

Star Trek Adventures

Campaign Guide: The Romulan War (2156 – 2160)

A Star Trek Adventures 2nd Edition Campaign Guide written by Sebastian Oppen.

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Introduction

War is always a loss. The year is 2156. The Romulans tried to manipulate the leading powers of the Alpha Quadrant to go to war with each other. They failed. The Coalition of Planets was formed. But here we are. The Romulans are attacking. The Great War has come. And it won't go quietly. The Coalition has to fight an unknown enemy, bend to conquer them all.

This is not the hopeful exploration of the 24th century. This is the crucible that will forge the United Federation of Planets. Or destroy the young alliance before it can take root.

Star Trek Adventures: The Romulan War – Campaign Guide is designed for Star Trek Adventures 2nd Edition crews who want to play in the darkest chapter of the 22nd century. It draws primarily from *Star Trek: Enterprise* and the novels *The Romulan War: Beneath the Raptor's Wing* and the *Romulan War: To Brave the Storm*, while remaining fully compatible with the core rules.

The war lasts from the surprise attacks of 2156 through the decisive Battle of Cheron in late 2160 and the founding of the Federation in 2161. Your crew may serve aboard an NX-Class Cruiser fighting for survival, an Andorian Battlecruiser striking deep into contested space, a Tellarite Cruiser keeping the supply lines open, a Section 31 cell operating in the shadows or onboard a Romulan Bird of Prey.

Whatever the ship or the mission, the enemy remains unseen, the cost is always high and the choices you make will shape the future of interstellar civilization.

How to Use This Guide

This book is a sandbox and a toolbox. Use as much or as little as your table needs.

- **Chapter 1 (Timeline)** gives the broad sweep of the war. Use it to place your campaign in a specific phase (early telecapture chaos, mid-war attrition, final push toward Cheron, or the uneasy peace).
- **Chapter 2 (Factions)** and **Chapter 3 (Planets & Colonies)** provide the political and geographic backdrop. Drop your crew into any of the listed systems or let the Coalition's internal tensions drive stories.
- **Chapter 4 (Technologies)** contains the key mechanical distinction of the era: the telecapture system and the countermeasures that eventually neutralize it. Apply the rules as written during the early war and phase them out after mid-2156.
- **Chapter 5 (Starships)** supplies ready-to-use profiles for United Earth, Vulcan, Andorian, Tellarite, civilian, and Romulan vessels. Refits and wartime upgrades are already incorporated.
- **Chapter 6 (Allies & Adversaries)** gives major and notable NPCs with full statistics. Treat the *Enterprise* crew as major supporting characters or temporary player characters when the story focuses on them. Romulan characters almost never appear visually, interaction is audio-only unless a boarding action or capture scenario specifically allows otherwise.
- **Chapter 7 (Gamemastering)** supplies tone, safety tools, alternative campaign frameworks, and specialized Threat spends. Read it before your first session.

Campaign Styles

The guide supports several distinct styles of play:

- Classic Starfleet / Coalition task-force campaigns centered on an NX-refit, Daedalus, or mixed squadron.
- Andorian Imperial Guard campaigns focusing more on the battle part.
- Tellarite mercantile/logistics campaigns centered on convoy defense and industrial output. Also maintaining trade routes.
- Section 31 / intelligence campaigns operating in the gray spaces between official channels.
- Mixed Coalition crews that must constantly negotiate inter-species friction while fighting a common enemy.
- Romulan campaigns focusing around conquering and political intrigues.

Non-Starfleet and non-Coalition crews (Orion opportunists, independent traders, Klingon freebooters) can also use the material; simply invert the perspective and treat the Coalition as the opposing force or as clients.

Tone and Safety

The Earth-Romulan War is a total war. Planetary bombardment, radiation casualties, ship losses, and moral compromise are recurring elements. Establish Lines and Veils in Session Zero. Use the X-Card or equivalent safety tools. The three pillars in Chapter 8 (Paranoia & the Invisible Enemy, Attrition & Improvised Warfare, Moral Compromise vs. the Future Ideal) are the emotional core of the setting: lean into them, but never at the expense of the players' comfort.

You now have everything you need to begin. The raptor is already in flight. The only question is whether your crew will help build the Federation... or watch it die in the dark.

Chapter 1: The State of the Galaxy

(Mid-22nd Century – The Eve of War through 2161)

The mid-22nd century is a time of fragile beginnings and sudden, existential threat. The Alpha and Beta Quadrants are still largely unmapped. Warp travel is common but not yet routine for most powers. No great empire spans the stars with the ease of later centuries. Alliances are new, suspicious, and easily broken.

United Earth

Political unification began nearly a hundred years ago, and was finalized in 2150, Earth is still finding its place among the stars. Starfleet exists primarily as an exploratory and defensive service under the United Earth Space Probe Agency and later United Earth Starfleet. The NX Project produced the first true deep-space explorers, but the class proved too complex and expensive for mass production once war arrived. By 2156 the bulk of Earth's fighting strength consists of hastily refitted NX vessels, the more numerous Daedalus-class frigates, Intrepid-type light cruisers, and Warp Delta escorts. Humanity's greatest strength is adaptability and sheer industrial will; its greatest weakness is inexperience and the fact that many of its systems still rely on Vulcan-derived computer architecture, exactly the vulnerability the Romulans designed telecapture to exploit.

