has received an award of that rank, it will mark the award of that Eagle. Junior officers look forward to the award of their Golden Eagle as this will mark them for higher rank and more important jobs. Any officer who completes his first tour in a supervisory position will receive a green Command Bar on his Black Eagle, but the very best of them (usually less than 5%) will be recognized for exemplary performance and will get this command bar on a Golden Eagle. Getting a Golden Eagle for valor is rare (as chances for individual heroism among starship crews are not that common) but marks an individual as unusual. Service Globes are given for uncommonly superior performance in a non-command staff or technical position. A Service Globe on an Iridium Eagle would be equivalent to a Nobel Prize.

Valor Stars and Service Globes are red (black on the Red Eagle); if an individual has three such awards a single gold star is worn. A platinum star or globe indicates a total of ten such awards.

Command bars have their own ranking by color. Red indicates command of a group of five-ten personnel, e.g., an infantry squad leader or a ship crew section leader. Green indicates command of about 20-30 personnel, such as a duty division or infantry platoon. Purple indicates command of an infantry company, fighter squadron, or a major department on a starship. Gold bars indicate command of a starship or of an infantry battalion. Platinum denotes command of a squadron of ships or brigade of troops; Iridium bars are given for all higher commands (fleets or ground divisions). Thus a ship captain might have a Black Eagle with gold, purple, and green command bars, and (if he had won a victory over an enemy ship) a Golden Eagle with a Gold command bar. Multiple Command Bar awards are shown by a vertical stripe on the bar.

## ROMULAN MILITARY TEMPLATES

### ENLISTED BASIC TRAINING

Romulan enlisted personnel are required to attend a basic training course. After graduation, they will have the following template, and be assigned to either the Star Navy or the Ground Legions. Characters with this template are E2 Ante-Soldats serving in a line unit.

**Advantages:** Fearlessness +1 [2]; Fit [5]; Military Rank 1 [5]; Resistant+3 (Disease) [3]; Social Regard 1 (Respected) [5].

**Disadvantages:** Code of Honor (Romulan Military) [-10]; Duty (Romulan Star Empire, 15 or less) [-15]; Sense of Duty (Romulan Empire) [-10].

**Skills:** Armoury/TL (choose) (A) IQ-1 [1]; Astronomy/TL (H) IQ-2 [1]; Beam Weapon (Pistol) (E) DX [1]; BeamWeapon (Rifle) (E) DX [1]; Boxing (A) DX-1 [1]; Computer Operation (E) IQ+1 [2]; Electronics Operation/TL (choose) (A) IQ-1 [1]; First Aid/TL (E) IQ [1]; Free Fall/TL (A) DX-1 [1]; Gunner (Beam Weapons) (E) DX [1]; Knife (E) DX [1]; Law (Romulan Military) (H) IQ-2 [1]; Mathematics (Applied)/TL (H) IQ-1 [2]; Mechanic/TL (choose) (A) IQ-1 [1]; Running (A) HT [2]; Savoir-Faire (Military) (E) IQ [1]; Soldier/TL (A) IQ [2]; Spacer (E) IQ+1 [2]; Stealth (A) DX [2]; Survival (choose) (A) Per-1 [1]; Vacc Suit/TL (A) IQ-1 [1].

### IMPERIAL MILITARY ACADEMY

Romulan officers come from a variety of military academies spread throughout the empire, but the training requirements are standardized across most of the schools. After successful completion of Imperial Military Academy training, officers are assigned to either the Star Navy or the Ground Legions. Because of the structure of Romulan society, most officer cadets will have advantages and disadvantages representing financial and political backing of Houses within the empire, such as Patron, Duty, or Vow. While these aren't absolutely necessary (and thus not included in the template), it is fairly rare for an officer to rise to the top ranks of Romulan military service without some political backing.

Characters with this template are R2 Ante-Centurions with command over a duty section. This template is instead of, not in addition to, the Enlisted Training template.

**Advantages:** Fearlessness +1 [2]; Fit [5]; Military Rank 4 [20]; Resistant+3 (Disease) [3]; Social Regard 1 (Respected) [5].

**Disadvantages:** Code of Honor (Romulan Military) [-10]; Duty (Romulan Star Empire, 15 or less) [-15]; Sense of Duty (Romulan Empire) [-10].

**Skills:** Armoury/TL (choose) (A) IQ-1 [1]; Astronomy/TL (H) IQ-1 [2]; Beam Weapon (Pistol) (E) DX [1]; BeamWeapon (Rifle) (E) DX [1]; Boxing (A) DX-1 [1]; Computer Operation (E) IQ+1 [2]; Electronics Operation/TL (choose two) (A) IQ-1 [2]; Engineer (choose)/TL (H) IQ-2 [1]; First Aid/TL (E) IQ [1]; Free Fall/TL (A) DX-1 [1]; Gunner (Beam Weapons) (E) DX [1]; Knife (E) DX [1]; Law (Romulan Military) (H) IQ-1 [2]; Mathematics (Applied)/TL (H) IQ-1 [2]; Mechanic/TL(choose) (A) IQ-1 [1]; Operations (H) IQ-1 [1]; Running (A) HT [2]; Savoir-Faire (Military)

(E) IQ+1 [2]; Soldier/TL (A) IQ[2]; Spacer (E) IQ+1 [2]; Stealth (A) DX [2]; Strategy (choose)/TL (H) IQ-2 [1]; Survival (choose) (A) Per-1 [1]; Tactics (choose) (H) IQ-2 [1]; Vacc Suit/TL (A) IQ-1 [1].

### ROMULAN OFFICER CANDIDATE SCHOOL

Certain talented enlisted individuals are granted the opportunity to become officers in the Romulan military. Most of these candidates are selected at the conclusion of enlisted training, but are sometimes selected for exceptional service while in the enlisted ranks.

While technically the equal of Military Academy graduates, Officer Candidate School graduates carry a small stigma in the service, and are typically selected for promotion after the qualified Military Academy graduates.

The following template should be applied in addition to Romulan Enlisted Basic Training. Characters will be R2 Ante-Centurions with command over a duty section.

**Advantages:** Military Rank 4 [20].

**Disadvantages:** Social Stigma (Second Class Citizen) (Only from Imperial Military Academy Graduates) -1 [-2].

**Skills:** Astronomy/TL (A) IQ-1 [1] OR Electronics Operation (choose different from Enlisted Training) (A) IQ [1] OR Electronics Operation (chosen specialty from Enlisted Training) (A) IQ [2]; Engineer (choose)/TL (H) IQ-2 [1]; Operations (H) IQ-1 [1]; Savoir-Faire (Military) (E) IQ+1 [1]; Strategy (choose)/TL (H) IQ-2 [1]; Tactics (choose) (H) IQ-2 [1].

### IMPERIAL LEADERSHIP SCHOOL

A Romulan officer must have this template, in addition either the Officer Candidate School template or the Military Academy template, in order to be promoted to R6 Ante-Tribune.

**Advantages:** Military Rank 5 [25].

**Skills:** Administration (A) IQ [2]; Astronomy (H) IQ [4]; Computer Operation/TL (E) IQ+2 [4]; Diplomacy (H) IQ-2 [1]; Gunner (Beam Weapons) (E) DX+1 [2]; Navigation(Space)/TL (A) IQ-1 [1]; Operations (H) IQ [4]; Politics (A) IQ-1 [1]; Savoir-Faire (Military) (E) IQ+2 [4]; Shiphandling/TL (H) IQ-2 [1]; Soldier (A) IQ+1 [4]; Spacer (E) IQ+2 [4]; Strategy (previously chosen specialty)/TL (H) IQ-1 [2]; Strategy (choose new) (H) IQ-2 [1]; Tactics (previously chosen specialty)/TL (H) IQ-1 [2]; Tactics (choose new) (H) IQ-2 [1].

### IMPERIAL COMMAND SCHOOL

This prestigious school prepares Romulan officers for higher command. A character must have this template, along with the Leadership School template and either the Officer Candidate School or Military Academy template, to be promoted to R8 Ante-Commander.

**Advantages:** Military Rank 6 [30].

**Skills:** Beam Weapons (Pistol) (E) DX+1 [2]; BeamWeapons (Rifle) (E) DX+1 [2]; Diplomacy (H) IQ-1 [2]; Engineer (H) IQ-1 [2]; First Aid (E) IQ+1 [2]; Law (Romulan Military) (H) IQ [4]; Leadership (A) IQ [2]; Navigation(Space)/TL (A) IQ [2]; Operations (H) IQ+1 [8]; Politics (A) IQ [2]; Shiphandling/TL (H) IQ-1 [2].

## STATE SECURITY ADMINISTRATION

The following training is given to all SSA trainees. Characters will be R2 Ante-Centurions that possess both this basic template, as well as one of the three directorate templates. Operatives of the SSA move between directorates only rarely, but would be expected to meet the academy training guidelines of the desired directorate before any transfer would be approved.

Many SSA officers have the political and financial backing of Houses, and the corresponding advantages and disadvantages, such as Patron, Duty, or Vow. While not absolutely necessary (and thus, not included in the template), it is very rare for an individual to reach high ranks in the SSA without some sort of political backing. A few even get this backing without the cost of their integrity.

### SSA Basic Training

All SSA agents will have this training:

**Advantages:** Fearlessness +1 [2]; Legal Enforcement Powers [15]; Resistant+3 (Disease) [3]; SSA Rank 3 [15]; Security Clearance [5]; Very Fit [15].

**Disadvantages:** Code of Honor (SSA Code of Conduct) [-5]; Extremely Hazardous Duty [-20]; Sense of Duty (Romulan Star Empire) [-10]; Social Regard 1 [5]

**Skills:** Acting (A) IQ-1 [1]; Beam Weapons (Pistol) (E) DX [1]; Beam Weapons (Rifle) (E) DX [1]; Boxing (A) DX-1 [1]; Computer Operation/TL (E) IQ [1]; Computer Programming/TL (H) IQ-2 [1]; Criminology (A) IQ [2]; Cryptography/TL (H) IQ-2 [1]; Electronics Operation (choose two)/TL (A) IQ-1 [2]; Escape (H) DX-2 [1]; Explosives (Demolition) (A) IQ-1 [1]; First Aid (E) IQ [1]; Free Fall (A) DX-1 [1]; Garrote (E) DX [1]; Gunner (Beam Weapons) (E) DX [1]; Intelligence Analysis/TL (H) IQ-2 [1]; Interrogation (A) IQ [2]; Intimidation (A) Will [2]; Mathematics (Applied) (H) IQ-2 [1]; Mathematics (Cryptology) (H) IQ-2 [1]; Law (Romulan Military) (H) IQ-1 [2]; Law (Romulan Civil) (H) IQ-1 [2]; Leadership (A) IQ-1 [1]; Lockpicking/TL (A) IQ-1 [1]; Search (A) Per [2]; Shadowing (A) IQ [2]; Stealth (A) DX-1 [1]; Strategy (choose)/TL (H) IQ-2 [1]; Tactics (choose) (H) IQ-2 [1]; Traps/TL (A) IQ-1 [1]; VaccSuit (A) IQ-1 [1].

### Internal Security Directorate Training

SSA agents going into the Internal Security Directorate have this template in addition to the SSA Basic Training.

**Skills:** Beam Weapons (Pistol) (E) DX+1 [2]; Beam Weapons (Rifle) (E) DX+1 [2]; Criminology (A) IQ+1 [4]; Cryptography/TL (H) IQ [4]; Mathematics (Cryptology) (H) IQ-1 [2]; Shadowing (A) IQ+1 [4]; Streetwise (A) IQ [2].

### Intelligence Directorate Training

SSA agents going into the Intelligence Directorate Training have this template in addition to the SSA Basic Training.

**Skills:** Computer Operation/TL (E) IQ+1 [2]; Computer Programming/TL (H) IQ [4]; Cryptography/TL (H) IQ [4]; Electronics Operation (choose one)/TL (A) IQ-1 [1]; Intelligence Analysis/TL (H) IQ [4]; Mathematics (Cryptology) (H) IQ-1 [2].

## Operations Directorate

SSA agents going into the Operations directorate have this template in addition to the SSA Basic Training.

**Skills:** Acting (A) IQ [2]; Beam Weapons (Pistol) (E) DX+2 [4]; Beam Weapons (Rifle) (E) DX+2 [4]; Garrote (E) DX+1 [2]; Gunner (Beam Weapons) (E) DX+1 [2]; Intimidation (A) Will+1 [4]; Search (A) Per+1 [4]; Shadowing (A) IQ+1 [4]; Stealth (A) DX [2].

### SSA Officer Training

**Advantages:** SSA Rank 4 [20]; Social Regard 1 (Respected) [5]; Security Clearance 2 [10].

**Skills:** Administration (A) IQ [4]; Astronomy/TL (H) IQ-1 [2]; Computer Operation (E) IQ+1 [2]; Electronics Operation/TL (choose two) (A) IQ-1 [2]; Law (Romulan Military) and Law (Romulan Civil) (H) IQ-1 [4]; Mathematics (Applied)/TL (H) IQ-1 [2]; Operations (H) IQ-1 [2]; Savoir-Faire (Military) (E) IQ+1 [2]; Strategy (choose)/TL (H) IQ-2 [1]; Tactics (choose) (H) IQ-2 [1].

## STAR POLICE

Members of the Star Police (who are the crews of police starships) will have the templates of the military except as follows:

Social Stigma (Second-Class Citizen) (Only from Romulan military) -1 [-2].

Star Police personnel also possess Legal Enforcement Powers [5], and substitute Police Rank for Military Rank. Members of the Star Police will also have improved Law skills, covering both Romulan military and civil law.

## MILITARY RANK CHART

Grade	Rank Name	Rank
R1	Proto-Centurians	3
R2	Ante-Centurians	4
R3	Major-Centurians	4
R3-P	Pente-Centurians	4
R4	Proto-Tribunes	4
R5	Ante-Tribunes	5
R6	Major-Tribunes	5
R6-P	Pente-Tribunes	5
R7	Proto-Commander	5
R8	Ante-Commander	6
R9	Major-Commander	6
R9-P	Pente-Commander	6
R10	Ante-Admiral	7
R11	Major-Admiral	7
R12	Pente-Admiral	8
R13	Magna-Admiral	8
E1-4	Soldiers	1
E5-9	Sergeants	2

Pente (P) ranks can be skipped. The Romulans have no equivalent of the Sergeants Major seen in Federation or Klingon service. The Romulans have no equivalent of warrant officers (in the US or UK sense of the term).

Troops of "House" units are "regarded" as being of one lower rank than their given rank.

# ROMULAN MILITARY THOUGHT

The Romulans are a warrior race, descended from those Vulcans who refused to part with their violent ways, but who adopted the ideals of duty as a unifying factor for their society. Most other races see the Romulans as fanatics, mindlessly devoted to an unrealistic and unobtainable philosophy of galactic domination. Romulans can certainly be cruel, even brutal, but many are genuinely honorable warriors.

## DUTIES OF THE SOLDIER

Almost all modern Romulans accept the principles of unifying duty to the Empire, serving the Emperor and the Praetor to the best of their ability. For soldiers, this means absolute obedience to orders, and the willingness, even the active enthusiasm, to lay down their life for the Empire. Many Romulans are equally devoted to the fortunes of their Great House, although most justify advancing their House's cause as part and parcel of serving the Empire.

In combat, the Romulan notion of racial superiority sometimes manifests itself as excessive savagery. War itself is cruel, of course, but Romulans have been known to violate what humans and some other races consider the "rules" of war: massacring injured or helpless enemy troops for example, or deliberately attacking civilian targets without clear provocation. In the heat of battle, some Romulans fall prey to a mindless bloodlust, much as the ancient Vulcans frequently did. On the other hand, there are also examples of Romulans showing compassion and generosity to enemies, particularly those who have fought honorably. Much depends on the individual in question.

Generally speaking, to the Romulan mind, distinctions between combatants and non-combatants are nebulous and often hypocritical. Romulans tend to see warfare as a battle of entire societies, not "just" militaries. Many Romulan theorists consider the use of terror tactics and psychological pressure against civilians a valid part of warfare. Other, more "moderate" thinkers believe that such tactics tend to be counterproductive and increase the moral resistance of the enemy. Attitudes became harsher after the destruction of Remus, when even many of the more "moderate" warriors became obsessed with vengeance.

Romulans do take prisoners, finding them useful for purposes of intelligence gathering. On the other hand, to be *taken* prisoner is considered to be very dishonorable. Romulans see themselves as creatures of duty, and the "last duty" of Romulan starship captains is to prevent the capture of their vessel through self-destruction. Troops in danger of being taken prisoner will often commit suicide to avoid the dishonor of falling into enemy hands alive.

This concept of duty is deeply ingrained in Romulan psychology. Very few Romulans have been known to voluntarily surrender. Even civilian residents on colony planets captured during the General War committed suicide, rather than live under the rule of foreigners.

# INDIVIDUAL PHILOSOPHIES

Romulan "warrior philosophies" are less codified and formal than their Klingon counterparts. Nevertheless, there are two basic schools of thought that individuals tend to follow. Both are extensions of the general idea of unifying duty. Romulan warriors are as a rule tremendously devoted to the Empire, though the exact way they go about showing this devotion may differ.

One philosophy is that of "Kith-ther-nul", which vaguely translates as "Focus of Order." This has deep roots in ancient Vulcan warrior philosophies, and is also related to the religion of Therism. This philosophy sees combat as the duty of the warrior, as part of the individual's place in the Order of the Universe. Not everyone is cut out to be a warrior, but all have their duty. The duty of the warrior is to fight, the duty of the teacher is to teach, the duty of the musician is to play, etc. Individuals should follow their nature; a person who tries to do something against their nature is violating the natural order of the Universe. It also emphasizes that individuals should be "detached" from the results of their actions, avoiding excessive bloodlust and doing their duty not because of the promise of reward, but because it is the right thing to do socially and even spiritually. This philosophy is common among traditionalist officers and some military families, but is less widespread among younger cadres and the enlisted ranks.

The second philosophy is "An-Rhi-Stak," translated as "For Duty, All Things." This philosophy is more common than Kith-ther-nul. Under this philosophy, duty to the Empire may require an individual to do anything, even things that may be morally questionable under normal circumstances. This fits in well with the general Romulan concentration on selfless duty to the Empire, but is less concerned about individuals "following their nature" than Kith-ther-nul. To say that this philosophy endorses "There are no rules in war" is not quite accurate, but it is true that this philosophy has been used by some Romulans as an excuse to justify acts that violate the traditional rules of warfare: sneak attacks, assaults on civilian targets, etc.



## TACTICAL AND STRATEGIC THEORY

Romulans see warfare as an art form, not a science. The standard Romulan theoretical military text is called *Artistic Precepts of Armed Combat*, written in Y29 by Antius Marcelun, an historian who got his start in the intellectually vibrant court of Emperor Maximus. This work is a classic akin to *On War* by the human theorist Carl von Clausewitz, or *Principles of Force* by the Klingon general Karv Krundan. The brilliance of *Artistic Precepts* is its blending of ancient Romulan military thought with the modern realities of space combat.

Traditional Romulan military thinking revolved around the seizure of resources, deception, maneuver, and the importance of position, with destruction of the enemy's force a secondary consideration. This was linked to both ancient Vulcan and early Romulan history, when conflicts over scarce resources were common. Seizure of good land was paramount and the key to success in warfare.

On the other hand, the realities of industrial war and space combat forced the Romulans to pay more attention to the principles of brute force and the destruction of enemy "force projection ability": starships. Marcelun's brilliance was in blending these two philosophies, acknowledging the need for deception and positioning, as in traditional Romulan thinking, while also emphasizing the importance of shock, firepower, massed numbers, and "total war." The problem was that, for over a century, Marcelun's theories could not be fully exploited, as the Romulan inability to develop tactical warp drive and other technologies proved a massive handicap.

Marcelun wrote frequently about the importance of morale in combat. These passages, taken out of context, were magnified in importance, as the technically backward Romulans focused on "moral" factors, the necessity of superior "willpower," large numbers, and the firepower of the plasma torpedo. They lost much of the focus on maneuver and finesse that was such a great part of Marcelun's work. The Romulans managed to hold their own against the Gorns using such ideas, but they were less effective when used against the Federation. The quick loss of the Second Federation War in Y154 proved beyond a doubt that the Romulans were massively outclassed, and not just technologically.

After the Treaty of Smarba and the acquisition of modern technology, the Romulans rediscovered the totality of the principles espoused by Marcelun. The use of tactical warp drive in concert with the cloaking device, plasma torpedoes, phasers, the mauler, and other accoutrements of modern starship warfare, enabled the Romulans to adopt a fully "integrated" approach to space combat. Brute force, speed, deception, maneuver, all could now be properly used in concert. Unfortunately, many Romulan officers, trained in the old ways and with decades of tactical sublight service under their belt, had trouble adjusting to the new realities, which had negative effects in the early part of the General War. A new generation of young officers rose to command the new ships of a greatly expanded

fleet, many of them years before they were truly ready for such heavy responsibilities.

In ground combat, Romulans proved somewhat more effective in defense than in offense. Romulan combat engineers are highly skilled, and expert at setting up difficult-to-crack fortifications. Romulan defensive works are often visually blind to the front, with defensive guns positioned to fire to the side, safeguarded by the sideways fire of another position. Federation troops found such a defensive grouping unnerving, preferring the psychological solace of being able to see and fire at attackers in front of them. Similarly, Federation troops tended to fixate on the space in front of them during their own attacks, and had difficulty recognizing fire from other angles in the heat of a fight. Ambushes by well-placed infantry plasma cannons took a large toll on advancing Federation Marines during the General War, even though their Gorn allies had warned them of this Romulan tactic. The Federation Marines should have known better, as the tactic had been used many times in Human and Andorian history, but any given military force cannot be expected to be expert in every tactic ever used in its historical past.

Romulan ground offensive tactics, in contrast, tended to lack finesse and concentrated on the importance of forward movement under all conditions and the deployment of overwhelming firepower. This worked well when the Romulans had superior numbers, but was a problem against an evenly-matched opponent with an instinct for maneuver.

In general, Romulan tactics, in both starship combat and ground warfare, were better suited for defense than offense. This was ironic, since the Romulans have the most aggressive ideological governing philosophy of all the major powers.



# THE ROMULAN ARMORY

The Romulan Armory is the most diverse of the major races. This is a function of their unique technological history. During the General War, the Romulan fleet was a motley mixture of refitted Eagle-types, KR ships purchased from the Klingons, and new series Hawk vessels. Similarly, Romulan soldiers were armed with no less than three different generations of personal weapons. While modern TL 11-12 weapons were used whenever possible, the Romulans had huge quantities of obsolete arms left over from before the Treaty of Smarba, including lasers and chemical-slugthrower weapons. This caused major problems in training, maintenance, and supply, but the desperation of the war forced the Romulans to use any weapon available.

## ROMULAN PHASERS

Under the Treaty of Smarba, the Klingons provided the Romulans with technical help (blueprints, industrial tools, etc.) to produce phaser sidearms under license. The Romulans began producing phasers for personal use in limited quantities as early as Y161, with full-scale production beginning in Y164. Phasers were more expensive to produce than other Romulan weapons, but are more flexible in combat.

Romulan phasers are much like Klingon and Federation models in operation. They are mechanically identical to the Klingon versions, though the labels and instructions are written in Romulan. The instrumentality of all phasers is extremely similar; form follows function. A person familiar with a Federation or Klingon phaser can use a Romulan one in combat with no penalty, and vice versa.

Romulan equivalents of the phaser-1, phaser-II, phaser carbine, and phaser rifle were in common use by the General War period, though they never replaced older weapons entirely. All Romulan phasers use identical game statistics to the Federation and Klingon versions. The Romulans also have repeating and pulse phasers, but these weapons are expensive to manufacture, and were usually only issued to elite units.

Note that “using a weapon in combat” is not the same thing as dismantling a weapon or repairing a broken one. For example, a Federation marine could pick up a discarded Romulan (or Klingon) phaser and fire it without penalty, provided it was in working order. He could replace empty power cells with new ones, assuming Romulan (or Klingon) cells were available. But fixing a broken Romulan phaser, jury-rigging a Federation power cell to work in a Romulan phaser, or anything more complicated than “point, shoot, reload” would require a skill roll with a penalty, unless the Federation marine has “Romulan armory” as a specific skill.

## ROMULAN PLASMA WEAPONS

Plasma weapons were the primary Romulan heavy combat arms from Y90 through the Treaty of Smarba, when they were supplemented with phasers. Plasma weapons are short-ranged but powerful, firing blasts of super-heated gas contained within an electromagnetic field. Blunt and brutal instruments of war, they generate large amounts of damage, especially against unarmored opponents. They are very accurate due to the nature of the plasma stream, though they also tend to deplete their power cells quickly. They are less flexible in combat than phasers, lacking a dedicated “stun” setting. Most models can be fired in a “low power” mode, intended to leave a living target alive, if badly scorched.

Although plasma weapons declined in use from Y161 onward, they were never replaced entirely. Manufacture continued, and some traditionalist soldiers preferred these weapons to phasers.

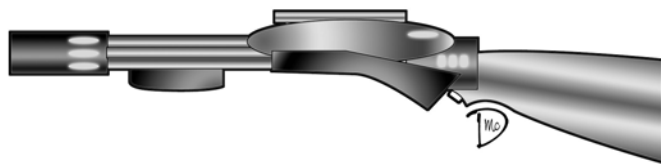
Plasma weapons are unlike phasers and disruptors. Each shot fires a jet of plasma; each discharge lasts for about one second. The overall effect is that of a linear area effect weapon, similar to a WWII flamethrower. As it is an area effect weapon, attacks are targeted on a specific hex, not a person or object.

When a plasma weapon is fired, the attacker must make a Beam Weapon (plasma) roll. On a hit, the attack lands in the desired hex. On a miss, the attack lands in a different hex than the one the attacker was aiming for. To determine which hex the attack actually hit, GMs should roll 1d for direction, and use the Degree of Failure to determine how far away the attack landed.

Any person or object in the target hex will take damage. In addition, anything in a hex between the shooter and the target hex will also take damage; to determine which hexes the plasma jet fires through, trace a line from the center of the firing hex to the center of the target hex. Any person or object in a hex that the line passes through will take damage. In addition, any object that can catch fire will do so!

The only way to avoid taking damage is a Dodge maneuver (to move into an unaffected hex).

Armor is highly effective against plasma weapons. All plasma weapons have an armor divisor of (0.33), which means that each point of DR will defeat three points of damage!



**Romulan Plasma Rifle**  
Standard Issue for Imperial Marines

Most Romulan plasma weapons have a 50% power setting, which does half the damage normally indicated (roll for damage normally then divide by 2, round down). Note that a weapon fired at 50% power does 25% of rolled damage beyond 1/2D. Shots fired at 50% power use 1/2 of a normal charge from the power cell.

Beginning in Y161, improved technology was used in the manufacture of plasma arms. For weapons manufactured after that date (January 1, Y161), reduce weight by 25%, and increase the number of charges that can be fired from a single power cell by 50%. Note that some weapons manufactured before this date were still in service as late as the General War with reserve units. Reduce the cost of such older weapons by 50%.

Before Y161, all plasma weapons have a malfunction rating of Crit. For weapons manufactured after January 1, Y161, improve this to Ver.

### ***Holdout Plasma***

A somewhat crude weapon with a nasty punch, the holdout plasma was intended as an emergency survival weapon for fighter pilots and soldiers, and as a courtesy sidearm by flag officers. It was short-ranged, and the power cell would not last long in an intense fight. But for close defense (or suicide), it was respectably potent. On a critical failure, the user takes 1d of flame damage. Models manufactured prior to January 1, Y161 cannot be fired in "low power" mode.

### ***Plasma Pistol***

Officers and NCOs used this large pistol as a combat sidearm. It was popular for boarding actions, being deadly at short range against unarmored personnel.

### ***Plasma Rifle***

The standard combat rifle. Like all plasma weapons, this was very useful in boarding actions or for close combat in urban settings. The short range of the plasma burst was a limiting factor in comparison to the rifles used by other races. But studies showed that most infantry combat was, in fact, conducted at short range, making this less of a handicap than might otherwise be expected.

### ***Plasma Infantry Gun***

This is a slightly larger version of the plasma rifle, designed to be mounted on a bipod or tripod and used in the infantry support role. The weapon can be carried and fired by a single strong soldier (minimum ST 14). When used with the folding bipod, the accuracy increases to 18.

### ***Plasma Infantry Cannon***

Mounted on a tripod, this heavy crew-served weapon packs a devastating punch. An infantry cannon can be fired and used without the tripod by anyone with ST 20 or more (reduce ACC to 19). These weapons are too bulky to be effectively used in boarding actions, but defensive positions on Romulan planets feature as many of these as possible.

## **ROMULAN WEAPON CUSTOMIZATION**

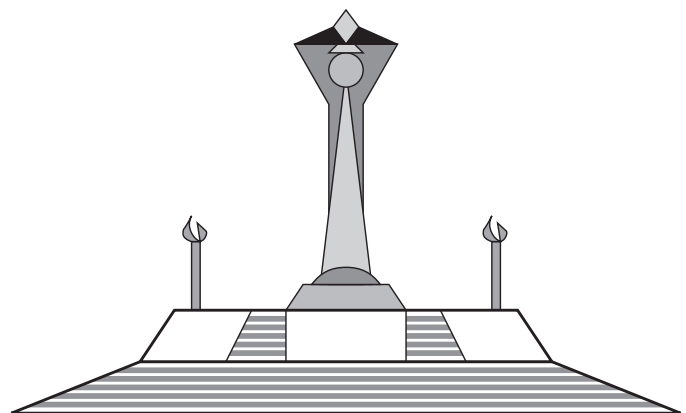
Customized weapons are a common gift among the Romulan nobility. Many of the Great Houses present special weapons as gifts, a reward for service, or even as a symbol of high office. High noble members of House Aurelius, for example, often carried special phaser pistols engraved with the House seal, the handgrip infused with the finest Romii-Pearl.

Such customized weapons come in a variety of shapes and forms. Most of these customized weapons are only cosmetically different than regular weapons, with no effect on game statistics, although the price of such weapons may be greater than normal if the "decorations" are expensive (inlaid rare Tiberian diamonds, for example). There is a large trade in mass-produced weapons that look nice but are no different in function than the regular "stock" weapon issued to soldiers.

But some weapons (particularly those carried by high-ranking military officers) are custom models designed to improve combat performance. Some of the Great Houses have their own expert weaponsmiths on staff, busily building special weapons to order for the House. There are an infinite variety of possible variations: weapons that are more accurate, or cause more damage, or have better power consumption curves, or with a special sensor lock that only allows an authorized user. Obviously, the better the weapon, the more expensive it would be, and the less likely one would be to find it on the open market.

Customized versions of laser, phaser, plasma, and slugthrower weapons are all possible. Since each weapon is individual, they should be developed individually by the GM or the player.

An example is this hand-crafted traditional laser pistol, presented to Romulan Admiral Orna Tacunin by her House following a victory in battle in Y184: TL 9, Damage 1d+1 burn, Acc 7, Range 200/400, Wt 2, RoF 4, Shots 40/C, ST 7, Bulk -1, Rcl 0, Cost \$5000+, LC 0.



**SPIRE OF THE DEAD, GORNSHIMA**

## ROMULAN LASER WEAPONS

Until the Treaty of Smarba brought phasers into the empire, Romulan starships were armed with both plasma and laser weaponry. Likewise, ground forces used lasers to supplement their heavier plasma-based weapons. While laser small arms don't have the pure power output of plasmas, they have much longer effective ranges, due to the nature of the narrow laser beam as opposed to the wide plasma stream. Romulan laser weaponry was highly-developed, nearing phaser-level damage output with the larger weapons.

The Romulans used the two weapon types in concert, plasmas for boarding actions and bloody short-range work, lasers for sniping and long-range fire. Romulan infantry tactics were designed to use the two weapon systems synergistically. This worked well enough in planned set-piece attacks or static defenses, but led to problems in dynamic situations where flexibility and adaptability were needed. Woe to the Romulan infantry squad armed with the wrong weapon in the wrong situation.

Following the Treaty of Smarba, laser weapons were retired from front-line service in favor of phasers. Some were sold to civilians as hunting weapons or for target shooting. However, large stocks were retained in military surplus depots. As the General War grew desperate, lasers were taken out of warehouses and issued to reserve units or hastily-formed militia forces, especially after the devastation of Remus ruined 30% of the Empire's phaser manufacturing capacity. Although lasers were outmoded, they were still effective weapons in many circumstances, and were certainly better than nothing.

After January 1, Y161, reduce the price of all lasers by 75%. No new weapons were manufactured after that date, so these weapons did not benefit from improved technology to any great extent. A few were retrofitted to improve the power consumption curve, increasing the number of charges in each power cell by 50%. No more than 10% of existing weapons were so modified.

All Romulan laser weapons have a malfunction rating of Crit. All damage caused by these weapons is Burn. Lasers use the auto-fire rules for phasers found on page 117 of *GPD4e*.

### ***Holdout Laser***

Designed as a courtesy sidearm for officers, or as a survival weapon for crashed pilots or lost soldiers. It is not a tremendously lethal weapon, but is still useful for last-ditch self-defense, or suicide.

### ***Laser Pistol***

The standard pistol, designed for combat, often carried by officers, NCOs, or regular troopers wanting an extra "just in case" weapon. The Romulans designed several "heavy laser pistols" with better power curves or higher rates of fire, but none entered front-line service. They apparently found the plasma pistol effective enough in the heavy pistol role.

### ***Laser Rifle***

This was the first Romulan laser weapon, entering service as early as -Y25. It was manufactured in huge quantities, but was eventually completely replaced in military service by the Combat Laser Rifle (see below). After Smarba, all military stocks of this model were sold off to civilians (as hunting rifles), sold to House Security units, or destroyed. Romulans living on frontier worlds often use these weapons for hunting or self-defense.

### ***Combat Laser Rifle***

This weapon replaced the earlier Laser Rifle beginning in Y60, and completely supplanted it by Y100. It is more robust, with a significantly better power curve, plus superior range and accuracy. It is not horribly inferior to the standard phaser rifle, though of course it is much less flexible, lacking a stun setting.

### ***Combat Laser Carbine***

A shortened version of the Combat Rifle, the carbine is less accurate, but is lighter and easier to use in close quarters. It was never as widespread in Romulan service as the combat rifle.

### ***Laser Infantry Gun***

This weapon was used in concert with the Plasma Infantry Gun, in the squad automatic weapon role. Compared to the rifle, it had longer range and superior accuracy, but was also heavier and more difficult to carry. If used with the folding bipod, increase the accuracy to 13.

### ***Heavy Defense Laser***

This is a heavy weapon, mounted on a tripod and used in fixed positions. It was much too heavy for a single soldier to carry, but two or three men could cooperate to use it in mobile combat. It is a four-barreled weapon. Each barrel can pulse once per second, giving it a rate of fire of 4. Its 75-pound weight breaks down into three 25-pound loads (gun, power system, mount) for carrying. It can only fire if the gun and power systems are joined. Disassembling the weapon takes two turns for one man or one turn for two. The connections are simple and as idiot-proof as possible. The GM should only require IQ or DX rolls for those completely unfamiliar with the weapon. It takes three seconds to switch power cells. Firing the weapon off the mount requires a ST of 15 and has Acc 4.

Although obsolete, this is a powerful weapon, and remained in front-line service on some colonies during the General War. The Romulans would often combine these weapons with plasma cannons, designing their defensive positions to take advantage of each weapon's particular characteristics. Long-range fire from these heavy lasers would "herd" attacking troops into particular avenues of approach, where short-range fire plasma cannons waited in ambush. The same tactic was later used when phasers were adopted, phasers taking the laser role.

## SLUGTHROWERS

A third type of weapon in Romulan service was the chemical slugthrower, advanced versions of old-style gun-powder firearms. Such weapons have been in use since the days of the Exiles. Although obsolete compared to TL11-12 energy weapons, they are still deadly against unarmored or lightly armored personnel. They are also simpler to maintain than energy weapons, often have a longer effective range, and are more reliable in some environmental conditions.

Slugthrowers were occasionally issued to Praetorian units on special missions. Some highly-traditional officers, particularly members of the Housed nobility, would carry a slug weapon as a courtesy sidearm, rather than a phaser, laser, or plasma gun. They are the most common weapons owned by Romulan civilians.

The standard Romulan caliber for pistols and submachine guns is equivalent to 10mm. 10mm ammunition is powerful, and any damage to flesh that penetrates DR is multiplied by 1.5. This is designated on a chart with a "+" designator. Rifle and machine gun ammunition is equivalent to 7.62mm. All Romulan ammunition is caseless.

There are a wide variety of models and designs available, but the selection below will cover most cases players are likely to encounter in Romulan space. Dozens of firearm designs, accessories, and special ammunition types can be found in various **GURPS** products, and the Romulans have equivalents or analogues to most of them.

### **Slug Pistol**

A heavy automatic pistol, designed for close-range self-defense. The minimum strength required for this weapon is 9. If the strength requirement is not met, the recoil penalty is -2.

### **Submachine Gun**

These weapons fire pistol ammunition in copious quantities, and are very useful in a short-range firefight with unarmored opponents. Minimum strength is 10, recoil penalty -1.

### **Combat Rifle**

A modern Romulan analogue to the ancient FN-FAL or AK-47 assault rifles of old Earth. Civilian versions of this weapon often have the ROF reduced to 2 or 3. Minimum strength for this weapon is 9, recoil penalty -2.

### **Machine Gun**

Used in fixed defensive positions or as a squad automatic weapon, this machine gun is based on the combat rifle, but with better ammunition capacity and longer range. Minimum strength for this weapon is 12, recoil penalty -2. If used with a bipod or tripod, increase Acc to 8.

## GRENADE LAUNCHERS

### **Personal Grenade Launcher**

Romulan soldiers used this grenade launcher, about the size of a phaser rifle. It is similar in function to that used by other races, using a powerful energy pulse to propel grenades much farther than a person can throw them. The version used by Romulan troops was introduced at TL9, and was modified to fire grenades of higher tech levels following Smarba. One grenade can be fired per turn, and the magazine has a capacity of 12 grenades. A fully loaded magazine weighs six pounds, in addition to the weight of the weapon. Different grenade types can be mixed in the magazine. Individual grenades can be fired if the magazine is empty or unavailable. It takes one turn to load a single grenade.

The original version of this weapon could fire 24 times before the power cell needed to be replaced. This was improved in Y161 to allow 36 firings. The Romulan version is different than that used by their Klingon allies or their Federation and Gorn enemies. The Romulan weapon has a large magazine, but depletes its power cell at a faster rate than the Federation version. Its range is inferior to the Klingon model, but it is cheaper to produce.

### **Under-Barrel Grenade Launcher**

This can be mounted under the barrel of any ranged weapon weighing four pounds or more (it takes five seconds to attach or remove) or fired separately as a pistol. If mounted, add the launcher's weight to the host weapon's (due to the extra bulk), increase the host weapon's SS by 1, and use it for both weapons. The launcher has a capacity of three grenades and takes one second to reload per grenade. Any grenades can be used. Cost is \$300 and weight is .75 pounds.

