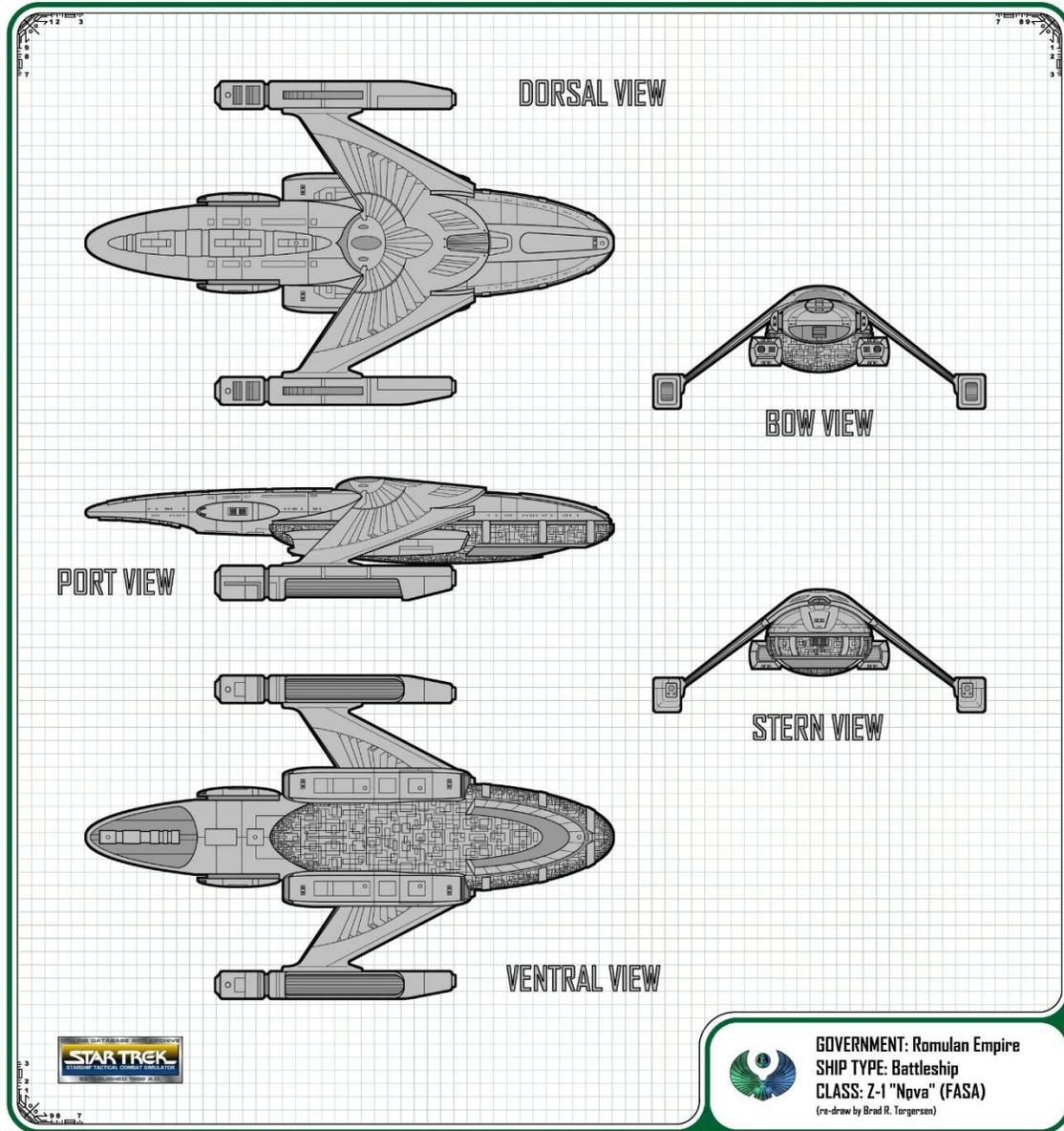


# Z-1 "NOVA"-CLASS BATTLESHIP

Entered Service: 2285



## Dimensions

Length: 400 meters

Beam: 251 meters

Draft: 86 meters

**Overview:** First commissioned in 2285, the Z-1 "Nova"-class battleship was designed by the Romulan Star Empire to serve as its last line of defense of the Romulan homeworlds. Unlike many Romulan ships, the early version of the Z-1 was not equipped with a cloaking device. As it was originally deployed to protect the Romulan homeworlds, the Z-1 was not designed for sneak attacks so a cloaking device was deemed unnecessary. Instead, the "Nova" class was designed primarily as a battleship that could bring a great amount of firepower to bear in order to protect the Romulan Star Empire's core star systems from invasion. As such, the Z-1 battleships hardly ever saw action near

the Star Empire's borders. To assist the Z-1 battleships in protecting the Romulan core star systems, the V-33 "Thunderbird"-class escort cruisers were designed and deployed alongside them. The "Nova" class is named from the Romulan *morlasasi stelam* (exploding star). The "Nova"-class battleships served the Romulan Star Empire until the 2340s when they (and their V-33 "Thunderbird"-class escort cruisers) were placed in mothballs.

**Capabilities:** The Z-1 carried a crew of 550, was equipped with a gargantuan shuttlebay large enough to accommodate 15 shuttlecraft (though only four of those were active at any one time), and had a cruising speed of Warp 6 (OCU) and a maximum speed of Warp 8 (OCU). The Z-1 was armed with 5 dual-emitter disruptor banks (1 forward, 1 forward-port, 1 forward-starboard, 1 aft-port, and 1 aft-starboard). In addition, this vessel was also armed with six photon torpedo launchers (2 forward, 1 starboard, 1 port, and 2 aft). This array of weaponry allowed the Z-1 to lay down a significant barrage of firepower in any direction. As a battleship, the Z-1's purpose was to destroy the Romulan Star Empire's enemies with brute force rather than through stealth.

**Traits:** Romulan battleship

## Systems

Comms	7	Engines	10	Structure	10