Confederacy of Vulcan

Still recovering from the Kir'Shara revolution of 2154, Vulcan is politically cautious and militarily restrained. The Vulcans understand the telecapture threat better than any other Coalition member and initially refuses to commit significant forces to offensive operations after early catastrophic losses in 2156. Vulcan ships (Suurok- and D'Kyr-types) are technologically superior, but political will is limited. The war forces a painful re-examination of Surak's teachings and the price of pure logic in the face of an enemy that recognizes no such constraints. Until the battle of Cheron, Vulcan supports the coalition with supply and materials.

Andorian Empire

Militarily the most aggressive of the Coalition partners. The Imperial Guard enters the war with enthusiasm and remains the primary offensive striking force for much of the conflict. Kumari-class battlecruisers excel at close-range energy combat. Andorian captains frequently chafe under what they view as overly cautious Coalition command structures, especially while Vulcan remains largely on the defensive. Shared sacrifice eventually forges lasting ties with Earth and, more slowly, with Vulcan.

Tellar Republic

The industrial and logistical backbone of the Coalition. Tellarite shipyards, mining operations, and merchant fleets keep the war effort supplied. Pralim-class cruisers are

tough and reliable. Tellarite captains are argumentative by culture, but once a plan is agreed they execute it with stubborn efficiency. Their primary contribution is production and convoy protection rather than pure battle-line strength.

The Coalition of Planets

Formed in 2155 after the Babel Crisis and the exposure of Romulan drone-ship provocations. It is a defensive alliance, not yet a true political union. Joint operations require constant diplomacy. The threat of any member withdrawing hangs over every major decision until the final year of the war. Only the shared ordeal of Cheron and the subsequent peace create the conditions for the United Federation of Planets in 2161.

Romulan Star Empire

A xenophobic, highly secretive power that has never allowed visual contact with its enemies. The Empire enters the war with a doctrine of electronic warfare superiority (telecapture), absolute secrecy, and a willingness to accept extreme losses. Once telecapture is neutralized, the Empire escalates to nuclear torpedoes and mines as standard armament. Command remains opaque; communications are exclusively audio. The destruction of the logistical hub at Cheron in 2160 is a strategic catastrophe from which the Empire cannot recover in the short term. The Neutral Zone established at the war's end becomes the defining geopolitical feature of the region for the next century.

Other Powers

Klingon Empire

Officially non-interventionist. The Klingon Empire has entered in a period of consolidation of its conquests. Resources of the Empire are limited, preventing the Klingons from entering into the war. Chancellor M'Rek rebuffs Archer's appeal in 2156. Individual freebooters and disgraced houses occasionally appear as mercenaries or scavengers, particularly late in the war.

Orion Syndicate

Officially neutral, practically opportunistic. Sells weapons, intelligence, and safe passage to both sides while raiding damaged vessels and supply convoys.

Independent worlds and colonies

(Coridan, Deneva, Vega, Alpha Centauri, etc.): Caught between the great powers, many become battlegrounds, supply hubs, or cautionary tales (Vega Colony).

By the end of 2160 the Coalition has survived, the Romulan Star Empire has been forced to the negotiating table via subspace radio alone, and the four founding worlds stand on the threshold of something greater. The price has been enormous. The Federation that emerges in 2161 is born from that price.

Chapter 2: Timeline of the Romulan War

The Drone Ship Crisis

Late 2154

The Romulan Star Empire, alarmed by humanity's rapid diplomatic expansion, deploys prototype telepresence-controlled drone ships equipped with holographic cloaking technology. Romulan Admiral Valdore attempts to incite war among Vulcans, Andorians, and Tellarites, but Captain Jonathan Archer exposes the plot, leading to the formation of the **Coalition of Planets**.

Attack on Coridan & Kobayashi Maru Incident

Early–Mid 2155

In *The Good That Men Do* and *Kobayashi Maru*, Romulans detonate an antimatter device on Coridan III, destroying Earth's main dilithium supply. Soon after, Romulans use remote telecapture technology (*arrenhe'hwia*) to hijack the freighter *Kobayashi Maru*, baiting Coalition ships into traps. Commander Charles "Trip" Tucker III fakes his death to go deep undercover for Section 31 to investigate Romulan weapons tech.

Battle of Algeron & Declaration of War

May–June 2156

In *Beneath the Raptor's Wing*, the Romulan Star Empire launches a massive surprise invasion. Romulan forces attack and destroy Earth Outpost Starbase 1 in the Algeron system. On June 1, 2156, United Earth Administrator Nathan Samuels officially declares war. Vulcan initially adopts a defensive non-intervention policy, forcing Earth and Andoria to anchor the coalition defenses.

Battle of Andoria & Fleet Refits

Late 2156

Romulan forces push deep into Coalition territory toward the Procyon system to strike Andoria. A combined Earth-Andorian fleet under Commodore Archer and Commander Shran halts the attack. Starfleet begins refitting ships like the *Endeavour* with countermeasures against Romulan telecapture, though early vessels like the *Columbia* (NX-02) and *Challenger* (NX-03) are lost during initial engagements.

Battle of Nu Chalcedonis

2157

Earth Starfleet's 12th Strike Wing ambushes a major Romulan resupply convoy in the Nu Chalcedonis system. Starfleet destroys 20 Romulan ships with minimal losses, securing Earth's first major strategic victory and disrupting Romulan supply lines across the sector.