## OTHER WEAPONS

### **Disruptors**

Following the Treaty of Smarba, the Klingons provided the Romulans with several hundred disruptor pistols, carbines, and rifles for evaluation purposes. After extensive tests, the Romulans decided against adopting disruptors, preferring to concentrate on phasers and their own traditional weapons. The disruptors were warehoused and forgotten for years. During the General War, a few found their way into the hands of Praetorian units, where they were used on some special missions. These weapons are identical to Klingon disruptors.

### **Mortars**

Romulans make extensive use of mortars in ground operations. The TL10-11 version used in the General War was a product improvement over the model originally developed at TL6-7. Mortar rounds are similar to grenades and come in the same varieties, but are larger and do more damage. The mortar itself separates into three parts

for easy transportation.

Concussion Mortar Round: Weight 1 pound, Cost \$40, Effect 6dx6.

### Personal Modular Weapon System

Developed in the late Y160s, the PMWS was intended to replace phaser and plasma rifles in general service. This never happened, as the weapon proved complex, overly expensive, and difficult to manufacture. It was used by some Praetorian units, but was never issued to regular troops, at least in any broad operational capacity. Heavy Weapons squads attached to the famous 1st Shock Cohort "Emperor's Triumph" were issued this weapon in Y174, but it was the only unit so-equipped. One batch somehow found its way into the hands of House Casifax's Security Element. The PMWS was a reflection of a "modularity craze" that briefly influenced all levels of the Romulan military following the design and construction of the first Hawk-series starships.

The PMWS consists of three interlinked parts: a "primary phaser," an integral tactical tricorder built into the phaser, and a "weapon module" that mounts underneath the barrel of the primary phaser. The primary phaser has statistics identical to the standard pulse phaser rifle. The tactical tricorder links directly to the rest of the system and significantly improves the accuracy of the phaser and weapon module. If the tactical tricorder is malfunctioning, disabled, or blinded, reduce the Acc of both the primary phaser and weapon module by 3. Weight and cost of the weapon is the primary phaser plus the specific weapons

module.

The weapons module and the primary phaser draw power from the same D power cell. The cell has 150 charges. The primary phaser and the weapons module can be fired simultaneously at the same target. There are four types of weapons modules:

### Plasma Burster

This is designed to fire a short range burst of plasma, and is equivalent to the standard plasma pistol, though more accurate if the tricorder is activated. Shots fired from the plasma burster use four charges from the power cell.

### Grenade Launcher

This is identical to the standard under-barrel grenade launcher, though more accurate if the tricorder is activated. Use of the grenade launcher takes two charges from the power cell.

### Phaser Booster

This is not a weapon, but rather an energy flux feed-back device that boosts the range of the phaser weapon, increasing the range of 1/2D and Max by 50%. It was intended for use by snipers. Use of the range booster does not take charges from the power cell, other than the regular use of power by the primary phaser.

### Slug Launcher

This fires a large caliber slug similar to a shotgun load. Various ammunition types are available; they can be mixed

## WEAPONS TABLE

TL	Weapon	Damage	Acc	Range	WT	RoF	Shots	ST	Bulk	Rcl	Price	LC
8	Laser Pistol	1d burn	7	200/400	2	4	20/C	7	-1	0	\$1,000	0
8	Laser Rifle	2d burn	9	400/800	5	8	12/C	7	-5	0	\$2,000	0
8	Slug Pistol 10mm	3d+ pi+	4	150/1,800	2	3	20	9	-1	-1	\$500	2
8	Submachine Gun 10mm	3d+ pi+	9	160/1,900	5	12	60	10	-4	-1	\$700	1
8	Combat Rifle 6.7mm	7d pi+	11	500/2,500	8	10	60	9	-6	-1	\$1,100	1
8	Machine Gun 6.7mm	7d pi+	7	800/3,900	11	10!	100	12B†	-8	-4	\$1,400	0
9	Holdout Plasma	12d(0.33) burn/cor	—	20/40	1	Jet	4/C	5	0	0	\$2,000	0
9	Plasma Pistol	16d(0.33) burn/cor	—	70/150	4	Jet	8/C	7	-1	0	\$3,000	0
9	Plasma Rifle	10dx2(0.33) burn/cor	—	80/250	12	Jet	70/D	7	-6	0	\$4,100	0
9	Plasma Infantry Gun	8dx3(0.33) burn/cor	—	90/275	17	Jet	90/D	9R†	-7	0	\$8,500	0
9	Plasma Inf. Cannon	4dx10(0.33) burn/cor	—	100/300	45	Jet	100/D	12R†	-10	0	\$10,000	0
9	Holdout Laser	1d-1 burn	4	50/100	.50	2	6/B	4	0	0	\$500	0
9	Combat Laser Rifle	2d burn	10	450/900	9	8	80/D	7	-4	0	\$4,000	0
9	Combat Laser Carbine	1d+2 burn	8	350/700	7	8	80/D	6	-3	0	\$3,000	0
9	Laser Infantry Gun	2d burn	12	900/1,800	16	8	160/D	9R†	-8	0	\$8,000	0
9	Heavy Defense Laser	20d burn	14	1,100/2,200	75	4	120/E	12M†	-12	0	\$12,000	0
9	Personal GL	table	7	—/1100	6.5	1	36/D	9	-2	-3	\$3,900	0
10	Under-Barrel GL	table	5	—/600	.75	1	12/C	9	-1	-3	\$300	0
12	PMWS Primary Phaser	var	13	800/1,200	6	5	150/D	7	-4	0	\$6,000	0
12	PMWS Plasma Burster	16d(0.33) burn/cor	—	70/150	5	Jet	sp	7	-2	0	\$4,000	0
12	PMWS Grenade Launcher	table	8	—/600	1	1	sp	9	-2	-3	\$1,000	0
12	PMWS Phaser Boost	var	13	1,200/1,800	4	5	sp	na	na	na	\$2,500	0
12	PMWS Slug Launcher	var pi+	9	50/150	3	1	2	9	-4	-2	\$1,500	0

in the same magazine. The launcher holds four slugs, and takes one second to reload for each slug. Use of the slug launcher takes one charge from the power cell per shot.

### Slug Ammunition Types

**Armor-Piercing:** These are high density slugs formed from depleted pergium. They halve DR. Damage is 4d. Depleted pergium is non-toxic, but even trace amounts show up strongly on a tricorder or sensor scans.

**Armor-Piercing Sabot:** These slugs use a high-density depleted pergium penetrator encased in a much larger plastic sheath -the "sabot"-which is designed to fall away as the round leaves the barrel. This gives a flatter trajectory and a much higher velocity to the smaller, sub-caliber bullet. Increase 1/2D and Max ranges by 50%. Damage is 4d+4. More importantly, the target's armor protects with only half its DR. However, because of the smaller size of the projectile, APS rounds do less damage to living tissue: halve the damage that gets through armor (Round fractions down).

**Explosive:** These inflict 4d-4 damage per die and double the DR of any armor they hit. However, they also do 1d of explosion damage. If this explosion damage is on the surface of personal armor, it only does blunt trauma damage to the target underneath (1 point of crushing damage for each 5 or 6 rolled). If the slug penetrates armor and buries in flesh/meat/whatever, the explosion damage is 1dx5 in addition to the regular slug damage. Explosive slugs have a 50% chance of setting fire to flammables.

**Shot:** Analogous to an old-style shotgun shell, the "slug" consists of many small pellets per round. Shot does 4d, with a +1 bonus to hit at all ranges. Each die of damage is rolled individually and applied separately against DR. Each die also counts separately for blowthrough purposes, so shot can inflict major damage on unarmored individuals. It is much less effective against armor, and was not commonly used in combat, armor-piercing or solid slugs being preferred.

**Solid Slug:** Essentially a big bullet. Solid slugs do 4d damage, but have a x2 wounding modifier after DR is penetrated due to their large size. Triple 1/2D and multiply max range by five.

The PMWS can function without a weapons module, or with the weapons module disabled. The entire weapon is complicated and somewhat clumsy, requiring specialization to use (and repair) without penalty.

### Chemical Weapons

The Romulans are known to use chemical weapons. They use the same basic types of chemical weapons and warheads described in *Gurps Klingons* and other GURPS supplements. Gas warheads are available for grenades, mortars, and rockets. Although only higher authority can authorize the use of nerve or paralysis gas, the Romulans are generally somewhat more willing to use them than the other galactic races, seeing them as a useful psychological terror tool.

## OTHER WEAPONS

### Romulan Stun Baton

These batons use electrostatic energy charges to disorganize nerve function. They are frequently carried by Romulan "cops on the beat," and are also used by regular soldiers as melee weapons in some circumstances. In addition to any damage from being struck by the baton, the victim must make a HT-3 roll to avoid being stunned (+1 for each 10 points of DR). If stunned, the victim loses 2d fatigue and remains stunned for as long as the weapon is in contact, and (20-HT) seconds longer before any recovery rolls are permitted.

Stun batons are wielded using Tonfa or Shortsword-3 skill. A critical failure results in the wielder zapping himself and dropping the weapon if knocked unconscious. They use a B cell and strike 30 times before losing power. They weigh one pound and cost \$100.

Tonfa (DX-5); Type cr, Dam sw sur, Reach C/1. Cost \$100. Weight 1, Min ST 7. Note: Stuns with energy charge, "Fine" quality.

### Lar-pan-tak

A cross between a mace and an axe, this was based on an ancient Vulcan ritual combat weapon as it evolved over time on Romulus. The Imperial Bodyguard often carries these during ceremonial occasions. A stylized representation of the Lar-pan-tak appears on the Praetorian Guard seal. Traditionalist soldiers will sometimes use them in hand-to-hand combat. Two-handed, it has an axe-shaped blade on one end, and a heavy mace-like bludgeon on the other. Attacks can be made with either part of the weapon, but switching attack modes requires one turn for the user to alter his grip. The weapon is lighter and somewhat more ergonomic than its Vulcan predecessor, but is still awkward to use without proper training.

Skill to use the Lar-pan-tak is Physical/Hard and Defaults to DX-6.

Lar-pan-tak (DX-6); Type cut, Dam thr+2, Reach 1, 2. Type cr, Dam sw+2, Reach 1, 2. Cost \$600. Weight 10, Min ST 12. Note: Switching between blade and bludgeon requires one turn, "Fine" quality.

### Federation Weapons

Small numbers of Federation weapons, mostly purchased through Orion pirates, reached Romulan testing and evaluation laboratories prior to the General War. Many were, of course, captured in combat. Some of these were used by commando, intelligence, or Praetorian units.

### Grenade Table

TL	Grenade	Damage	Wt	Cost	LC
7	Frag	8d cr ex [3d]	1	\$40	2
8	Plasma	6dx4 burn ex	1	\$100	1
10	Flash-Bang	Shock†	0.5	\$10	0
11	Stun	Stun†	0.5	\$100	0

† See *GPD4e* page 150.



# GURPS ROMULANS

## IMPERIAL STARSHIPS

### THREE GENERATIONS

The Romulans are unusual in that they have three entirely different series of starships, all of which served together during the General War.

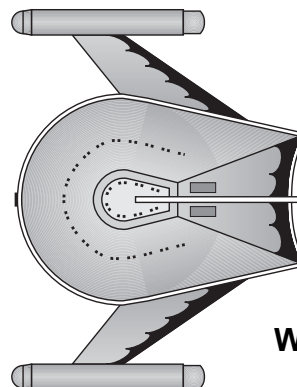
The oldest is the “Eagle” series, including the Vulture, Eagle (right, top), Hawk, Falcon, Snipe, and others. [These are the “Federation reporting names” as the true names are unknown.] The Eagles were the original Romulan warships, which used non-tactical warp until they were converted with Klingon technology. These designs were over a century old at the time of the General War, and many of the ships were in fact that old as well, having been rebuilt and refitted several times. Some began with masking devices and plasma bolts, then were refitted with veiling and finally cloaking devices, and with plasma torpedoes.

After the Klingons gave the Romulans tactical warp and other technology in the Treaty of Smarba, the Romulans purchased many older Klingon ships and refitted them with Romulan plasma torpedoes and cloaking devices. These became the “Kestrel” series. When a Federation science officer said “Romulans are now using Klingon designs,” he was speaking of Kestrels. The old Klingon D6s (the Klingons had dozens in their “mothball reserve”) became the KRs (right, center), Klingon F5 frigates became Romulan KF5Rs, and the Romulans even bought a new but incomplete Klingon C9 dreadnought and put it into service as the K9R *Behemoth*.

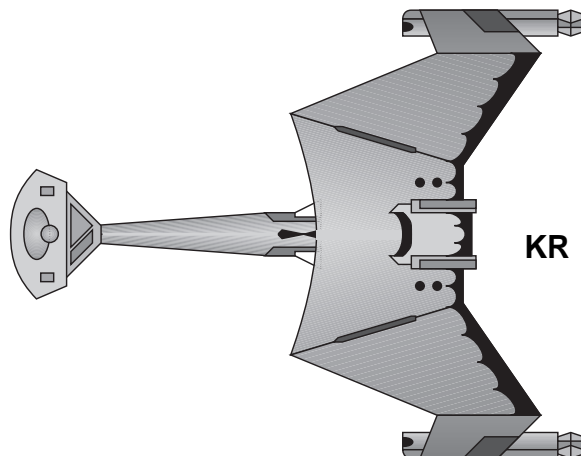
The Romulans knew that continuing production of new ships using the newly-available technologies was necessary if they wanted to survive in the new political climate, let alone conquer their hated enemies (the Gorns and the Federation). They considered further production of the Eagle Series and even licensed production of the Kestrel Series, but these designs were not adapting well to the new technology. The Romulans needed entirely new designs if they were to build a galaxy-class fleet.

Using Romulan construction techniques and some Klingon technology, they produced the magnificent ships of the Hawk series. These included the Condor dreadnought, the FireHawk heavy cruiser (right, bottom), the SparrowHawk light cruiser, the SaberHawk heavy war destroyer, the SkyHawk destroyer, and the SeaHawk frigate. As the need for heavier ships developed, the FireHawk heavy cruiser evolved into the RegalHawk, FlameHawk, SuperHawk, NovaHawk, and finally the KillerHawk designs.

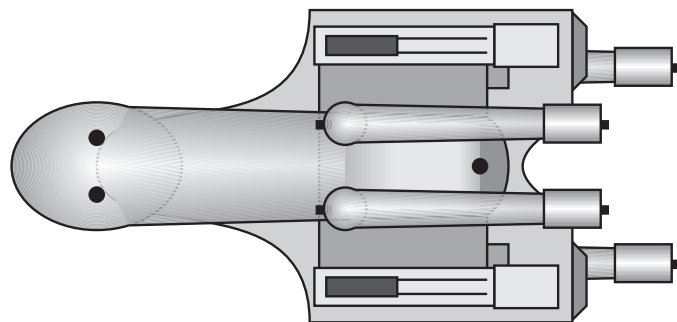
Pending the release of **G4e** vehicle rules, **GURPS Romulans** presents an overview of Romulan starships. Complete data will be in **GURPS Star Fleet**.



War Eagle



KR



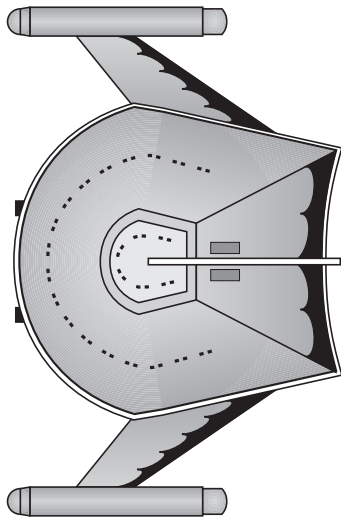
FireHawk

# THE EAGLES

The Romulans first built these designs as early as Y66, a hundred years before the General War. They came in every size and class imaginable, from the dreadnought-type Vulture to the tiny Snipe.

## DREADNOUGHTS

The dreadnought of the Eagle Series was the massive Vulture. The original sublight design built in Y66 was upgraded several times (and new ones were built from time to time). The original ships received the masking device in Y88, the veiling device in Y119, and the true cloaking device in Y140. In Y158, existing Vultures were refitted with Klingon transporters and tractor beams.



### The Vulture Dreadnought

The Vultures of the General War had been upgraded with full tactical warp engines by Y162.

Design Data: 220,000 deadweight tons, two 45 GW warp engines, 27 GW impulse engine, two type-R plasma torpedoes, six standard phasers; crew 370; three shuttles.

Names: *Venerable Leader*, *Honored Commander*.

### The King Vulture Dreadnought

The Vultures were upgraded in Y170 with larger engines and additional phasers.

Design Data: 240,000 deadweight tons, two 63 GW warp engines, 27 GW impulse engine, two type-R and two type-F plasma torpedoes, six standard phasers, two defensive phasers; crew 370; three shuttles.

Known names: *Loyal Bird*, *Victory Bird*, *Glory Bird*.

### The Vulture-V Heavy Carrier

Designed to carry 20 fighters, this modified Vulture sacrificed the heavy plasma torpedoes to make space for them. Only one of these, the *Imperial Banner*, was built at the start of the General War.

Design Data: 218,000 deadweight tons, two 63 GW warp engines, 27 GW impulse engine, two type-F plasma torpedoes, six standard phasers, two defensive phasers; crew 370; three shuttles; 20 fighters.

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## CRUISERS

The Romulans built the medium-sized “wabird/eagle-series, which were classed as cruisers. It was first built in Y66. These gained masking devices and seeking plasma torpedoes in Y80, veiling devices in Y119, true cloaking devices in Y140, and were refitted with Klingon transporters and tractor beams from Y158.

### The War Eagle

This design was a Warbird fitted with true tactical warp engines. They first appeared in Y162. These ships formed the backbone of the Romulan fleet until the Kestrels came into broader service.

Design Data: 120,000 deadweight tons, two 30 GW warp engines, 18 GW impulse engine, one type-R plasma torpedo, four standard phasers, two defensive phasers; crew 200; two shuttles.

Known names: *Acheron*, *Astra Volantis*, *Avian Fury*, *Battle's Fire*, *Bird of Pulsar's Light*, *Bloodhawk*, *Challenger*, *Deathwound*, *Fate's Hand*, *Frenzy*, *Ghost Bird*, *Gryfalcon*, *Honor Wound*, *Kraken*, *Master of Combat*, *New Glory*, *Night of Fire*, *Shikra*, *Skua*, *Sky Demon*, *Thundermaker*, *Triumverate*, *Two Moons*, *Urgent Fury*, *Wildfire*.

### The King Eagle

These were built mostly as new ships (some may have been converted from Warbirds or War Eagles) starting in Y169. They had larger, more powerful, warp engines and extra plasma torpedoes.

Design Data: 160,000 deadweight tons, two 45 GW warp engines, 18 GW impulse engine, one type-R and two type-F plasma torpedoes, four standard phasers, two defensive phasers; crew 250; four shuttles.

Known names: *Audax*, *Audacia*, *Gloriosus*, *Sanquinaris*, *Impavidus*, *Exidium*, *Incepteris*, *Carniflex*, *Vindex*.

### The Battle Eagle

This was the fighter carrier version of the cruiser, built mostly on converted hulls (since the process of conversion was, in some ways, simplified by removing so much old equipment to make space for the hangar decks.

Design Data: 130,000 deadweight tons, two 30 GW warp engines, 18 GW impulse engine, no plasma torpedoes, four standard phasers, two defensive phasers; crew 200; two shuttles; 10 fighters.

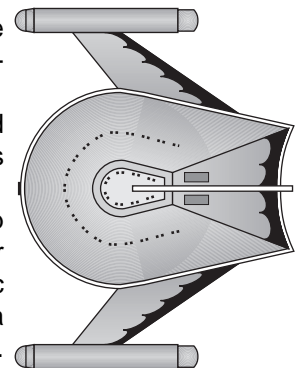
Known names: *Fury*, *Demon*, *Banshee*.

### The Other Eagles

Several other variants of the basic “warbird” hull were deployed by the Romulans.

The **Scout Eagle** replaced the torpedo with special sensors for tactical intelligence and EW.

The **Freight Eagle** gave up most weapons and some other systems to carry 2 million cubic feet of cargo (plus 4 million in a pallet carried under the ship).

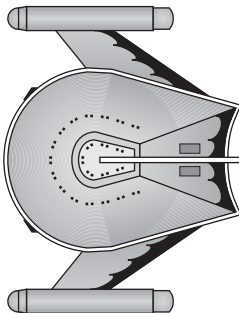


**The Commando Eagle** carried 120 marines.

**The Pioneer Eagle** was a modified Scout Eagle used for planetary survey duty.

## THE DESTROYERS

The Romulans built the medium-sized “warhawk” series, which were classed as destroyers (although some sources list them as light cruisers). (It is important to distinguish between the “Hawk-Class, which is part of the “Eagle Series”, and the entirely different and much later “Hawk Series”.) The Hawk was first built in Y66. These gained masking devices and seeking plasma torpedoes in Y80, veiling devices in Y119, true cloaking devices in Y140, and were refitted with Klingon transporters and tractor beams from Y158.



### *The Battle Hawk*

The straight-up combat version of the Hawk-class, refitted to full tactical warp power with Klingon help, this ship carried the relatively weak Type-G torpedo instead of the massive Type-R, but compensated by having two of them.

Design Data: 90,000 deadweight tons, two 21 GW warp engines, 18 GW impulse engine, two type-G plasma torpedoes, four standard phasers, two defensive phasers; crew 160; two shuttles.

Known names: *Bloodwing, Nightwing, Firewing.*

### *The War Hawk*

The carrier analog of the Battle Hawk, this ship carried only five fighters and was not effective in combat.

Design Data: 85,000 deadweight tons, two 21 GW warp engines, 18 GW impulse engine, no plasma torpedoes, four standard phasers, two defensive phasers; crew 200; one shuttle; 5 fighters.

Known names: *Talon, Claw, Legion, Cohort.*

### *The Other Hawks*

The Romulans deployed several special-purpose variants on the “warhawk” hull.

**The Pelican** was a minesweeper designed to both lay and sweep mines, a weapon that the Romulans relished.

**The ChickenHawk** was modified to carry three fast patrol ships (gunboats).

**The Police Flagship** built on this hull had no cloak, but carried an array of special equipment including sensors, minesweeping gear, commandoes, relief supplies, and everything else a police sector commander might need when arriving at the scene of an emergency.

**The BattleHawk-E** was a carrier escort with aegis fire control and different weapons. The similar BattleHawk-F also carried replacement fighters to resupply the carrier.

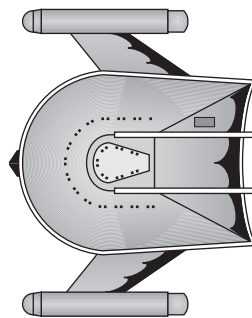
**The Commando Hawk** carried 120 ground troops.

## THE MAULERS

The Romulans had fielded ships equipped with the terrifying “mauler” weapon as early as Y119, but these never really worked due to a shortage of power. The advent of warp engines and Klingon technology in Y158 allowed the Romulans to build a new generation of mauler ships which formed key units of the Romulan invasion of Gorn and Federation territory. Maulers were particularly effective against bases (which regular starships found to be tough targets).

Design Data: 160,000 deadweight tons, two 30 GW warp engines, 18 GW impulse engine, mauler cannon (battery capacity 108 GW), no plasma torpedoes, two defensive phasers; crew 120; one shuttle.

Known names: *Trident, Spear, Javelin.*



## THE FRIGATES

The Romulans had used small warships (designated Snipe by the Federation) for escorts and patrols. These were first built in Y66. They gained masking devices and seeking plasma torpedoes in Y80, veiling devices in Y119, true cloaking devices in Y140, and were refitted with Klingon transporters and tractor beams from Y158.

### *The Snipe-A*

This was the first tactical warp version of the Snipe, and was adequate for its time (Y158).

Design Data: 60,000 deadweight tons, two 9 GW warp engines, 3 GW impulse engine, one type-G plasma torpedo, two standard phasers, two defensive phasers; crew 100; one shuttle.

Known names: *Corvus, Draco, Delphinus, Ursus, Cetus, Vulpes, Lupus, Squalus, Aquila, Aries, Canis, Cygnus, Dorado, Eqqus, Grus, Lacerta, Leonis, Lyncis, Monoceros, Orcus, Pavo, Scorpii, Tarus, Volantis.*

### *The Snipe-B*

The Romulans learned, as other races did, that the smaller starships were too easily destroyed in fleet battles, where several ships could fire on a single target. The Snipe-B was an enlarged design with more power.

Design Data: 70,000 deadweight tons, two 12 GW warp engines, 3 GW impulse engine, one type-G and two type-F plasma torpedoes, two standard phasers, two defensive phasers; crew 100; one shuttle.

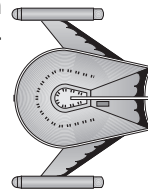
Known names: All were converted from Snipe-As.

### *The Other Snipes*

**The Snipe-E** replaced its torpedo with plasma-Ds to protect carriers from enemy fighters.

**The Snipe-P** was used by the Romulan Star Police and did not have a cloaking device.

**The Snipe-V** was the carrier version, used mostly for convoy escorts by the police. It had four fighters but no cloaking device.



# THE KESTRELS

These were all Klingon-built ships purchased by the Romulans. They retained Klingon phasers, transporters, and tractor beams, but traded their missile racks for more shuttles and their disruptors for plasma torpedoes.

## DREADNOUGHT

The dreadnought of the Kestrel Series was the massive K9R *Behemoth*, bought from the Klingons as a new unfinished hull in Y172.

Design Data: 350,000 deadweight tons, three 45 GW warp engines, two 9 GW impulse engines; one type-R, two type-S, and two type-F plasma torpedoes; 12 standard phasers; crew 640; five shuttles.

## CRUISERS

The Romulans purchased several Klingon cruiser types, including D7C command cruisers, D7 battlecruisers, D6 battlecruisers, D5 war cruisers, and even old D4 cruisers which were used for training and local defense.

### The KR Cruisers

These were the most common Klingon-built cruisers in Romulan service, being converted from nine old D6s that the Klingons took out of storage.

Design Data: 110,000 deadweight tons, two 45 GW warp engines, 12 GW impulse engine, two type-S plasma torpedoes, seven standard phasers; crew 400; four shuttles.

Known Names: *Senatarian, Praetorian, Patrician, Kestrel, Shrike, Hawk, Annihilation, Retribution, Retaliation, Proconsul.*

### The K7R Battlecruisers

Three of these ships were purchased by the Romulans who wanted heavier and more capable warships. The Klingons, expecting war at any time, declined continued offers to buy more of this type.

Design Data: 120,000 deadweight tons, two 45 GW warp engines, 12 GW impulse engine, two type-S and two type-F plasma torpedoes, nine standard phasers; crew 400; four shuttles.

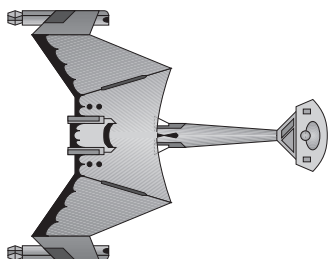
Known Names: *Finality, Fortis, Ficuda.*

### The KRC Command Cruiser

Three of these ships were purchased for use as squadron and sector flagships.

Design Data: 125,000 deadweight tons, two 45 GW warp engines, 12 GW impulse engine, two type-S and two type-F plasma torpedoes, two racks for type-D plasma torpedoes, nine standard phasers; crew 480; four shuttles.

Known Names: *Subjugator, Conqueror, Victor.*



### The KDR War Cruisers

Three Klingon D5s were cut off in Romulan Space when Star Fleet's *Operation Wedge* broke through to Tholian territory, dividing the Klingons from the Romulans. The Klingons "gave" the ships to the Romulans, who converted them into KDR war cruisers. (The Klingons had started this by seizing three Romulan SparrowHawks that had been cut off in Klingon space at the same time.)

Design Data: 85,000 deadweight tons, two 36 GW warp engines, 12 GW impulse engine, two type-S plasma torpedoes, two racks for type-D plasma torpedoes, four standard phasers, four defensive phasers; crew 360; four shuttles.

Known Names: *Treachery, Deceit, Exchange.*

These three ships had a storied history. The Romulans wanted to convert them into KDV carriers and KDA escorts, but couldn't spare them. One of them was converted into a KDS scout with special sensors replacing the plasma torpedoes. The other two were converted into KDW "new heavy cruisers" as follows:

KDW Design Data: 55,000 deadweight tons, two 36 GW warp engines and one 24 MW warp engine, 12 MW impulse engine, two type-S and one type-F plasma torpedoes, two racks for type-D plasma torpedoes, eight standard phasers, two defensive phasers; crew 410; four shuttles.

### The KRM Mauler Cruisers

These three ships were converted from Klingon-built D6s. They carried the devastating mauler cannon, which was designed to destroy bases that other starships had trouble attacking.

Design Data: 145,000 deadweight tons, two 45 GW warp engines, 12 GW impulse engine, Mauler cannon (102 GW battery capacity), no plasma torpedoes, seven standard phasers; crew 400; two shuttles.

Known Names: *Onager, Balista, Trebuchet.*

### The Other Kestrels

**The KRV** was a carrier variant with ten fighters.

**The KRP** was home base to six gunboats.

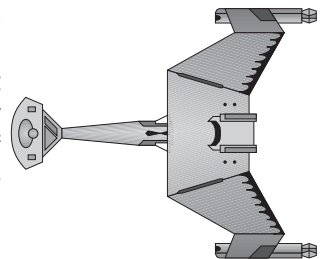
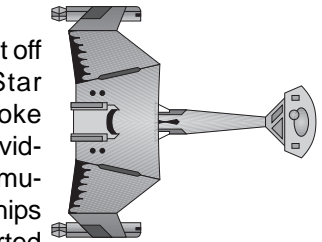
**The KRE** was a space survey ship.

**The KRS** was a heavy scout with special sensors for electronic warfare and tactical intelligence.

**The KRG** was a commando ship with 240 troops.

### The KD4 Cruisers

These were the first Klingon-built cruisers to enter Romulan service, being converted from a dozen ancient D4s that the Klingons (who never threw away a weapon) took out of storage. They were intended to provide the Romulans with an interim capability to learn



the use of warp tactics, and despite their great age were the most powerful warships in Romulan service until the Romulans were able to convert Warbirds and buy KRs.

Design Data: 90,000 deadweight tons, two 36 GW warp engines, 6 GW impulse engine, two type-G plasma torpedoes, six standard phasers; crew 350; four shuttles; TL11. The names were never known to the Federation.

## THE FRIGATES

The Klingons sold the Romulans their excellent F5s (which were either very big frigates or very small destroyers). These included several types.

### The K5L Frigate Leader

Converted from Klingon F5L frigate leaders, these were used as frigate squadron leaders.

Design Data: 40,000 deadweight tons, two 24 GW warp engines, 9 GW impulse engine, two type-G plasma torpedoes, five standard phasers; crew 240; four shuttles.

Known Names: *Oathkeeper*, *Loyal Charge*, *Loyal Spirit*, *Word of Honor*.

### The K5R Frigate

Converted from Klingon F5 frigates, these were used as escorts and patrol ships.

Design Data: 35,000 deadweight tons, two 24 GW warp engines, 6 GW impulse engine, two 3 GW reactor; two type-F plasma torpedoes, five standard phasers; crew 200; two shuttles.

Known Names: *Centaurii*, *Rapier*, *Scimitar*, *Shillelah*, *Retiarii*, *Triumver*, *Nemesis*, *Galley*, *Tribune*.

### The Other F5 Frigates

The Romulans modified some F5s into K5S scouts by replacing the heavy weapons with sensors. Known names included *Questor*, *Endeavor*, *Ranger*.

The Romulans obtained some F5Ms minehunters from the Klingons and converted these into K5M minehunters. Known names included *Lucky*, *Fortuitous*, *Opportune*.

The Romulans converted some KF5Rs into KF5D carrier escorts with aegis fire control.

### The K4R Frigate

The Romulans wanted more F5 frigates than the Klingons would agree to sell, and accepted a dozen smaller E4 corvettes to increase their fleet numbers.

Design Data: 20,000 deadweight tons, two 18 GW warp engines, two 3 GW impulse engine, two type-F plasma torpedoes, four standard phasers; crew 130; two shuttles.

Known Names: *Firefly*, *Hornet*, *Locust*, *Mantis*, *Mosquito*, *Wasp*, *Black Death*, *Blue Victory*, *Red Glory*, *Fury*, *Rage*, *Anger*.

Some of these were converted into K4D carrier escorts with aegis fire control.

## The F4R Frigate

The first Klingon-built frigates in Romulan service were twenty old F4s which the Klingons had in mothball storage (but considered useless in combat). The Romulans eagerly took them (partly due to the bargain basement price of \$25 million each) to fill out their fleet numbers and gain experience with warp tactics.

Design Data: 22,000 deadweight tons, two 18 GW warp engines, 6 GW impulse engine, two type-F plasma torpedoes, three standard phasers; crew 180; two shuttles; TL11.

## OTHER WARSHIPS

The Klingons sold the Romulans several other warship designs, of which only one really concerns us.

### The KRT Fleet Transports

These ships were classed as "Tugs" and carried one or two huge cargo pods. The Romulans used the two T6 tugs for base construction and upgrade projects, rather than cargo transport.

Design Data:

125,000 deadweight tons, two 42 GW warp engines, 12 GW impulse engine, four type-F plasma torpedoes, one rack for type-D plasma torpedoes, three standard phasers, eight defensive phasers; crew 200; two shuttles.

Known Names: *Aquarius*, *Giraffe*.

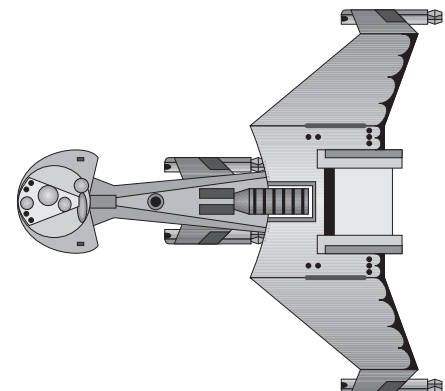
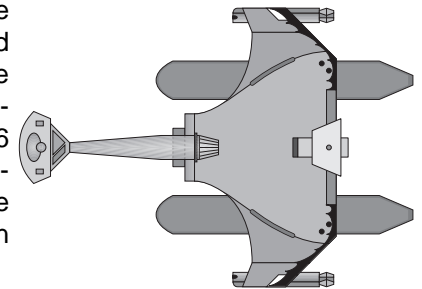
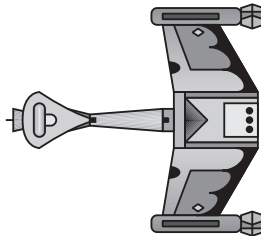
### Ships Never Built

The Romulans wanted to buy one or more of the superb Klingon C7 heavy battlecruisers, but the Klingons needed all they could build and it would have been impossible to deliver in any case.

The Romulans considered converting one of their K7R battlecruisers into a K7V carrier but could not spare the ship from service long enough for the conversion.

Design plans existed to convert some of the KF5R frigates into a three-engine design corresponding to the Klingon F6 "frignaut" but this was never done.

The Romulans contracted to buy a Klingon B10 battleship, but it was never completed or delivered. Designs existed for carrier and space control versions of this K10R.



# THE HAWKS

The Romulans, needing modern ships, designed and built this series of modern warships starting in Y168. Production proceeded at a furious pace.

Following the traditions of the *Revolution in Military Thought*, the Romulans were more forward-thinking than other races. They knew that they needed a lot of warships in a hurry, and that they would need an unpredictable number of special-function variants (scouts, carriers, transports, commando ships, etc.). The Romulans, alone among the races, realized that every prediction made by other races regarding the number of such ships that would be needed had to be no better than a guess.

The Romulans built the Hawk-series ships as “modular” designs. They were able to “unbolt” major sections of any ship and insert new sections, converting a warship to a carrier or scout in a matter of days. One aspect of the modular design was that each module could be built in a much smaller orbital facility than an entire ship, allowing most of the Great Houses to have a share of the construction contracts. While only a few slipways existed to build the ship, two dozen existed that could build modules.

## THE SPARROWHAWK LIGHT CRUISER

We begin our study of Romulan modular Hawk-series warships with the design that started it all, the superb SparrowHawk. This ship came in one standard hull but could carry two large mission modules, allowing the same ship to undertake entirely different missions within a few days by “snapping in” the required module. Each ship carries a pair of identical modules.

### *The Basic SparrowHawk*

This was regarded as the best light cruiser fielded by in the General War, not least because it was slightly larger than its competition. Our design data is for the “bare” hull (which could not in fact operate without mission modules).

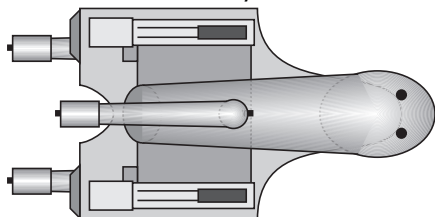
Design Data: 115,000 deadweight tons, three 24 GW warp engines, 12 GW impulse engine; one type-S, and two type-F plasma torpedoes; three standard phasers, four defensive phasers; crew 360; three shuttles.

Type-A Mission Module (pair): 35,000 deadweight tons, two three GW reactors; two standard phasers.

Known Names: *Adversary*, *Avenger*, *Defiance*, *Fearless*, *Formidable*, *Furious*, *Havoc*, *Harrower*, *Loyal Warrior*, *Triumph*, *White Hawk*.

### *The Mission Variants*

**The SparrowHawk-B** was the carrier variant, with 16 fighters (eight in each mission module). Two ships, the *Relentless* and *Intrepid*, were known to have spent most



of their service lives in this mode.

**The SparrowHawk-C** was the scout variant, with special sensors replacing the phasers. Many ships, including *Owl*, *Vigilant*, *Hunter*, *Torch*, *Seeker*, *Searcher*, *Mercury*, and *Argus*, served in this mode.

**The SparrowHawk-D** was the minesweeper.

**The SparrowHawk-E** was a gunboat tender.

**The SparrowHawk-F** was a heavily modified design with mauler cannons (battery power 84 GW). It gave up the type-F plasma torpedoes and could not be converted back into a standard SparrowHawk as the mission modules were hard-welded to the hull. Only three names (*Bloody Dagger*, *Wet Sword*, *Assassin's Knife*) are known but there were many more of this type.

**The SparrowHawk-G** was the commando variant with an entire cohort (240 ground troops).

**The SparrowHawk-H** was a fleet transport used mostly to build and upgrade bases.

**The SparrowHawk-J** was a base assault variant with two extra type-S plasma torpedoes.

**The SparrowHawk-L** was intended as a squadron leader and had more elaborate command facilities.

**The SparrowHawk-M** was the heavy carrier escort that protected most Romulan carriers. Three names are known: *Eternal Guardian*, *Guarding Eagle*, *Dark Angel*.

**The SparrowHawk-R** was designed as a repair ship, intended to support the fleet.

**The SparrowHawk-U** was a scout-carrier with special heavy fighters. Two ships of this type operated: *Glowing Eyes* and *Flashing Eyes*.