Computers	7	Sensors	7	Weapons	10

## Departments

CMD	+2	SEC	+1	SCI	--
CONN	--	ENG	--	MED	--

**Scale:** 5

## D'kalabam-class Variant

**Entered Service 2374**

When the Dominion War erupted between the Federation-Klingon Alliance and the Dominion at the end of 2373, the Romulan Star Empire was content to let their interstellar rivals attack each other while they remained neutral. However, all that changed with the Dominion's assassination of Romulan Senator Vreenak in 2374. Now that the Empire was at war, new warships were needed to supplement the *D'deridex*-class Warbirds for wartime duty. A crash program to prepare mothballed starships for combat duty was initiated and the Z-1 "Nova"-class battleships, along with the V-7 "Whitewind"-class multirole cruisers, the V-30 "Winged Defender"-class heavy cruisers, and the V-33 "Thunderbird"-class escort cruisers, were chosen to be refitted. The *IRW D'kalabam* was the first Z-1 battleship to be refitted for service in the Dominion War. (The word "d'kalabam" means "great storm" in the Romulan language.) The Empire upgraded the engines and other systems of the *D'kalabam* to 24th century standards. In particular, the *D'kalabam*'s weapons were upgraded by equipping 4 plasma torpedo launchers (3 fore and 1 aft) in addition to its disruptor banks and photon torpedo launchers. The *D'kalabam*'s engines were also upgraded, allowing the refitted battleship to cruise at Warp 7 (MCU) and even enabling it with an emergency speed of Warp 9.9 (MCU), a feat that astonished the Z-1's original designers once they learned of it. In addition, the *D'kalabam* was also fitted with a cloaking device, finally allowing the battleship to make sneak attacks on the Romulan Star Empire's enemies with its huge arsenal. Several dozen *D'kalabam*-class