Multi-Front Attrition Warfare

2158–2159

The conflict turns into a grueling war of attrition fought with atomic warheads and nuclear torpedoes. Major engagements flare across Deneva, Berengaria, and Altair VI. Operating covertly within Romulan space, Trip Tucker sabotages Romulan manufacturing yards and gathers intelligence on their antimatter reactors.

Romulan Push on Sol

Mid 2160

In *To Brave the Storm*, Romulan Admiral Valdore launches a desperate, heavy offensive toward Earth's solar system, testing Starfleet's final line of defense at the Battle of Tenebia.

The Battle of Cheron

Late 2160

The decisive climax of the war occurs at 83 Leonis B (Cheron), a major Romulan military staging ground and shipyard. Vulcan fleets join full-force alongside Earth, Andorian, and Tellarite armadas. Undercover inside the Romulan fleet, Trip Tucker sabotages the flagship's antimatter containment. The Coalition fleet utterly annihilates the Romulan forces, crippling their ability to continue offensive warfare.

Subspace Peace Treaty & Neutral Zone

End of 2160

Peace negotiations are conducted exclusively via subspace radio. Due to the absence of visual communication, neither humans nor their allies ever see a Romulan face. The treaty establishes the **Romulan Neutral Zone**, a buffer zone one light-year wide, where any violation by either side constitutes an act of war.

Founding of the United Federation of Planets

October 2161

Forged through the alliance and shared sacrifice of the Earth-Romulan War, delegates from Earth, Vulcan, Andoria, and Tellar meet in San Francisco to sign the Articles of the Federation, forming the United Federation of Planets.

Chapter 3: Factions

Coalition of Planets

Formed in the aftermath of the Babel Crisis (2155), the Coalition was a fragile alliance of United Earth, the Confederacy of Vulcan, the Andorian Empire, and the Tellar Republic. From the outbreak of open war in 2156, the Coalition nearly fractured. The Vulcan Government under T'Pol, acutely aware that any technology based on or derived from Vulcan computer architecture was catastrophically vulnerable to the Romulan telecapture system, deliberately limited its military commitment. Vulcan ships participated in only one major engagement early in the war; the telecapture system seized control of multiple vessels, resulting in a humiliating defeat and heavy losses. Thereafter Vulcan forces largely restricted themselves to defensive patrols of their own space and the provision of scientific and medical support.

Only after Coalition engineers (aided by intelligence from Section 31 assets and the undercover work of Commander Charles Tucker III) rendered telecapture obsolete in late-mid 2156 did the Vulcans begin meaningful combat participation. Even then, political friction remained: many on Earth felt the Vulcans had allowed humanity to take the brunt of the early fighting. Andorian and Tellarite contingents, while more willing to fight from the start, frequently clashed over strategy and resource allocation. The Coalition's greatest strength, and greatest vulnerability, was its multinational character. Joint operations required constant diplomacy, and the threat of any member withdrawing was a persistent background tension until the final year of the war.

United Earth

United Earth entered the Romulan War as the youngest and most industrially determined member of the Coalition of Planets. Politically unified in the 2060s in the aftermath of global catastrophe, humanity spent the following decades rebuilding its world and consolidating a single planetary government. Deep-space exploration, however, remained limited until 2150, when United Earth formally launched first 5 year mission with the start of the Enterprise NX-01. The NX Project produced the first true deep-space explorers, but the class proved too complex and expensive for rapid mass production once open war arrived. By 2156 the bulk of Earth's fighting strength consisted of hastily refitted Daedalus-class ships, a couple of Intrepid-type light cruisers, old Warp Delta Escort Vessels and some NX-Class Exploration Cruisers. Humanity's

greatest strength was adaptability and sheer industrial will; its greatest weakness was inexperience combined with a dangerous technological inheritance.

Many critical systems aboard the NX-Class ships still relied on Vulcan-derived computer architecture, control protocols, and core software: exactly the vulnerability the Romulan telecapture system had been designed to exploit. In the opening months of the war this dependence exacted a heavy toll. Ships were seized, turned against their own escorts, or destroyed before crews fully understood the nature of the threat. The orbital bombardment of Vega Colony in 2156 became a defining trauma. Unshielded and largely undefended, the colony was devastated in a surprise strike that killed thousands of civilians and proved that the Romulan Empire waged war without negotiation or quarter. The tragedy transformed Starfleet almost overnight from an exploratory corps into a total-war military organization and became a lasting rallying cry across United Earth and its colonies.

Earth took the brunt of the early fighting while Vulcan restricted itself to defensive patrols and logistical support. Many on Earth viewed this restraint as abandonment. Accusations that the older, more advanced members of the Coalition were content to let humanity absorb the heaviest losses circulated widely in the middle years of the conflict. Starfleet officers and civilian leaders, bound by necessity and the need to keep the fragile alliance intact, offered little public recrimination. Privately, however, the experience hardened a generation of commanders who learned that idealism alone would not preserve the future they hoped to build.

Only after Coalition engineers, aided by intelligence from Section 31 and the undercover work of Commander Charles Tucker III, rendered telecapture technology obsolete in late-mid 2156 did Earth's position begin to stabilize. Refits accelerated. Shipyards and colonial industrial centers worked without pause. Polarized hull plating, nuclear ordnance, and improvised damage-control techniques became the practical language of survival. By 2158–2159 Earth vessels were operating as the reliable core of mixed Coalition task forces, their crews having learned the hard lessons of attrition warfare against an enemy that never showed its face.