**The SparrowHawk-X** was the last of the breed, using the new TL13 X-technology.

## DREADNOUGHTS

The dreadnought of the Hawk Series was the massive Condor. The Romulans built several variants of this ship, including a fast raider, a heavy carrier, and two space control ships. The Romulans also designed other dreadnoughts including the DemonHawk, OmniHawk, and MegaHawk.

### *The Condor Dreadnought*

Designed from the keel up to use the new technology, this was one of the most modern and powerful dreadnoughts in the galaxy. Unlike the other ships of the Hawk-series, none of the Condors were modular.

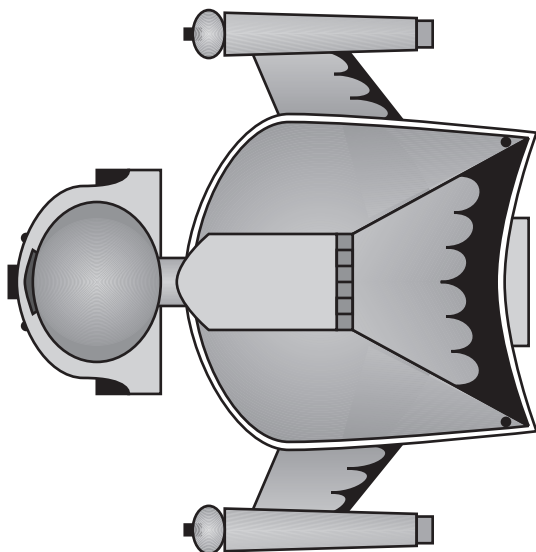
Design Data: 400,000 deadweight tons, two 72 GW warp engines, 15 GW impulse engine; one type-R, two type-S, and two type-F plasma torpedoes; nine standard phasers, four defensive phasers; crew 600; five shuttles.

Known names: *Imperator*, *Senator*, *Gemini*, *Consul*.

### *The Shrike Light Raiding Dreadnought*

Basically a stripped-down Condor with the same engines and only 85% as much mass, this ship was designed to charge through enemy lines and destroy any single ship it encountered.

Design Data: 345,000 deadweight tons, two 72 GW warp engines, 15 GW impulse engine; one type-R, one type-S, and two type-F plasma torpedoes; seven stan-



dard phasers, two defensive phasers; crew 500; five shuttles.

Known name: *Shrike*.

### The Condor-V Heavy Carrier

The carrier variant of the Condor, these ships carried two squadrons of fighters.

Design Data: 410,000 deadweight tons, two 72 GW warp engines, 15 GW impulse engine; one type-R, two type-S, and two type-F plasma torpedoes; eight standard phasers, four defensive phasers; crew 660; six shuttles.

Known names: *Colossus*, *Leviathan*.

### The Other Condors

The Roc and Phoenix were space control variants of the Condor. The Roc had six gunboats, while the Phoenix had six gunboats and twelve fighters. A heavy variant of the Condor was built during the last years of the War.

### The Omnihawk Dreadnought

Designed as a modular ship, this design could use the same modules as the SparrowHawk and FireHawk, and used five of the standard warp engines.

Design Data (with two B-modules and two K-modules): 360,000 deadweight tons, five 24 GW warp engines, 12 GW impulse engine; three type-S and two type-F plasma torpedoes; seven standard phasers, two defensive phasers; crew 520; six shuttles, 16 fighters.

### Other Dreadnoughts

The MegaHawk was an enlarged version of the OmniHawk with six engines. It was never built.

The DemonHawk was to have been the ultimate in modularity, carrying two SparrowHawk modules and one SkyHawk module, but was never built.

## THE HEAVY CRUISERS

The Romulans began with the FireHawk heavy cruiser (an enlarged SparrowHawk) but quickly determined that even larger cruisers would be needed.

### The FireHawk Heavy Cruiser

The standard modular heavy cruiser was the solid FireHawk, which carried the same pair of mission modules as the SparrowHawk, and four of the same engines, but had additional mass and internal systems. The design data includes the most common (type-K) modules (which could not be used by SparrowHawks). Otherwise, the FireHawk could carry most of the same modules as the smaller SparrowHawk. All of the heavy cruisers below looked (more or less) the same as the FireHawk.

Design Data: 210,000 deadweight tons, four 24 GW warp engines, 12 GW impulse engine; two type-S and two type-F plasma torpedoes; five standard phasers, four defensive phasers; crew 400; four shuttles.

Known Names: *Praetor Maximus*, *Praetor Karzan*, *Starhawk*, *Allegiance*, *Coalition*, *Praetor Rolandus*.

### The SuperHawk Strike Carrier

This variant of the FireHawk was somewhat heavier and included 8 fighters in an internal bay.

Design Data: 225,000 deadweight tons, four 24 GW warp engines, 18 MW impulse engine; two type-S and two type-F plasma torpedoes; three standard phasers, four defensive phasers; crew 420; four shuttles, 24 fighters.

Known Names: *Stellar Strike*, *Stellar Flare*.

Design Data (with K-modules): 230,000 deadweight tons, four 24 GW warp engines, 18 MW impulse engine; two type-S and two type-F plasma torpedoes; seven standard phasers, four defensive phasers; crew 420; four shuttles, 8 fighters.

Combined with type-B carrier modules, this created a formidable fighter group, but only one ship, the *Imperial Standard*, of this type was built.

### The NovaHawk Command Cruiser

Stablemate to the SuperHawk, this design lacked the internal fighter bay but included additional power systems. The design data reflects the standard K-modules but this design could carry many SparrowHawk modules.

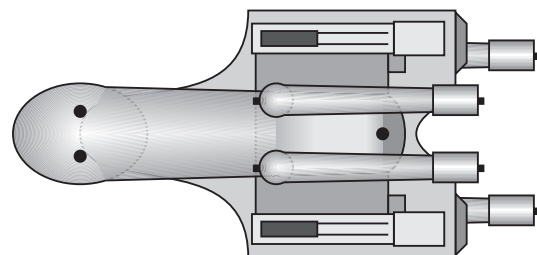
Design Data: 240,000 deadweight tons, four 24 GW warp engines, 18 GW impulse engine; two type-S and two type-F plasma torpedoes; seven standard phasers, four defensive phasers; crew 420; four shuttles.

Known names: *Imperial Eagle* (NHB strike carrier).

### The Other Heavy Hawks

The **RegalHawk** was basically a FireHawk-K with a single type-R torpedo replacing the two type-S torpedoes.

The **RoyalHawk** was a NovaHawk with one type-R plasma torpedo replacing the two type-S torpedoes.



**The KillerHawk** was the heaviest of the heavy hawks with five plasma torpedoes (one type-R, two type-S, two type-F), seven standard phasers and four defensive phasers. Two KHKs (*Ravager*, *Rampage*) were built.

**The ThunderHawk** was designed to be a space control ship with six gunboats and eight fighters. Three ships (*Thunderbird*, *Thunderstrike*, *Thunderbolt*) were built.

**The FastHawk** had special engines for higher speed.

**The FlameHawk** was the standard mauler variant of the FireHawk. *Screaming Spirit* is the only known name but there were several others.

**The Peregrine** was an improved mauler built as a new ship on a hull derived from the FireHawk.

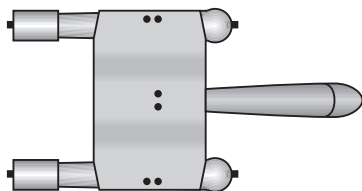
**The SunHawk** was a SuperHawk with special type-N modules, each with two phasers and two fighters.

## THE SKYHAWK DESTROYERS

While these ships were modular, they used entirely different modules (see deck plans on page 101). For efficiency, they used the same engines as the SparrowHawk (two of them, rather than three).

### The Basic SkyHawk-A

The type-A module (25,000 deadweight tons) included four shuttles, four batteries, and two standard phasers and was intended to be the standard "warship" module.



Design Data: 100,000 deadweight tons, two 24 GW warp engines, 6 GW impulse engine; two type-F plasma torpedoes; two standard and four defensive phasers; crew 220.

Known Names: *Arrow*, *Axe*, *Battleaxe*, *Bow*, *Dagger*, *Dirk*, *Falchion*, *Glaive*, *Gladius*, *Mace*, *Perilous*, *Poinard*, *Probe*, *Sabre*, *Sling*, *Stiletto*, *Sword*, *Truncheon*.

### The Other SkyHawks

**The SkyHawk-B** was the carrier variant with eight fighters. It retained the plasma torpedoes.

**The SkyHawk-C** was the gunboat tender,

**The SkyHawk-D** was the minesweeper.

**The SkyHawk-E** was an escort variant with aegis fire control. Type-D plasma torpedoes supplemented the Type-Fs. Known names include: *Bastion*, *Rampart*, *Keeper*, *Guardian*, *Defender*, *Protector*, *Tenacious*, *Obstinate*, *Adamant*, *Steadfast*.

**The SkyHawk-F** was the scout with special sensors in the mission module, retaining the standard weapons.

**The SkyHawk-G** was the command ship with 120 ground troops (a half-cohort).

**The SkyHawk-H** was the cargo transport variant.

**The SkyHawk-L** was intended as a squadron leader and had a single type-G plasma torpedo. It was not modular, but was more expensive. Known names: *Skydragon*, *Skyflame*, *Centurion Rogallus*.

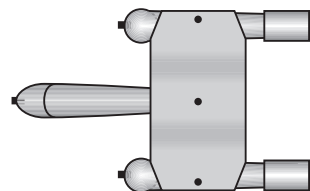
**The SkyHawk-X** was the ultimate version of the ship, with TL13 X-technology.

## THE SEAHAWK FRIGATES

The enduring mystery of the SeaHawk frigate is why the Romulans built it at all. By the time it appeared in Y174, other races were replacing frigates with larger destroyers. The Romulans needed the ships for convoy escorts, piracy patrols, and other uses not on the front line, and (due to losses) were running out of the older Snipe class ships.

### The SeaHawk-A Frigate

This was the standard warship design. SeaHawks were not modular in the sense other ships of the Hawk-series were, and changing from one variant to another required more complex revisions to the design.



Design Data: 60,000 deadweight tons, two 18 GW warp engines, 6 MW impulse engine; two type-F plasma torpedoes; three standard phasers, two defensive phasers; crew 160; two shuttles. Known names: *Speedy*, *Trusty*, *Ready*, *Loyalty*, *Bravery*, *Fervently*, *Stalwartly*.

### The Other SeaHawks

**The SeaHawk-B** was the carrier with six fighters. Known names: *Copiously*, *Kishawk*.

**The SeaHawk-C** scout replaced its plasma torpedoes with special sensors. Known names: *Faithfully*, *Reliably*.

**The SeaHawk-D and E** were carrier escorts with aegis fire control and type-D plasma racks instead of type-F torpedoes. The E version had better fire controls.

**The SeaHawk-G** was the commando ship with 120 ground troops (a half-cohort).

**The SeaHawk-L** was intended as a squadron leader. Being the most heavily armed of the SeaHawks (it had a type-G torpedo), it was the first to be selected for more dangerous missions when no destroyer was available.

**The SeaHawk-X** was the ultimate version of the ship, with TL13 X-technology.

## OTHER ROMULAN WARSHIPS

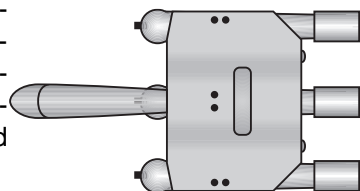
The Romulans had many other designs, some of which were built and some of which were not.

**The King Condor** would have been a massive battleship of 500,000 deadweight tons, but was never built. Variants might have included the **Imperial Condor** heavy carrier and the **Tyrant Condor** stellar domination ship.

**The FarHawk** was an unbuilt variant of the Peregrine mauler, with heavy fighters in place of the huge battery bay and no mauler cannon.

**The GryphonHawk** was an unsuccessful design for a heavier version of the SparrowHawk.

**The SaberHawk** was a "heavy war destroyer", an enlarged SkyHawk with a third engine, it had a configurable hull. Individual elements, rather than a module, could be replaced, allowing it to be customized for specific missions.



## OTHER STARSHIP TYPES

The Romulans used many starship and spaceship types which were similar to those of other races.

### *Freighters*

They used a standard freighter that was based on a Klingon design, consisting of a warp drive unit attached to the rear of a cargo pod and a control unit. (As with Klingon freighters, the control unit was on the top rather than on the front as it was with Federation freighters.)

Romulan cargo pods could be interchanged with Federation and Klingon cargo ships and tugs, facilitating interstellar commerce. Indeed, Romulan cargo pods were copies of Klingon cargo pod designs.

Small Freighter Design Data: 40,000 deadweight tons, two 6 GW warp engines, one 3 GW impulse engine; no plasma torpedoes; one defensive phasers; cargo volume 3.75 million cubic feet; crew 10; one shuttle.

Large Freighter Design Data: 80,000 deadweight tons, two 12 MW warp engines, 3 MW impulse engine; no plasma torpedoes; one standard phaser, one defensive phaser; cargo volume 7.5 million cubic feet; crew 20; one shuttle.

### *Naval Auxiliaries*

Most empires in the Star Fleet Universe used converted freighters for military support missions. These included fighter-carriers, gunboat tenders, minesweepers, minelayers, electronic warfare platforms, and so forth.

Troop transports were used in wartime for planetary invasions and in peacetime to move colonists to new worlds. Heavy equipment transports were used in wartime to carry armored ground vehicles to new planets and in peacetime to move agricultural and mining equipment to new colony worlds.

The warp drive and control bridge sections of standard freighters could be combined without the cargo pod to create a "tug boat" able to rescue disabled ships or tow inconvenient asteroids out of the way.

### *Civilian Merchant Ships*

The Romulans saw the value of the smaller cargo ships such as skiffs, priority transports, and free traders. They built copies of these ubiquitous designs and purchased hundreds of them from the Klingons and (through brokers) from the Federation. Some of these ships were fitted with cloaking devices (those used for government missions or a few of those owned by the most powerful of the Great Houses) but most did not need or have such equipment.

Free Trader Design Data: 75,000 deadweight tons, two 18 GW warp engines, 6 GW impulse engine; no plasma torpedoes; two defensive phasers; cargo volume 1.8 million cubic feet; crew 30; two shuttles.

Priority Transport Design Data: 140,000 deadweight tons, two nine GW warp engines, 3 GW impulse engine; one defensive phasers; cargo volume 2.4 million cubic feet; crew 40; one shuttle.

## STARSHIP EQUIPMENT

Romulan starship equipment was little different from those of other races, except for their unique cloaking devices and plasma torpedoes.

### *Standard Equipment*

After Y158, Romulan tractor beams had a range of 30,000km, while Romulan transporters had a range of 50,000km. Romulan ships had medical bays, science labs (for both space survey and planetary survey), sensors (passive), scanners (active), fire control systems, seeking weapon control circuits, probe launchers, and everything else one would expect. There is not enough difference between Romulan and Federation or Klingon technology of these types to require separate rules.

### *Cloaking Devices*

The cloaking device was first invented in Y150 but not seen by the Federation before Y154. While it theoretically renders the ship invisible and makes it impossible for another ship to lock its fire control, it is not 100% undetectable. Enemy ships can bombard the area where a cloaked ship is suspected and, sometimes, score at least some damage. Cloaks are traditionally used to escape attack, get into firing position, and avoid damage while reloading plasma torpedo tubes.

The earlier masking (Y88) and veiling (Y120) devices were less effective precursors to the cloaking device. During these earlier periods, weapons were less effective and these earlier devices were able to protect the ship.

### *Plasma Torpedoes*

These are the standard weapons of the Romulans, as well as the Gorns and ISC. A few Orion and Federation ships use the smaller versions of these torpedoes. A plasma torpedo moves at Warp 3.2 (the highest speed a starship can move in combat) and will chase its target even after the launching ship cloaks. Plasma torpedoes take 50% longer to arm than photon torpedoes and three times as long to arm as disruptors.

There are several types of plasma torpedoes. The warhead strengths listed below apply only at short range (under 50,000km) and grow steadily weaker as the torpedo moves. None have any power beyond 350,000kms.

Plasma-R is the heaviest, with 167% of the power needed to knock down the front shield of a Federation cruiser. The more common Plasma-S has 100% of the power needed to crush this shield. Plasma-Fs have only 67% of the required power but, being smaller, can be held in the launch tubes indefinitely. Plasma-Gs have the power of a Plasma-F but more range. Plasma-Ds have only 33% of the power needed to penetrate a shield but are stored for long terms in canisters. Plasma-Ks are used by fighters in dogfights, and only rarely against ships.

# FIGHTERS

The Romulans had used fighters for decades, but these were sublight fighters capable only of local defense. True warp-powered fighters appeared in Y165. For most of the General War, each Romulan carrier had two types of fighters, one an anti-ship type with type-F plasma torpedoes in an internal launcher, the other an anti-fighter type with type-D plasma torpedoes on launch rails. Most of the Great Houses and many of the Minor Houses had contracts to build fighters of both types.

## Single-Seat Fighters

Most fighters were of this type, the size of a standard shuttlecraft but with a crew of one (rarely two).

**The Gladitor Attack Fighters** first appeared in Y165 and were steadily improved. All carried one pilot and a plasma-F torpedo. Later versions were faster and carried type-K anti-fighter plasma torpedoes for self-defense.

**Superiority Fighters** appeared in Y173 and were steadily improved. They carried type-D plasma torpedoes in canisters on launch rails as well as phasers.

Most of these fighters were about 125 deadweight tons.

## Heavy Fighters

Twice as big as a standard fighter and with a crew of two, the Tribune-class was intended to be the anti-ship attack force, but proved too slow. By Y180, improved speed made them a potent attack force, but their heyday was short-lived as gunboats made them obsolete. Tribunes all carried type-F plasma torpedoes in internal launchers, plus type-D and/or type-K torpedoes on launch rails.

These fighters were about 250 deadweight tons.

## Bombers

The Cohort-class fighters were three (or four) times as big as a Gladiator, with crews of four (or six). These could be based only on planets as no ship could dock them internally and they were not strong enough to survive warp speeds when docked externally to a warship.

These carried three plasma-F torpedoes internally (the Cohort-4, which was “quad-sized”, carried four) plus phasers and (in canisters on rails) type-D torpedoes.

The Cohort-1 was 400 deadweight tons while the much larger Cohort-4 was 530 deadweight tons.

## Shuttlecraft

The Romulans used the same general categories of shuttlecraft as other races, for logistical, administrative, and transport duties, including civilian models generally similar to page 186 of *GPD4e*. They had shuttlecraft configured for mine-sweeping, electronic warfare, commando transport, ground bombardment, asteroid mining, rescue, and other special missions and functions. While the details varied, the missions and technologies dictated that these be sufficiently similar to Federation shuttles that separate design data is not necessary for gaming purposes.

No shuttlecraft has a cloak due to power demands.

# GUNBOATS

## The Centurions

These tiny ships are reminiscent of the War Eagle and other ships of the Eagle Series, but of course were new construction using advanced TL12B technology. Gunboats had small crews (usually 25 crewmen), the bare minimum of systems to get to the target and return, and all of the weapons they could pack into their tiny hulls.

Design Data: 15,000 deadweight tons, two 9 GW warp engines (each with a 9 GW booster), 6 GW impulse engine; five type-F plasma torpedoes; one standard phasers; crew 25; no shuttles.

Numerous variants existed (all built as new construction as conversions were not worth the bother) including scout, commando, leader, minesweeper, repair and rescue, cargo, planetary survey, and commando variants. Most of the Major and Minor Houses built gunboats of this type.

## The StarHawks

These ships were a monument to the concept that with a big enough budget and plenty of political backing, the engineers could build just about anything. These ships were modular, and could “snap” new mission packages into their hulls within a few hours. Only House Casifax built these.

Design Data (combat variant): 18,000 deadweight tons, two 9 GW warp engines (each with a 9 GW booster), 6 GW impulse engine; two type-F plasma torpedoes; three standard phasers, one defensive phaser; crew 25; no shuttles.

**The StarHawk-B** was a combat variant with only one standard phaser but four type-F plasma torpedoes.

**The StarHawk-C** was the cargo version.

**The StarHawk-D** carried one standard phaser and four racks for type-D plasma torpedoes.

**The StarHawk-E** carried three standard phasers and two racks for type-D plasma torpedoes.

**The StarHawk-F** was the “fighter conveyor” design. The Kzintis invented this concept and other races copied it before discovering it was all but useless in combat. In theory, a gunboat with no weapons could carry four fighters within range of the target. The problem was that linking up a defenseless mothership with four damaged fighters in the middle of a space battle was somewhat tedious. In practice, the few ships of this type were used to take spare fighters to carriers deployed on the front lines.

**The StarHawk-G** was the commando variant with 50 ground troops and a small armored ground vehicle.

**The StarHawk-L** was the leader variant. It had larger modules with additional systems, such as the flotilla's only tractor beam, shuttle, and transporter.

**The StarHawk-M** minesweeper-layer variant.

**The StarHawk-Q** was the planetary survey version used by ships sent to study new star systems.

**The StarHawk-R** was the rescue and repair variant.

**The StarHawk-S** was the scout variant. Each flotilla of six gunboats including one scout to spot targets and provide electronic warfare and tactical intel support.



# GURPS ROMULANS

## SKYHAWK DESTROYER

### WORKHORSE OF THE FLEET

The Romulan SkyHawk-class destroyer is one of the least known, but most common, starships in the Romulan Empire. Produced in vast numbers (it costs a third as much as a battlecruiser), it was used for combat (supporting larger ships), convoy escorts, patrols, raids, and special missions.

The SkyHawk is technically classed as a war destroyer because its “hot warp” engines meant it would have power for combat even while running at top speed. Unlike the “war destroyers” used by other empires, the SkyHawk was built with a solid frame for long-term service, rather than “quick and cheap” (such ships not being expected to survive the next war).

Another unique feature that set the SkyHawk apart from the destroyers and war destroyers of other empires was its modularity. The top four decks of the center section of the main hull were not actually a part of the ship, but were a separate “mission module” which could be changed.

### VARIANTS AND MODULES

The ship itself was rarely changed, but the module portion could be entirely swapped out for a different module with different equipment, depending on the needs of the fleet for a given mission. Such a change could be done in a few days at a fleet base. Any destroyer could become a carrier, commando ship, scout, escort, cargo ship, or gunboat tender as the fleet required.

A given module was never converted into another module, but would simply be stored until needed again. Each base kept a number of modules on hand for possible use

and dedicated staff officers were always shipping spare modules of various types to meet fleet requirements.

The A-module shown on the plans was the most common module and comprised the standard destroyer type. Other modules contained other systems.

The B-module had space for eight fighters and two standard shuttles.

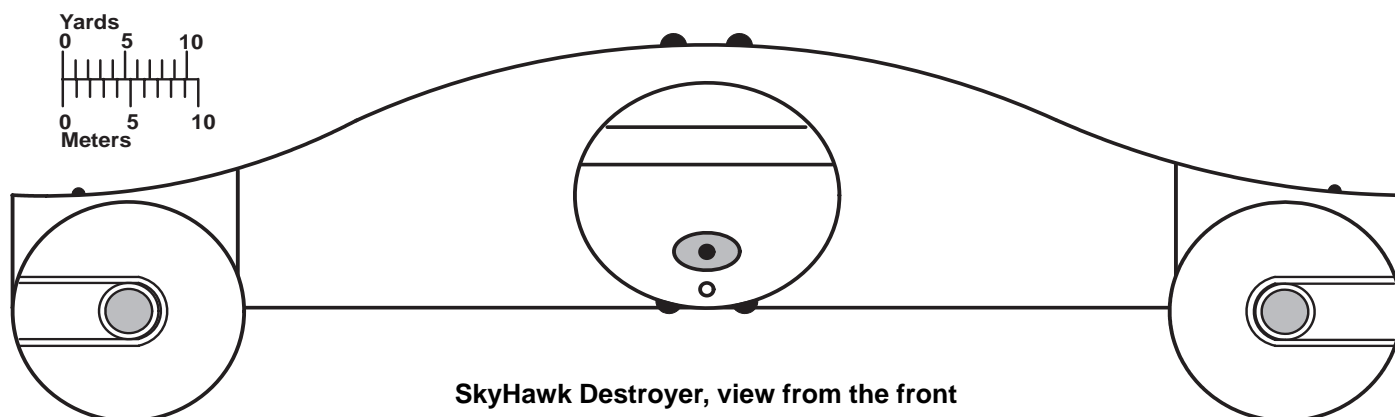
Star Fleet Intelligence originally assigned the designation “C” to a reported module with a type-S plasma torpedo. This turned out to be a false report (the SkyHawk could not carry a weapon that heavy). A decade later, when a SkyHawk variant designed to tow gunboats into the combat zone appeared, Star Fleet Intelligence designated this as the C-module. It had six tractor beams (each holding one gunboat).

The D-module was designed as an escort, and had racks for plasma-D torpedoes and the special fire controls (aegis) needed to engage two targets simultaneously. The later E-module had the more advanced version of this software which could engage four targets.

The F-module was the fleet scout, and had special sensors (replacing the phasers) to provide the fleet with electronic warfare, tactical intelligence, or target detection.

The G-module was the commando type with 120 ground troops as well as extra transporters and shuttles.

The H-module was intended for cargo transport. While it might seem strange to take a destroyer out of combat to carry cargo, warships were much faster than cargo ships and sometimes the military necessity of the situation meant that key items (spare parts, troops, replacement personnel, expendable weapons) had to be delivered immediately or the battle might be lost.



## TOP VIEW

This view shows the top of the ship (looking down from above). What would appear to be a “windshield” is in fact the gallery window of the officer’s wardroom. The bridge is on the next higher deck and behind this point.

The booms of Romulan “Hawk-Series” ships, while inspired by a Klingon design, are not separable.

The two warp engines are the standard 24-GW type used on the Romulan SparrowHawk (which uses three) and the various heavy cruiser designs (which use four).

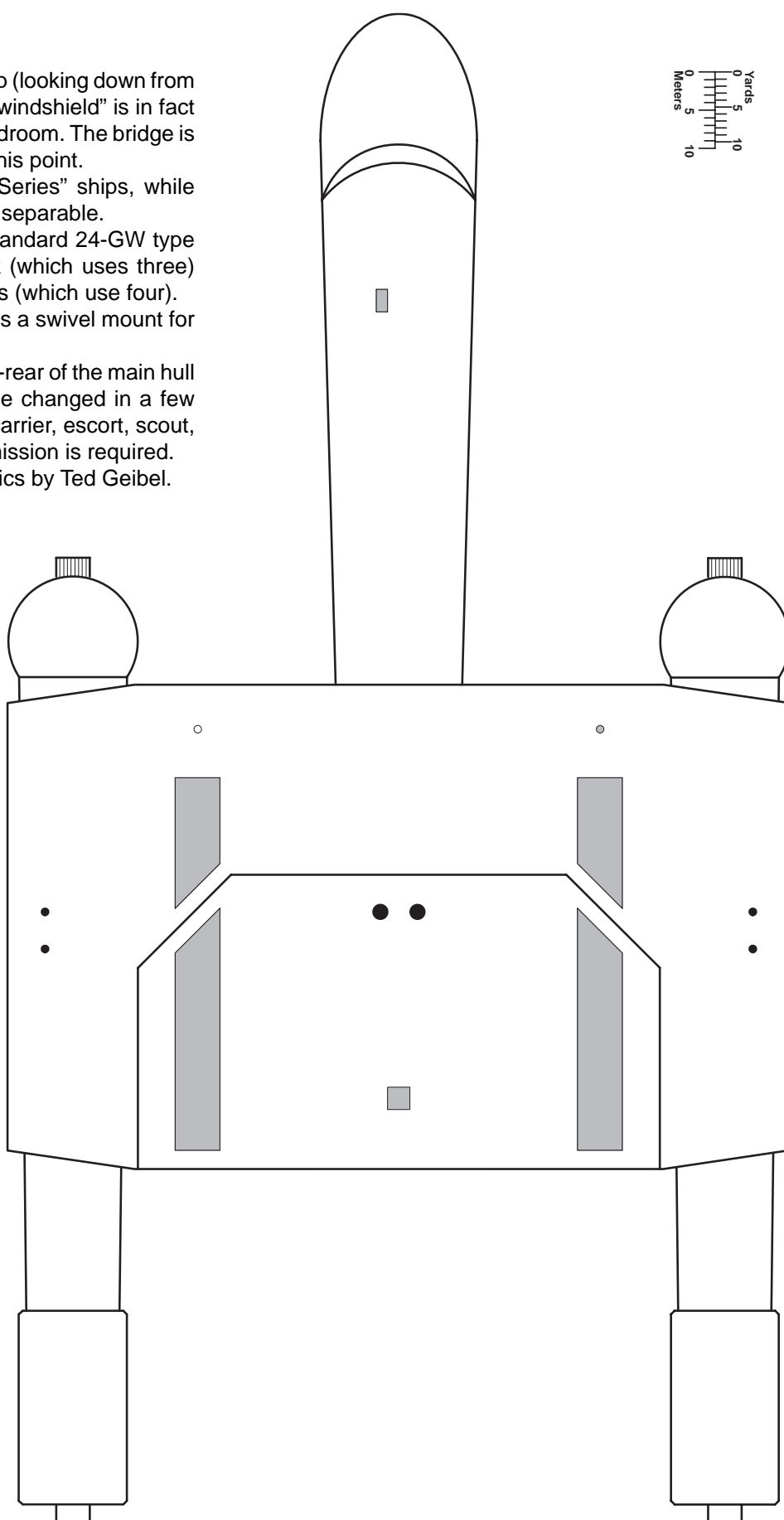
At the front of each warp engine is a swivel mount for a type-F plasma torpedo.

The outlined section at the center-rear of the main hull is the “mission module” which can be changed in a few days to convert the destroyer into a carrier, escort, scout, commando ship, or whatever other mission is required.

Deck Plans by Nick Blank; graphics by Ted Geibel.

### Service History

The Romulan SkyHawk *Axe* served with the squadron of ships that operated in Klingon territory under Admiral Roxana Vulpes. The *Axe* took part in battles against the Federation, Kzintis, and Hydrans. It returned to Romulan space in Y182 and served on the Federation border.



## DECK 1: SECURITY DECK

Deck 1 of the main hull (the highest) is divided into two sections, the forward section is part of the ship proper, while the aft section is part of the removable module. The forward part contains the brig and security section, including ten cells, three interrogation rooms, a security office, and an arms locker.

The aft portion of the deck comprises part of the changable module. It contains two standard phasers and the phaser control station, an airlock with a stairwell that exits out the docking port on top of the ship, ramps down to the upper shuttle bay area, and life support equipment. The sides of this deck contain air and water storage tanks.

The boom is lower than this deck.

## BRIDGE DETAIL

The detail of the bridge (below, actually part of Deck 2) shows the seats and duty consoles of the ten people who comprise the bridge crew.

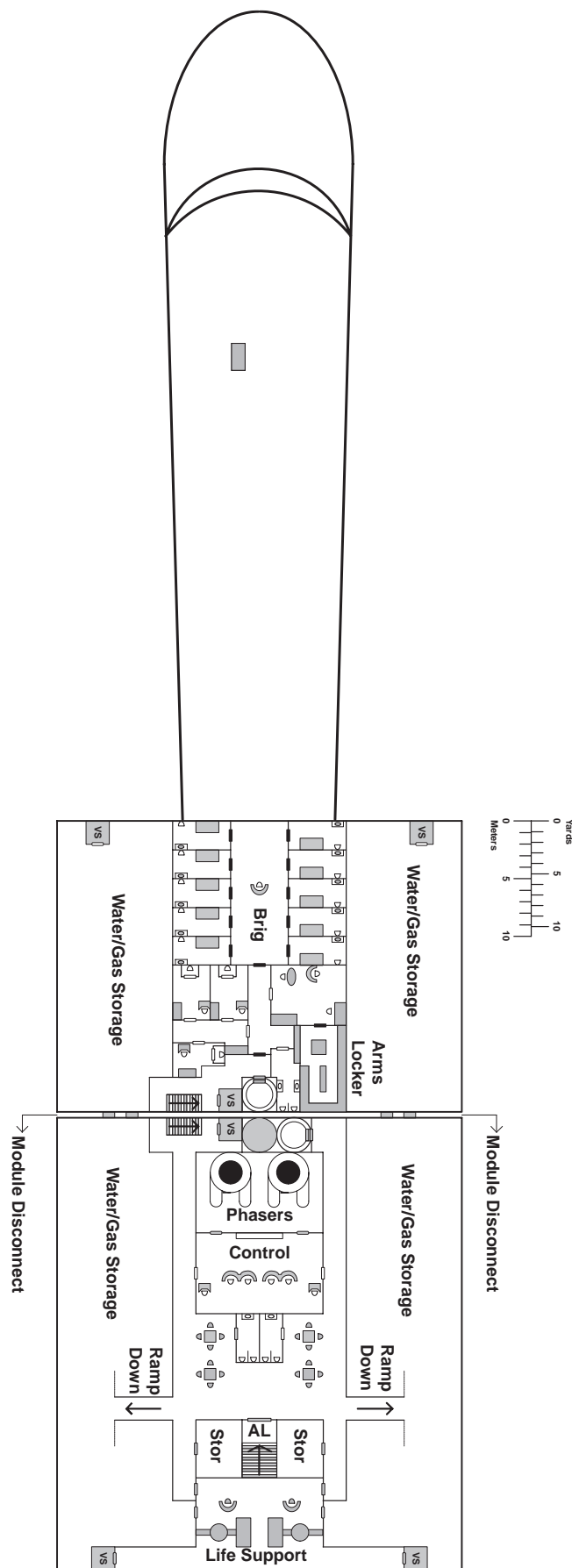
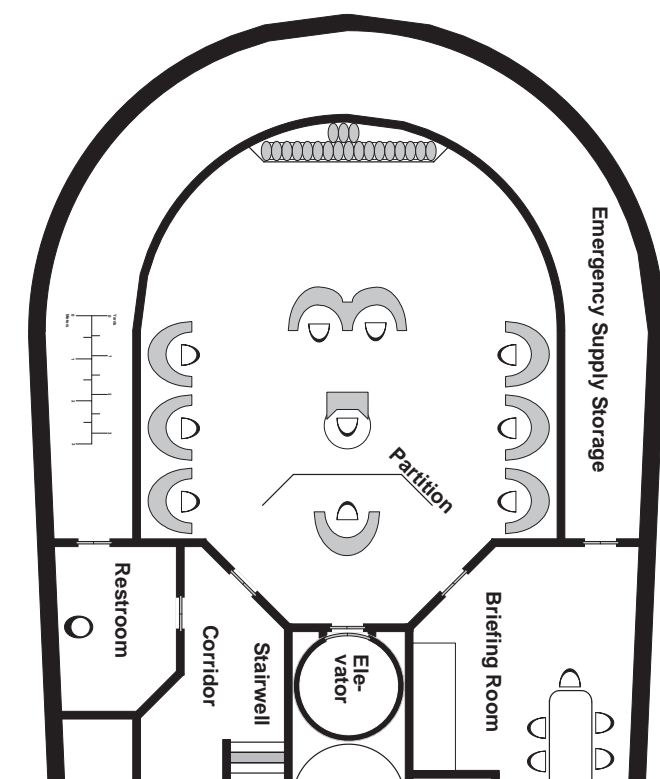
The center seat is for the captain (or another officer in temporary charge during a duty shift).

Forward of the captain are the helmsman and navigator (both usually junior officers). These two control the movement of the ship as ordered by the captain.

Behind the captain (and facing the entry) is the security chief (usually a marine sergeant but sometimes an officer) who is responsible for the security of the bridge.

On the starboard (right) side are the chief weapons officer, his assistant (an officer or technician, usually assigned short-range defense of the ship), and the science officer (who tracked targets during combat).

On the port (left) side are an engineer officer, his assistant (in charge of life support and damage control), and the communications officer (or technician).



## DECK 2: BRIDGE DECK

### Boom

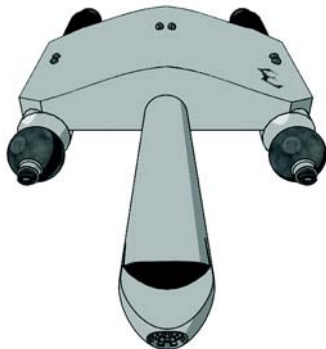
The Boom contains more air/water storage, and the main bridge deck. This has its own life support equipment, a briefing room, emergency supply storage, stairwell/airlock to the upper boom docking port, and the main bridge. The bridge has a security post in the back, command post in the center, helm/navigation at the front. The three starboard side consoles are weapons, defense, and science, while the three port side consoles are engineering, communications, and life support/damage control.

### Main Hull

The main hull again is divided in half by the module separation line. The front portion contains the ship's gym and recreation facilities. This area is also used as a marine staging area (transporters are one deck down), so there is a marine arms locker/equipment room here as well. The module cannot be disengaged outside of a space dock and the ship cannot operate without one.

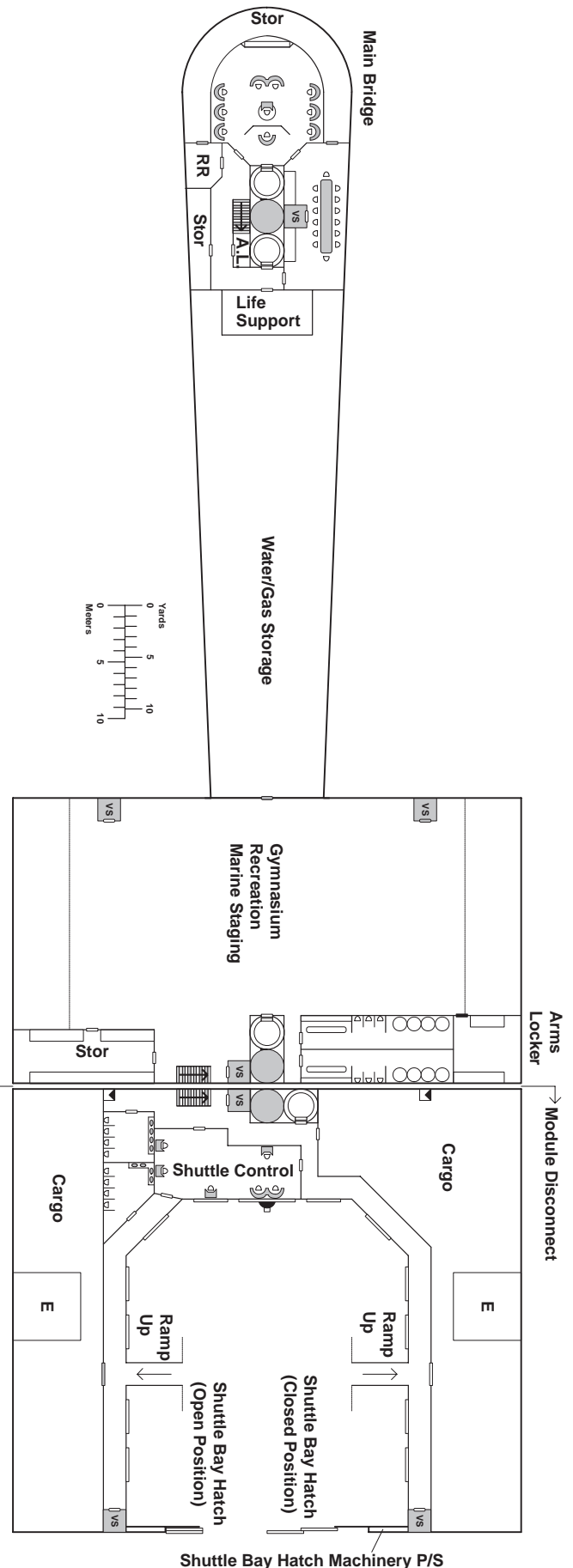
The aft portion of the main hull (part of the module) contains two upper cargo holds (with elevators — marked "E" — to the lower cargo areas), and the upper (open) portion of the shuttle bay. The front of the bay contains the shuttle control room.