## Attacks

- Disruptor Banks
- Photon Torpedoes
- Tractor Beam (Strength 4)

## Talents

Z-1 "Nova"-class starships have the following Talents:

- Command Ship
- Improved Hull Integrity
- Rapid-Fire Torpedo Launchers

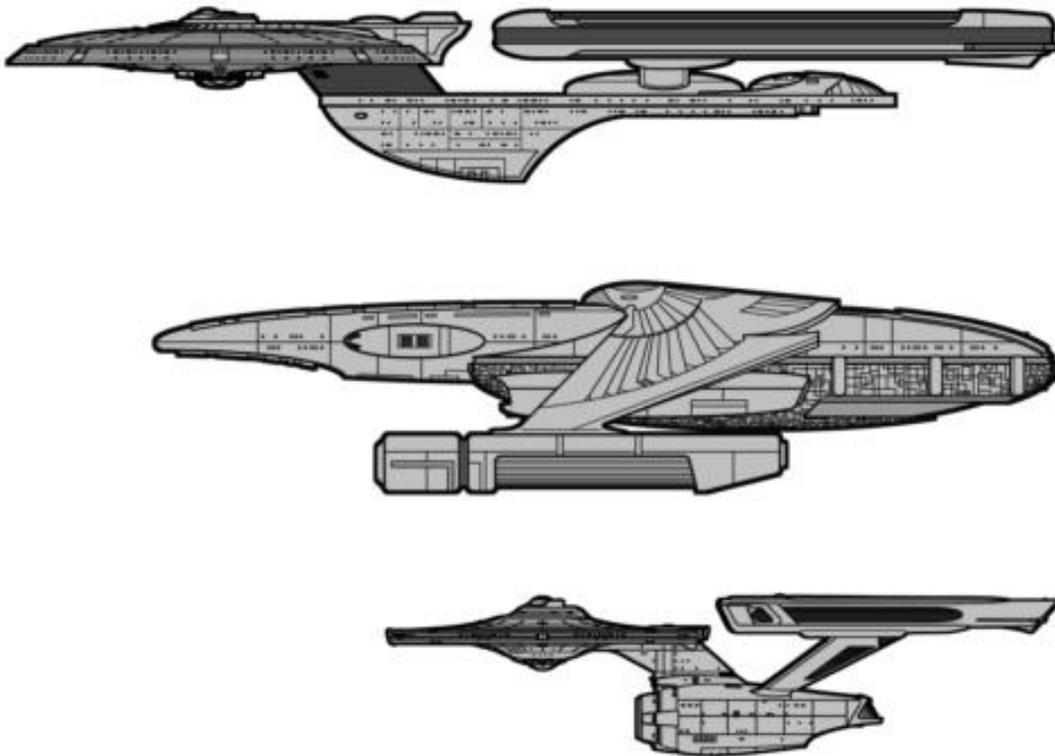
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starships came online in late 2374 and are expected to serve the Empire well in the war against the Dominion.

**Changes:** Add the Long Serving Trait. Add the Cloaking Device Talent. Increase Engines, Structure, and Weapons by +2 each, increase Computers, and Sensors by +1 each. Add Plasma Torpedoes to the ship's weaponry.

**Special Rules:** Cloaking Device (see STA Corebook, p259)

Acknowledgements: I want to thank Brad R. Torgersen for both maintaining the [Star Trek Starship Tactical Combat Simulator Online Database and Archive](#) website and for providing the artwork of the Z-1 "Nova"-class Romulan Battleship as well as for providing inspiration for my version of the *Nova's* backstory. Finally, many thanks to Colin "Mephit James" Wilson and Michael Dismuke of [Continuing Mission](#) for their assistance with this rewrite of the Z-1 "Nova"-class Romulan Battleship.



## Z-1 "Nova" Battleship

Size comparison with Starfleet contemporaries