The war left lasting marks on United Earth society. The early disasters and the subsequent years of grinding conflict forced a re-examination of the balance between exploratory idealism and the necessities of total war. Many younger officers and civilians emerged from the experience more pragmatic, more willing to accept moral compromise in the short term if it preserved the long-term possibility of a better order. These internal changes, combined with the practical experience of fighting and dying alongside Vulcans, Andorians, and Tellarites, helped lay the cultural and political groundwork for Earth's eventual role as a founding member of the United Federation of Planets in 2161.

Throughout the war United Earth never abandoned its core identity: a people defined by adaptability, industrial determination, and the stubborn belief that the future ideal

was worth the present cost. Yet the Romulan War taught even Earth that survival sometimes required decisions no pre-war idealist would have contemplated, and that the alliance forged in radiation and shared loss would become the foundation of something greater than any single world could achieve alone.

Vulcan Confederacy (Confederacy of Vulcan)

The Vulcan Confederacy entered the Earth-Romulan War as the most technologically advanced and politically cautious member of the nascent Coalition of Planets. For decades Vulcan had maintained a policy of careful non-interference tempered by quiet observation, viewing humanity as a volatile but promising species that required guidance rather than partnership. The outbreak of open war in 2156 forced a painful reckoning with that philosophy.

Vulcan understood, earlier and more completely than any other Coalition member, the existential danger posed by the Romulan telecapture system. Any vessel whose computer architecture, control protocols, or core software derived from Vulcan designs, whether pure Vulcan ships or the many Earth, Andorian, and Tellarite systems that had incorporated Vulcan technology, was critically vulnerable. In the opening months of the war the Confederacy committed a modest force to a single major engagement. The result was catastrophic: multiple Vulcan vessels were seized by telecapture, turned against their own fleet, and either destroyed or forced to withdraw in disgrace. The psychological and political impact was profound. High Command immediately ordered a near-total withdrawal from offensive operations, restricting Vulcan ships to the defense of Vulcan space and the provision of scientific, medical, and logistical support.

This decision was interpreted by many on Earth, and by some Andorian and Tellarite leaders, as abandonment. Accusations that Vulcan was content to let humanity absorb the heaviest losses circulated widely in the early years of the conflict. Vulcan diplomats and officers, bound by logic and the need to preserve what remained of their fleet, offered little public rebuttal. Privately, many Vulcans experienced deep conflict between the demands of Surak's teachings, the survival of their people, and the moral cost of inaction.

Only after Coalition engineers, aided by intelligence from Section 31 and the undercover work of Commander Charles Tucker III, rendered telecapture technology obsolete in late-mid 2156 did the Confederacy begin a measured return to combat operations. Even then, participation remained deliberate and limited at first. Vulcan captains were instructed to prioritize the preservation of life and the avoidance of unnecessary risk. Over time, however, shared hardship and the undeniable logic of collective defense began to shift attitudes. By 2158–2159 Vulcan task forces were operating alongside Earth, Andorian, and Tellarite vessels with increasing frequency and effectiveness. The Suurok- and D'Kyr-type vessels that had once been held back became valued components of Coalition battle groups, their advanced sensors, research facilities, and disciplined crews contributing decisively to the later campaigns.

The war left lasting marks on Vulcan society. The early defeats and the subsequent period of relative inaction forced a re-examination of the balance between logic, emotion, and responsibility to others. Many younger officers and civilians emerged from the conflict more willing to accept the risks of alliance. These internal changes, combined with the practical experience of fighting beside humans, Andorians, and Tellarites, helped lay the cultural and political groundwork for Vulcan's eventual role as a founding member of the United Federation of Planets in 2161.

Throughout the war the Confederacy never abandoned its core identity: a people guided by logic, restraint, and the long view. Yet the Romulan War taught even Vulcan that pure logic, when confronted with an enemy that recognized no such constraints, sometimes required the courage to act before every variable could be calculated.

Andorian Empire

The Andorian Imperial Guard entered the war with characteristic aggression and a deep cultural respect for honorable combat. Andorian captains frequently chafed under Coalition command structures that they viewed as overly cautious. Shran and other senior officers repeatedly argued for deeper strikes into Romulan space. Andorian ships (particularly Kumari-class battlecruisers) excelled in close-range energy combat and boarding actions. Despite early friction with Vulcan forces, the shared experience of the war forged lasting ties that would later help birth the Federation.

Tellar Republic

Tellarite forces were pragmatic, argumentative, and logistically gifted. Their ships often served as supply and repair hubs for Coalition fleets. Tellarite captains were notorious for loud, public disputes over strategy, yet once a plan was agreed they executed it with stubborn efficiency. The Republic's primary contribution was industrial and logistical rather than pure combat power, though Pralim-class cruisers proved surprisingly resilient in prolonged engagements.

Romulan Star Empire

The Romulan Star Empire entered the war with a doctrine of absolute secrecy, technological superiority in electronic warfare, and a willingness to accept extreme losses. Early successes relied heavily on the telecapture system, which allowed small numbers of Romulan vessels to turn Coalition ships against one another. Once telecapture was neutralized, the Empire escalated dramatically: nuclear torpedoes (and later nuclear mines) became standard armament on Birds-of-Prey, Tactical Birds-of-Prey, Warbirds, and Battlecruisers. This escalation turned every engagement into a potential massacre.