There is a large restroom facility on this deck as there are often large numbers of people arriving or departing through the shuttle bay, and the bay can be used (in emergencies) for large numbers of extra people (rescued civilians or soldiers for an assault).



### Service History

The Romulan SkyHawk *Defender* was built in Y174 and served mostly on the Gorn Front with the Northern Fleet. It served in many roles, but spent most of its time as a SkyHawk-E carrier escort. In Y179, it was part of the force that attacked Gornghella, a major base of the Gorns. The ship survived the General War and took part in the Battle of the Five Fleets in Y188 as cut off ISC forces tried to get home following the Andromedan invasion.



## DECK 3: MESS DECK

### *The Boom*

The boom portion of Deck 3 contains the ten cabins for senior officers and the ship's mess halls.

The aft messhall (partially in the boom and partially in the main hall, is adjacent to the kitchen and food replicators in the main hull. Note that as the booms on Romulan "Hawk Series" ships do not separate, it is possible to have single compartments crossing the normal "border".

The forward messhall (for the officers) is connected to the kitchen/replicators by small hardwired transporters for food transfer. Each officer has his own assigned seat so that he will always be able to take a meal when his schedule allows it. On some ships, the captain or XO insists that each officer eat only in his own seat; on other ships, officers change dinner partners as their mood or duty assignments allow.

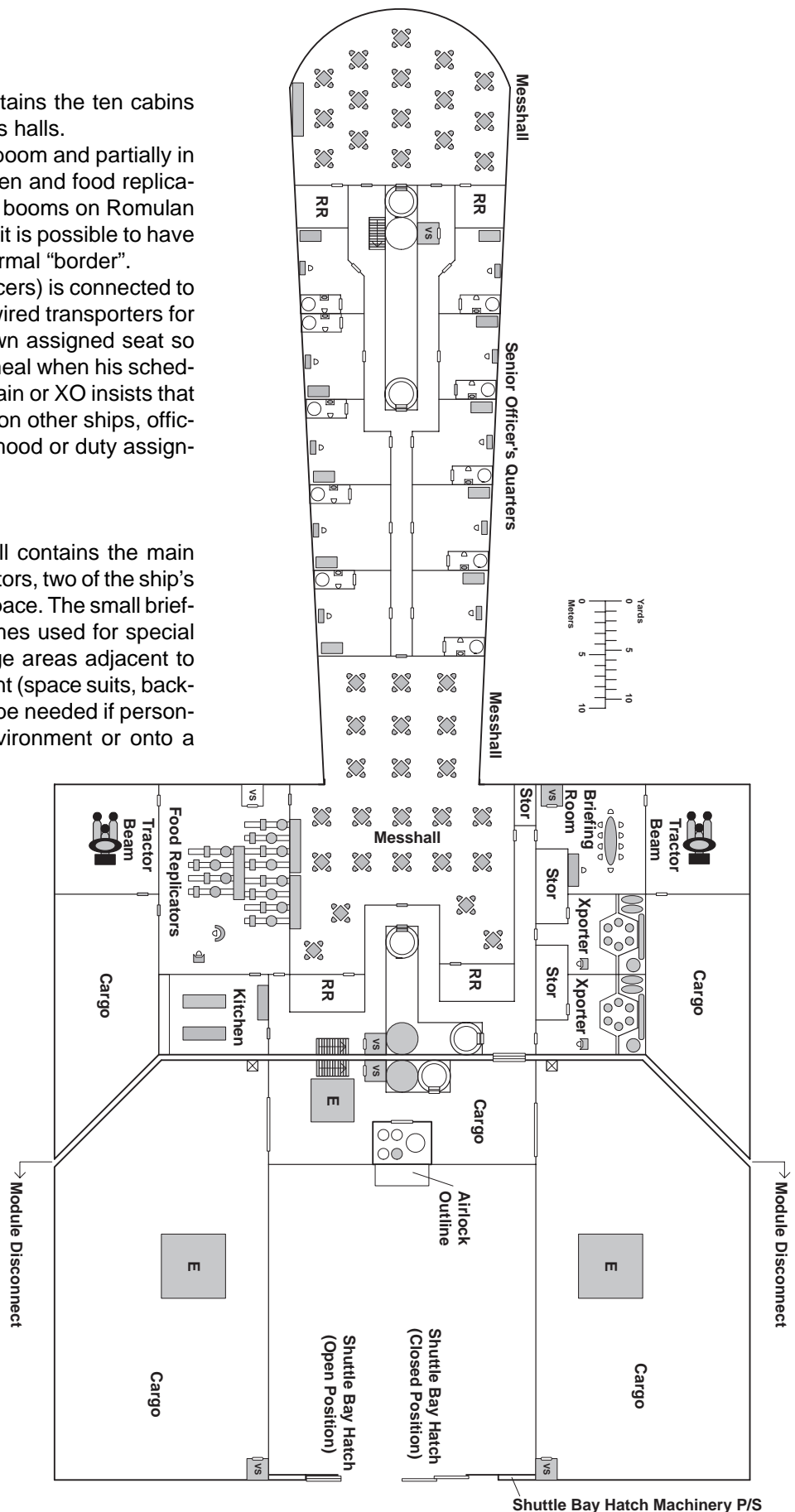
### *Main Hull*

The forward part of the main hull contains the main messhall, the kitchen and food replicators, two of the ship's four tractor beams, and some cargo space. The small briefing room on the right side is sometimes used for special dinners for small groups. The Storage areas adjacent to the transporter room contain equipment (space suits, backpacks, survey equipment) that might be needed if personnel are being sent into a hostile environment or onto a planetary surface.

The module portion of this deck contains two large cargo areas (with elevators to cargo areas above and below). The small central cargo area with the smaller elevator is mainly for shuttlecraft spart parts, transporter bombs, booster packs, etc. The transporter bombs (and nuclear space mine if carried) are contained behind heavy bulkheads for safety. The central portion of the module is open space (shuttle landing area).

### *Service History*

The Romulan SkyHawk *Mace* was built in Y171 and served in many roles (destroyer, escort, commando ship, and scout). In Y173, it took part in the attack on the Federation colony at Ayer's Rock. In 179, it took part in the attack on the Gorn base and Gornghella. In Y180, still on the Gorn Front, it took part in Operation Tribune, one of the largest and most famous battles of the General War. It survived the War and was converted to TL13 X-technology.



## DECK 4: PLATFORM DECK

### The Boom

The boom area on deck four has the life support equipment at the nose, as well as offices for the captain and executive officer. The bulk of this area contains the seventeen cabins for junior officers. The aft compartments of the boom contain the emergency bridge and the cloaking device (which could be in any of the four rear chambers).

### The Main Hull

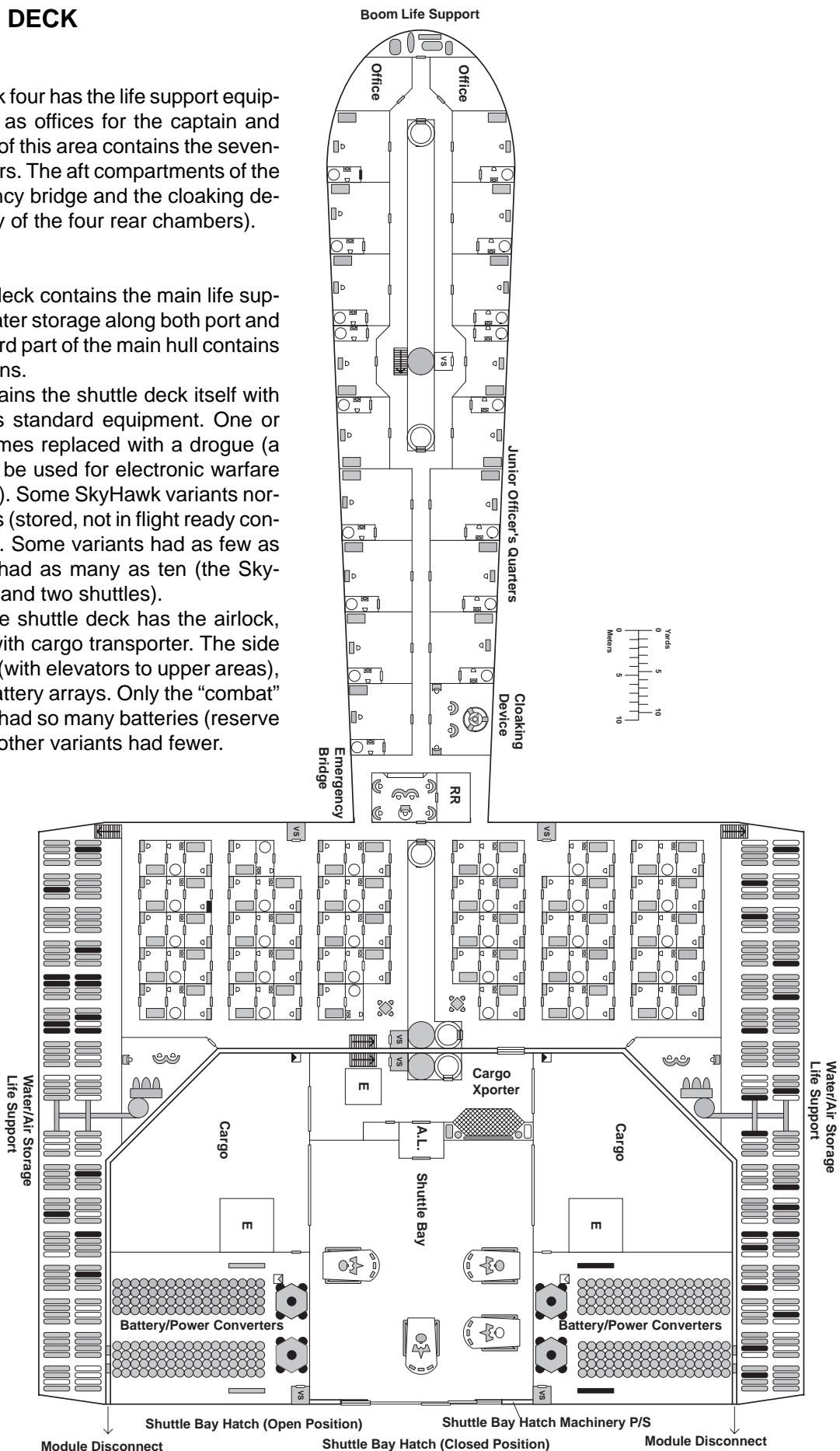
The main hull on this deck contains the main life support equipment and gas/water storage along both port and starboard sides. The forward part of the main hull contains crew quarters for 56 persons.

The module area contains the shuttle deck itself with four shuttles embarked as standard equipment. One or more shuttles was sometimes replaced with a drogue (a towed structure that could be used for electronic warfare or remote weapons launch). Some SkyHawk variants normally carried spare shuttles (stored, not in flight ready condition) in their cargo areas. Some variants had as few as two shuttles while others had as many as ten (the SkyHawk-B had eight fighters and two shuttles).

The forward end of the shuttle deck has the airlock, and cargo handling area with cargo transporter. The side areas contain cargo holds (with elevators to upper areas), and four of the ship's six battery arrays. Only the "combat" module of the SkyHawk-A had so many batteries (reserve power is crucial in battle); other variants had fewer.

### Service History

The Romulan SkyHawk *Rampart* was built in Y173 and spent its entire service life as an escort for various carriers. It received the aegis upgrade in Y175 and was assigned to protect the carrier *Imperial Standard*. Serving with that ship, it took part in the Battle of Terimene in Y179 and in the subsequent attack on Gornghella. The ship survived the destruction of the *Imperial Standard* (in the famous carrier duel with the *Napoleon*) in Y183 but (despite no fault in its conduct) was disgraced. It spent the rest of the war in secondary sectors escorting smaller carriers.



## DECK 5: QUARTERS DECK

### *The Boom*

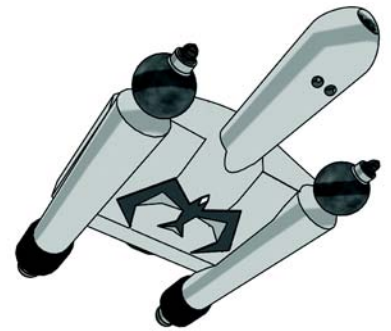
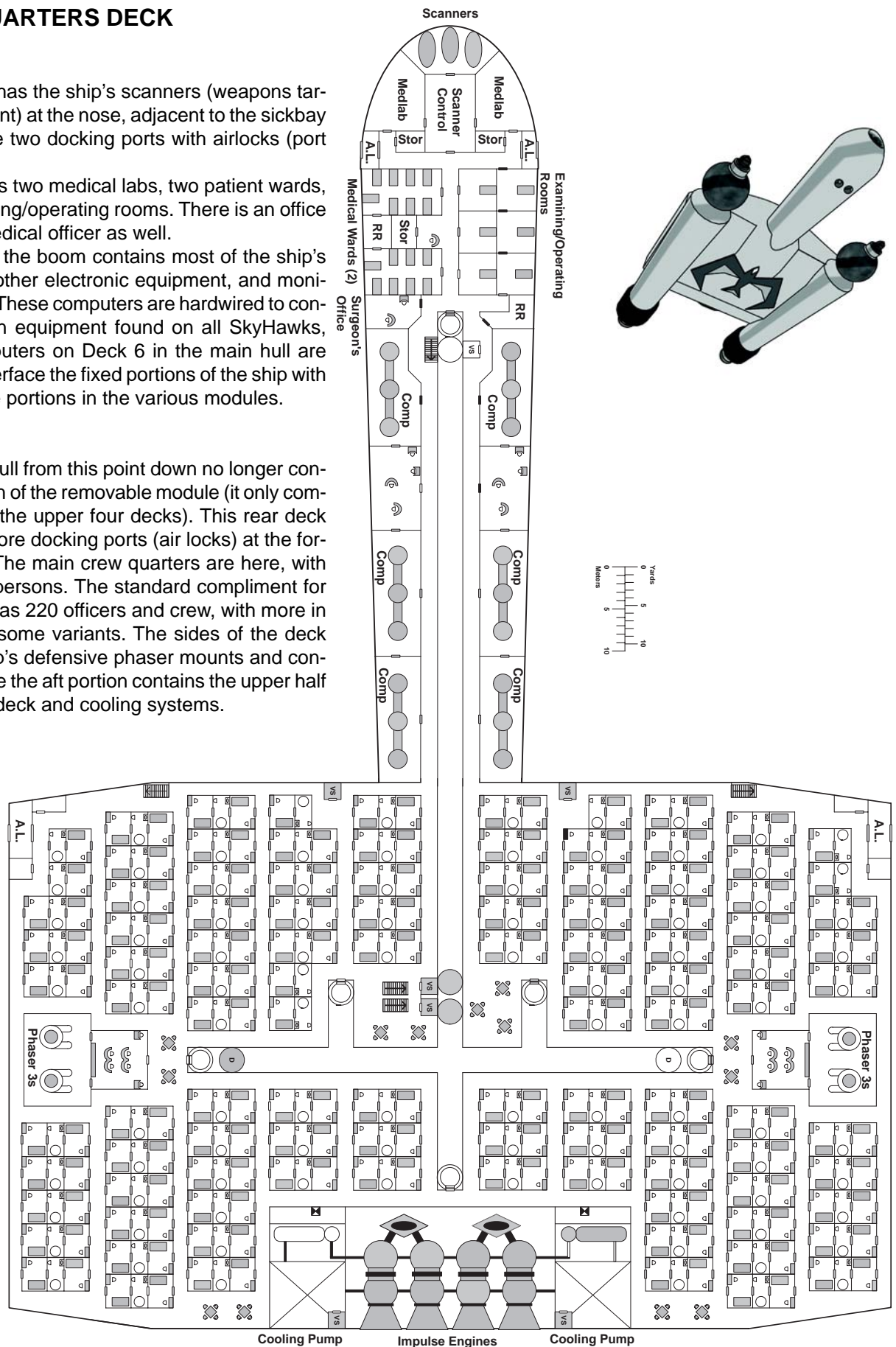
The boom has the ship's scanners (weapons targeting equipment) at the nose, adjacent to the sickbay area. There are two docking ports with airlocks (port and starboard).

Sickbay has two medical labs, two patient wards, and six examining/operating rooms. There is an office for the chief medical officer as well.

The rest of the boom contains most of the ship's computer and other electronic equipment, and monitoring stations. These computers are hardwired to control all the main equipment found on all SkyHawks, while the computers on Deck 6 in the main hull are designed to interface the fixed portions of the ship with the changeable portions in the various modules.

### *The Main Hull*

The main hull from this point down no longer contains any portion of the removable module (it only comprised parts of the upper four decks). This rear deck contains two more docking ports (air locks) at the forward corners. The main crew quarters are here, with space for 204 persons. The standard compliment for a Skyhawk-A was 220 officers and crew, with more in wartime or for some variants. The sides of the deck contain the ship's defensive phaser mounts and control rooms, while the aft portion contains the upper half of the impulse deck and cooling systems.



## DECK 6: ENGINEERING DECK

### The Boom

The boom on this deck contains the ship's navigational deflector and sensor array at the nose of the ship. The Auxiliary control room is here, duplicating the bridge's control station arrangement (combat redundancy). The middle section of the boom contains the ship's laboratories, while the aft end of the boom contains one of the three Auxiliary Power (fusion) Reactor units.

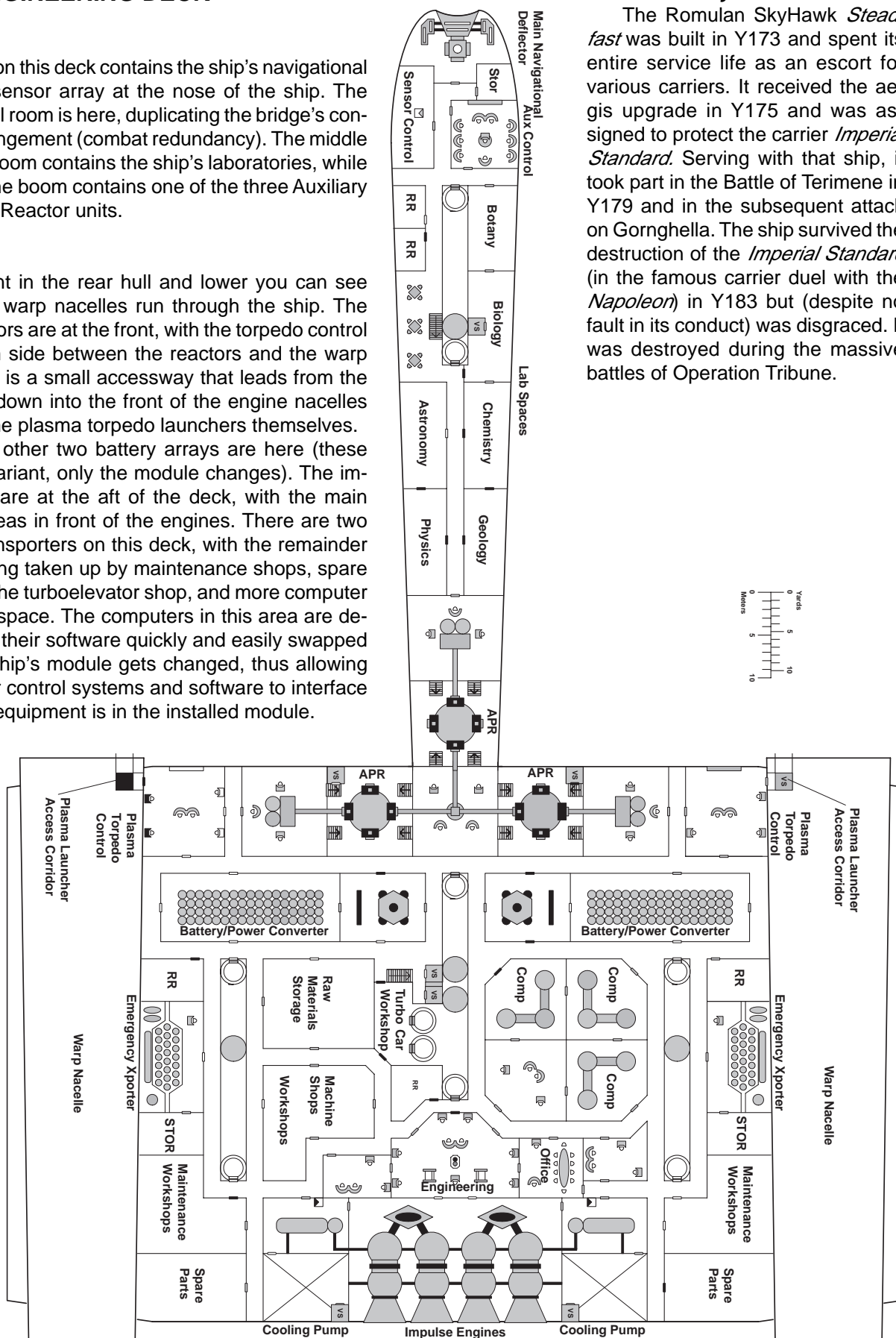
### The Main Hull

At this point in the rear hull and lower you can see where the two warp nacelles run through the ship. The other two reactors are at the front, with the torpedo control rooms on each side between the reactors and the warp engines. There is a small accessway that leads from the control rooms down into the front of the engine nacelles for access to the plasma torpedo launchers themselves.

The ship's other two battery arrays are here (these are on every variant, only the module changes). The impulse engines are at the aft of the deck, with the main engineering areas in front of the engines. There are two emergency transporters on this deck, with the remainder of the deck being taken up by maintenance shops, spare parts storage, the turboelevator shop, and more computer and electronic space. The computers in this area are designed to have their software quickly and easily swapped out when the ship's module gets changed, thus allowing the ship's other control systems and software to interface with whatever equipment is in the installed module.

### Service History

The Romulan SkyHawk *Steadfast* was built in Y173 and spent its entire service life as an escort for various carriers. It received the aegis upgrade in Y175 and was assigned to protect the carrier *Imperial Standard*. Serving with that ship, it took part in the Battle of Terimene in Y179 and in the subsequent attack on Gornghella. The ship survived the destruction of the *Imperial Standard* (in the famous carrier duel with the *Napoleon*) in Y183 but (despite no fault in its conduct) was disgraced. It was destroyed during the massive battles of Operation Tribune.



## DECK 7: BUNKER DECK

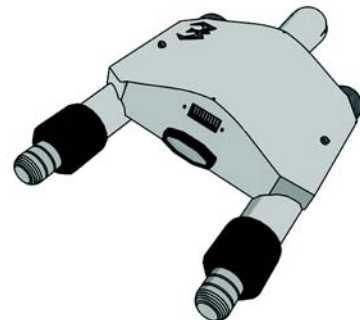
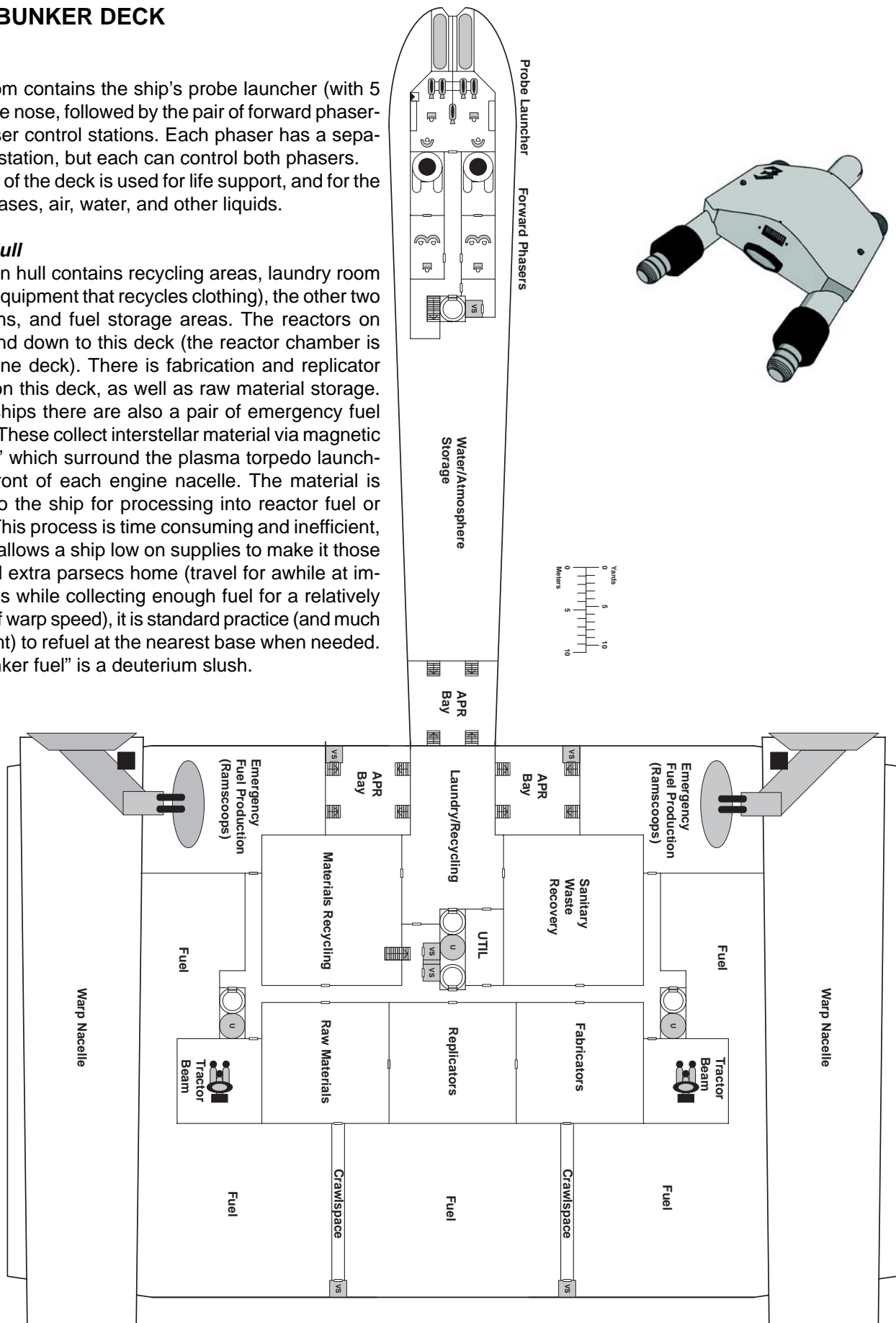
### The Boom

The boom contains the ship's probe launcher (with 5 probes) in the nose, followed by the pair of forward phaser-1s and phaser control stations. Each phaser has a separate control station, but each can control both phasers.

The rest of the deck is used for life support, and for the storage of gases, air, water, and other liquids.

### The Main Hull

The main hull contains recycling areas, laundry room (which has equipment that recycles clothing), the other two tractor beams, and fuel storage areas. The reactors on deck 6 extend down to this deck (the reactor chamber is taller than one deck). There is fabrication and replicator equipment on this deck, as well as raw material storage. Like many ships there are also a pair of emergency fuel generators. These collect interstellar material via magnetic "ramscoops" which surround the plasma torpedo launchers at the front of each engine nacelle. The material is funneled into the ship for processing into reactor fuel or antimatter. This process is time consuming and inefficient, and while it allows a ship low on supplies to make it those few hundred extra parsecs home (travel for awhile at impulse speeds while collecting enough fuel for a relatively short burst of warp speed), it is standard practice (and much more efficient) to refuel at the nearest base when needed. Normal "bunker fuel" is a deuterium slush.



## SIDE VIEWS

These views give a better idea of the internal arrangement of the ship. Note that the huge “windshield” seen in the front view is actually a feature of the officer’s mess hall, not the bridge. The cavernous shuttle bay (three decks high) is part of the “mission module” rather than the ship proper. (This allowed each mission module to carry just as many shuttles as that mission required.) Also note the reactor chambers which are more than one deck in height.

### The Crew

The standard crew for the SkyHawk-A destroyer was 30 officers and 150 enlisted personnel, plus two Marine officers and 38 Marines. One officer and 24 marines form the official landing force while one officer and 14 marines form the ship’s security force.

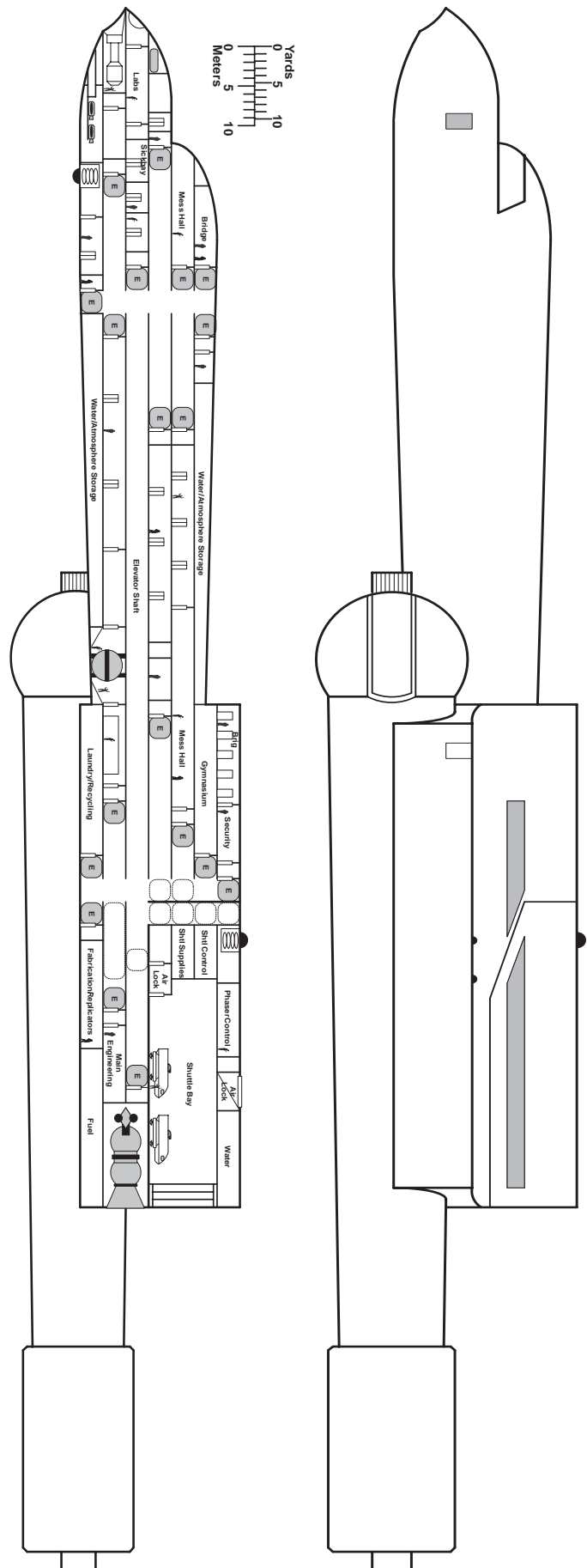
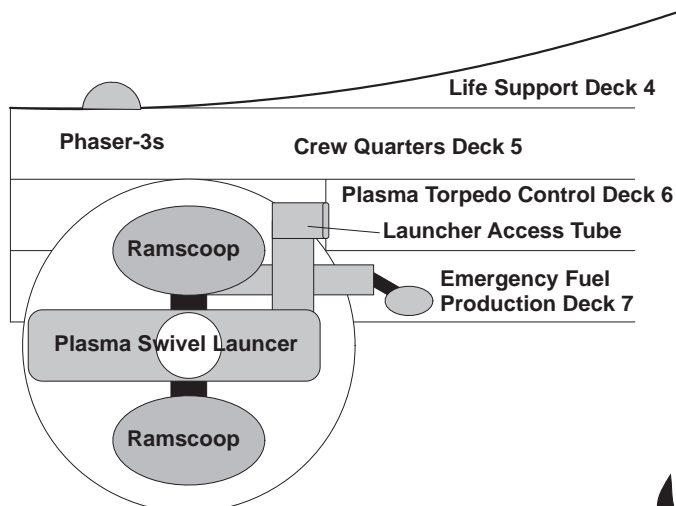
The number of officers seems unusually high for a small warship, but the Romulans had no concept of chief petty officers who could do much of the supervision of the crew. Hence, each department on the ship had an extra officer or two who did the work that a Federation or Klingon ship would have assigned to a senior petty officer.

The officers included three complete bridge crews (half of the second and third were enlisted technicians), the engineers, and the weapons battery commanders.

Enlisted personnel include engineers, gunners, technicians to operate various equipment, and others (who, in combat, are assigned to damage control).

### Engine Mounting Detail

The diagram below shows a cross section of the starboard “wing” and forward cap of the warp nacelle looking aft to detail how the plasma control room connects to the plasma launcher, and how the ramscoops are fitted above and below the plasma launcher and connected to the emergency fuel processors on deck 7.





# GURPS ROMULANS

## VISIONS OF EMPIRE

### PERIMETER

*By John Sickels*

The fetid air clung to the skin like a foul, moldy sponge. The night was nearly pitch-black; the only illumination came from the lightning of the approaching thunderstorm. Ante-Soldat Cladius Marus wiped sweat from his brow for the tenth time in the last forty seconds. It was nearly midnight local time, but still over 40°C. Only the Oversoul knew what the dewpoint was. Marus hated this forsaken planet. As far as he was concerned, Dionaea was another word for Hell, a wet swampy Hell.

His foot itched. Some sort of fungal infection, resistant to all treatments tried so far by the doctors, was rampaging through the ranks. Marus had a light case, actually; a few soldiers were almost incapacitated by it.

He nearly jumped out of his skin when someone tapped him on the shoulder.

"That storm looks bad." It was Ante-Decurion Tanas, the squad leader, gesturing towards the sky. "How are you holding up?"

Marus swallowed his fear. "Fine, sir. Just waiting." His voice shook.

Tanas put his hand back on the younger man's shoulder, trying to calm him. "You'll make it. Just do your job." It was the same advice he'd given every night for the last week. So far it had even been true; Marus had survived.

That wasn't the case for most, though. Their century was at less than half-strength now, after the most recent series of attacks. Marus' unit was IV Platoon, Century C, "City of Nodn'ol" Cohort, Imperial Fusiliers Legion. They were at less than half-strength, with only nine soldiers left out of the original complement of 21. All the centurions were dead; Magna-Decurion Somast, the senior enlisted man, was running IV Platoon now. Or at least he was supposed to be; Marus hadn't seen Somast in nearly a week. He seemed to have devolved his command responsibilities down to the squad leaders like Tanas.

Tanas went down the parapet to the next soldier, leaving Marus alone again with his thoughts. A particularly bright bolt of lightning broke the sky, followed a split-second later by a loud thunderclap. It began to rain lightly.

Marus was used to rain and storms, or at least he thought he was until he'd arrived on Dionaea last month. Severe weather was common in Nodn'ol and other cities on the Aestranian Plains of Romulus, where Marus had grown up. He'd seen his share of violent storms in his young life. At the age of eight, he'd even witnessed a

large tornado tearing up a field of grain near his uncle's plantation. Hail, lightning, heavy rains, floods, he was used to all these things. So he thought.

The storms of Dionaea were different. Gigantic mesoscale convective complexes ... flooding tropical rainstorms ... huge hurricanes ... frequent damaging tornadoes ... a meteorologist's dream. Marus had always had a great interest in such phenomenon, but he'd scored poorly on his last series of math tests in primary school. Unable to secure a position in a technical school teaching meteorology, he'd ended up in the military. He was glad to be serving the Empire, like any good Romulan. But he'd hoped to be killing Gorns by now, not protecting a mining facility from the savage inhabitants of this world.

The rain picked up suddenly, going from heavy drizzle to a torrential downpour in the space of five seconds. The thunder and lightning were now constant, as the thunderstorm moved directly overhead. They would be coming soon.

Marus was manning the left flank of the trench, the other members of the squad to his right, phaser rifles and plasma guns at the ready. An impassable outcropping of steep rock held down his left; a similar feature held the right end of the trench line, making it impossible to out-flank. To get to the mining facility inside the valley, you had to come through this gorge.

Leaning over the edge of the trench in his firing position, Marus adjusted the sights on his phaser rifle. The rain was now pouring off his helmet and body armor. "ACC: 97.89" popped up on the rifle's targeting display, not exactly a textbook 100 sight alignment, but the best his weather-battered rifle would do without a complete strip-and-overhaul. At least the power cell was fresh. He wiped his brow again.

A beep came across his helmet comm link. It was Tanas. "Ready, men. Large group coming in from the southeast. At least fifty weeds, possibly more. The storm is interfering with tricorder scans, but from the looks of it we have about one minute until they get here. Remember, our duty is to hold this perimeter. No one retreats without orders. Hold this perimeter!"

Fifty. Perhaps not so bad this time.

One minute seemed like an eternity.

The thunder was now incessant. But now, just underneath the rolling waves of sound from the sky, was another noise, more frightening in its own way than the electrical rumbles: the low guttural chant of the approaching Dioneaens. As the aliens advanced towards the trench line, their discordant call to war became more and more

noticeable. It blended with the thunder to create an ominous, crazed symphony of encroaching doom.

"Hold fire, men, until I give the word. Set phasers for kill level 3."

Marus checked his phaser setting one last time. Squinting out over the trench, he could just make out the forms of the Dioneaens, shuffling over the muddy field, approaching the perimeter line. Attacks during the last three nights had depleted the anti-personnel minefield originally laid to cover the approach. The Dioneaens had sacrificed dozens, maybe hundreds, of warriors to clear the minefield the hard way. A new batch of mines wouldn't arrive for another day or two, leaving only the perimeter lines and Romulan rifles between the mining outpost and the Dioneaens now.

"Ready!" warned Tanas over the comm link. Marus was in firing position.

"Aim!" Marus lined his rifle sight up on the approaching line of creatures. The lightning was so frequent now that the illumination was nearly constant.

"FIRE!" Marus and his comrades squeezed their triggers; their rifles spoke phased fire. The Dioneaens let out a harsh cry as almost their entire first rank fell to the ground, dead or wounded. The second rank rushed past their fallen brothers. *How can things like that move? Move so quickly? Plants! They're just plants!*

*No, they are monsters.*

"Fire at will!"