Romulan command structure remained opaque to the Coalition. Communications were exclusively audio; no visual contact occurred during the entire war. Internal

politics were dominated by the need to protect the homeworlds and maintain the fiction of Romulan invincibility. The destruction of the logistical hub at Cheron in 2160 was not merely a military defeat, it was a strategic catastrophe that made continued large-scale operations impossible.

Romulan Military

The Romulan Star Empire maintains a rigidly hierarchical and deliberately opaque military apparatus designed first and foremost to protect the secrecy of the homeworlds and the racial superiority doctrine of the Rihannsu. During the Romulan War (2156 – 2160), the Imperial military operated as three distinct branches under the ultimate authority of the Praetor and the Senate, with day-to-day strategic direction flowing through the High Command and the ever-watchful Tal Shiar. Absolute compartmentalization was the rule: officers of one branch rarely possessed detailed knowledge of the others, and visual contact with outsiders remained a capital offense throughout the conflict.

The Romulan Fleet

The primary branch of imperial power projection. The Fleet controlled all starships, orbital defenses, long-range reconnaissance and electronic-warfare assets. Its new doctrine emphasized stealth, surprise and technological superiority. This was achieved at first through the telecapture system (arrenhe'hwia) that allowed small numbers of Romulan vessels to seize control of Coalition ships and the prototype cloaking device. Once telecapture system was neutralized in mid-2156, the focus shifted towards a more brutal warfare doctrine: Annihilation and destruction through weapons of mass destruction: Nuclear warfare.

Fleet officers were drawn from the political and military aristocracy. Advancement depended as much on demonstrated loyalty and political survival as on tactical competence. Failure was frequently punished and possibly bore a death sentence, if the failure was too great. Ships ranged from the standard Bird of Prey and later in 2158 a variant suited for fleet engagement, the Tactical Bird of Prey, to heavier Warbirds and Battlecruisers. Communications with the enemy were exclusively via audio; no living Coalition personnel were permitted to see a Romulan face and survive, as part of the psychological warfare tactic Admiral Valdore employed. The Fleet's greatest catastrophe was the destruction of the staging yards and main striking force at Cheron in 2160, after which large-scale offensive operation became impossible.

The Romulan Army

The ground-force branch responsible for planetary defense, occupation and conventional surface warfare. Far less glamorous or prestigious than the Fleet and chronically under-resourced relative to naval needs, the Army maintained garrisons on Romulus, Remus and the major colonial worlds, as well as specialized units for fortress defense and counter-insurgency. Its doctrine stressed disciplined infantry,

plasma weaponry and the use of fortified subterranean positions; especially on Remus and other harsh worlds.

Army officers occupied a lower social tier than their naval counterparts and were often viewed with condescension by Fleet and Tal Shiar elites. During the war the Army saw limited independent action; most significant surface operations were conducted in support of Fleet landings or under Tal Shiar oversight. Its primary wartime role was securing dilithium mines, shipyards and logistics hubs against the possibility of Coalition raids or internal unrest.

Reman Troops

A separate and deliberately degraded branch composed of the indigenous inhabitants of Remus (Ch'Havran). Conquered centuries earlier and reduced to a slave caste, the Remans labored under brutal conditions in the dilithium mines and heavy foundries that fueled the imperial war machine. A smaller number were selected, conditioned from youth and trained as elite shock troops for the most dangerous boarding actions, planetary assaults and high-risk ground operations.

Reman units were never regarded as equals: They are property of the Romulan Star Empire valued for physical strength, ferocity, limited innate telepathy and the ability to operate in extreme environments of heat, cold, radiation and darkness. Thermal-optic cloaking gear and brutal close-quarters doctrine made them ideal for tunnel fighting, zero-gravity boarding and assaults where Romulan lives were considered too valuable to risk. They answered to Romulan overseers and were frequently attached to Fleet or Army formations as expendable assets. Resentment was widespread but ruthlessly suppressed.

Romulan Intelligence

Tal Shiar

The Tal Shiar is the invisible blade at the throat of the Romulan Star Empire. Older than many of the Senate's current factions and answerable only to the Praetor and a handful of carefully selected people, it exists to guarantee that the Empire's greatest strength, absolute secrecy, remains unbroken and that no internal weakness is allowed to fester into open challenge. The Tal Shiar is Intelligence Service and Secret Police in one. During the Romulan War it operated with near-total autonomy, answering to no one in the military. Its agents moved freely among the Romulan society.

Orion Syndicate

The Syndicate remained officially neutral but opportunistically sold weapons, intelligence, and safe passage to both sides. Orion raiders preyed on damaged vessels and supply convoys throughout the war. Section 31 and certain Coalition captains made discreet deals with Syndicate brokers when official channels failed. The Syndicate's long-term interest was simply to keep the war profitable and prolonged.

Klingon Empire

The Klingons watched the war with interest but refused formal involvement. Chancellor M'Rek rebuffed Archer's personal appeal in 2156. Individual Klingon freebooters and disgraced houses occasionally appeared as mercenaries or scavengers, and a few small groups fought alongside Andorian forces late in the war for personal glory. Official Klingon policy remained non-intervention until after the founding of the Federation.

Chapter 4: Planets and Colonies

Coalition of Planets

Earth

Class: Class-M

Location: Sol System, Apha Quadrant

Governance: United Earth Government

Affiliation: Coalition of Planets

Type: Human Capital

Earth is a Class-M world located in the Alpha Quadrant, serving as the homeworld of humanity and the operational headquarters for Starfleet. Starfleet itself predated the Federation's founding by roughly 30 years, serving as United Earth's primary space exploration and defense agency.

Humanity's interstellar era began in 2063 when Zefram Cochrane invented warp drive and completed Earth's first warp flight, which immediately prompted historic first contact with the Vulcans. Following decades of planetary rebuilding and steady expansion into neighboring systems, Earth was politically unified in 2150 under the United Earth Government.

In response to growing local threats and destabilization efforts in the region, Earth led diplomatic initiatives that resulted in the founding of the Coalition of Planets in 2155. This alliance positioned Earth at the center of regional security during the onset of the Earth-Romulan War. Following the resolution of the war, Earth became a founding member of the United Federation of Planets in 2161. That same year, Starfleet Academy was officially incorporated into the Federation to train officers under the motto *Ex Astris, Scientia*.

Vulcan

Class: Class-M (Arid / High-Gravity)

Location: 40 Eridani System, Alpha Quadrant

Governance: Vulcan High Council (Reformed)

Affiliation: Coalition of Planets (2155) / United Federation of Planets (2161)

Type: Vulcan Capital

Vulcan is an arid, hot Class-M world characterized by vast deserts, active mountain ranges, and a thin atmosphere under higher-than-average gravity. It is the homeworld of the Vulcans, a species that mastered strict emotional suppression through the philosophy of Surak following centuries of devastating nuclear warfare. For decades leading into the mid-22nd century, Vulcan was governed by a dogmatic High Command that had quietly strayed from Surak's core principles, resulting in aggressive foreign policies, covert surveillance, and patronizing oversight of Earth's early warp development.

This political landscape shattered in 2154 with the discovery of the *Kir'Shara*, Surak's original written teachings. The resulting revolution dissolved the corrupted High Command, ousted Administrator V'Las, and installed a reformed civilian government led by Minister T'Pol. Returning to true logic and non-interference, Vulcan dismantled its aggressive military intelligence network and sought genuine diplomacy with its neighbors, paving the way for the historic mediation that resolved centuries of tension with the Andorian Empire.

In 2155, Vulcan became a foundational member of the Coalition of Planets. When the Romulan War erupted shortly after, Vulcan faced a complex moral and strategic crisis. Recognizing the existential threat posed by the Romulan Star Empire and quietly grappling with the unspoken, ancient blood connection between their peoples the High Council committed its advanced defense fleet to Coalition forces. Vulcan *Suurok*-class science vessels and *D'Kyr*-class combat cruisers served as the technological backbone of Coalition task forces, providing superior sensor coverage and heavy fire support against Romulan stealth tactics.

Andoria

Class: Class-M (Icy Moon)

Location: Procyon System, Alpha Quadrant

Governance: Andorian Empire / Imperial Chancellery

Affiliation: Coalition of Planets (2155)

Type: Andorian Capital

Andoria (often referred to simply as Andor) is a frozen, high-gravity Class-M moon orbiting a massive blue gas giant. With surface temperatures rarely rising above freezing, the planet's dense population lives within vast subterranean cities carved beneath the glaciers, powered and warmed by active geothermal vents. Despite the cold environment, the Andorians are a passionate, emotional, and deeply honorable martial species. Their society is structured around clan lineages and military service in the Imperial Guard, with personal and political disputes frequently settled through formal combat traditions like the *Ushaan*.

For decades, the Andorian Empire was locked in a tense cold war with the Vulcan High Command over strategic border systems, territorial annexations (such as the disputed moon Weytahn), and mutual paranoia. This longstanding hostility reached a turning point in the early 2150s when joint Earth-Andorian operations exposed a covert Vulcan intelligence post beneath the P'Jem sanctuary. The subsequent political upheaval on Vulcan, combined with the growing mutual respect between Commander Thy'lek Shran and Earth's Starfleet, shifted Andoria's foreign policy from isolated aggression toward regional alliance.

The Romulan attempt to incite a war between Andoria and Tellar in 2154 via telepathically piloted marauder ships ultimately backfired, exposing Romulan destabilization tactics to the quadrant. This incident proved to be the catalyst for the founding of the Coalition of Planets in 2155. When full-scale war erupted against the Romulan Star Empire, the Andorian Imperial Guard mobilized its war-fleet without hesitation. Fast, heavily armed Andorian battlecruisers, such as the *Kumari*-type, became the primary offensive strike force of the Coalition, bringing ferocious combat experience and uncompromising loyalty to the frontline.

Tellar Prime

Class: Class-M

Location: Tellar System, Alpha Quadrant

Governance: Tellarite Executive Council / Prime Directorate

Affiliation: Coalition of Planets (2155)

Type: Tellarite Capital

Tellar Prime is a resource-rich, ecologically complex Class-M world defined by mud-rich wetlands, dense geothermal activity, and large, shallow oceans. It is the homeworld of the Tellarites, a stocky, porcine humanoid species renowned for their formidable engineering capability, aggressive trade negotiation tactics, and deeply embedded argumentative culture. In Tellarite society, debate is not a sign of hostility, it is the ultimate expression of respect, intellectual rigour and social interaction.