Marus fired, fired, and fired again. Yet the Dioneaens came closer, ever closer, ignoring their casualties. As they continued rushing onward in frontal assault, for the first time Marus could see that they had not one or two or three ranks of warriors, but that the entire approach field was filled with Dioneaens, as far as he could see.

He fired, fired, fired again ... they kept coming. *Definitely more than fifty.*

Marus' electronic gunsight displayed his power cell status. The indicator turned yellow as the number dropped past 33% power.

He fired, fired, and fired again ... yet each rank that fell was replaced by another, as the Dioneaens came closer and closer.

The power indicator turned orange. The cell was down to 25% power, dropping fast as he continued to fire. They were still coming. *This is not good.*

Now the indicator was red: 10% power and dropping quickly. Instinct took over as Marus prepared to do something he'd done thousands of times in training.

The power cell was empty. Marus unlocked the power cell safety, removed the old cell, dropped it to the ground, and grabbed a new cell from his belt. Normally, he would have slid it into the rifle's power slot, the entire operation taking less than four seconds, thanks to months and months of repetitive training. But in the driving rainstorm, Marus lost his grip on the new cell, which darkly splashed into the mud of the trench.

*Virulk!*, he swore.

His concentration broken, he dropped down to his knees, looking for the cell. Finding it, he picked it up, only to have it slip out of his hands again due to the mud. *Use the other one!*, something in his mind told him. Remembering the other cell attached to his belt, he successfully pulled it off and slammed it into the power slot. Bolting up to the top of the trench, he began firing again. The delay had only been an extra three or four seconds, but it was just enough that the Dioneaens were almost on top of him.

He shot three of the monsters in three seconds. But there simply wasn't enough time to get them all as they surged forward.

One alien dropped down into the trench, just to Marus' left. He pivoted and fired into the monster point-blank, the phaser pulse knocking the creature backwards, a smoking hole in its trunk-like "abdomen."

Something slammed Marus hard from behind. He dropped to his knee, tried to pivot and fire, but a tendril knocked the rifle out of his hand. Falling on his back, splashing into the trench mud, he desperately pulled his holdout plasma pistol from his belt. There was a Dioneaen hovering over him, preparing to bring its handspear down in a killing thrust. Marus fired; the creature took a direct hit and fell backward, screaming, burning from the plasma fire.

Marus stayed low and scrambled to find his rifle. He could make out more Dioneaens pouring into the trench on his right, attacking the other members of the platoon. The sounds of phaser fire, screaming, and hand-to-hand combat were very close. Finding his weapon undamaged, he went back to the top of the trench and saw many

other Dioneaens rapidly approaching his section of the line. He fired a few desultory shots, but it was clear he could not hold them back by himself.

He had two seconds to decide whether to live or die. "No one retreats without orders," Tanas had said. But the Ante-Decurion was probably dead by now. There was no one giving orders, at least not that Marus could hear.

He chose to live.

Marus fired one last shot at the rushing aliens, then bolted over the back side of the trench, running towards the inner perimeter line. He tapped his helmet intercom.

"Ante-Soldat Marus," he said breathlessly, "first perimeter overrun. I'm falling back to inner line. Don't shoot me!"

"We see you. You've got weeds right behind you. Keep running, but drop when we tell you!"

Marus grunted an acknowledgement, running hard towards the inner perimeter, the line illuminated by the lighting flashes ... just a few terreks away now ... a glance over his shoulder told him he was being pursued by three Dioneaens.

"Drop!"

Marus hit the ground, his face splatting in the mud. A barrage of phaser fire tore the air over his head, taking out the pursuing Dioneaens.

"Go!"

Marus leapt to his feet, then sprinted the few remaining terreks to the inner trench line. He clambered over the parapet and dropped down into safety, exhausted and breathing hard.

A medic was next to him, running a medical wand quickly over his body.

"Anything hurt?"

"No."

"You're lucky."

"Is he injured?" asked a Decurion, appearing out of nowhere.

"No."

"Then he fights. Does your weapon work?"

"Yes."

"Then up on the firing line, soldier. This isn't over yet."

Marus reset his rifle, took position next to a burly soldier manning a plasma gun, then began firing at the moving Dioneans forms at the edge of the darkness. After a few moments of further intense fire, the attack seemed to peter out, the aliens apparently having expended most of their strength overrunning the first line.

The Decurion scanned with his tricorder. "Ceasefire!" he ordered, "save your power. They're pulling back."

The storm was beginning to ease up as well, the downpour slowing to a steady trickle. The clouds looked like they might be breaking up, with some moonlight starting to peek through the upper layers.

Marus noticed the Decurion and two of the older soldiers conferring off to the left. The soldier manning the plasma gun next to him gestured, then pulled something out of his pocket.

"Ration bar?"

"Thank you." Marus took the ration and gobbled it down, his appetite surprisingly strong for all the stress.

Usually he couldn't eat after a battle.

"You're lucky you made it back here."

"I know."

"Did you see one of those things?"

"Yes ... two, very close."

The Decurion and the other two soldiers were finished with their conference. "Alright, everyone, the weeds have pulled back beyond the first line and are retreating. We gave them a bloody good thrashing, I think. I need volunteers to move to the forward position and check for survivors." The tricorder didn't always pick up the faintest life signs; it was standard procedure to check each body to make sure.

Marus was starting to feel some guilt now. "I'll go, sir, I owe it to them."

"Damn right you're coming with us, soldier. I need three more. Alright, good. Everyone make sure your weapons are fully charged. Therus, keep a close watch. If we come scampering back we'll need some covering fire. Let's go!"

The Decurion (Marus still didn't know his name), Marus, the medic, and three other soldiers lifted themselves over the trench line, then walked slowly across the field towards the first position. There were dead Dioneaens everywhere. The Decurion passed one badly injured creature with a tentacle still moving; he applied the Final Wound with his phaser pistol.

As they approached the first line, Marus saw the bodies of two of his comrades sprawled out in the mud just outside the trench. One of them had a bloody chest wound, likely caused by a Dioneaen handspear.

The medic checked the body quickly, to no avail; there was no life. The other body was decapitated; only its rank insignia marked it as the former home of Ante-Decurion Tanas' consciousness. The head was nowhere to be found.

Marus vomited.

Pulling himself together, a few moments later he joined the rest of the group in the first trench. The rain ended completely.

"Feeling better?" asked the Decurion through narrowed eyes.

"Not really."

"There were nine of you here, correct?"

"Yes, that's right. Nine including me."

"There are only four bodies here. No survivors. That makes five counting you. So we've got four unaccounted for."

Marus felt like throwing up again, nauseous from guilt. The other four of his friends were probably only wounded. The monsters usually carried off the wounded, for religious sacrifice, leaving only the dead behind. There were decisions to be made now. Would a rescue operation be mounted? Would more soldiers be sent to man the forward position, or would they pull back to the second line completely, abandoning the outer perimeter due to lack of manpower? He was glad he would not make these decisions, but he knew he would share in the consequence.

And he wanted to go home.

# VISIONS OF ADVENTURE

## THINGS TO DO WHEN YOU'RE A ROMULAN

**The Secret Colony:** The government has learned that the powerful House Aurellius has established a secret colony on a distant planet near the galactic edge. Your Praetorian team must infiltrate the colony and discover why the House is being so secretive about the planet. Is it a secret research facility? What makes this planet so interesting? Why has Aurellius hidden their colonization of the planet from the central government and the other Houses?

**An Opportunity on Revlis:** As an “acquisitor” for House Sorkalif, you travel the Empire acquiring new technologies, resources, and ideas to benefit the House. Rumor has it that an Orion syndicate has rare Tholian technology for sale on the free-wheeling Revlis arms market. If true, acquiring such technology (and keeping it out of the hands of other Houses) could bring untold benefits to Sorkalif. Success in this mission would certainly be personally lucrative, perhaps even leading to your own elevation to the senior House leadership.

**Survey Mission:** As very minor members of a Great House, your group is one of a few dozen teams of professional explorers. A non-descript cargo ship has taken many such to a remote and unexplored region of the Romulan Empire, dropping them off at interesting planets for a month of survey duty before circling back to pick up each team. An orbital satellite will record your survey reports — just in case something happens — but you will have no contact with the ship until it returns. You have a large shuttlecraft fitted with geology and biology labs and loaded with supplies, and a few tons of supplies have been landed at what seems to be a reasonably safe location. Your team will set up base camp there, and use the shuttle to go out on “day trips” to a list of interesting sites spotted from orbit. You may find wildlife, mineral deposits, scenic vistas, ancient artifacts, an Orion pirate landing site, a lost Romulan colony, or who knows what else?

**The Frozen Derelict:** Beneath a thick glacier on the frozen planet Revenna, a mining team has discovered a derelict spacecraft encased in the ice. The ship resembles no known design and may be thousands of years old. What sort of secrets does it hold? Could there be a dangerous Thing here? Your Praetorian team must find out. Beware of split loyalties; Great Houses are known to be very interested in exploiting such discoveries.

**A Simple Merchant:** Your group, chartered by a Great House, has a small cargo ship which you use to take Romulan products into the Federation and return. During your visits to Federation ports, one member of your group is always getting into bar fights, while another prowls the local libraries, another shops for souvenirs, and another takes day-long sightseeing trips into the countryside. Having left your ship at the port (in the hands of a loyal NPC Romulan), your group uses the shuttlecraft (an old cheap one with no warp capability) to another continent to pick up some merchandise. Once there, you find yourselves being followed by some shady characters who might

be from the GIA or could be from a criminal syndicate. One of you has a secret! (Before the game, draw cards from a deck that has several black cards but only one red card. The player with the Red Card has the secret. The GM could prepare several “secrets” ahead of time and give one to each player. The player with the Red Card is the one with the secret and the other players ignore the secrets given to them. Even the GM doesn’t know who has the secret.) The player with the secret could be a spy who must escape, or someone who got trapped into doing an illegal service (which he still must do), or has something illegal hidden in the cargo hold, or owes money to a local gambling casino, or any other secret that the GM picks. (Obviously, this secret should be something dangerous that could require the player to do things that are unusual, but not *too* unusual.) The other players must try to get the entire team to safety (in Romulan space) whether they figure out who has the secret (or what the secret is) or not.

**Romulan Privateers:** During Y170-Y173, Romulans operated in Federation space as “privateers,” raiding, stealing, and spying. Officially, these were not sponsored by the government, but were individual “criminals and pirates” whom the Romulan government “tried and failed to catch.” Actually, many of them were Romulan military units on assigned — but deniable — missions. With a wink and a nod, some Great Houses sponsored privateers (while denying they did so) and many independent operators also went into this line of work. Take your team of adventurers and small ship, ignore all visa and import-export laws, and go poke around the Federation looking for things to steal and — just maybe — information, prisoners, or technology of military significance that the Romulan government would quietly pay you for.

**The Rebels:** Rejecting the system of Great Houses, your group decides to “go into business for yourselves” whether that means poaching on Great House planets, cheating Great House purchasing agents, stealing shipments, mining without a license, treasure hunting without a permit, or otherwise making a profit by any and all means.

**The Lost Paravians:** An Orion trader tells you a story. He has seen a planet in Romulan (or Federation?) space where a small colony of Paravians still exists. While you (and other Romulans) could care less, the existence of such a colony might be of interest to the Gorns (who might attack them, or try to make friends) and the Romulan government could use this information to maneuver the Gorns into starting a war. But can you really trust the Orions? Just how easy is to find a Paravian (assuming there are a few hundred hiding on an entire Class-M planet)?

**Where did we Park?** After a successful assignment, your group discovers that their ship (a small cargo type) is missing! The police tell you where it went but don’t have time to hunt it down right now (since they’ve been influenced by a rival House). Your own House provides a small armed skiff to hunt down the ship thieves. But who are they? A rival House? A group of Vulcans trying to escape by passing themselves off as Romulans? A group of pirates? Romulan military intelligence? Romulan turncoats trying to defect to the Federation? You must find out!

## THINGS TO DO IN ROMULAN SPACE

**Shopping Trip:** Your group has landed on a minor Romulan colony world with merchant visas. You check in with the local government, who authorize a 30-day stay. That should be plenty of time for you to sell your cargo, buy merchandise to take back to the Federation, and maybe have a little adventure, sight-seeing, or souvenir hunting on the side.

**Import-Export:** With the profits of previous adventures, you and your friends organize an import-export business operating on Helvetia. Every few weeks, leave you NPC partner in charge of the warehouse and take your ship into Romulan space, buying Romulan products and selling Federation. (Your NPC partner — i.e., the GM — will spend the time you are out of town selling your Romulan goods from the previous trip for a profit and buying assorted Federation goods for you to sell on your next trip.)

**The Shady Side:** As above, you and your friends are running an import-export business, but perhaps you are a little less concerned with Federation laws than you should be. After all, you're not in Federation space (only in Neutral space at an Orion port, and in Romulan space). Don't worry about how your NPC partner got those trans-stators for you to sell, or about Federation laws making their export illegal. *You* didn't export them, *somebody else* sold them to your partner. What you do have to worry about is the GIA deciding to track you down and shut you down by one means or another.

**Favor for a Friend:** During a trading expedition to Romulan space, a local Romulan businessman you have done business with many times asks for a favor. It seems that a gang of criminals is trying to force him into a deal by threatening his family. He asks if his daughter could stay on your ship (you'll tell the police that she's a "party girl" hired from a local bar) since he thinks that the local police have been paid off by the gang of criminals threatening him. In two days, he will have solved his problem, and since you're leaving in four days, you can do him this favor. He even pays you a tidy sum to make sure that the young lady stays safe. The problem is, you never hear from him again. The police are no help (beyond saying that the young lady cannot leave with you) but the young lady offers you money (from a secret bank account that the criminals may or may not have already found) if you will help her track down the kidnappers (or murderers?) of her father, or at least get her safely to her cousin's house in another town.

**A Scrap of Trouble:** Hurting for money, your group agreed to accept what seemed like a lot of money to haul 300 tons of scrap from a frontier planet to a reprocessing facility on an Orion planet in the Neutral Zone. The entrepreneur who offered you the deal is riding along. You should have known this was too good a deal to be legit. Stopping at another small colony on the way (seeking other chances to make a few credits), your passenger learns that the local police patrol has orders to arrest him — and you! — for illegally exporting high-technology goods to the Romulans. *What high technology? It's just scrap!* you say, but you are deeply suspicious. Do you toss the scrap and your passenger out the airlock? Do you run for the Orion port, or

even for the Romulan border? Do you surrender to the police and hire a good lawyer? *Let's not try that one*, your passenger warns, *because just to be sure you didn't double cross me, I left behind evidence that you were fully complicit in my perfectly legal export of this scrap.*

**The Honest Broker:** Two Romulan businessmen, each from a different Great House, come to you with an offer. They are engaged in the exchange of two commodities (both of which would make good export products) but neither of them trusts the other. They offer to each bring their goods to a warehouse in the port district, where you will inspect both shipments to be sure they are what they claim to be. For your expertise and good offices, you can have samples of each shipment, each to fill your ship with merchandise and your pockets with profit. Beware! Both of these businessmen will try to cheat. Both will try to trick — or bribe — you into saying that their shipment is just exactly what they say it is. Both will hunt you down if you conspire to cheat them. And if the "security guards" of the two Houses get itchy trigger fingers, you may find yourself in the middle of a gunfight.

**Double Defector:** It's Y171, and things are looking grim. The Klingon invasion has nearly reached Earth, and while your ship continues to cross into Romulan space, the locals are decidedly less friendly. As you leave a Romulan port, you find a stowaway on your ship, a Klingon officer! He says that he is part of the Klingon military mission to the Romulan Empire, and he wants to defect to the Federation. He has important information on what the Klingons are doing to convince the Romulans to enter the war. He is charming and cultured, and able to converse on many subjects of interest to you, so you give him the run of your ship. Then strange things start to happen (missing equipment, broken locks, stolen personal property, a crewman murdered by an unknown assailant), and you have to decide just exactly what is going on. Complicating the question are those Orion passengers you picked up, who also have the run of the ship.

**The Muscle:** Your group of renegade ex-Marines has hired out to provide security for a small colony world in the Neutral Zone. Romulan traders and raiders stop by from time to time. While they cannot use a starship to support their activities (due to the ground-based phasers that protect the colony) they aren't above stealing, raiding, or cheating your employers.

**Guests of the Empire:** During the General War, your group of Klingons has come to (or been sent to) the Romulan Empire. You might be soldiers on a "learn and train" mission, merchants, diplomats, scientists, archaeologists, or even journalists. Rent a large suite in a mid-class hotel and look around the city (and planet) for information, profit, Romulans willing to become your secret agents, criminal gangs who can get you things you cannot get for yourselves, or anything else of interest. Feel free to exploit the rifts between the Great Houses, spying on one and selling its secrets to others. You are guests and unless actually caught committing a felony you are unlikely to be bothered by the police, but make too much trouble and the Empire will send you home to Klingon draft boards.

# VISIONS OF HISTORY

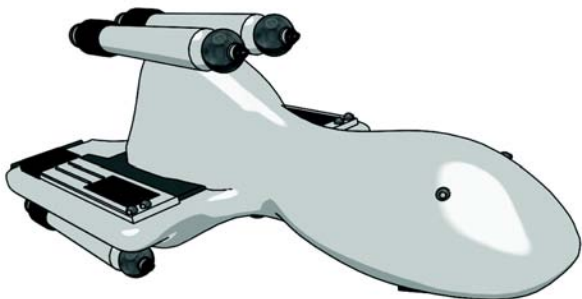
## THE LEGEND OF HOUSE SELURIAC

During the Exodus from Vulcan centuries ago, one ship was manned by a group of refugees called the “League of Knowledge and Power,” a Vulcan splinter group devoted to scientific research into unusual weapons. The League rejected Surak’s teachings of logic and emotional suppression, and supported S’hor and his followers. The Seluriac Clan from Vulcan’s Southern Polar Region was the leading force behind the League, and had been responsible for developing many of the weapons that threatened Vulcan with self-destruction.

The Exile ship carrying the Seluriac Clan (which modern Romulans call the “House” of Seluriac) never reached Romulus, being one of the many ships that disappeared during the long voyage. Some of Seluriac’s data was carried in the computer banks of other ships, and survived the journey. Modern cloaking devices are based on some of the research originally conducted by the League and the Seluriac Clan. But the Seluriac had been unwilling to share all they knew with the rest of the Exiles. Many of their detailed records and research materials, plus whatever they had been working on during the trip, vanished along with the Seluriac. A comparative example would be if humans knew Albert Einstein’s equation “ $E=MC^2$ ” and knew that it was valid, but lacked the theoretical notes that led to this conclusion.

Everyone, for different reasons, wants to get their hands on this original research data. The Romulans want it to help develop an improved version of the Cloaking Device, or other unique or infernal machines. The Federation and the Gorns want it to help find a countermeasure to the cloak. And the Orions, should they stumble across this information, could sell it to the highest bidder, for an immense sum.

The Romulans have conducted many searches for the wreck of the Seluriac ship, or perhaps even a “lost colony” of Seluriac descendents, to no avail. The Romulan scientific community is also interested in the “House” of Seluriac for historical reasons comparable to Terran interest in Sheba, Atlantis, and the Lost Tribes of Israel. As a result, both the Romulan military and scientific communities support the search for the Seluriac, a rare example of cooperation! As a result, the Romulans have for years aggressively investigated ANY clue that might lead to locating the Seluriac.



## THE PIRATE KINGDOMS

One of the most “insulting” episodes of Romulan history was the discovery (about Y105) that Orion pirates had infested some relatively unused areas of the Romulan Empire, establishing hidden bases there. Many of these were simply mining colonies (illegally stealing Imperial resources!), but others were actual military bases where pirate ships were built or refitted. Orion pirates continued to raid mostly in Federation territory (where there was more wealth to steal) but went to bases in Romulan space (where Star Fleet could not pursue them) to rest, repair and refit their ships, and process their loot to be smuggled back into the Federation for resale.

The Orions did not do much raiding in Romulan space (there wasn’t much in the immediate area worth stealing as the Romulans had only begun to develop it). There were occasional raids on convoys (which the Romulans blamed on the Federation, or on cross-border pirate raids that the Federation showed little interest in stopping).

Once the Orion colonies were discovered, the Romulans decided to declare war on the Federation, considering the “pirate kingdoms” to be a Federation invasion masquerading behind “plausible deniability”. The Senate voted for War but the sudden death of Emperor Ramillius put a stop to this idea. The Romulans continued to debate the issue while trying to marshal forces to explore the area and find out just how many Orions were there. When the Orion National fleet arrived in Y113, the Romulans were outraged and launched a campaign to destroy the Orions. For the most part, the Orions were able to keep their ships and loot one step ahead of the Romulan Fleet (which was using sublight ships) but all of their colonies were destroyed and most (but not all) of their secret pirate bases were found and eliminated.

The question is often asked why the Federation was *still* unaware that the Romulans were really Vulcans (or at least looked a lot like Vulcans) during the first battles of the Second Federation-Romulan War of Y154 when the Orions had been fighting Romulans for decades by that time. The Orions went out of their way to avoid meeting Romulans prior to Y113, when the Romulans launched an extermination campaign. There were very few Romulan ships attacked during this period as the Orions wanted to avoid being noticed. When the Romulans launched their extermination campaign, the only Romulan-Orion meetings were Orions taken prisoner by Romulan ground troops, and these had no way to inform the Federation. The Vulcans had kept the entire subject of the Romulan exiles a deep secret, so there was no connection to be made.

There are strong indications that one or two Orion ships actually captured Romulans between Y90 and Y154. They may have suspected that the Romulans were either related to the Vulcans or were Vulcan mercenaries, but the reports were suppressed by the Orions because reporting this information to the Federation would expose their illegal activities in Romulan space. This would have made the Federation impose sanctions on Orion.

A fascinating campaign can be run about Orions who were operating in Romulan space prior to Y154.

## THE “PERIOD OF *DETENTE*”

In Y154, there was a brief conflict between Romulan forces and the Federation Star Fleet, only the third clash between the two nations in a century (the Federation having never known about the second one).

Political maneuvering resulted in the Treaty of Smarba in Y159, by which the Klingons provided the Romulans with advanced (TL12) technology.

In Y160, the Romulans launched a diplomatic opening to the Federation, offering to “normalize” relations. This reflects, in part, the game of Great Houses, each after their own goals.

Despite their rivalry, Houses Aurellius and Notrub’illah favored this opening as it would allow the Romulans to gain access to Federation technology. This would speed up development and the conversion to TL12, and would reduce the dependance on Klingon technology.

House Antreidies favored this opening because they genuinely wanted to avoid war with the Federation, preferring peaceful development of the Empire.

House Sorkalif favored this opening because it would, perhaps, allow Romulan spies to operate under the cover of merchants and diplomats.

Houses Casifax and Pentalion opposed this opening as they openly expected to be at war within a decade.

In any case, the diplomatic opening was accepted by the Federation, resulting in a decade of tightly-controlled trade and other exchanges known (much later) in the Federation as the *Period of Detente*.

This was not the kind of open borders seen between the US and Canada during the 20th century or within the European Union during the 21st. Citizens of the Federation could not buy property or permanently reside on Romulan worlds, although some Federation planets allowed those privileges to the Romulans. A limited number of tourist, academic, and merchant visas were issued by the Romulans (and only after thorough background checks). A few minor Romulan colonies (such as Abraxas, page 125) near the border were authorized by the Empire to operate as “special trade zones” where the restrictions on travel and requirements for visas were somewhat relaxed.

During this *Period of Detente*, Federation citizens had the opportunity to visit the Romulan Empire. A handful of students enrolled in Romulan universities (and a handful of Romulans were welcomed at Federation institutions). A few thousand tourists might be in Romulan space at any given time (only certain worlds were open for visitation, and Great Houses made profits from these visits). While ten or twenty thousand foreigners visited the special trade zones (often for visits lasting as long as a year), a few hundred merchants were also allowed to take their own disarmed starships to other Romulan ports.

After the Klingon invasion in Y171, the number of tourists and students declined sharply, but the number of merchants remained unchanged. When the Romulans declared war on the Federation in Y173, all Federation citizens inside the Empire (who couldn’t get away) were arrested and taken to one of three agricultural colony planets to be interned for the duration of the War.

## THE DESTRUCTION OF REMUS

In Y181, the Alliance launched Operation Remus in a bid to force the Romulans out of the General War. Transferring ships from the Klingon front, a massive Federation fleet bore down on the Second Capital of the Romulan Empire, supported by every ship that the Gorns could throw into the campaign and a fleet of Kzinti ships brought across the Federation for the one and only battle between the Felines and the Romulans (in Romulan space, anyway).

The campaign did not go as planned. The original concept was for the Federation forces (with the Kzintis covering their right flank) to drive on Remus from the west, while the Gorns drove in from the (galactic) north and kept reserves based at Romulus out of the Battle for Remus. The Gorns ran into a solid wall of Romulan ships and maneuvered west, joining the Federation in a frontal assault rather than isolating Remus. The Kzintis surprised a Romulan fleet at anchor (destroying it) and then (having seen the horrors of a capital battle over their own capital during the Coalition assault of Y169) went home.

The Federation-Gorn fleet stormed into the Remus system to meet every ship that the Romulans could muster, including dozens of new (and deadly) gunboats. The Federation had never built gunboats and the Gorns did not build them until later; neither realized that plasma-armed gunboats were far more lethal than the disruptor-armed gunboats used by the Klingons.

In a wild melee in the skies of Remus, dozens of ships on both sides were destroyed, several of them crashing into the planet. As the final crisis of the battle arrived, the huge Federation heavy carrier *MacArthur* was wrecked and crashed into the capital city of the planet. The 900 megaton explosion of the warp engines (and the subsequent explosion of several power reactors on the planet itself) resulted in “nuclear winter”.

The concept of “nuclear winter” is much misunderstood. The first calculations of such an event on Earth left out a few minor details (sunlight, wind, rain, oceans) and when those were included, the effect amounted to a 20° drop for a maximum of two years. On Remus, it was much, much worse as Remus lacked the one thing that saved Earth from such destruction during the major wars of the mid-21st century — oceans. On Earth, these huge heat sinks, not to mention the rain and global air currents, cleaned the atmosphere in a few months. On Remus, the effect was much deeper (reach 20°C below freezing) and lasted for nearly a decade.

Crops failed, homes were not insulated for such extreme temperatures, energy was not available to heat them, and the entire Romulan Empire did not have enough cargo ships to carry the food and fuel that would have been needed to keep the population alive. A few million survived in the best-protected shelters, and a few million more (mostly those with technical skills or political connections) were evacuated. Two billion simply froze to death in the first few weeks. The climate returned to its previous norms by Y190 and rebuilding efforts began, but it was a very slow and expensive process. Two Great Houses were dissolved as they had no other assets.

# IDENTITY

By John Sickels

## In orbit over Tiberius, Y164

The green jewel of Tiberius dominated the viewscreen, as the Federation free trader took position around the Romulan planet.

"Designated orbit achieved."

"Good. Make sure we don't deviate by as much as a meter, Chip."

"Right, Cap."

Captain Arnold "Cap" Sullivan of the *Santa Mira* drummed his fingers on the worn fabric of his command chair armrest. Dealing with Romulans always made him nervous, and after several weeks in Romulan space, his nerves were frayed indeed. He had no obvious reason to worry; all their paperwork was in order, and they'd already passed two "crew health and ship safety inspections" without trouble. Apparently, some important Romulans were interested in his cargo. So far, at least, no one from the government or the Houses had put up any serious roadblocks for their journey. This was his fifth run in Romulan space since the border had opened up back in Y160, and it had been the most trouble-free to this point. But he'd never been this deep inside the Empire before, and the Romulans were anything but predictable.

"Do we have landing clearance yet?"

"No, Cap. We've made the request but nothing so far from the ground."

"Just let me know when, Chip." Sullivan sighed. Nothing to do but wait, he thought to himself. His attention was drawn (as it always was when there was nothing to do on the bridge) to the bald spot on the back of Chip Pierwszy's head. The spot on his first mate's fleshy crown was just a little too shiny.

"Uh, Cap, planetary phaser batteries are locked on us."

"Standard Rom procedure, Chip. They won't open up unless we screw up. So no screw ups, right?"

"Right, Cap."

Sullivan hit the intercom switch. "Cargo bay, everything OK down there?"

"Affirmative," responded a Vulcan voice. "The stasis equipment is functioning normally. We will be ready to offload as soon as we land."

"Alright, Sanak. We should be putting down shortly."

"Message from Tiberius Space Control, Cap."

"On speakers."

"Federation trader *Santa Mira*, you are cleared for powered landing at pad 49, Southern Continental Space Port. Follow designated course as transmitted. Do not deviate from filed flight path. Delegation will meet you there for cargo transfer after landing. Monitor subspace frequency 177.5 for any further instructions."

"Acknowledge the message."

"Message acknowledged, Cap. Course plotted and laid in."

"Take us down, Chip. Nice and easy."

In the trader's cargo bay, technician Sanak felt the

subtle shift in the gentle hum of the engines, as the ship made her way through the atmosphere to a safe landing on the surface below. He performed one final check on the stasis generator; everything was operating within specified parameters, as it had throughout their journey. The stasis container looked like a simple gray plastisteel box on the outside. Inside lay several scrolls dating back to Vulcan antiquity, of tremendous interest to Romulan historians who were trying to trace back the philosophical origins of the Exiles.

*Santa Mira* and her crew specialized in transportation of valuable cargoes. They had been chartered by the Vulcan Historical Academy to deliver the scrolls to the Tiberius University of Rhetoric for examination by Romulan scholars. *Santa Mira* would return to the Federation with some Romulan artifacts for delivery to the VHA. This was all part of a cultural exchange program designed to increase understanding between the Federation and the Empire. Sanak cared little about politics, but the program seemed like a logical way to reduce tension.

"Attention crew, standby for landing," Chip Pierwszy called over the intercom in his faint Eastern European accent.

Sanak made sure the mobile stasis chamber was properly secured, then strapped himself into his acceleration couch for landing, in accordance with ship's regulations. It was just a precaution, not really necessary, but Captain Sullivan was more safety-conscious than most civilian ship masters, which was part of the reason why he was entrusted with valuable cargoes by those who hired him.

*Santa Mira* came to rest on Landing Pad 49 without incident.

"Landing cycle completed. Engineering, begin power shutdown procedure. All crew prepare for cargo off-loading."

Sanak unbuckled himself, then went over to the main airlock controls to begin the egress cycle. A moment later, three of his fellow crewmembers, followed closely by Captain Sullivan and Dr. T'pang, entered the cargo bay. Sanak turned the airlock duties over to crewman Suzuki, then turned to face Sullivan and T'pang.

"I trust everything is secure, technician Sanak," said the aged T'pang in the sonorous tone typical of Vulcan academics. She was accompanying the scrolls to Tiberius and would be giving guest lectures on their origin at the university.

"Yes. The stasis chamber is ready for transportation."

T'pang nodded slightly in acknowledgement.

A quiet hiss came from the main cargo airlock as it opened to the Tiberian atmosphere. Natural light poured in, and the landing ramp began to lower automatically.

"Here come the Roms," said Sullivan quietly to himself.

Three Romulans walked up the ramp and into the cargo bay, two older males and a much younger female.

"I am Titus Antonal," said one of the males, "Chief Lecturer in Political Philosophy at the Tiberius University of Rhetoric. This is Crell Karus, in charge of our archival materials, and his assistant, Dionna Yorai. Welcome to

Tiberius, Dr. T'pang." Antonal successfully gave a Vulcan salute; Sanak wondered how long the Romulan had had to practice that.

"I am T'pang, Associate Professor of Ancient History at the Vulcan Historical Academy," she said, returning the salute in kind.

"Your reputation proceeds you, Madame professor. Come, let us show you our hospitality."

"I am honored," responded T'pang. She and the two Romulan males turned away and began walking down the ramp, rudely ignoring Sullivan and Sanak. *Typical*, both Sanak and Sullivan thought to themselves.

"Well, Sanak," said Sullivan, "looks like we're second fiddles now for old Professor T'pang."

"Apparently so, Captain." Sanak was never comfortable with the mode of conversation that humans called small talk.

"Finish up whatever you need here, then take some shore leave. We're cleared for eight days but we won't need you until the seventh day, to help load the Rom artifacts."

"Of course, Captain."

Sullivan turned away from his technician and left the cargo bay. Sanak noticed that the female Romulan who accompanied the pair of males had left the ship momentarily. She returned pushing an anti-grav cart. He observed that the cart was larger and bulkier than the standard models used in the Federation. She approached him, and handed him a PADD.

"I'm from the University. Is that the stasis chamber with the scrolls?"

"Yes. Do you require assistance in loading it on the cart?"

"No, I can do it. Unless an anti-grav field interferes with a Federation stasis generator."

"The two systems manipulate different forms of energy. There should be no conflict."

"Good."

Yoral attached a hand-held anti-grav unit to the stasis box, then lifted it effortlessly onto the mobile cart. She secured it with a magnetic strap, while Sanak examined the cargo transfer information on the PADD.

"Everything seems to be in order," he finally said, "do you have the proper security precautions for the shipment?"

"Yes, there are some security guards outside the ship. We'll make sure it gets to the University safely. Antonal and Karus would have my head otherwise."

Sanak was unsure if she meant that literally or not. Yoral began guiding the cart down the ramp, Sanak watching her form for a moment. His tasks complete, he returned to his quarters to change out of his duty clothes and into something more comfortable. He planned on a few moments of meditation before leaving the ship. He wasn't interested in shore leave for purposes of rest, but he was curious about Tiberius and the sights it offered.

As Sanak was pulling his duty shirt over his head, the intercom chirped.

"Attention everyone, this is the captain. Shore leave is now authorized for all eligible personnel. Remember,

folks, you can't leave the foreign section of the city without being part of a formal tour group. I don't want any problems like last year on Veritas. You know how the Roms are. Stay out of trouble, and everyone needs to be back here in seven days. We leave on the eighth, with or without you. Sullivan out."

Sanak performed his daily meditation, put on his civilian robes, then left the ship to explore Tiberius.

Leaving the landing bay, he approached the customs station, which led to the outer concourse of the space port and the foreign section of the city. Two apathetic Romulan soldiers manned the post. Sanak handed over his identification. The soldier put the ID card into his computer reader, then passed a tricorder wand over Sanak while the computer processed Sanak's ID. The tricorder gave two quick beeps.

"He's clean. No weapons, explosives, or contraband," the soldier said lazily to his comrade. He'd said the same thing about the other *Santa Mira* crewmembers who'd already left the ship, and was obviously getting bored with his duty.

The computer finished the ID trace and spoke in electronic voice: "Sanak, Federation citizen. Race: Vulcan. Identity confirmed. Visa cleared. Authorized for visitation in foreign section."

The guard pulled the ID disc from the computer reader and haughtily tossed it to Sanak. "Don't soil my Empire, Vulcan." *An illogical concern*, thought Sanak in response, *but any attempts to explain so on my part would likely be futile*.

Sanak walked out into the spaceport concourse, busy with travelers going to and from their destinations. Almost every face was Romulan, but Sanak did count three Orions, two garrulous Tellarites, and a single Rigellian among the hundreds of various faces. He saw two humans who were fellow crewmen from the *Santa Mira*, but no humans he didn't know. *It is remarkable that anyone from the Federation is here at all*, Sanak thought to himself. The Federation and the Romulans had only met face-to-face for the first time ten years ago. Legal travel by civilians between the two empires had only become possible within the last four years. There were no Gorns, of course. The Romulans and their ancient enemies still lacked normal diplomatic relations. And for all the progress that had been made in diplomacy with the Federation, there was still a palpable sentiment of paranoia and xenophobia among the Romulans. Foreigners were restricted to the spaceport and certain parts of the surrounding city, and Romulan security troops were ever present. Like most Vulcans, Sanak found this Romulan emotionalism inexplicable.

As Sanak walked the concourse, he noticed that several of the kiosks were being remodeled. According to the travel guide he had read, much of the Romulan infrastructure had fallen into disrepair over the last fifty years or so. Too many resources had been funneled into the military and into infighting between the Great Houses. The current leadership, however, was trying to force through changes in the system, and had had some success. The Empire was now making a concerted effort to reform

itself, adopting economic reforms and investing in research and science, apparently as part of opening up (somewhat) to the wider galaxy. *This is wise*, Sanak thought. *Perhaps the Romulans can someday overcome their passions we Vulcans have done.*

*Or perhaps not.* Sanak noticed a wall advertisement publicizing an immense "Athletic Palace" being built on Remus. It would seat 500,000 people, and would be the largest sports arena in this portion of the galaxy. There was certainly nothing like it in the Federation, and it was designed to exceed even some of the most grandiose Klingon public works. The Athletic Palace was scheduled to open next year, though Sanak had read somewhere that it was behind schedule and over budget. *Such pretense. But this is not uncommon in the galaxy. Perhaps the Romulans were not the worst offenders.*

Sanak continued walking. He approached a restaurant on his left called Galactic Cuisine. *An unusual name for a Romulan establishment.* This was in one of the newly remodeled kiosks, and was decorated, on the outside at least, in subdued good taste. Sanak came closer, and saw that there was a menu posted in the window.

### **GALACTIC CUISINE**

***Brought to you by House Antriedies***

Specializing in the Finest Dining Experiences  
from Across the Galaxy

Featuring Vulcan, Orion, Klingon and  
Andorian Delicacies, and other delights

Prepared by our Trained Master Chefs  
(Romulan Menu Also Available)

*How interesting*, thought Sanak. *Vulcan AND Klingon cuisine? Most unusual.* Noting that he was mildly hungry, and that it had been months since he had a well-prepared Vulcan meal, he decided to give it a try.

Entering the restaurant, he was greeted by a well-tailored host.

"Hello, welcome to Galactic Cuisine."

"Do you accept Federation credits as payment?"

"Yes, yes of course. Are you dining alone this evening?"

"Yes."

"Excellent. Let me show you to your table."

The Romulan led Sanak to a small table in the corner. The establishment was about one-third full, mostly Romulan faces but with an Orion couple snuggling in one corner booth, preparing, no doubt, for a mating of some sort.

The host handed Sanak a menu, quaintly printed on old-fashioned paper.

"We so seldom get Vulcans here. I have always had great curiosity about your people. Are you a merchant? A scholar?"

"No. I am a technician on a trading vessel."

"I see. My name is Valdek Parthan Antriedies, from Kanpaith City here on Tiberius, I will be your host this evening."

Sanak knew that an exchange of names and origins was considered polite in Romulan culture when meeting a stranger in a commercial situation. He decided to re-

ciprocate. "I am Sanak, from the province of Shok'ra on Vulcan."

"May I suggest the plomeek soup, Mr. Sanak?"

"You have genuine plomeek soup?"

"Yes, and the herbs are even prepared with the traditional hand-crushing method."

"How did you acquire the hak'than root?"

"House Antriedies has certain. . . contacts in the Federation," the host smiled. "I should point out that for this reason the plomeek soup is rather expensive. Twenty Federation credits per bowl."

Sanak considered the cost. Twenty credits were four times what a bowl of plomeek would cost on most Federation worlds. It had been almost a year since he'd tasted good plomeek. If the soup was as good as the Romulan was boasting, it would be worth the cost. He had several months of pay saved up in any event; twenty credits would not make much of a dent. It was, perhaps, an emotional, illogical reaction: he was considering this purchase because a good bowl of plomeek would remind him of home. But then, if the soup contained real hak'than root, the natural bioflavonoid content (impossible for replicated food to duplicate or for processed food to preserve) would benefit his health. All this consideration took merely a split second in Sanak's keen Vulcan mind.

"I shall order the plomeek," he said matter-of-factly, handing the unread menu back to the host.

"Excellent," the host said a little too enthusiastically, "it will be ready shortly. I am certain you will enjoy the experience."

Ten minutes later, a female Romulan approached his table, carrying the bowl of plomeek. She must be the chef; in Romulan restaurants, the person who prepared the food presented it to the customer in person.

"Your soup, sir." She placed the bowl in front of him.

Sanak inspected the soup. The smell was exquisite, triggering an almost emotional response. The consistency and appearance were also first-class. Perhaps the host's boasts were accurate.

He spooned a small amount of soup. The taste was wonderful.

"This is acceptable," he understated to the chef, "Where did you learn to prepare this dish?"

"I graduated from the new galactic culinary school on Romulus last year. I specialized in Vulcan recipes. You're only the second true Vulcan to try my plomeek. Do you like it?"

"Like' is not the proper word. I appreciate your skill in preparing it."

"Thank you."

Sanak's stomach turned, and he suddenly became very nauseous. Improperly prepared hak'than root can cause an unpleasant gastrointestinal reaction in some Vulcans. Perhaps the Romulan chef was less skilled than he had thought.

"Are you alright, sir?"

"I feel . . . unwell . . . can you direct me to the lavatory?" Sanak's hand shook, and he dropped his spoon.

"To the right, past the kitchen, second door."

"Thank you." Sanak stood, walked two feet, then stumbled. The chef went to assist him, taking his arm and helping him to the lavatory.

Fifteen minutes later, Sanak's discomfort had passed. The two Orions in the corner watched Sanak return to his table, the crisis apparently over. He asked for a new spoon, then finished his plomeek soup. After paying his bill, he went on his way, seeing the sights of Tiberius.

**Allirite Cracking Facility**  
**Martian Mining and Manufacturing Corporation**  
**Kappa Hydra V, Nine Years Later**

Silence filled the room. The hum of the machinery was normally incessant. Most other species were unaware of it, but the tone was just on the perceptible edge of vulcanoid hearing. It had taken Sanak some time to learn how to ignore it. But he'd found a useful self-discipline technique in Sarthe's *Fourth Book of Self-Knowledge*, and had learned to compartmentalize his perceptions. It was still something of a relief when the machinery was shut down.

Four beeps from his portable diagnostic computer told Sanak that he had repaired the flaw in the processing machinery, and that the stasis generator was working properly again. He disconnected the small computer from the larger device, flipped the lid shut, then reactivated the allirite separation and cracking processor. The hum returned.

This device separated allirite isotopes from the raw pergium deposits brought here by the miners or their automated equipment. The raw pergium would be refined, then shipped off to run the power reactors on a dozen nearby colonies. The small amount of allirite, once separated from the pergium by the "cracking" process, was destined for research use. It decayed quickly and had to be kept in stasis. It was Sanak's job to maintain and repair the stasis equipment.

His supervisor approached as Sanak packed up his repair equipment. "Got that blasted piece of shit running again?" the human asked, his pot belly hanging uncouthly over his waist.

"Affirmative," Sanak responded stiffly, "the piece of shit is now running correctly."

The supervisor gave him a dirty look. "What was wrong with it this time?"

"The primary power flow trans-stator for the stasis system was malfunctioning and needed to be replaced. I did so."

"Good. We're behind quota again and we'll have to run for the next 50 hours straight to catch up."

"That is inadvisable."

"I thought you fixed it," the human said annoyingly.

"I corrected the trans-stator problem. But the coolant loop for the isotope separator continues to perform below specifications. There are numerous leaks that I have temporarily patched, but without further attention the entire system will eventually fail. I estimate the equipment can function successfully for no more than 30.5 hours continuously."

"Just fix it now."

"I cannot do so at this time. I am awaiting the next

replacement parts shipment, which should arrive within five days. Until that time I advise that the cracking machinery run for no more than 25 hours of continuous operation, then be given four or more hours to cool down."

"I thought you said 30.5 hours."

"I was including a safety factor."

"You get a safety factor of half an hour. We run for 30 hours. If it fails before that, you fix it then." The illogical human stalked off to badger his next victim. In the eight years that Sanak had worked on Kappa Hydra, he was still shocked by how short-sighted humans could be.

Sanak's shift was nearly over. He finished collecting his equipment, then left the production floor, walking towards the employee break room and adjoining locker room. He entered the break room and headed towards the beverage dispenser for a glass of water.

"Hey, Sanak, come over here."

Sanak turned to see two humans sitting at one of the rec tables, drinking coffee. The one who spoke to him was McRae Guillard. Like most Martian Mining and Manufacturing employees, Guillard was from Mars, and spoke with the unusual French/Scottish accent so common to humans of Martian descent. Sanak knew from his history texts that the original human settlers of Mars had come mostly from the provinces of France and Scotland on Earth. Sanak had known Guillard for six years, and found him quite reasonable for a human. With no other Vulcans on Kappa Hydra, they were almost friends.

"Got the cracker fixed up?"

"It is functioning normally, for now."

"I heard Allison was pushing you to get it up and running fast."

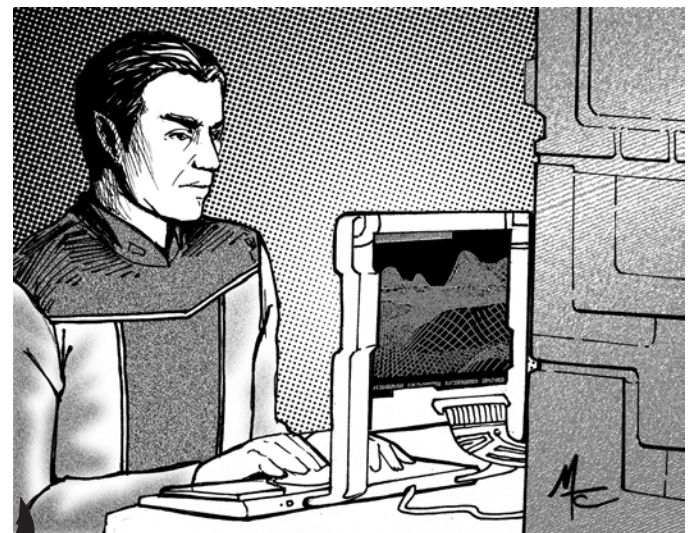
"Yes. He is concerned that we are behind the company production quota for this month."

"Quota schmota. Won't matter if the thing overheats again, eh?"

"I quite agree."

"Listen, Sanak, Donnie here has a question for you."

Sanak turned his head slightly to look at the second human, a ruddy-faced young man who was new to Kappa Hydra, having just arrived with the most recent batch of contract workers. "Proceed."



"I heard you used to work on a trader in Romulan space," said the younger man. Unlike most of the employees, he spoke with an accent that Sanak identified as common to the North American continent on Earth.

"Not quite correct. I was once a stasis technician aboard the trading vessel *Santa Mira*. Most of our business was in Federation territory, but I did participate in five transport missions in Romulan space until I left the ship to work on Kappa Hydra."

"OK, then. But you still know more than any of us about the Romulans, I mean being a Vulcan and all."

"Possibly. It depends on the topic in question."

"Well, the question is, I say the Romulans DON'T take prisoners, and Mac here says they do. Who is right?"

"I take it you are concerned about the rumored invasion."

"Damn straight."

"If you are so concerned, then why are you here?"

"Ah, hell, Sanak, you know the answer to that," Guillard interrupted, "same as everyone else. Ya can make a fortune here."

Sanak nodded. After all, he'd been here for several years himself, building his credit account and learning as much as he could about the pergium mining business. Still, the human capacity for greed continued to take Sanak by surprise. The Federation, with its abundant economy and the resources of thousands of planets at its disposal, was able to provide an excellent standard of living for nearly all of its citizens. But some were still motivated to "get ahead" as much as possible. Worlds such as Kappa Hydra offered such people an opportunity for extra profit, in exchange for the extra danger inherent out on the frontier. Sanak, of course, saw his own motivations differently. He was here, he told himself, out of the desire for experience and knowledge, and because it was his duty.

"From everything I have read on the topic, I believe that Romulans do indeed take prisoners, on occasion," he answered Donnie, "usually for purposes of intelligence-gathering."

"I told ya, Donnie!" chimed in Guillard.

"I dunno, Sanak," replied the younger human, "my dad told me that back in the first Rom war no prisoners were taken."

"The situation was different then, on both sides," responded Sanak.

"Maybe, but. . ."

Donnie's question was interrupted by the plant alert klaxon.

"ATTENTION all employees, ATTENTION! The governor has called a defense alert. All National and Planetary Guard volunteers are to report to guard duty stations IMMEDIATELY. Everyone else needs to talk with their shift supervisor, then report to civilian safety stations once we shut down. Production facility will shut down in thirty minutes. Engineering crew will begin reactor power-down in one hour. Again, all National and Planetary Guard volunteers should leave the plant now and assemble at the garrison. This ain't no drill, folks."

"Ah, crap. Here we go," said Donnie.

"You in the guard yet?" Guillard asked the younger man.

"Nope."

"Well, then, you heard it, go see your supervisor then get to safety stations."

"Right, Mac. See you around." Donnie stood up from the table and left the room. He looked extremely apprehensive.

"We better get going, Sanak."

"Correct."

Sanak and Guillard left the mining plant, walking a short distance before being picked up by a National Guard ground truck sent to collect soldiers. Like other colonies controlled by the Martian Mining and Manufacturing Corporation, Kappa Hydra's defense battalion came under the bureaucratic rubric of the Martian National Guard, since most of the miners and colonists were from Mars and all worked for a Martian company. Sanak had volunteered for guard duty and training as soon as he'd arrived at the colony, and had quickly shown his skill as a technician and computer expert, rising rapidly to the rank of team sergeant. There were a few other non-humans serving with the Kappa Hydra Defense Battalion, all being trained and paid by the Martian guard.

Arriving at the guard barracks, Sanak, Guillard, and the other volunteers changed into uniform, then went to the main assembly area to hear what Lt. Colonel Kenner (the battalion commander) had to say. The briefing was curt. Romulan forces had crossed the border, and several Star Fleet ships had been attacked. At least one border station had been destroyed. Details were sketchy, but it looked like a full-scale invasion. Aside from that, Kenner knew little, other than that Romulan ships had been sighted in their sector and that an attack could come at any moment. The weapons batteries would be manned at all times, and the maneuver troops would be heading to their defense positions. The commercial platform orbiting the colony offered few possibilities for resistance, and would be abandoned as soon as Romulans were sighted in the system.

Sanak and Guillard reported to their assigned station, Command Post-National Guard Battery Number 2, one of six Phaser-1 batteries defending the colony. Sanak's job was lead technician for Battery 2, while Guillard (a sergeant first class) served as lead gunner. There were also four unmanned orbital defense satellites. Unfortunately, the Martian Guard (hard-pressed to defend dozens of vulnerable colonies on the active Klingon front) had cancelled a scheduled deployment of fighters, and a second batch of satellites wasn't due until next month. To Sanak, the logic of the situation was clear: Kappa Hydra's Guard forces were insufficient to resist a determined attack. He would do his duty as expected.

Sanak took his seat at the Systems Status Panel, where he could monitor all the battery's systems and respond to trouble immediately. Guillard took the main gunner's position, while the other eight members of the command post team, including Lt. Quarie, took their places.

The door to the command post was sealed shut. Forty

other soldiers of various ranks manned equipment throughout the phaser battery, itself linked with the other five batteries and the central garrison through a power and communications net.

"OK, everyone, make sure your equipment is working," said Quarie. The young Martian was one of the few National Guard regular officers on the planet, but was also inexperienced, and visibly nervous. "How we looking, Sanak?"

"All phasers charged and operating within normal parameters."

"Good." Quarie knew that the quality of maintenance had improved since Sanak had taken over the position. "Links operational?"

"Affirmative. Power and information links for all six phaser batteries and the garrison are functioning."

"OK, then."

"Any idea when they're gonna hit us, sir," one of the humans asked Quarie.

"Soon. The colonel says they're in the sector." It was obvious the lieutenant didn't really know.

Fifty minutes ticked by without incident. It would be impossible for everyone to stay clear-minded on a constant state of alert, so after awhile Quarie passed out some ration bars and told a few jokes, trying to release the tension. Sanak felt that Quarie had potential as a leader, should he ever learn to command his emotions. And should he survive what was to come.

"Sir, got something!" said the communication corporal tensely. Quarie punched in his own headset and listened for a moment.

"OK, everyone, sensors paint some Rom hulls entering the system. Should be here within three minutes. The platform crew just beamed to the surface. Kenner wants us linked in directly for fire commands from the central garrison computer. We only take over here if the main post goes down. Stay sharp."

Sanak gave his panel indicators one final glance: everything still looked normal. He then turned his attention to the large targeting display near Guillard's gunner position. Six Romulan ships had entered the system and were heading straight towards the planet. Identity symbols popped up near each ship icon. The preliminary identifications were one Klingon-type cruiser, one Klingon-type frigate, one War Eagle first-class cruiser, two of the small Snipe frigates, and a single Battlehawk-style second-class cruiser.

The Romulans were coming in at high speed, but putting out large amounts of electronic noise. The KR cruiser put a couple of long-distance phaser shots into the commercial platform, damaging it slightly. The ship then ceased fire, apparently satisfied that the platform was unmanned. *This could be a capture attempt, rather than a simple "destroy the colony" raid,* Sanak thought to himself.

"OK, guys, the colonel thinks this could be a ground assault," Quarie said after listening to his comm set for a moment. "Confirm that. Sensors report that the Battlehawk is a commando type. They might be coming in for a direct landing-and-offload. We'll be able to hurt them when they get closer to the planet."

"Assuming they want to capture the ground batteries intact," said Guillard skeptically. "They could just blast us from orbit and then take the mining station."

"Doubtful," contributed Sanak, "the Romulans would likely find the capture of the phaser stations desirable, if this attack is indeed part of a full-scale invasion."

"Shut up and do your jobs," snapped Quarie, "OK, guys, watch your firing indicators."

The Romulan ships were closing in on the planet, blasting away at the defense satellites, but ignoring the ground bases. Their tactic was obvious, as was Sanak's duty.

He silently pulled a computer disc from his uniform pocket, and put it into the data slot on his computer terminal. Turning to his systems display, he punched several buttons.

The power went out.

"Shit!" several humans yelled at once. The emergency lights, powered by their own independent cells, came on a split second later, but all the computer screens were dark.

"Have we been hit? Comm, get me a report!" shouted Quarie.

"Dunno, sir. Power seems out everywhere. All links are down."

"Switch to backups."

Sanak and the other technicians began punching buttons, trying to activate the down systems. Nothing. Sanak pulled out his personal communicator and pressed a button.

Quarie activated his own communicator and called the central garrison post for orders. He listened for a moment, then turned to his troops.

"Ok, guys, we have some sort of central power failure. It's affecting everything, all the linked systems are down. Backups too. Maintenance is on it, but it might be a few minutes. The Commando BattleHawk will be landing soon, and it looks like they're going to try and take the garrison hand-to-hand. Confirm that, the ship has landed and is already disgorging troops. Outer line will be attacked within five minutes. Hold on. . ." Quarie's voice tailed off as he listened to his communicator intently.

### **Bridge, Romulan Starship Retaliation**

"Sir, we're receiving a signal from the Federation garrison."

"A pathetic plea for mercy?"

"No, sir. Just a brief squeak, but the main computer filtered it from the Federation comm noise and flagged it for your immediate attention."

"Transfer to my terminal!"

The Romulan commander studied his screen. Just a few simple symbols, but their importance was immediately apparent to him.

"Get me the ground force commander immediately!"

### **Command Post, National Guard Phaser Battery 2**

"OK, everyone, we've got a bunch of Roms unloaded from the Hawk, approaching from the southwest. We've also got Roms materializing north and east of the garrison, trying to flank us, plus a few just outside our posi-

tion here. They're already trying to breach the entrances to phaser stations one and four, and they'll be hitting us soon. Unless we get the phasers back up, we're useless here. The colonel needs numbers. Sanak, Guillard, you stay here in case the power comes back. If it doesn't, trash all the panels before the Roms get here. Everyone else follow me."

Phaser carbines and pistols in hand, Quarie and the other technicians left the command post, Guillard sealing the door behind them. Sanak knew the humans were marching off to their death, but the colonel was right, they needed every body they could muster. He knew that the phaser batteries would never be operational. By the time they traced down the cause of the outage, it would be too late.

Guillard returned to his useless gunner's position, then swiveled his chair to face his friend, still at the system panel.

"Well, Sanak, what do you think happened?"

"It is difficult to say. The Romulans are capable of much more than the Federation believes."

Guillard gave his friend a weird look. There was the sound of a muffled explosion from somewhere. The human then pulled his own hand phaser from his side. Sanak was concerned for a moment, but relaxed as Guillard turned and pointed the phaser at one of the control panels.

"Well, if we can't fire these babies, we might as well get ready to trash them."

Guillard stood to begin his work, but was knocked unconscious by a phaser blast.

Sanak holstered his phaser, went over to the human, bent down, checked his pulse, and smiled. "You were right, my friend. Romulans do take prisoners." He kicked Guillard's phaser away, tied him to his chair with some binding tape, then opened his communicator to follow the progress of the battle.

### ***Guest Quarters, Romulan Starship Retaliation Two Weeks Later***

The Praetorian operative lounged on his bed, comfortably reflecting on how pleasant it would be to return to the Empire, though this was still a few weeks away. He still had a dozen debriefings to go through. He would also have to prepare a voluminous report on everything that he'd learned living in the Federation for the last nine years, par-

ticularly their advanced industrial techniques for pergium mining and allirite separation.

He didn't even have his own face back yet. The ship's surgeon had offered to correct the plastic surgery that had given him the face of the original Sanak all those years ago, but he wanted the Praetorian doctor who had done the procedure in the first place to do it. He wanted his original face back, and trusted no one else to do it right.

He'd gorged himself on Romulan cuisine since coming aboard the *Retaliation*, and had already gained five pounds. That was one thing he had never truly adjusted to: Vulcan cooking. He'd tasted nothing but since he began infiltration training twelve years ago, and it was the one thing he hated most about his duty. On the other hand, it had taken him several meals before he really enjoyed tasting meat again. He wasn't sure if this was because he had actually grown used to the Vulcan vegetarian diet (as distasteful as it was), or because the reality of eating meat again didn't quite live up to the expectation. No matter; the important point was that he'd be going home soon.

The hardest thing now, he found, was thinking of himself as Tal Harvitus again. He still found himself thinking in Vulcan, having to translate in his own mind back and forth to Romulan when he spoke to one of the crew. That would return to normal in time, the debriefer assured him. He'd called himself Sanak for nine years, even in his own internal monologue. In some ways, Tal Harvitus had grown to know and like Sanak. He'd studied his dossier, his habits, his mannerisms, for many months before replacing him in the restaurant lavatory all those many years before.

Tal lived as Sanak for almost a decade without anyone suspecting. The Vulcan had been the perfect target for replacement. He was a loner with no family. He'd visited the Empire on previous merchant runs, enabling the Praetorian Preditrade to compile a full dossier on his personality, skills, and background. Moving to Kappa Hydra with no other Vulcans around also made Tal's task easier. He'd taken one trip into the interior of the Federation, coinciding with the real Sanak's Pon Farr, but none of his human acquaintances were so gauche as to ask about it. To avoid rousing suspicion, Tal remained celibate for the entire mission; this was another thing he was very much looking forward to changing. Several of *Retaliation's* female officers looked as if they would be open to his suggestions in that department.

Through the use of data worms, it had proven incredibly simple to alter the DNA and retina scan records that the Federation relied on to confirm civilian identities. Federation security measures were laughably deficient. This same inadequacy had allowed him to infect the computer systems of the Kappa Hydra garrison with a virus, shutting them down and allowing capture of the colony's defenses intact. The production facilities were undamaged, and would soon be producing pergium and allirite for the Empire.

His chest swelled with pride. Tal Harvitus had performed his duty, saved Romulan lives, and dealt a blow to the Federation by ensuring the capture of the colony facilities intact. His duty was his identity.



# ABRAXAS STATION

The small mining world of Abraxas was colonized by the Romulans of House Aurellius about Y120. For decades, it was no more than that, but during the period of *detente* between the Federation and the Romulan Empire prior to the General War, the proximity of Abraxas to the border made it a convenient trading post. Federation merchants would be allowed to land (or dock to orbital facilities) and sell their products, and Romulan merchants would be on hand to buy Federation goods and sell Romulan products. This kept the exchanges inside Romulan territory and under Romulan control, but avoided having too many Federation traders wandering around inside the Romulan Empire. Abraxas was, from Y160 through Y172, awash in Federation, Romulan, and even Klingon and Orion, spies.

## SYSTEM OVERVIEW

Abraxas is, of course, not simply a planet but an entire star system with seven planets, none of which were capable of sustaining life. Abraxas, an airless rock with a rapidly-expanding colony, was the only place foreigners were allowed to land.

The star known as Abraxia is class F4V with frequent solar flares that cause a hazard to navigation. This is a white-yellow star, larger, brighter, and more active than Sol.

The planets (all of which are unusually mineral rich) include:

- A-I: This is a Class-I hot rock the size of Mercury. There are no permanent habitations but specially-shielded ships sometimes land there to recover metals.
- A-II: This is a Class-F hot rock the size of Mars with a sulphurous atmosphere. There were plans to build a prison colony here but these were abandoned after Abraxas became a major trading station. There is a small research station with a dozen scientists, and sometimes specially-shielded ships land to extract minerals and other ores. On rare occasions, a Federation scientist is invited to visit the station to promote scientific exchanges.
- A-III (Abraxas): This is a Class-D airless rock, larger than Luna. See planetary survey.
- A-IV: This is a Class-A hot gas giant. Some of the moons and ring objects are visited by asteroid miners and there is a small orbital station (made from an old cargo pod) for the asteroid miners to obtain supplies and drop off their findings. Foreign ships are sometimes allowed to dock at this station to buy metals and sell merchandise.
- A-V: This is a Class-B cold gas giant. Asteroid miners work the moons and ring material and there is another orbital station made from an old cargo pod to support them. Because dilithium crystals are found in the rings of this planet, foreigners are never allowed to visit.
- A-VI: This is a class-Q frozen iceball, more nearly a large dead comet than a tiny frozen planet. There is a small research station there with a dozen scientists, and an automated station to turn the frozen water and ammonia into exportable liquids.

## ABRAXAS PLANETARY SURVEY

### I. General Information

Status: Minor Colony World  
Location: Coordinates 3814, Romulan Empire  
Density: 6.6  
Diameter: 4,988 miles  
Class: D  
Surface Area: 78,163,212 square miles  
Surface Gravity: 0.75 G  
Mean Colony Temperature: 70° F (domed habitat)  
Colony Pressure at sea level: 1.1  
Atmosphere Composition (planet): None  
Atmosphere Composition (station): See below  
Orbital Distance: 113 million miles (1.21 AU)  
Day: 20 hours  
Year: 496 local days (413.5 Earth days, 1.13 Earth years)  
Axial Tilt: 2°  
Population: 150,000  
Star Class: F4V (1.38 stellar mass)

### II. Biosphere

Planet: none  
Station: See below

### III. History

First colonized in Y120 as a mining station, the population quickly reached and stabilized at 10,000. In Y150 the managing House build new domes to house farming stations, expecting to sell food to Romulan Navy starships which had increased their patrols on the Federation border. During the period of *detente*, the population reached 100,000 Romulans and a few hundred Klingons and citizens of the Federation who had been given temporary residence visas to facilitate trade. A Klingon consulate was opened in Y159 and a Federation consulate in Y163.

When the Romulans entered the General War in Y173, the foreigners were interned in labor camps (on other planets), but the Romulan population tripled by Y180 as the planet was a major supply base for the Romulan Fleet.

### IV. Culture

Originally the culture of the station was "Romulan frontier", i.e., Romulan law nominally prevailed, but a more relaxed "frontier" attitude pervaded the colony. The police were likely to overlook minor crimes, but troublemakers found themselves sent to remote mining sites and hardened criminals were dealt with harshly. As with all such colonies, the great books, movies, plays, and other products of Romulan culture tended to arrive months or a year after they became fashionable on Romulus.

With the influx of foreigners after Y162, those parts of the station where foreigners were allowed became a more cosmopolitan society. Romulans were as likely to find Federation movies at the theater and Klingon operas as the opera house as Romulan ones. Klingon and Federation books were easily available and only the most subversive were outlawed.

## MAP OF ABRAXAS GROUND FACILITIES

This diagram shows the primary planetside facilities on the planet Abraxas. This complex is known as “Abraxas City” to its residents. There are several smaller domed habitats located at various places on the planet (hundreds or thousands of miles away) but these are off-limits to foreigners and have nothing of interest to honest traders. (They comprise mines, domed agricultural areas, and two military garrisons.) Planetary North is at the top.

**1. Original Mine:** This dome covers the original mineshaft. When built, it included quarters for workers, but as production expanded, these quarters were converted into offices, shops, or storage areas. Foreigners are allowed to visit the mines only on guided tours. This is a safety protocol.

**2. Original Habitation Dome:** This dome was the first one built for workers. It still houses a hundred of them but is used mostly as workshop and production space.

**3. Additional Mines:** These mineshafts were added during later years as production expanded.

**4. Main Habitation Dome:** This dome was built later and houses most of the civilian mine workers who live in Abraxas City.

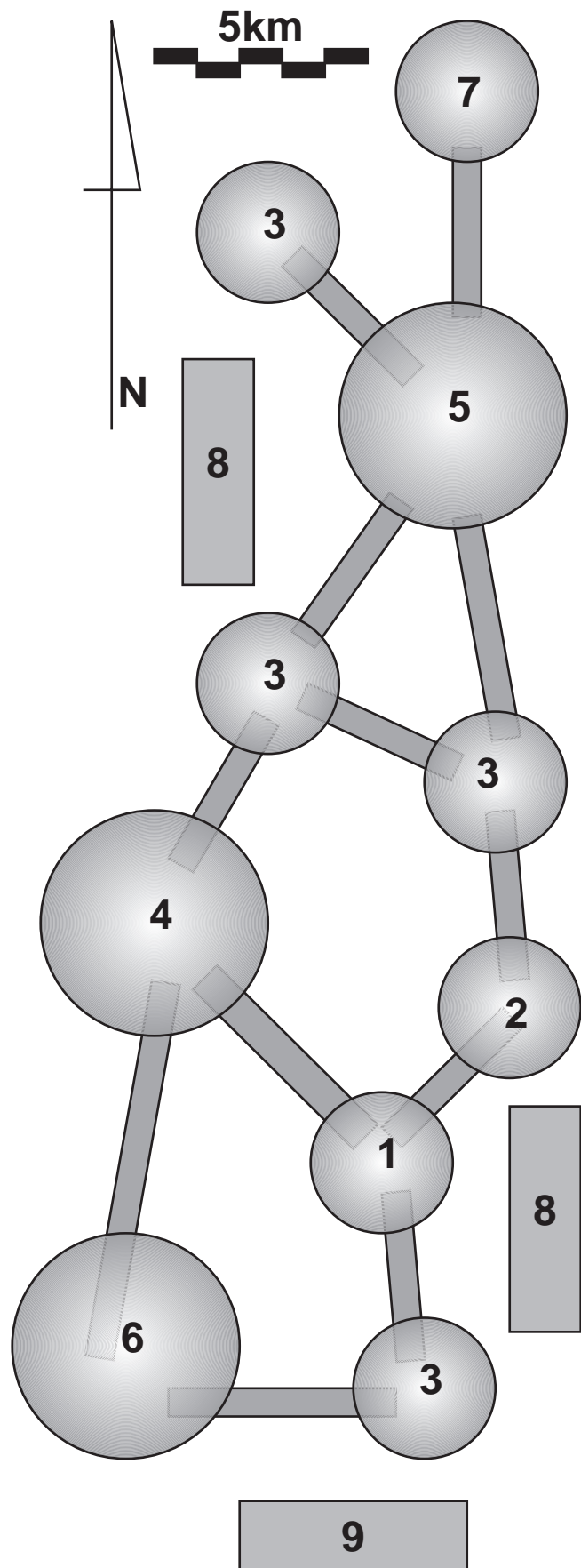
**5. Government Dome:** This dome houses the government offices, the military garrison, and those workers who do not actually do manual labor in the mines. It is considered to be the “upper class neighborhood” of the planet Abraxas. Shopping here is mostly limited to things of interest to Romulans. While the restaurants all focus on Romulan cuisine, most can manage off-world dishes if a government official is hosting a dinner for foreign visitors.

**6. The New Dome:** This dome was originally added in Y160 for agricultural production, but the soil was found to be unsuitable even with thousands of tons of fertilizer, and other agricultural domes were built hundreds of miles away. (Food from these other domes reaches Abraxas City by wheeled “trains” that run on hard surface roads.) As the foreign trade boomed, this dome was turned into the primary facility for foreigners. It houses hotels, trade offices, and entertainment facilities. Romulans often go there to shop or enjoy ethnic cuisine.

**7. Defense Dome:** This dome houses a massive Phaser-4 battery (along with smaller defensive phasers) and protects Abraxas City from attack by pirates. As mine production boomed, more defense facilities were added at other points on the planet. As trade boomed, the need for these defenses became less acute, as there was usually a police ship in orbit and a warship within an hour’s travel at maximum warp.

**8. Landing Fields:** These areas are provided for ships and shuttles which land on the planet to pick up bulk cargo from the mine production facilities.

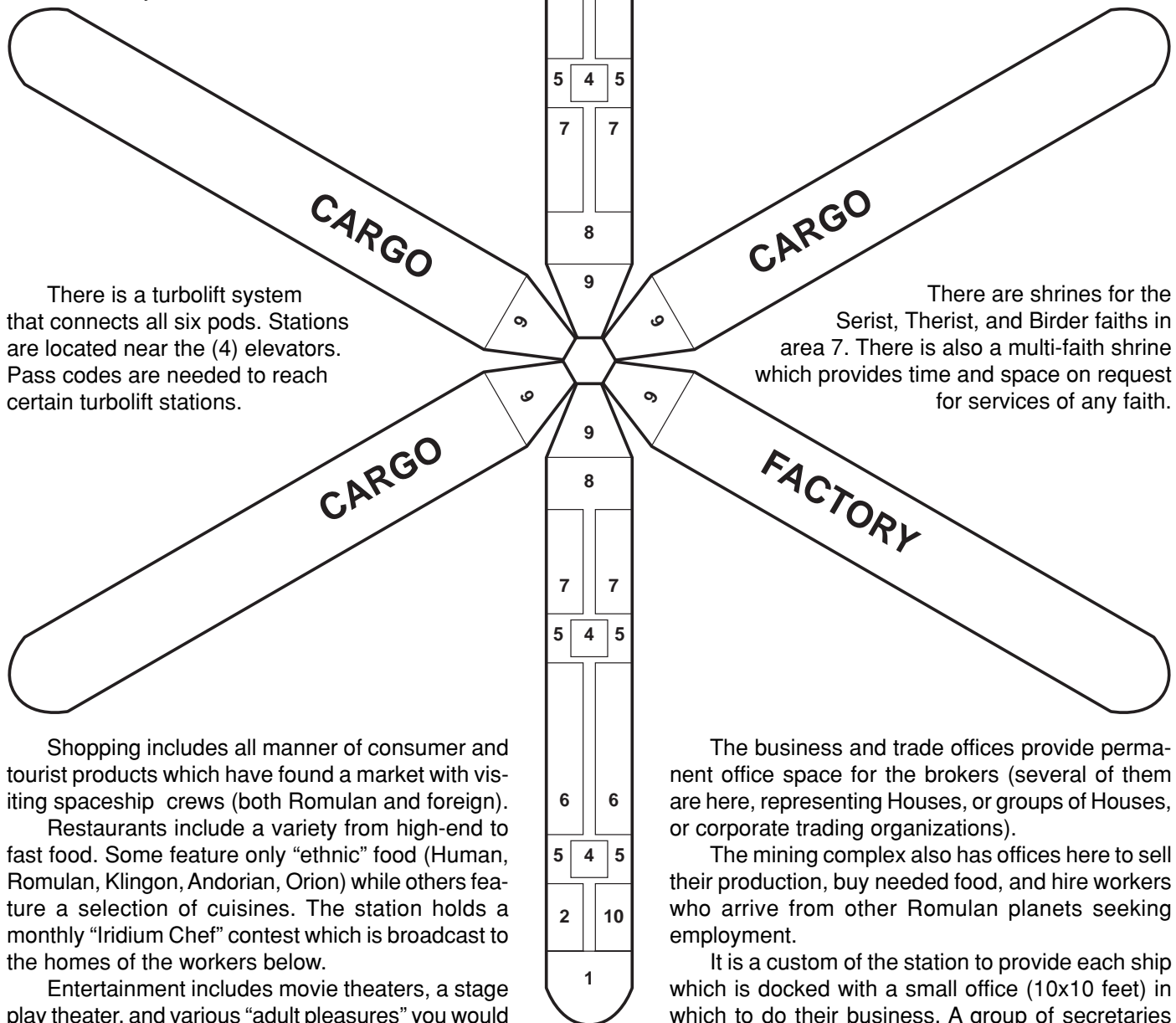
**9. Magnetic Rail Launch System:** This facility is used to “throw” thousand-ton cargo packages (usually processed metals, sometimes raw ore) into orbit, where they can be retrieved by a small harbor tug (a converted freighter) or the orbital station using tractor beams.



## ABRAXAS ORBITAL STATION

The orbital station is comprised of six cargo pods (of a design copied from the Klingons). Three of these are used only for bulk cargo (as the colony produces and imports a huge quantity of material). The “deck plan” shows only the middle deck of the station (the decks of the other two pods above and below this point are for specialty “break bulk” cargos handled on individual pallets. In these pods:

1. Government offices.
2. Hotel. Rooms are on decks above and below.
3. Hospital.
4. Cargo elevators (no access from this deck).
5. Open courtyards.
6. Shopping, restaurants, entertainment, etc.
7. Business and trade offices.
8. Food court.
9. Power systems, police.
10. Military offices.



There is a turbolift system that connects all six pods. Stations are located near the (4) elevators. Pass codes are needed to reach certain turbolift stations.

There are shrines for the Serist, Therist, and Birder faiths in area 7. There is also a multi-faith shrine which provides time and space on request for services of any faith.

Shopping includes all manner of consumer and tourist products which have found a market with visiting spaceship crews (both Romulan and foreign).

Restaurants include a variety from high-end to fast food. Some feature only “ethnic” food (Human, Romulan, Klingon, Andorian, Orion) while others feature a selection of cuisines. The station holds a monthly “Iridium Chef” contest which is broadcast to the homes of the workers below.

Entertainment includes movie theaters, a stage play theater, and various “adult pleasures” you would expect in a rowdy spaceport.

The factory pod, owned by House Aurellius, provides a limited ability for zero-gravity manufacturing. This facility is off-limits to foreigners and most civilians, not so much because it is secret as because the insurance brokers who cover it insist on this as a safety measure.

Parts of this pod can be adjusted in gravity, from zero-G up to four-Gs, to facilitate manufacturing.

This pod has complete machine shops, matter transformers, and replicators. It can manufacture a huge variety of things, including just about any spare part that your spaceship might need. It also processes some of the ores from the planet as certain crystals are easier to extract in zero-G conditions.

Some of the brokers can arrange to have products manufactured to order for visiting traders to purchase in small or large quantities. The factory includes facilities able to manufacture tourist curios from “ancient artifacts” to “Ravennan daggers.”

The business and trade offices provide permanent office space for the brokers (several of them are here, representing Houses, or groups of Houses, or corporate trading organizations).

The mining complex also has offices here to sell their production, buy needed food, and hire workers who arrive from other Romulan planets seeking employment.

It is a custom of the station to provide each ship which is docked with a small office (10x10 feet) in which to do their business. A group of secretaries employed by the station provide business services.

## DENIZENS OF ABRAXAS

These non-player characters inhabit Abraxas station, and visiting adventurers from the Federation could expect to encounter such types. GMs may of course use their own NPCs, or change and adapt these in any way they see fit.

### Store Owner

Santor Vetas is the owner of Santor's General Store, the best-stocked "convenience store" on Abraxas Station. You can purchase nearly anything here, from Justinian smoked jerky to Andorian sleep tea to Klingon aphrodisiacs (although the latter are very high priced). Santor is your typical small businessman, working hard to make ends meet. He is particularly concerned with keeping up his stock of goods imported from the Federation. Santor is an independent, Houseless small proprietor, who set up shop here back when Abraxas was a small mining outpost. His business has boomed since the opening of the border, but he worries about being driven out of business by a Great House enterprise. So far this has not happened, but it may eventually as the Houses take notice of the good business environment on Abraxas. Nearly 148 years old, he has a bad back and would like to retire within the next few years, leaving his store to his oldest son Kalo, or perhaps selling out to a larger enterprise. He is generally friendly with customers (as long as you buy something), and is a good source of information and rumor.

**Template:** Houseless Romulan Civilian, see page 141.

**Advantages:** Empathy.

**Disadvantages:** Nervous Stomach, Workaholic, Bad Back.

**Skills:** Accounting 15, Cooking 11, Merchant 18.

**Languages:** Klingon, Romulan, Federation standard.

### Bar Tender

Quantum Bill, as he is known, is an Orion who has been on the station for nearly a year. He works as a bartender at one of the bars on the orbital station, although one could find someone of his ilk at bars on the surface. Bill is a "retired" pirate, and there are warrants for his arrest in the Federation. His residence permit is about to expire and he's going to have to move to another planet, perhaps Denebola. Bill listens, and Bill empathizes. Bill knows just how to get people talking, and Bill remembers what he hears. For a generous tip, Bill might tell you something you want to know, or just something interesting. If your question starts with "Know anybody around here who can..." then Bill probably knows the answer.

**Template:** Orion Pirate (*GPD* page 48).

**Advantages:** Empathy.

**Skills:** Interrogation 14, Fast Talk 12, Detect Lies 12.

**Languages:** Klingon, Romulan, Federation standard.

### Orion "Slave Girl"

Vertika is a courtesan (i.e., prostitute) working in the orbital station. She entertains only business-class clients, mostly travelers, and certainly not the miners on the

planet below. She has a few higher-class clients who consider her below their level, but fun.

Like all Orion females of the courtesan caste, she is very — very — good at what she does.

But she does more than just entertain. She listens, and asks "harmless" questions. She knows what is on most of the ships coming and going, which Houses are working deals, where to buy things you wouldn't think are available, and much more. She's not actually a spy (although if she was, she would be a good one), but more of an independent information broker. If you can afford her rates (\$500 per half hour) you can spend them asking questions instead of what everyone else thinks you are doing.