By the mid-22nd century, Tellar Prime had established itself as a major industrial powerhouse in the Alpha Quadrant, commanding a vast merchant fleet and maintaining extensive mining operations. However, their abrasive diplomatic style and relentless pursuit of favorable trade terms often brought them into sharp friction with neighboring powers, particularly the Andorian Empire. This volatile feud nearly spilled over into open conflict in 2154 when Romulan telepathic marauder drones staged false-flag attacks to provoke both worlds. The exposure of the Romulan plot, brokered by Starfleet intervention, transformed Tellar's foreign policy, forcing its leaders to recognize that regional stability required collective security.

As a founding member of the Coalition of Planets in 2155, Tellar Prime became the industrial workshop of the war effort against the Romulan Star Empire. While Andorian warships spearheaded offensive operations and Vulcan science vessels provided advanced sensor networks, Tellarite shipyards churned out heavily armored cruisers, logistical transports, and reinforced structural components for allied fleets. Tellarite engineers became legendary along the frontlines for their ability to keep damaged starships flying under impossible conditions, often arguing furiously with Coalition commanders while simultaneously fixing their warp cores.

Human Colonies & Outposts

Alpha Centauri IV

Class: Class-M

Location: Alpha Centauri System, Alpha Quadrant

Governance: Centauri Colonial Council / United Earth Administration

Affiliation: United Earth / Coalition of Planets (2155)

Type: Human Colony

The earliest deep-space human colony, Alpha Centauri IV developed into a thriving, highly developed hub of interstellar commerce, science, and ship construction. Due to its proximity to Sol, it serves as United Earth's primary logistics bridge, hosting vital repair yards and supply depots. During the war, Alpha Centauri's industrial yards work around the clock retrofitting civilian freighters into armed escorts and manufacturing hull polarization plating. Its dense orbital population makes it a high-priority asset requiring constant Starfleet protection against Romulan long-range strike groups.

Vega IX (Vega Colony)

Class: Class-M

Location: Vega System, Alpha Quadrant

Governance: Vega Colonial Board

Affiliation: United Earth

Type: Human Colony

Established as an agricultural and mining settlement on the edge of unexplored space, Vega Colony represented human optimism at the peak of the exploration era. That optimism vanished in 2156 when a Romulan strike fleet launched a surprise orbital bombardment against the unshielded colony. The devastating attack leveled major infrastructure, killed thousands of civilians, and proved to Earth that the Romulan Empire waged war without negotiation or quarter. The tragedy at Vega became the ultimate rallying cry for United Earth, transforming Starfleet overnight from an exploratory corps into a total-war military organization.

Deneva (Kappa Fornacia)

Class: Class-M

Location: Kappa Fornacia System, Alpha Quadrant

Governance: Deneva Freight Guild / Local Magistrate

Affiliation: Independent / United Earth Partner

Type: Human Colony

Founded as a key trading post and cargo hub, Deneva is an old, prosperous colony managed largely by independent freighter captains, merchant guilds, and mining syndicates. Positioned near critical interstellar trade lanes, Deneva serves as the nerve center for civilian supply lines feeding the Coalition frontline. Because the colony relies heavily on merchant protection rather than formal Starfleet garrisons, its surrounding space becomes a prime hunting ground for Romulan commerce raiders, requiring heavy MACO escort detachments to secure outgoing war supplies.

Vulcan Colonies & Outposts

P'Jem

Class: Class-M (Moondust Desert)

Location: P'Jem System, Alpha Quadrant

Governance: Monastic Order of Surak / Vulcan High Council

Type: Vulcan Outpost

A harsh, desolate moon home to an ancient Vulcan spiritual sanctuary founded over a millennium ago. While publicly dedicated to quiet meditation, logic studies, and the preservation of sacred texts, P'Jem became the flashpoint of the Andorian-Vulcan Cold War in 2151 when an Earth-Andorian landing party exposed a massive, secret Vulcan listening post buried beneath the monastery. Following the destruction of the subterranean surveillance array and the subsequent political revolution on Vulcan, the sanctuary was rededicated strictly to spiritual and philosophical pursuits. During the Romulan War, P'Jem stands as a symbol of Vulcan's commitment to transparency, housing refugee monks and ancient historical archives far from the front lines.

Vulcan-Andorian Joint Colonies

Nisus

Class: Class-M

Location: Nisus System, Beta Quadrant

Governance: Joint Vulcan-Andorian Colonial Council

Type: Vulcan-Andorian Joint Colony

Nisus represents one of the earliest experimental joint-settlements established in the wake of the 2154 Babel Conference. Shared between Vulcan scholars and Andorian pioneers, the colony was designed to foster cross-cultural cooperation and mutual defense along the volatile Beta Quadrant frontier. When the Romulan War breaks out, Nisus transforms overnight into a vital joint logistics hub. Its dual surface facilities accommodate both high-gravity Vulcan desert research domes and subterranean Andorian ice-tunnels, making it a primary staging ground for Coalition intelligence gathering and deep-space patrols monitoring Romulan fleet movements.

Weytahn (Paan Mokar)

Class: Class-M (Terran-like Planetoid)

Location: Border Zone between Vulcan and Andorian space

Governance: Coalition Provisional Administration

Type: Joint Vulcan-Andorian Colony

A terraformed planetoid with a long and blood-soaked history, known as Weytahn to the Andorians and Paan Mokar to the Vulcans. Claimed by both powers for decades, the world nearly sparked a full-scale war in 2152 before temporary cease-fires were brokered. Following the founding of the Coalition of Planets in 2155, the planetoid was placed under joint administration as a demilitarized zone. During the Romulan War, its strategic position near key supply corridors makes it a frequent target for Romulan covert operations, mine-laying ships, and long-range drone strikes aimed at reigniting old rivalries between Vulcan and Andorian forces.