**Template:** Orion Courtesan (see *GPD* page 48). Note that the term "slave girl" is something of a misnomer (as in "For my fee I will be your slave for the night") and does not indicate a condition of involuntary servitude, poverty, lack of education, or other disadvantages. Some Courtesans are "protected" by "patrons" who have a relationship to them that could approach ownership.

**Advantages:** Very Beautiful, Acute Smell, Talent (Allure) 2 {includes Dancing, Erotic Art, Makeup, Sex Appeal, Singing; see *GURPS Fantasy* for more details.}

**Skills:** Acting 20, Interrogation 15.

**Languages:** Klingon, Romulan, Federation standard, Orion, probably others.

### Riverboat Gambler

Jarl Kowie is a Klingon civilian. He came to Romulan space as a merchant but lost everything when he invested in a deal that crashed and burned when a Great House disrupted the Minor House he had signed a contract with. Lacking any other way to make a living, Jarl turned to his hobby of gambling. He pays one of the bars to let him use a table to run any of a dozen games he plays.

**Template:** Klingon Civilian (see *GK* page 12).

**Skills:** Fast Talk 18, Gambling 19.

**Languages:** Klingon, Romulan, Federation standard.

### Customs Official

Julius Certas is a minor government official responsible for checking your import-export documents and collecting the relevant taxes. He's honest and won't take bribes, although if you buy him lunch he's likely to tell you about every cargo coming into or leaving the orbital station. Julius isn't a member of any House, and while he would like to be, it isn't likely to happen.

**Template:** Houseless Romulan, see page 141.

**Skills:** Administration 17.

**Languages:** Romulan, Federation standard.

### Cargo Broker

Gaius "the Guy" Marcus is an Associated Member of House Aurelius. He brokers cargo, which means that he can buy your cargo on behalf of his House (or another one) and arrange to have it shipped deeper into the Empire by Romulan freighters, and he has a cargo pod (or two) full of cargo available for export. Humans who visit Abraxas call him "the Guy to Go See" since he prob-

ably handles half of the total cargo in and out of Abraxas. You can assume that his price is the “baseline” and you might (or might not) be able to find somebody to pay more or charge less, but you can *always* get a deal from Gaius.

Gaius is reasonably honest but a sharp dealer. If he really, really wants your cargo, he’s not above doing something to get it, whether that’s pressuring other brokers (there are five or six others, not to mention a dozen Romulan and Orion traders with cargoes to sell) to leave you alone or causing trouble for you with the local police or State Security agents.

**Template:** Associate House Member, see page 141.

**Advantages:** Wealthy, Status+2.

**Skills:** Administration 18, Merchant 21.

**Languages:** Klingon, Romulan, Federation standard.

### **Police Supervisor**

Pente-Tribune Tal Solis Sorkalif is the head of the Star Police detachment at Abraxas Station. He is not happy, having been “dead-ended” at Pente-Tribune rank and parked in this job back in Y153. He is an Associated Member of House Sorkalif, and while he is generally in good standing with fellow House members, he lost a political argument with a superior officer of another House many years ago, resulting in his posting here. Abraxis was an isolated mining station at the time, but as Federation merchant traffic has flooded in during recent years, his job has become more important. While he is likely to remain at Pente-Tribune rank for the remainder of his career, his position is now prominent enough for Sorkalif to expend political capital protecting him from further attempts to transfer him to another backwater planet.

Tal Solis is a very busy man, in charge of security on the orbital station, as well as liaison with the local constabulary on the planet’s surface and any units of the military that stop by. He is generally honest and conscientious, although he is not averse to giving foreign visitors some trouble about their paperwork if anything is remotely out of the ordinary. He does not suffer fools gladly, especially foreign fools.

Tal Solis is still deeply in love with his wife of 55 years, Litia Solis. They have two grown children, a son attending the central Police Academy on Romulus, and an estranged daughter. Tal and Litia haven’t seen their daughter in ten years and are unsure of her whereabouts.

**Template:** Police Supervisor, see page 141.

**Disadvantage:** Enemies in a rival house.

**Languages:** Romulan.

### **Priest of the Serist Faith**

The wife of Tal Solis, Litia Solis Sorkalif is a priest of the Serist religious sect. She maintains a small shrine on the station, and takes frequent trips to the surface of the planet to tender to the needs of the small congregation of devout Serists there. Her husband Tal Solis himself is not religious, but respects his wife’s beliefs. They are generally happy together, but worry much about their daughter.

Litia began her career many years ago as a police officer like Tal Solis, but left the service to enter the min-

istry twelve years ago. She has a strict sense of Romulan morality, which her husband accepts but which sometimes rubs other Romulans (including her daughter) the wrong way.

**Template:** Police Supervisor (see page 141). Her police skills have all eroded by one level.

**Advantages:** Clerical investment, Higher Purpose (religious).

**Disadvantages:** No sense of humor.

**Skills:** Administration 12, Expert Skill (Serist Priest) 21, Theology 25.

**Languages:** Romulan, Federation Standard (broken).

### **Petty Criminal**

Marius Julius Campollis has had a hard life. Nothing ever went his way. He has a job working as a porter for the local hotel, and this gives him many opportunities to search through the luggage of visitors (such as you). He’s not above picking a pocket or walking off with an unattended briefcase. If something goes missing, you might offer him a reward for “finding it.” Similarly, if you want something that belongs to some other guest, Marius might be able to get it for you. (He has no skills to break through serious security but he will purloin loose articles with aplomb.) If you have a reason to talk to the local criminal syndicate, Marius might “know somebody” he could connect you with, but he’s going to be a lot more interested in what he gets out of the deal than what you get. He will also accept tips for information of varying reliability about who to go see or what is happening behind the scenes.

**Template:** Houseless Romulan, see page 141.

**Disadvantages:** Greed.

**Skills:** Acting 13, Area Knowledge (Abraxas orbital station) 18, Fast Talk 15, Lockpicking 9, Pickpocket 12, Scrounging 13, Streetwise 14.

**Languages:** Klingon (broken), Romulan, Orion (accented), Federation standard (broken).

### **The Attorney**

Jasonius Langdonis is a licensed attorney who works on both the orbital station and the ground station. He can handle (or advise you on) contracts, but his passion is being a defense attorney. A strong believer in the rights of the accused (something not particularly popular with the Romulan courts), he’s your man if you run afoul of the law. If you have a defense, he will pound on the facts. If you are being unfairly prosecuted, he will pound on the law. If you are guilty, he will pound on the table and appeal to the judge’s better nature to give you a fine and let you go.

**Template:** Houseless Romulan, see page 141.

**Advantage:** Charisma

**Skills:** Fast Talk 18, Law 22.

**Languages:** Klingon, Romulan, Federation standard.

### **Other NPCs, Other Places**

GMs can use these NPCs, modify them, or use their own. They can use these NPCs on Abraxas or any Romulan world or (with minor changes) any other world in the **Star Fleet Universe** or any other game universe.

# BETRAYAL AT OXVIND-V

by Gregg W. Dieckhaus

## Y174, Bridge D7K *Merciless* D733K

Commodore Kirlov sat in the command chair of his Klingon heavy cruiser assessing the latest battle reports. All in all, the mission was successful. His squadron had been assigned to rendezvous with the Romulans and conduct a raid on Gornigella. The Klingon squadron had drawn out the Gorn defenders as the Romulan vessels slipped silently behind, giving them an easy victory against the non-mobile planetary defenses. Non-mobile, he mused, just the type of targets the Romulans liked best. Battle with the Gorns was glorious, not dull and monotonous like those with the Federation had become. He wished he could do battle with this worthy opponent again.

But it was not to be, for the battle was over, and they were on their way home.

Once again Kirlov picked up the battle reports. The three D5 war cruisers had taken minor internal damage. One F5 had been destroyed, and the other was crippled. His ship had lost half her firepower, but was only suffering a 20% power loss. Shields on all ships were almost fully repaired, but had certainly taken a beating. "Curse those enveloping plasma torpedoes!" he thought to himself. Still, when they had disengaged, the Gorns had taken their share of damage. One Gorn ship had been destroyed and two others crippled. Had they stayed, the battle could have gone either way, but their objective was achieved — there was no reason to risk the destruction of his squadron in such a battle.

Kirlov normally would have loved a disruptor-vs-plasma dance. His ships were fast and turned better; in a sniping battle, finesse and disruptors gave him an edge. Unfortunately, the mission was an approach battle and had called for different tactics. He could not afford to snipe; they had to engage and occupy the Gorn forces to allow cloaked Romulans to slip by unnoticed. By pushing the engagement to ranges less than 150,000 kilometers, he had to play the game their way, and that usually meant wrecked ships.

Kirlov's thoughts were interrupted as his Executive Officer, Gort spoke, "Commodore, we are picking up fleet activity on distant scans."

"How many ships?"

"Unknown. At this range, sensors show a Total Warp Signature of four point six."

A heavy squadron or small fleet Kirlov thought to himself. After all, his squadron of five ships only had a TWS of three point five. "Communications Officer Groll, open communications with all squadron ships."

"Communication channels open," replied Groll.

"This is Commodore Kirlov to squadron captains. Slow to sublight speed." Turning to his Exec, he barked, "Gort! Tell me more about this force."

"Checking." For a few moments, his hand glided across the touch screen terminal, and he had his answer.

"No Klingon or Romulan ships are listed as being in this sector," Gort replied.

"Well, there is only one way to find out. Groll, give me Captain Kintor."

"Kintor here," came the response. "How may I and the *Longbow* serve you, Commodore?"

"You still have some long-range probe drones left?"

"Yes, Commodore," Kintor replied.

"Launch one to intercept the unknowns, and transfer the data feed to the *Merciless*."

"As you command," Kintor snapped as the viewscreen slowly faded out.

"Now," he said turning to Gort, "let's just find out what's out there."

"Commodore," Gort replied, "our sensors have gotten a better look. It appears to be a squadron of seven ships."

"Good, how much longer until we get information back from the drone?"

"Thirty minutes," Gort responded simultaneously with Kirlov's question.

Kirlov smiled. It was good to have an executive whose thoughts closely mirrored his own.

Minutes crept past.

The data from the drone started coming in.

Gort reported, "Sir, preliminary information is being received from the drone. Confirming seven vessels. Do you want the specific warp signature for each vessel?"

"Not necessary at this time. Let me know when we can identify their race."

"Curses!" cried Gort. "Telemetry from the probe has halted. It must have been destroyed."

"Can you identify their race?" barked Kirlov.

"Working on it," replied a scrambling Gort. "Ah, here it is. No surprise. Federation vessels. And, sir, they have changed course. Course is now to intercept this squadron."

Kirlov groaned. "So, the Flatheads aren't so blind after all." Now they were coming to greet him.

Just moments ago he was wishing he could stay. Now Kirlov was struggling to figure out a way, any way, that he could go home. But none came to him. To die in combat was honorable, but to try to break through was foolhardy. Even with a fresh squadron, the odds would be marginal. With the shape his squadron was in, it would be tantamount to suicide.

"Helmsman, lay in a course 270-33, mark 17, for Romulan Battle Station 14. We will get repairs and wait for orders there."

## Y181 Federation Starbase 10, Romulan Border

The hallway was dark and gloomy; it was not quite daylight hours on the starbase. Walking down the hall was Captain Jeffrey Shannon, his mood matching his surroundings. Shannon had been this way for months now, ever since the battle of Remus. The same battle that had cost the Federation the CVA *MacArthur* had also cost him the loss of his ship and most of his crew. He was still dazed by it all. He remembered, they were in a hell of a fight. Plasmas were flying everywhere, and the *Republic* had been

really messed up. Half the ship's systems had failed, including most of the bridge systems. He had ordered the remaining bridge officers to report to auxiliary control; the remaining bridge functions had already been transferred there. He was on his way when the ship was hit again. The explosions had knocked him down, and pain lanced through his body. He had struggled to get to his feet, but couldn't.

As he collapsed on the deck, he heard the calm ship computer voice announce, "Main warp coils have been breached. Containment field collapse in 10 seconds, 9, ..."

So, he had thought, *this is the end*. Suddenly, he felt a strange tingle, and there was never a time it felt better, for Shannon knew he was being rescued. He looked up and saw a young ensign frantically working the transporter controls.

"Who else," he had started to say, but he had passed out. As fate would have it, he was one of only 83 who had been rescued from the *Republic*. Why he was one of the 41 that the escort destroyer *Kincaid's* computer had locked onto, he would never know. "Well," muttered Shannon, "enough self pity. Better get on with it and see what the Admiral wants."

Admiral Mallory's office was a sharp contrast to the station's hall. It was well lit and almost sterile looking. Mallory, a large muscular black man, sat behind a glass-topped desk with a computer screen and keyboard built into the glass. His red uniform matched well with the black synthleather chair he was sitting in.

"Captain, come in. I hope the hour wasn't too inconvenient."

"No, sir. Back on the *Republic* I got used to strange shifts and off hours. It got to where I even liked them."

"The *Republic*, at one time that was Commodore Jeffries' ship wasn't it?"

"Yes, sir, it was."

"Jeffries spoke highly of you. Did you know he hand picked you as his successor?"

"No, sir, I did not."

"Well, I was never one to argue with Jeffries. He picked you to be his successor and for good reason. That's why I've called you in here. You did an excellent job on the *Republic*, and we think it's time for you to take a captain's chair again. And this time we are assigning you command of the *Forrest*."

"You mean..."

"That's right," interrupted Admiral Mallory, "the loss of Katinski has left us a spot that needed to be filled, and we think you are the man for the job."

He had heard about Captain Anna Katinski. Who hadn't? She was known as one of the best Fleet Captains the Federation had. Her ship, the *Forrest*, also took part in the Remus campaign. The *Forrest* had been heavily damaged covering the retreat. It survived, but her captain didn't. For the past several months, the *Forrest* had been docked here at Starbase 10 undergoing repairs. Shannon had high hopes, but had always dismissed them as sheer fantasy. He tried to say something, but he couldn't think. All he could do was stand there — and grin. Only later would he realize that someone else must have been the first choice since

the prospective commander would have been picked long before repairs were complete. It took the edge off of his joy, but not by much. He was too busy.

### **Y182, Bridge D7K Merciless D733K**

Kirlov sat in his captain's chair. Its cushion long gone, it now conformed to his body. He sat on the bridge and thought back to that fateful day eight years ago. Not a day had gone by that he hadn't thought about it. Much had changed since then. He had the bad timing to get caught by the advancing flank of an Alliance counter attack. Once his squadron had reached Romulan Battle Station 14, things got worse. As it turned out, three Romulan Sparrowhawks had been cut off from Romulan territory. The Klingon High Command snatched the Sparrowhawks and then insisted on a trade of his D5s for them. The Klingon government had refused to sell the *Merciless* and the *Fire Angel* to the Romulans, but perhaps in an attempt to pacify the Romulan government about the Sparrowhawk incident, his ship was assigned to aid the Romulans. And aid them he had! Eight years of monotonous missions and convoy duty. "Bah!" thought Kirlov. It would have been better if he had engaged that Federation force. His squadron may have been annihilated, but perhaps it would have made a difference, and he would have died with honor. Once he had been Commodore in name and stature. Now he was a Commodore in name only, in charge of just two vessels a long way from home. Unknown to Kirlov, things were about to change.

"Commodore," his steady communications officer Groll stated. "We are getting a high priority message on channel Zeta. And, sir, the data is being transmitted in the Emperor's code."

### **Y182, Federation Starbase #10, Romulan Border**

Captain Shannon was standing in Admiral Mallory's conference room. There was a slight hiss of the door, and the Admiral appeared. With him came a thin middle-aged man of Asian descent, whose uniform and commodore's pins immediately identified him as part of Starfleet's Diplomatic Corps. He promptly got down to business.

"Good morning, Captain Shannon, my name is Commodore Nagatori. As you are aware, the destruction of the planet Remus has caused great upheaval in the Romulan Empire. Many Great Houses were completely wiped out, leaving power vacuums that need to be filled."

"I'm with you so far," Shannon interjected.

Nagatori continued, "House Rama'ch has currently amassed much power from that void. Now, here is where it gets interesting. Several family members of House Rama'ch have contacted the Federation about the possibility of negotiating a ceasefire, and eventually a formal peace treaty."

"Do you think they are serious? The last time the Coalition tried to negotiate a ceasefire, at Olesen's Reach, it was a trap! The *Hornet* was destroyed, and the *Yorktown* barely escaped!"

"Things aren't always as they seem, Jeff," the Admiral said.

"What do you mean by that?" he quipped.

"No one knows what happened at Olsen's Reach, or if they do, they're not talking about it," said the diplomat.

Shannon could tell that the Admiral didn't really believe this, and most of the military regarded the diplomatic corps as dominated by wishful thinking.

"But this time," Nagatori insisted, "we have done our best to make sure there are no misunderstandings."

"We must take this risk," Admiral Mallory interjected. "A separate peace with the Romulans would be a godsend. The Federation would no longer have to split its forces and fight on two fronts. If the Romulans sign a new peace agreement, it would allow us to really put pressure on the Klingons, maybe enough pressure to force them into a peace initiative as well."

Nagatori picked up from there, "Well, you see what is at stake. Tomorrow we leave for the Oxvind system, which is near the old Neutral Zone. There we will rendezvous with a Romulan vessel at the planet Oxvind-V and begin these historic negotiations."

### **Briefing Room, D7K Merciless D733K**

Kirlov had assembled the senior officers of his "squadron" in the briefing room of the *Merciless*. He looked around and saw his men — Gort, Groll, Captain Karten of the F5 *Fire Angel*, Karten's Executive Officer Torm, and several others — they had been with him for a long time. Currently, they were all engaged in a heated argument about the combat power of the new "X" technology cruisers versus the traditional dreadnought.

"Attention!" he said, as he pounded his fist on the table to emphasize the point. "I have received a communique of vital importance from the Emperor. Once again the Romulans have shown their treachery. While we fight for them, they make plans to stab us in the back!"

A huge roar of outrage belched out of the assembly.

"Silence!" demanded Kirlov. "Yes," he continued with deep bitterness in his voice, "betrayal."

"The High Command has learned that, even now, the Romulans have opened negotiations with the Federation for a ceasefire. The Romulans hope to sign a new peace treaty and re-establish their precious Neutral Zone, leaving the Klingon Empire open to invasion! It could even encourage some of the Lyran counties to declare neutrality. A new force in Romulan politics, House Rama'ch, is sponsoring these negotiations. But Rama'ch is not well liked, and there are many houses that would like to see them fail. Our agents have discovered the terms and location of the preliminary negotiations."

Kirlov paused a moment, giving his officers time to absorb what he had just told them. He suspected that the Dagger Team that the embassy had "borrowed" from his ship five years earlier had something to do with getting the data, but saw no reason to fuel speculation. He continued. "A Federation ship is to be sent to the Oxvind system to commence talks with representatives of House Rama'ch on board the King Eagle *Gloriosus*. But we will make an appearance at the negotiations and show the Romulans to be the traitors that they are. Only it will be the Fed-

eration that is betrayed. For our mission is to attack the Federation ship and destroy it, making the Federation think they were double-crossed by the Romulans as the Gorns were earlier, putting an end to all peace talks."

"How are we expected to succeed? The cursed Romulans won't even supply us with drone reloads!" screeched Karten. "Your UIM module was burned beyond repair years ago. It will be impossible!"

"Are we Klingons, or are we spineless worms?" Gort retorted. "We may die, but death in battle brings glory to us all."

"No need to speak about death, Gort, for I have a plan," interrupted Kirlov. And for the first time in years, Kirlov smiled.

### **Planet Revlis, Romulan Space**

Gort and Kirlov entered the entertainment establishment and found their way to the bar. It was old and run down. Trash lined the floor, and the walls looked like they were built from the remains of an old freighter. It was dimly lit, and a thin, hazy smoke lingered in the air. Strange and alien creatures filled the bar. Snake-headed men entertained by playing extrinsic music on their large wind instruments as they danced and swayed to its rhythm.

Gort spoke first, "I hope this is not a waste of time. With our 'appointment' at Oxvind is a week away, coming to a backward place like this could be a big mistake. We should be executing battle drills, not tramping around in a bar for misfits and losers."

"Patience, Gort. We will find what we need here."

"You boys need anything?" a skinny humanoid woman asked. She was hawkish looking, with short black hair, and was wearing a skintight gold metallic jumpsuit that clung to her well formed body. The spike heeled shoes she wore made her appear almost as tall as Gort.

"Do not address us as 'boys', and I doubt you can do anything for us," scoffed Gort.

"Sure thing 'sarge', but you two look out of place here."

"Since you asked," said Kirlov, "we are looking for a 'merchant' that works primarily as a trafficker for 'salvaged' military merchandise. Know of anyone who might be in that line of work?"

"As a matter of fact, honey, I do."

"Well, how do we find him?"

"You just found him," she said as she extended her arm in a typical human custom. "Leelun — Kay Leelun — part-time employee of the Pharaoh Cartel. My ship *Lady's Diamond* has recovered all kinds of things. What do you have in mind?"

She took him by the arm and escorted him to a back room. To anyone in the bar, the two Klingons were just looking for a little entertainment and had found it.

Once the door was closed and a privacy shield activated, Kirlov started, "I am in need of nuclear-tipped drones. My ship's racks are empty, and the Romulans refuse to supply us. Furthermore, I require a replacement Ubitron Interface Module."

"Lofty demands there, Commodore," she quipped.

"Drones I can get — nothing special though. A UIM,

that depends on a lot of things — like how you might be paying for these.”

“We have access to an operating account on Klinshai. You can arrange for payment to be made at a Klingon base near the Tholian border, within Pharaoh’s territory. We can issue a credit order that should cover our needs.” Kirlov named a figure. He would have had a great deal of explaining to do when an Orion agent presented it for payment, but trusted that someone in security who had been briefed on the situation would cover it.

“That would cover the drones, Commodore,” she smiled, “but a UIM is a really rare thing in these parts. I could have one brought over from the other side if you can wait about six weeks. But we both know you can’t, or you wouldn’t be here. Am I right?”

Kirlov managed to maintain an unblinking stare. “You have other sources, as we both know,” he said evenly.

“I just might be able to get one,” she replied, “but it will cost you more money than you have. What else you got?”

“How does an unescorted Romulan convoy sound?”

“Honey, you interest me more and more,” she laughed.

Eventually, the arrangements were completed. He would lead his convoy to sector 0441.1 — and leave it there. In return for this, they would be supplied with a full load of drones and a UIM module.

As they left, Kirlov could not have been more pleased. His ships would soon be fully combat ready, and he had accomplished one more thing. Sector 0441.1 was directly on the path that the *Gloriosus* would be taking to Oxvind-V. Kirlov had purchased more than drones; he had bought himself time.

### **Bridge, Federation BCF Forrest NCC-1762**

Captain’s log, personal entry: Shortly after entering Romulan Space, Commodore Nagatori assumed direct operational control of the *Forrest* and informed me of the other conference conditions. I expressed my opinions to Commodore Nagatori, but he wouldn’t listen. Well, it’s his show now. We have entered the Oxvind-V system and are awaiting the arrival of the Romulan Ambassador.

“Standard orbit achieved,” announced Citrall, the young ensign working the navigation console.

“Commodore, let me stress again how vulnerable this position leaves us,” Shannon spoke into the intercom to the flag bridge.

“Captain Shannon,” Nagatori sighed, “must I remind you about Olsen’s Reach. We can’t have any more disasters. For that reason, we are going to meet the Romulans here with our weapons systems down. I hope it doesn’t come to this, but if I have to, you will be ordered off the bridge,” Nagatori snapped.

Shannon started to mention the *Rex* incident, but thought better of it. “As you will, Commodore,” he replied, turning back to face the main viewscreen.

Lieutenant Irvine, the *Forrest*’s science officer, spoke, “Sir, sensors are picking up ship movement. The planet is giving a lot of interference, but it looks like two ships.

“Two? That’s not part of the protocol,” Shannon snapped. “Mr. Riven, energize the phasers; start load-

ing photon torpedoes!”

“Belay that order,” countered Nagatori from the flag bridge. “It could be a sensor duplicate caused by the planetary interference. I’m not risking this mission on a ghost.”

“Sir, at least let us energize the phasers and start preparing a wild weasel. If there is trouble, at least we won’t be such a sitting duck.”

“Agreed,” Nagatori conceded.

“Thank you, Commodore,” Shannon responded. “Mr. Riven, energize phasers and initiate weasel load procedure.” As he gave the command, the *Forrest* moved around the backside of the planet.

“Two K class hulls, sir. One D-hull, one F-hull, closing fast,” announced Lieutenant Irvine.

“Dammit, Nagatori, look at them!” Shannon shouted. “That’s not the ship that’s supposed to be here. It’s a trap! Here is your damned peace conference. Rest in peace. That’s what it will be!”

Nagatori looked with horror at the screen. “No,” he said in disbelief, “it can’t be. We worked too hard for this. They promised...”

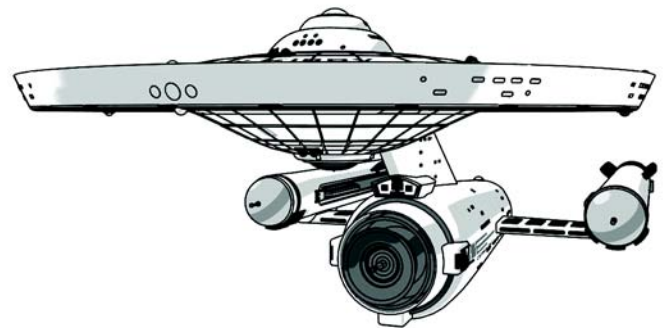
“Sir, what do we do?” interrupted Lieutenant Riven.

Nagatori continued to stutter as Shannon asked for him to concede command and then cut off the intercom with the first mumble that could be considered a “yes.”

*Great*, thought Shannon. *You get caught with your pants down, and now I have to perform some kind of tactical miracle.* What he said was quite different.

“Thank you, sir,” he said for the log. “Command transfer accepted.” His next few commands came at a fast and furious pace.

“Mr. Riven, launch an jamming drone. Citrall, execute warp and impulse tactical maneuvers. Bring us around 120°. Change speed to warp 2.0 as soon as you can; we’ll need the maneuverability. Mr. Riven, arm those phasers and start loading the photons. We’re going to need overloads, so use the warp now while we are stuck crawling. Launch pseudo plasmas at the K5. Let’s give them something to think about.”



### **Bridge, Klingon D7K Merciless D733K**

Kirlov sat in the command chair, looking at the tactical display. His blood burned. Combat fever, the essence of being Klingon, was upon him. The Federation vessel had just rounded the planet when his executive officer spoke.

"Federation battlecruiser! Range 150,000 kilometers."

"Plagues!" thought Kirlov. So much for an overwhelming victory against a command cruiser. It would take everything they had, and a little luck, to win this one.

"Squadron, engage at warp 2.96. Load disruptors, standard charge. We can't afford to let him move away. Weapons, bring counter-jamming to level 3." Gort repeated the order to the *Fire Angel*.

"Plasma and drone launch from the battlecruiser," announced Gort.

"Start tracking," Kirlov said, "and when they get close enough, identify targets."

"Battlecruiser is making tactical maneuvers. The drone is assuming a station-keeping plot."

"Jamming drone!" noted Kirlov. If only he had been able to acquire some special drones. They could have swung the battle his way. But alas, he was lucky to have the drones he did.

"We aren't going to get any closer before that drone becomes active. Let's give them a little surprise. Squadron, lock all weapons on the Federation battlecruiser. Squadron, fire all disruptors."

Kirlov watched with satisfaction as five of six disruptors impacted on the battlecruiser's rear shield.

### **Bridge, Federation BCF Forrest NCC-1762**

On the viewscreen, the K-hulls continued to close.

"They are firing!" announced Lieutenant Irvine. "Disruptors! Sir, *these are Klingon ships!*"

"Five hits on shield #4; shield reduced 63%," Lieutenant Citrall added.

"Klingons!" shouted Shannon, "how the hell did Klingons get over here?"

It really didn't matter, for they were here and were continuing to close, and fast.

### **Bridge, Klingon F5K Fire Angel**

"Plasma torpedoes' target has been identified as the *Fire Angel*," Tor said to Karten.

"Use reserve warp; temporarily increase speed to warp 3.11. Turn 60° to port. Put some distance between us and the plasma. Launch a drone and the scatter-pack. With our forces split, either we or the *Merciless* will be able to control it around the planet," commanded Karten.

### **Bridge, Klingon D7K Merciless D733K**

Karten was moving his frigate away, attempting to outrun the short-lived plasmas. That meant, for the time being, it was just him and the battlecruiser.

"Federation ship has turned 60° to starboard," announced Gort.

*Good*, thought Kirlov, *we have a Captain that is willing to fight*.

"Helm, slip around the other side of the planet.

Launch our drones; I want the Federation ship to waste fire at them instead of us. Continue closing the range. With their speed, we should be able to maneuver in behind them."

"Plasmas impacted on *Fire Angel*," announced Gort. "Captain Karten is reporting no damage; the plasmas were fake. He is attempting to rejoin the battle as soon as possible."

### **Bridge, Federation BCF Forrest NCC-1762**

"D7 is continuing to close. Scatter-pack from F5 has deployed four drones," declared Lieutenant Irvine.

"Only four?" questioned Shannon. "That means there are two type-IV drones out there."

"Not necessarily," responded Lieutenant Irvine, "if these are Klingon ships, it is probable that they were cut off long ago. It is entirely possible that these ships have never been refitted. Drone from F5 is at 40,000 kilometers."

"Use the G-racks in anti-drone mode on incoming drones as necessary," Shannon commanded, mentally thanking Nagatori for forcing him to unload all of the "offensive" drones.

"D7 at range 80,000 and closing," announced Lieutenant Riven. "G-rack firing. F5 drone destroyed. One anti-drone round expended."

"Bring us around, Mr. Citrall," he said with his voice showing signs of worry.

"I'm trying, sir, but she just won't turn fast enough."

"D7 is slipping to our flank, sir," commented Lieutenant Irvine.

"Range 60,000. Drones from D7 range 30,000. G-rack firing anti-drones. One drone destroyed."

"Range 50,000," continued Lieutenant Riven. "Anti-drones have destroyed the other drone. Half of our loaded anti-drones are gone. Scatter-pack drones are at range 100,000."

Citrall announced, "Turn completed. D7 is still outside of the forward arc, but he is within the forward hemisphere."

"Launch both plasmas at the D7," directed Shannon.

"D7 is now range 40,000."

"Turn off, you bastard. Turn off," Shannon murmured to himself, more a wish than an expectation.

### **Bridge, Klingon D7K Merciless D733K**

"Plasma launch. Two type-F torpedoes, tracking forward centerline," Gort announced.

Kirlov countered, "Maneuver to starboard to force them to hit our flank shield."

"Range 30,000 to Federation battlecruiser. Plasmas are at range 10,000 off shield #6, but must HET to hit us."

"Fire flank phaser-2s at one of the plasmas. Use the anti-drone to destroy the battlecruiser's jamming drone."

### **Bridge, Federation BCF Forrest NCC-1762**

"Range 30,000," Lieutenant Riven continued the count-down. "He's slipping around the plasma. He has destroyed our jamming drone with his anti-drone!"

Shannon cursed to himself. *Damn, this guy is good*. He was hoping for phasers on the same shield as

plasma impact. Now, not only was that option lost, but protection of the jamming drone as well.

"Fire all heavy phasers that bear," he commanded.  
Eight phaser-1s blasted away.

#### **Bridge, D7K Merciless D733K**

The ship shook as phasers impacted on the #6 shield.  
"Reinforce shield with batteries," commanded Kirlov.

"Shield #6 destroyed. Minor structural damage, two phasers destroyed, and warp power down six percent. Plasmas have made snap turns, and impact on shield #5 is imminent."

"Range to battlecruiser 20,000. Plasma impact on shield #5. The shield is down, minor structural damage."

"Range 10,000."

"Point-blank range!"

"Navigator, turn 60° to port," Kirlov ordered.

"Turn off without firing?" questioned Gort.

"He has no more weapons that can fire. When our overrun is completed, all phasers will bear on his already weakened rear shield."

"Turn completed. Range 10,000."

#### **Bridge, Federation BCF Forrest NCC-1762**

"He's going behind us!" Citrall shouted.

Shannon immediately responded, "Use reserve power to raise electronic counter measures to level six." *Been too long since I was in 3rd Fleet*, he thought to himself. *I've forgotten just how maneuverable Klingons are.*

The ship rocked heavily as the Klingon phasers sliced into the hull.

"Shield #4 destroyed. Minimal damage," Lieutenant Irvine reported. "One drone rack destroyed. Power down two percent."

"Klingon F5 has broken range 80,000," Lieutenant Riven added. "Scatter-pack drones closing."

Shannon sweated it out as the remaining G-rack's last anti-drones destroyed two drones, and his remaining phasers beat the odds and destroyed the other two.

"Photons are fully armed," announced Lieutenant Riven. "F5 has reached range 40,000. D7 is at range 70,000 and moving away. Both are off the port side."

"Good," said Shannon. "Re-arm the phasers. Reload the G-rack with anti-drones. Change electronics to counter-countermeasures level six."

"F5 is slowing down; his electronic counter measures have changed to level 3."

"Tactical maneuvers — port sixty! We've got him now."

"F5 is firing overloaded disruptors and all phasers."

The battlecruiser shook again as its shields absorbed the punishment.

"Shield #6 reduced 80%," reported Lieutenant Irvine.

"Mr Riven, target the F5. Fire photons and all heavy phasers in arc."

#### **Bridge, F5K Fire Angel**

"Erratic maneuvers!" shouted Captain Karten.

"Erratic maneuvers initiated," Tor replied.

"He's firing..."

#### **Bridge, D7K Merciless D733K**

Kirlov watched the viewscreen as the battlecruiser turned and fired its alpha-strike at the frigate. Three photons hit and were immediately followed by phasers. The frigate shook violently then exploded. Coming from the fiery mass that used to be the *Fire Angel*, Kirlov saw the boom shoot forward and disappear.

"Did the boom survive?" Kirlov asked Gort.

"Unknown. If so, it has gone sublight and is unable to help us."

By absorbing the battlecruiser's fury, the *Fire Angel* had bought him time. But they were not in a position to capitalize on it yet. Phasers were being recharged; they had initiated erratic maneuvers and used electronic jamming as well. They were slowly turning around, but the disruptors were not overloaded.

"Drop erratic maneuvers. Launch the scatter-pack and two drones. Fire the disruptors and heavy phasers when the disruptors are in arc. Soften the battlecruiser's shields up a little more. Keep our starboard shields away, and prepare to overrun him. We should be able to get in, and out again, before his photons are rearmed."

#### **Bridge, Federation BCF Forrest NCC-1762**

"Get those photons and phasers ready again," commanded Shannon. "Continue tactical maneuvers. Keep the #1 shield facing them."

"D7 has turned and launched a shuttle," announced Lieutenant Irvine.

The D7 fired its forward phasers and disruptors, causing the *Forrest* to shudder slightly.

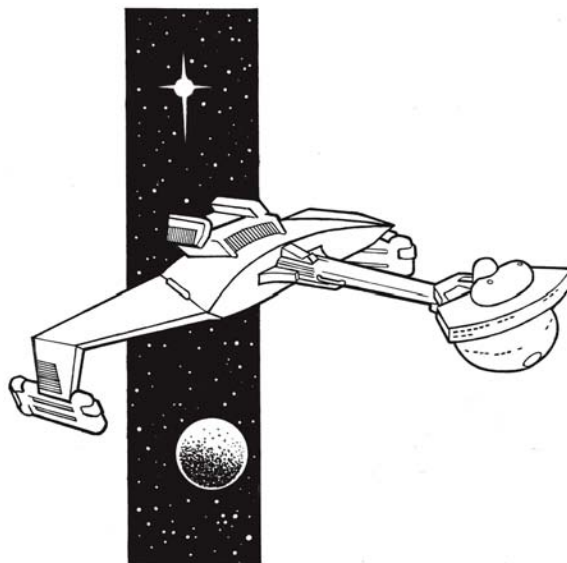
"Shield #1 reduced to 75%," Irvine reported.

A small burst of light came from the shuttle as four drones were deployed. Simultaneously with the shuttle's drone release, the D7 launched two drones.

"How much longer until we have phasers, Mr. Riven?"

"Drones will impact before phasers are re-armed."

*Well, he only had one choice.* "Launch wild weasel. Mr. Citrall, bring us around 60° to port to get our #2 shield facing them. Mr. Riven, re-activate fire control as soon as the drones impact on the weasel."



### **Bridge, D7K Merciless D733K**

So, Kirlov thought to himself, *he used a wild weasel on the drones. I expected as much. Now he will pay. He is stuck with only phasers available, and we can overrun him.*

"Helm, warp 2.57. Plot an overrun course. Bring us in with our #1 shield facing them.

"Gort, overload disruptors. It is time to avenge the *Fire Angel*."

Gort began to count down the range.

"80,000 kilometers. 70,000. 60,000. 50,000. 40,000."

Kirlov still withheld his fire.

"30,000 kilometers. 20,000. 10,000."

"Now!" cried Kirlov. "Launch drones. Fire disruptors and phasers."

"Battlecruiser is firing!" Gort shouted.

The bridge shook violently as the *Merciless* absorbed the strike.

Gort surveyed the damage, "Shield #1 destroyed. Heavy damage to non-essential areas. Two more phasers, one drone rack, and one disruptor destroyed. Engineering is reporting a 10% loss in total power."

Simultaneously, the *Merciless* let loose its fury. All disruptors hit, destroying the facing shield and causing massive internal damage to the battlecruiser.

Kirlov noted with satisfaction that one of his two drones was not destroyed. The Federation captain had gambled that his defensive phasers would be able to destroy them both and lost. This time he would pay, as the drone slammed its nuclear warhead into the nonexistent shield.

"Helm," he snapped, "get us out of overload range."

### **Bridge, Federation BCF Forrest NCC-1762**

The damage reports continued flowing in.

"Shield #2 eliminated. All impulse power destroyed. Warp power down 21%. All reserve and most auxiliary power gone. Both defense phasers, as well as three heavy phasers, knocked out. One drone rack non-functional; both plasma launchers and one photon destroyed," Lieutenant Irvine concluded.

"Mr. Riven, finish loading the photons. Citrall, let's get moving. Try to keep a good shield facing them. Engineering, assign priority to getting the impulse engines back on-line." *I may need a flyable saucer section*, Shannon thought, but only to himself. This time, however, there were no other ships around to rescue his crew by transporter.

### **Bridge, D7K Merciless D733K**

"We have him now," Kirlov grinned.

"Repair that disruptor. Move to 150,000 kilometers. Keep shield #2 facing them. Continue circling and firing disruptors. With the condition his ship is in, he won't be able to get close without giving us an open shot."

### **Bridge, Federation BCF Forrest NCC-1762**

The battle continued, with the two ships exchanging volleys. The *Forrest* continued to fire its phasers, but the Klingon kept his ship outside of effective photon range, and he could not close without showing a down shield. Shannon realized that slowly his ship was being worn

down. As it stood now, they were barely able to achieve the necessary acceleration to disengage.

"This fight is over," announced Shannon. "If we stay here much longer, we won't ever be able to get home. Citrall, plot course for disengagement at maximum acceleration."

### **Bridge, D7K Merciless D733K**

"He is continuing to accelerate," Gort stated.

"Don't let him get away!"

"Commodore, sensors show Romulan King Eagle *Gloriosus* approaching."

"Curses!" He was hoping that the Orions would have been able to hold them off a little bit longer. They were in no shape to take on both the Romulans and the Federation. But, he had one more card to play.

"Groll, open communications channel to the King Eagle, and don't use the tight beam. Use that old code we know the Feds have broken."

### **Bridge, Federation BCF Forrest NCC-1762**

"Romulan King Eagle has entered the sector," announced Lieutenant Irvine.

"They are hailing us. What do we do?" Citrall asked.

"Klingons are also hailing King Eagle," stated Lieutenant Irvine

"Can we intercept their transmission?"

"Trying."

A picture, full of static and interference, of a Klingon command bridge appeared on the screen.

"Kirlov here. You missed the designated rendezvous!" the Klingon shouted. "We have struggled, but victory will soon be ours, and we are not too proud to share it. *Kai the Coalition!*"

Shannon had heard enough. "Let them eat static. Continue our disengagement."

### **Y183, Orion Slaver, Somewhere in Federation Space**

Kirlov stood looking out the viewport of his quarters, reflecting over the previous year. Things had gone well since the battle of Oxvind-V. The Federation believed the Romulans had set a trap as they had done previously, and House Rama'ch soon fell into ill favor. The Romulans had refused to repair the *Merciless*, but instead insisted that the Klingons sell it to them. The Klingon Empire, knowing how close the Romulans had come to breaking away, did not want to give them any more reasons to be upset and agreed. Even now the *Merciless* was undergoing repairs and upgrades while it was converted to Romulan technology. Rumor had it that she was being converted to "X" technology. He was glad. The *Merciless* was a good ship. She had served him well and deserved it.

They were finally on their way home. Both he and Captain Karten had become Heroes of the Empire. The *Fire Angel's* boom had survived. A search after the battle found them landed on Oxvind-III. For his role in the battle, Karten was promoted and would be taking command of a D5. Kirlov, on the other hand, would soon be taking command of a new squadron.

## FAMILY MEETING

"Let us begin," Senator Aurellius said as the last of the senior noble members of his House took his seat. "I would like to be done before supper. You have all read the briefings, not least because the one who failed to do so last time is now managing a remote mining station."

"We need to make some decisions and not waste my time. Unlike my brother, I don't intend to use your time at these meetings watching me torment those who have not performed up to expectations."

"Certain problems you are aware of are being addressed, such as the profits from the Dionaeon operation, or rather the lack of them. We will be, as you noted, sending a legion of House security troops to that wretched place to protect the works and keep the locals at bay. My nephew insists that he can make enough profit to cover the cost if he can keep the mines working. He had better."

"Cousin Perilax, we have all read your report on shipping, but everyone needs to hear the latest news."

"Thank you, Senator. As you all know, House Casifax is trying to pressure us out of the Herkalion colony by locking up our shipping. As my report said, two of our contracts with multi-house corporations have been voided in the last week, giving us 30 million tons less shipping than we need for overall operations."

"Why is this an issue?" Kentaro asked. "Just call back the ships we have leased to other Houses."

"To do so, Cousin," the Senator explained with more patience than he felt necessary, "would jeopardize our relations with those houses by putting them under pressure. They would retaliate by delaying production of items we have ordered, or delaying orders of items we sell. Even if we do not anger them, they may be forced into other deals. House Karlok, for example, has its contracts for pergium sales up for renewal, and have already told us that they will not renew our quotas unless we guarantee that the ships leased to them will remain available. In fact, their lawyers have written that into the contract."

"Inter-linked contracts?" Bergensus asked. "I thought we had a policy against accepting such things? Each contract must stand on its own. You have said this yourself."

"We do have such a policy," the Senator replied, "and it shows you how serious this power-play by Casifax has become if even a Minor House like Karlok can hand us an ultimatum and expect to make it hold."

"We can do without *their* pergium!" Bonaiuto said. "The long-term contracts are convenient, but we can buy pergium on the open market at any time. A quarter of the Empire's production is not under long-term contracts."

"So you would assume," the Senator replied, "but our intelligence operatives tell me that Casifax is secretly locking up the usual short-term pergium offers into long-term contracts. I suspect that the move by Karlok is an effort — inspired by Casifax — to get us to refuse, out of pride, to buy pergium under their proposed terms. Once we do so, and the Karlok contracts go to other Houses, Casifax will expose their secret contracts and drive the price on the

open market into orbit."

"Clever," Nyboer said. "We did something like that with rhodium only a few years ago."

"And it didn't work," Iniquez reminded the table.

"So, we have to make the deal with Karlok and tie up the ships leased to them. We have secret contracts of our own for ships, as you know."

"That brings us to the problem," Perilax said. "I have just received a report, which I mentioned to the Senator moments before the meeting, that House Orsini plans to void our secret contract for their ships!"

"What?" "Outrageous!" "They wouldn't dare!" came the storm of expletives from around the table. House Orsini, a Minor House that owned one of the largest fleets of cargo ships, had long had a secret contract with House Aurellius. House Aurellius had several such secret contracts for shipping, so that if any other House tried to lock up capacity, House Aurellius could activate them and avoid the attack.

Every House had many such secret contracts for any number of services, products, and supplies, and since no House could be confident it had identified all of a rival House's secret contracts, no power-play could be guaranteed. Without a strong likelihood of success, many such machinations never started. That Casifax was playing at sabers with unguarded blades was highly unusual.

Casifax was, apparently, planning to suddenly announce several shipping contracts, which would send many other Houses scrambling for shipping capacity and activating their secret contracts. Casifax (or some other House in league with them) had convinced House Orsini to void the House Aurellius contract, without telling House Aurellius.

"We have other secret contracts," DeMaris noted. "We should make sure they are secure."

"Already done," the Senator said, "and while it may cost us something in a contract here or there, we can keep them in line. I have also asked House Antreidies to share their knowledge of this maneuver with us. Cousin Pulido has offered one of his daughters in marriage to a nephew of Senator Antreidies, and the dowry contracts will also give us a few ships. Antreidies will also put some pressure on Karlok and will cut off fuel supplies to Orsini, driving up their costs. Actions have consequences."

"Nice of you to offer up a daughter," Bonaiuto said.

"No sacrifice," Pulido replied. "She's been in love with the boy since they met at University. This marriage has been coming for months, but I delayed my blessing to see what favors we would need."

"Well played, cousin," Bergensus said.

"We need more pergium production of our own," Nyboer said. "I have been looking into survey reports of a planet in the southeast that may hold large deposits."

"Get me a report on this," the Senator said, "but I must warn you all that if other Houses think our grab for more pergium supplies is a threat, or a move to secure our base so we can launch some other attack, we will face obstacles in the Senate."

"Perhaps, Uncle," Rherneson said, "we might develop this planet with House Antreidies as our partner?"

"I had already thought of that," the Senator smiled.

# THINGS TO BUY

## When you are on Romulus

**Justinian Smoked Jerky:** Made from the meat of a bovine analogue creature native to the planet Justinia, Justinian Smoked Jerky is a favorite snack food for many Romulans. High in protein, this preserved meat comes pre-packaged and lightly-salted. Some Romulan companies sell special brands seasoned with particular flavors. House Antreidies made billions of credits exporting Justinian Smoked Jerky (in plain, garlic, and Tellarite spearmint flavors) to the Federation during the *détente* period preceding the General War. Romulan combat rations often include a small package of Justinian Smoked Jerky.

**Reman Sand Weed:** Made from the roots of a desert plant native to Remus, sand weed can be smoked or chewed, providing the user with a feeling of heightened alertness. Sand weed contains a chemical compound that affects vulcanoids the same way that caffeine affects humans. Frequent use of sand weed is known to cause health problems, including an increased incidence of cancer and heart disease. It can be addictive for some Romulans (and Vulcans). Sand weed causes nausea in humans, Klingons, and most other humanoids, although Andorians get a pleasant buzz from it.

**Romulan Ale & Beer:** Romulan ale is a highly-potent intoxicating beverage, and is considered a controlled narcotic in Federation space, illegal to sell or import (although it is about as common as illegal Cuban cigars in the US circa 1985). During the *détente* years, at least two Romulan houses developed and marketed "Romulan Beer," a form of ale with the intoxicating effects significantly reduced, hoping to tap the Federation market for exotic drinks. Most Romulans found the drink flat and unappealing, but it did find a market in Federation space, and could be found for sale on frontier worlds either side of the border during periods of peace. Some distributors of Romulan Beer were actually fronts for smuggling Romulan Ale.

**Hur'Kaz Fly:** The desert nomads of Remus believed that the bones of the great Hur'Kaz predator bird, ground into a fine powder and mixed in food or drink, were a powerful aphrodisiac. Although this was never scientifically proven, this belief filtered into mainstream Romulan society during "re-integration" and remained a widespread urban myth. Products claiming to be "Hur'Kaz Fly" can often be found for sale in convenience stores or novelty shops. Most of the time these are just gag gifts, but there is an underground network that smuggles genuine ground Hur'Kaz bone powder, selling it to those who believe in its effects. Killing Hur'Kaz for this purpose was against the law (especially after Y183), so sales of this product were by necessity underground. In Y169, a "scientific study" made the rounds of the Romulan civilian computer network, purporting to show that Hur'Kaz Fly did indeed have a genuine impact boosting erotic desire, even rivaling the power of Klingon aphrodisiacs, one of the few known lust-enhancers proven to actually work. Although the "study" was later debunked, sales of Hur'Kaz Fly shot through

the roof. Some believe that the study was planted by a Great House trying to boost sales of this illicit product.

**Aurellian Cola:** A soft drink similar to human cola (and marketed as a cola drink in the Federation), Aurellian Cola is made from sugary syrup, mixed with carbonated water soaked in the processed beans of a plant native to the swampy world of Aurellius. Bottled and distributed by House Aurellius, Aurellian Cola is extremely sweet compared to similar human beverages, and is a popular drink with Romulan youth. Although many humans find it unpalatable, it proved very popular with other Federation species, especially Orions and Rigellians. When imports were cut off during the General War, several Federation beverage manufacturers produced unlicensed knock-off versions of this drink, although they proved less popular (and less tasty) than the real thing. Authorized distribution and production of real Aurellian Cola resumed following the end of the General War, several Federation companies purchasing distributor licenses from House Aurellius.

**Serist Prayer Mats:** Devotees of the Serist religious sect are required to say their daily prayers kneeling on a special woven prayer mat. Such mats (genuine ones at least) are hand-made by highly-trained artisans, using specific fabrics and materials only found on Romulus. Purchased by the devotee at the onset of adulthood, each prayer mat is unique, and the designs can be quite intricate. Romulan merchants discovered that "art collectors" in the Federation would pay large sums for these mats, for artistic display or even as a form of financial investment. Although most devout Serists found such trade to be distasteful, disrespectful, or even immoral, this did not stop both Great Houses and independent merchants from trading in these mats, selling them to the highest bidder in the Federation. Cheap counterfeit copies, often mass manufactured for export, are more common on the trading circuit than the genuine article. The most elaborate and intricate mats can sell for tens of thousands of credits in the Federation. In Y165, a particularly intricate mat, at least 800 years old and formerly owned by Empress Thera, was stolen from a Romulan museum. Valued at at least two million Federation credits, this mat (or copies of it) popped up on the black market from time to time, although the police were never able to track it down. Copies of this mat (sold as artistic reproductions) can be had for a few hundred credits depending on quality.

**Romulan Daggers:** Taking a page from the Klingon book of salesmanship, the Romulans discovered that unusual knives were popular among Humans, Andorians, and Rigellians, not to mention Orions. All manner of "unique" daggers are found in Romulan stores. Some of these are based on patterns of knives actually used by Romulans in various locations, but others (including some of the most popular types) were simply created by knife makers as unusual designs likely to have a good sales potential. These "created designs" are often given elaborate (and entirely fictitious) "histories" by the companies and craftsmen who make them. Ironically, one such design (a double-edged dagger) was so well balanced that many Romulan Marines bought them and carried them in action.

# THINGS TO SELL

## When you are on Romulus

**Natural Terran Tobacco:** A plant native to Earth, tobacco has been genetically altered to remove most of the harmful health effects and the chance for addiction, although at the expense of flavor. Tobacco use has declined significantly in human society since the 20th century, but some humans still use it, particularly on frontier worlds. "Natural," non-engineered tobacco, with flavor preserved but with addiction potential and serious health consequences from long-term use, is grown on some isolated Federation colonies. Imports of this "Natural Terran Tobacco" began to the Empire in Y161, under the auspices of House Pentalion. Other Great Houses involved in the production and sale of Reman Sand Weed, fearing competition from a similar but novel new product, fought to make tobacco imports illegal. Although the proposal failed in the Senate, a stiff import tariff was imposed. Nevertheless, tobacco found a small but loyal niche market on some Romulan planets; it was frequently smuggled in to avoid taxes, often in exchange for Romulan ale. Use of tobacco by Romulan military personnel was against regulations.

**Andorian Sleep Tea:** This popular drink, made from the leaves of the Rabef'l plant native to Andoria, is a highly-popular (and effective) natural sleep aid common in Federation space. Although it has the greatest effect on Andorians, most humanoids, including vulcanoids, find benefit from this non-addictive, safe, and pleasant hot drink. Imports began in Y162, and it quickly became wildly popular in Romulan space, to the point where examples of the Rabef'l plant were transplanted and cultivated on several Romulan agricultural colonies to ensure a constant supply of leaves. By Y170, Andorian Sleep Tea could be purchased over the counter in all Romulan pharmacies and most convenience and grocery stores. Even so, tea imported directly from Andor was highly sought as a luxury item.

**Rigellian Leras Fruit:** The leras fruit of Rigel resembles a cross between a pineapple and a lemon. Most humanoids and vulcanoids enjoy the taste, even though it is hard to describe. The fruit itself is high in vitamins and minerals, and is a common breakfast food in Federation space. Ironically, nearly half of all Rigellians are allergic to leras fruit. Romulan imports of leras fruit began in Y162. Attempts to cultivate the plant on Romulan worlds failed; the only success was on a small island on Tiberius with unusual soil properties. As a result, leras fruit became an extremely expensive delicacy once imports from the Federation ceased during the General War.

**Exotic Birds:** Romulans are great admirers of avian life, and there is a thriving import industry for birds of all types. Many species from Earth, Alpha Centauri, and other Federation worlds are imported for display in zoos or as exotic pets. The majestic Bald Eagle of Earth and the stunningly beautiful Great Red Kalon of Alpha Centauri (neither currently endangered on their home planets) are both particularly popular. All imported animals must spend six months in quarantine (to test for diseases). Some un-

scrupulous dealers try to find ways around this restriction. Birds can be imported as eggs or as DNA codes but those birds which were captured or raised in the wild of their home planets are the most highly prized.

**Vulcan Artifacts:** Anything from Vulcan finds a market on Romulan planets, although those things from the pre-exodus days are highly prized. The Orions conducted a lively business selling fake antiquities. Many common implements from pre-exodus times are found on Vulcan by archaeologists who export them to the Romulans on the theory that eventually the two races would reunite. (Such theories assumed that the Romulans would realize the need to convert to Vulcan philosophies.) Second in market demand are copies (made on Vulcan) of sculptures and other artistic objects from Vulcan museums. Just as millions of homes on Earth in 1999 had recent copies of ancient Egyptian cat statues, tens of thousands of Romulan homes have copies of Vulcan pre-exodus "meditation" obelisks and similar items. Millions of cheaper copies of Vulcan objects were made on Arcturus and exported to the Romulans from Y162 through Y166, by which time Romulan Great Houses had gone into business making their own copies for the mass market. Many wealthy Romulans are proud to have in their homes a piece of antique furniture made hundred of years earlier on Vulcan. While these items are not pre-exodus (wooden furniture being unlikely to survive 2,600 years) they are still highly valued. The Vulcans explored many worlds in Federation space prior to the formation of the Federation, and from time to time a group of adventurers will stumble upon an abandoned Vulcan outpost and promptly carry off most of the objects found there and sell them to the Romulans. One such case proved to have been a colony of Romulans from the original exodus who, due to a ship malfunction, settled on a planet in Federation space. While the original Romulan colony had long since died out (due to natural disasters), the objects and equipment they left behind became prized antiquities on Romulan worlds.

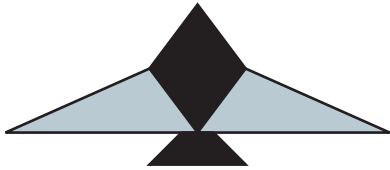
**Irish Whiskey:** One can understand that any empire that could produce Romulan ale has a taste for the finest in adult beverages. Irish and Scotch whiskey, Kentucky bourbon, and even Tequila have found markets among discerning Romulans. Earth is not unique in the production of potable (and flammable) liquids. Andorian Whiskey is as prized in Romulan space as it is in the Federation, and Rigelian beer is found in many Romulan bars. Just about any liquor or beer made in the Federation will find a market on just about any Romulan planet. Few Romulans, however, have shown much interest in wine.

**Foodstuffs:** Most planets (in any empire) will have a market for food. Even the most common and generic of food items will find a market on mining colonies and other industrial planets which import virtually all of their food. (Star Fleet Marine combat rations can be a tasty change of pace for Romulan miners who have been eating the same food for months on end.) High-end delicacies such as Kobe Beef, Virginia Ham, Andorian Eel, and Rigelian Fruitcake find markets on the more populated planets where more wealthy Romulans live.

## ROMULAN SYMBOLS

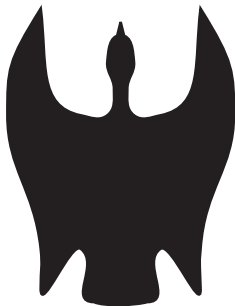
### *Romulan Military Eagle*

The stylized eagle symbol below is used by the Romulan military as a “national symbol”. The diamond and “tail” are blue while the wings are red. This symbol forms the basis of higher rank insignia.



### *Imperial Signet*

The symbol below is used by the Imperial House, and is sometimes assumed by the Federation to be a “national” symbol. It is also used by Praetorians.



### *Star Legion*

This symbol is used by the Star Legions, which are the numbered fleets of the Romulan Navy. Ironically, the bars on the chest of the eagle (this one is from the 2nd Star Legion) are essentially “Roman Numerals” (at least the first three; four is four bars, five is one horizontal bar).



### *Ground Legion*

This symbol is used by the Ground Legions, which are the ground combat divisions of the Romulan Army. Each Legion has its own identifying bar under the claws.



## ROMULAN COMBAT VEHICLES

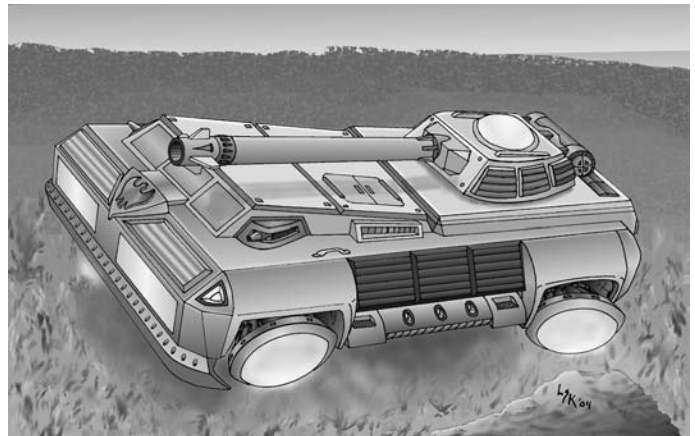
The Romulans use many different military vehicles in their ground legions. The most common type in Y180 is shown below. The basic chassis is used for everything from an unarmored truck to a heavily-armored tank.

Various turrets can be fitted (and changed in the field by maintenance crews using a maintenance variant of this vehicle with a crane). These turrets can contain cannons, lasers, plasma, sensors, missile launchers, cranes, engineering equipment, or many other systems. Turretless vehicles are used as personnel carriers, command posts, ambulances, cargo transports, and for other functions.

The basic vehicle can be fitted with four levels of armor (from weather resistant to heavy combat tank) and the armor packages can be changed in the field.

Power comes from a fusion power pack which is standard for all types, using the equivalent of “gears” to handle the varying loads of armor and weapons.

The drive system includes both wheels and anti-gravity and can be switched between them on the move. Wheels are more fuel efficient, but somewhat slower (or useless) when not on roads. Top speed for the unarmored version is 110kph on wheels (hard surface roads) or lift (any terrain, but burning four times as much fuel). The standard combat version is 70kph. The heavy tank uses the anti-grav to relieve some of the load on the axels, but due to weight normally runs on its wheels.



## PRIME DIRECTIVE ONLINE

Prime Directive Online is a web site dedicated to providing news, reviews, and resources for Prime Directive campaigns. Prime Directive Online is also the home of the Defenders of the Faith Campaign, a Federation Prime Team campaign. Played exclusively online using the free, open-source, OpenRPG software, Defenders of the Faith emulates the tabletop experience using chat, miniature map, and die rolling tools.

For more information on Prime Directive Online, or the Defenders of the Faith campaign, visit

<http://www.primedirectiveonline.com>.

If you're running your own Prime Directive campaign (online or not), and would like to list or add your campaign to Prime Directive Online, contact

[francois@primedirectiveonline.com](mailto:francois@primedirectiveonline.com).

# CIVILIAN TEMPLATES

## CIVILIAN, HOUSED NOBILITY

House members of this level are on the “board of directors.” They have a share of profits and a voice in major decisions. Normally, these will be people of above average talent in business, but from time to time a less deserving individual gets to this level by political pull. It is often said that “every Senator is allowed one idiot nephew.”

**Notes:** Millionaire 2 with Independent Income, Patron (house), Savoir-Faire (High Society), Status 5, Professional Skills (two: Politics, Administration, Finance, other) at 15+.

## CIVILIAN, AFFILIATED HOUSE MEMBER

House members of this level are senior managers, equivalent to corporate vice presidents. These individuals are hard-working professionals who have a drive to improve the House’s profits and power (thereby earning their promotion to the Nobility). While there will be some who were promoted beyond their merits by political support, most of these will be very competent business executives.

**Notes:** Very Wealthy, Patron (house), Status 4, Professional Skill (choice, e.g., Finance) at 14+.

## CIVILIAN, ASSOCIATED HOUSE MEMBER

House members of this level are managers equivalent to corporate department supervisors, or skilled technicians or artisans. The children of Housed Nobility customarily *start* at this level. Most of these people (beyond a few of those who are actually related to the Nobility) will be competent businessmen with university educations.

**Notes:** Wealthy, Patron (house), Status 3, Professional Skill (choice) at 13+.

## CIVILIAN, HOUSE EMPLOYEE

This category refers to “long term employees” of a given House, who have worked for one House for at least for a decade or two. These people could be of any level from “experienced skilled worker” to “junior manager” or up.

**Notes:** Comfortable, Patron (house), Status 1, Professional Skill (choice) at 12+.

## CIVILIAN, HOUSELESS

These workers often move between Houses. They are the first to be fired when a House has to downsize. Younger workers often start at this level and hope to prove themselves worthy to attain “long-term employee” status. Most of these people will be in entry level jobs or perhaps one or two promotions higher than that.

**Notes:** Struggling, Status -1, Professional (or other job) Skill (choice) at 10+. Might also have Enemies in a House which reduces point costs but provides a negative reaction modifier when dealing with anyone of that house (a lower modifier for Houses allied to that House).

Any of the above could have Secrets and Enemies; all would have a Duty to their House.

# POLICE TEMPLATES

## POLICEMAN

This is the typical “cop on the beat” who you might encounter if your papers are not in order or if you commit some minor crime. You will also find them at accident scenes and many other incidents. Use Warrior RT.

**Advantages:** Fearlessness +1 [2]; Law Enforcement Powers 1 [5]; Police Rank 0 [0]; Reputation +1 (police) [5]; Security Clearance 1 [5]; Status 1 [5].

**Disadvantages:** Code of Honor (police) [-10]; Duty (Empire, -15 or less) [-15]; Sense of Duty (Empire) [-10].

**Skills:** Beam Weapon (pistol) (E) DX [1]; Computer Operation (E) IQ [1]; Criminology/TL (A) IQ [2]; Detect Lies (H) Per-2 [1]; Driving/TL (choice) (A) DX-1 [1]; Electronics Operation/TL (communications and one choice) (A) IQ-1 [2]; First Aid/TL (E) IQ [1]; Forensics/TL (H) IQ-2 [1]; Interrogation (A) IQ [2]; Judo (H) DX-2 [1]; Karate (H) DX-2 [1]; Knife (E) DX [1]; Law (H) (Romulan Civil) IQ-1 [2]; Professional skill (Law Enforcement) (A) IQ-1 [1]; Running (A) HT-1 [1]; Savoir-Faire (police) (E) IQ [1]; Shortsword (Tonfa) (A) DX-1 [1]; Stealth (A) DX-1 [1]; Swimming (E) DX [1].

## POLICE SUPERVISOR

When the “cop on the beat” takes you to his supervisor, this is him. Use Police template above and add:

**Advantages:** Police Rank 2 [10].

**Skills:** Administration (A) IQ-1 [1]; Law (H) (Romulan Civil) IQ [4]; Professional skill (Law Enforcement) (A) IQ [2].

## MAGISTRATE

This is a local judge who handles minor crimes such as bar fights and petty theft. Use Civilian RT.

**Advantages:** Law Enforcement Powers 1 [5]; Reputation +1 (judge) [5]; Security Clearance 1 [5]; Status 1 [5].

**Disadvantages:** Code of Honor (law) [-10]; Duty (Empire, -15 or less) [-15]; Sense of Duty (Empire) [-10].

**Skills:** Computer Operation (E) IQ [1]; Criminology/TL (A) IQ [2]; Detect Lies (H) Per-2 [1]; Interrogation (A) IQ [2]; Law (H) (Romulan Civil) IQ+1 [8], Professional Skill (Lawyer) (A) IQ+5 [12], Public Speaking (A) IQ+1 [4].

Judges at higher levels would have higher skills, status, and duty, all at a higher cost. Some judges might have a House affiliation (at left).

## UNDERCOVER DETECTIVE

Basically a “secret cop on the beat” working undercover to expose plots against the security of the Empire, criminal gangs, corrupt officials, etc. Use Police Template above and add:

**Advantages:** Security Clearance 2 [10].

**Skills:** Acting (A) IQ [1]; Detect Lies (H) Per-2 [1]; Intelligence Analysis/TL (H) IQ-2 [1]; Interrogation (A) IQ [2]; Research/TL (A) IQ-1 [1].

## NOTES TO GMS

By definition, gamemasters know how to do their jobs and using this book requires only mention of a few things to watch out for, consider, or be aware of.

### **Visiting the Romulan Empire**

Prior to the Period of *Detente* (Y160-Y172), anyone from the Federation who visited the Romulan Empire did so as an illegal pirate, spy, or smuggler. During some periods, many Federation and Orion groups operated illegal mining and exploration teams inside the Romulan border.

During the *Period of Detente* (page 117), citizens of the Federation could visit the Romulan Empire on tourist or merchant visas issued through consulates on planets in the Neutral Zone. As in the Klingon Empire, these visas are not a license to wander around and do whatever you want, but are limited to going to specific planets for set periods of time and are limited to certain activities. Even so, you can do a lot during this period.

During the General War (Y173-Y185), Federation visitors to the Romulan Empire did so as spies, soldiers, or pirates. You can reasonably expect to be shot on sight. Of course, Klingon and Lyrans travelers would be welcome and treated with respect. Klingons or Lyrans who ran afoul of Romulan Law could expect to be handed over to their embassies for deportation.

After the General War, normal visas were issued for tourists and merchants. During this period, Federation corporations were authorized in increasing numbers to develop the thousands of Romulan planets that the Empire had never had time or population to explore. These people paid taxes and gave a share of their products and extracted resources to the Romulan Government, and were always partnered with Romulan Houses. During this period, travelers were welcome at most Romulan worlds.

### **Here There be Romulans, and only Romulans**

The Romulan Empire is populated almost entirely by Romulans. With the exception of the Suppressed Races (which the Federation did not even know about until late in the General War), almost all Romulan planets are inhabited only by Romulans. (The Orion den of iniquity on Revlis is the only major exception. Some planets near the border had Orion, Klingon, and Federation “residents” during the period of *detente*.)

Another difference between the Romulan Empire and the Federation (or the Klingon Empire for that matter) is that there are not as many inhabited planets per “map hex” (page 28) partly because there are fewer Romulans to explore, develop, and inhabit them. Even in fringe areas of the Federation and Klingon Empire, there were an average of 50 inhabited planets per “map hex” (some with populations as small as 500), but in the Romulan Empire there may be only five or ten such planets. The total number of planets is roughly the same and were it not for those inconvenient Romulan police and starships, Romulan territory would be a vast open frontier for Federation development (and surplus Federation populations).

### **Dealing With Great Houses**

In any office, market, agency, or other organization in the Romulan Empire, you will find people from more than one Great House. What passes for “checks and balances” in Romulan society and government is the presence in these organizations of members of Great (and Minor) Houses seeking opportunities to maneuver against each other. If one employee at the import-export office delays your paperwork, it may well be because your products compete with those of his House. Trying again, on a different shift or in a different office with a bureaucrat who is a member of a different House may well produce a different result. Characters can often find someone (perhaps a friendly bartender) who (with the right reaction rolls) can tell them which official to ask for what they need.

### **Members of the House?**

If your adventurers decide to actually *be* Romulans, they must define their association with the Great Houses. They might be Houseless individuals who hope to strike it rich and be offered membership, junior members of a single House who are trying to work their way up the career ladder by success in their assignments, or even Housed Nobility. The GM and adventurers should work together to define this status, which may involve spending points for patrons, status, or ally groups. A given individual might owe a duty to a House, or be owed a favor by a House. Some members of a group might be associated with one House while other members are with a rival House, the two Houses having decided to send the group to do some important job and selected a mixed team to “keep an eye on each other” and make sure no one House reaps the benefits.

### **Dealing With the Police**

The Romulan Empire is different from the Klingon Empire. Visitors to the Klingon Empire have to deal with secret police who seem convinced that every foreign tourist or trader is in fact a spy. Visitors to the Romulan Empire have to deal with secret police who view every foreign visitor as a lower being almost beneath contempt who is fated to eventually become a vassal of the greatest empire in space.

For the most part, Romulan police are not corrupt (at least not as corrupt as the Klingon police). While Great House politics plays a minor part, most House members who serve in the police are at higher administrative levels. The “cop on the beat” is probably not beholden to any particular House; he doesn’t have enough importance for any House to pay much attention to him or how he does his duties.

Romulan Courts, like Klingon Courts, place the safety of the State above the rights of the individual. Where the Klingon courts want to get to the truth by any means, the Romulan courts start with the presumption that any foreigner is a lower-class being deserving little respect. Even so, courts and judges are ultimately concerned with finding the truth. If you can present your case clearly and politely, you can probably avoid conviction for crimes you did not commit. Unlike the Klingon Empire, you can easily hire a lawyer who can help you present your case.

## DESIGNER'S NOTES

I've been a Star Trek fan since my earliest memories. I have been playing *Star Fleet Battles* since I was twelve years old. I have always had a particular liking for the Romulans, even though we saw them face-to-face in only two episodes. They seemed, to me, a more intriguing and complex race than the Klingons. I found that I preferred the way that the *Star Fleet Universe* expanded the original Romulan material, as opposed later series.

There were still many unanswered questions. What was the exact relationship between the Vulcans and the Romulans? When and why did the split between the two races occur? What was the nature of the Exodus? How long did it take the Romulans to get back to space? How did the Romulans develop a unified Imperial government, at the same time that they had such infighting between the Great Houses? How does the government work? How do we define the Great Houses, their relationship to the government and each other and society at large? For every answer we already had, there were ten questions that had to be answered, concepts to be fleshed out. In answering these questions, I was guided by the following principles:

1) Making sense with what we see of the Romulans on screen. We see two starship commanders and some junior officers in the original series. I wanted to develop a society that could produce the individuals we met. The Romulans are ruthless, yes. But they are also emotional and poetic, passionate yet stoic. They are, in their own way, logical. I wanted to make sense of this.

2) Fitting the original screen evidence with the established *Star Fleet Universe* background, and the characters we meet in *Star Fleet Universe* fiction.

3) Providing a rich background for the use of roleplayers and game masters.

GMs and roleplayers are certainly free to mix and match the material here with ideas from franchise Trek (or any place else).

For inspiration, I drew on the ideas of many friends on the *Star Fleet Universe* bulletin board. I also put my history degree to some use, drawing out some ideas from human history, particularly the way Imperial Germany tried to prevent class conflict through the development of an imperial state during the age of Bismarck. All of this was salted with Romulan spice, of course.

I must thank my wife Jeri Sickels, and my son Nicholas. This work is for them, Nicholas (a budding SFber) in particular. I hope you enjoy reading this book as much as I enjoyed writing it.—  
*John Sickels*

### Playtesters and Commentators

The following individuals participated in the three-year development process of this product through the topic on our bulletin board. Many contributed ideas we used. Roger Bacon, Marc Baluda, Tony Barnes, Richard Brown, Carl-Magnus Carlsson, Jim Cummins, Frank DeMaris, Steven E. Ehrbar, Christopher E. Fant, Dale Lloyd Fields, Stewart W. Frazier, Xander Fulton, Garth L. Getgen, Robert Herneson, Ken Humpherys, John Kasper, David Kass, Jeff Laikind, Douglas E. Lampert, Charles E. Leiserson, Jr., David Leppink, Cliff McAmis, Jonathan McDermott, A. David Merritt, Peter Miller, Mark Norman, Jessica Orsini, Andy Palmer, Piotr Orbis Proszynski, Matthew Pulido, Sean Bayan Schoonmaker, Robert Snook, Scott Tenhoff, Alan Trevor, F. Douglas Wall, Shannon A. Ward, Jeff Wile, Donovan A Willett.

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Jeff Wile: some of the adventure seeds (114-115).

Loren Knight: birds (68-70), tank (140), some of the adventure seeds (114-115), Te'Ka'Ariem Order.

Steve Cole: rank insignia (74-75), medals (80), starships (91-100), some of the adventure seeds (114-115), history (117), Abraxas (125-127), Family Meeting (137).

Nick Blank: deck plans and descriptions (101-110).

John A. Picheco: Honor of the House (2-8).

Gregg Dieckhaus: Betrayal at Oxvind-V (130-136).

David Kass: the Path of Self-Order.

Orbis Proszynski: the Birders.

## NOTES TO GMS

The Romulans in this book are from *the original series*. You can feel free to use whatever parts of this you like for a TNG-based campaign, but our contract doesn't cover that era. Don't expect us to force you to use our "vision," and feel free to explore your own. You are more than welcome to use anything you read in a fanzine or novel or anywhere else if you like.

This is the *Star Fleet Universe*, of which Star Trek is a small literary element. When we created this universe, we reviewed the available source data. We used some ideas, ignored others, and when we found multiple sources in conflict, we picked the most logical interpretation. If you have a different one, feel free. Just don't submit ideas from other sources as your own; we aren't allowed to use them. While *GURPS Prime Directive* is a game of the *Star Fleet Universe*, no one should try to use a reference in (or a concept extrapolated from) *GPD* to argue for a given rules interpretation (let alone a change to a published rule) for other games of the SFU (e.g., *Star Fleet Battles*, *F&E*, *Star Fleet Warlord*, *Star Fleet Battle Force*, etc.). We have attempted to stick close to *GURPS*, but in some cases had to make changes or tweaks to fit SFB history and technology.

### Publisher's Notes

Since we first published *Star Fleet Battles* way back in 1979, we set out to give the Romulans a better presentation than they have had. Their first appearance was in a barely-rewritten WWII film ("The Enemy Below") using a spaceship leftover from another movie. In the original series, they suddenly got Klingon ships, obviously as part of some galaxy-changing political deal that was never explained (but actually because it was easier on the props department). The series of books by Diane Duane are highly entertaining (and highly recommended) but are only one of many sources of (contradictory) information on the Romulans. Most of these sources borrow from each other, and some concepts that originated in *SFB* have been copied in these other sources and transformed into "official canon" (a point unknown to most fans of the series) by that process. We created our own Romulans from a synthesis of many such sources.

### Acknowledgments

Allow me to take a moment and thank everyone who ever submitted something about the Romulans (whether we published it or not) and anyone who just talked about them with me. All of that factored into what you see here. I need to thank Steve Jackson for expediting the review process, and Sean Punch for helping with some equations. Bob Gilson, who does pre-reviews of *GPD* material for Steve Jackson Games, worked harder than anyone. Gary Plana, Steve Petrick, Matthew Francois, Nick Blank, and Loren Knight contributed needed articles, ideas, and even art as we moved toward finishing this book.

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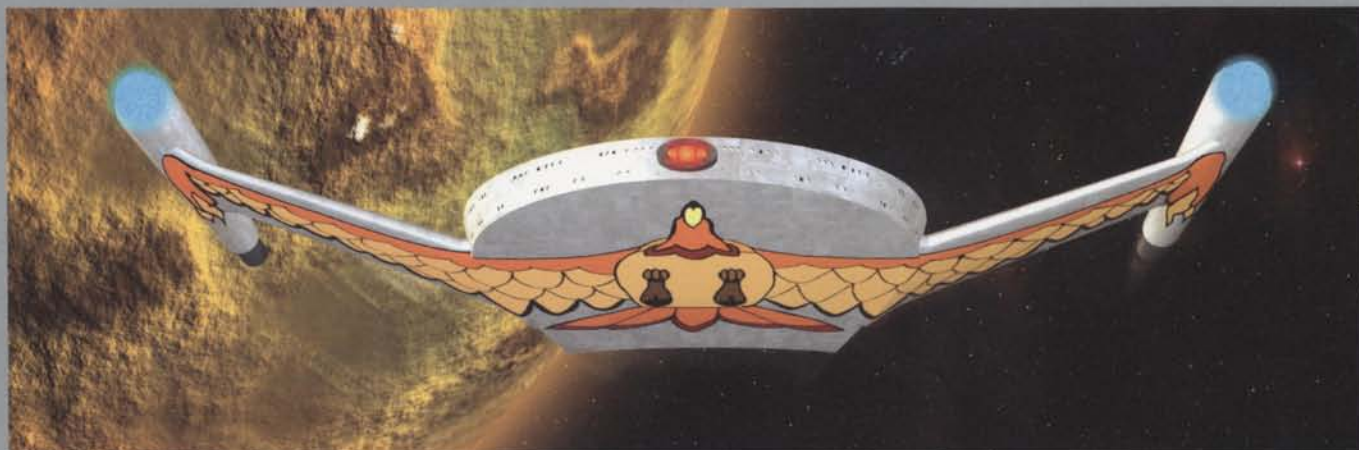
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