Andorian Colonies & Outposts

Weytahn Minor (Outpost Theta)

Class: Class-D (Barren Asteroid Base)

Location: Alpha Caeli Sector, Beta Quadrant

Governance: Andorian Imperial Guard Command

Type: Andorian Outpost

Built into the hollowed-out interior of a massive nickel-iron asteroid, Weytahn Minor was originally established as a covert staging ground during the Cold War with Vulcan. During the Romulan War, the Imperial Guard repurposed the installation into a heavily armored repair depot and ambush site. Equipped with concealed launching bays, heavy plasma cannons, and sensor-dampening plating, the base allows Andorian battlecruisers to launch surprise counter-attacks against Romulan commerce raiders targeting Coalition freighters in the sector.

Tellarite Colonies & Outposts

Alon IV

Class: Class-M (Rugged / Mineral-Rich)

Location: Alon System, Alpha Quadrant

Governance: Tellarite Trade & Guild Directorate

Type: Tellarite Colony

Alon IV is a mountainous, high-density world rich in rare duranium and tritanium deposits. Settled by Tellarite mining guilds nearly a century before the war, the planet developed into a major industrial assembly center where raw ores are smelted directly into heavy starship hulls and structural framework. When the Romulan War erupted, Alon IV's foundries were converted to high-volume refitting stations, churning out armored hull plating and repair modules for battered Coalition vessels. Because of its massive industrial output, the system was a primary target for Romulan commerce raiders, forcing the Tellarite Council to ring its orbital space with heavily armed defense platforms.

Terosa Prime

Class: Class-M (Silt Plains / Geothermal Wetlands)

Location: Terosa System, Alpha Quadrant

Governance: Terosa Planetary Council

Type: Tellarite Colony

Terosa Prime is a marshy, warm world whose environment closely mirrors Tellar Prime's native wetland ecology. Established as an agricultural hub and commercial trading post to provision Tellarite mining crews across neighboring sectors, the colony was famous for its fiercely competitive trade houses and chaotic open-air debate halls. During the Romulan War, Terosa Prime was repurposed into the central Coalition logistics and provisioning depot for Sector 005. Tellarite merchant guilds operating out of Terosa organized heavily armored supply convoys, braving Romulan stealth minefields and ambush zones to keep frontline fleets supplied with fuel, rations, and replacement warp coils.

Coridan Belt Refineries (Outpost Sector 4)

Class: Orbital Refinery Station / Asteroid Mining Complex

Location: Coridan System Outer Belt, Alpha Quadrant

Governance: Tellarite Mining Syndicate / Joint Security Garrison

Type: Tellarite Outpost

While Coridan itself remained a politically unstable independent world, Tellarite industrial syndicates financed and operated the largest orbital refining stations in the planet's outer asteroid belt. These massive, heavily shielded facilities processed vast quantities of crude dilithium and plasma-grade fuel crystals essential for high-warp fleet movement. Throughout the Romulan War, these refineries were under constant threat of Romulan sabotage, long-range drone strikes, and privateer raids. The defense of the Coridan Belt Refineries became a joint operational priority, stationing Tellarite heavy cruisers alongside Earth MACO detachments to protect the Coalition's most fragile fuel pipeline.

Romulan Star Empire

Romulus (Ch'Rihan)

Class: Class-M

Location: Romulus System, Beta Quadrant

Governance: Romulan Senate / Praetorate

Affiliation: Romulan Star Empire

Type: Romulan Capital

Romulus, known as *Ch'rihan* ("Our World") in the High Romulan tongue, is a lush, Earth-like Class-M world defined by vast oceans, dense temperate forests, and sweeping mountain ranges. It orbits as the twin central jewel of a binary planetary system alongside its sister world, Remus (*Rihan*). Unlike many expanding interstellar powers, Romulus is shrouded in total xenophobic secrecy, its precise galactic coordinates kept strictly classified by the Senate and protected by heavily guarded border zones.

The origins of Romulan society lie in the painful exile of the *Sundered*, those who rejected the philosopher Surak's teachings of absolute emotional suppression during Vulcan's catastrophic Time of Awakening in the 4th century. Marching "under the wings of the raptor," these dissidents abandoned their ancestral homeworld, enduring a grueling generations-long journey across the stars before settling Romulus. There, free from Vulcan oversight, they forged a militaristic, highly stratified empire built upon passion, iron discipline, Roman-esque political intrigue, and the total subjugation of local populations, most notably the native inhabitants of Remus, who were forced into brutal labor in the planet's dilithium mines.

By the mid-22nd century, the Romulan Star Empire views the growing unification of the Alpha Quadrant powers, particularly the burgeoning alliance between Earth, Vulcan, Andoria, and Tellar, as an existential threat to its regional hegemony. Operating from the shadows of Romulus, the Praetorate and the Tal Shiar secret police employ proxy war tactics, remote-piloted telepathic marauders, and covert destabilization campaigns to drive their neighbors into mutual annihilation. As these shadow operations fail and open conflict erupts into the Romulan War, Romulus stands as the untouchable, unseen heart of the Empire, a militarized fortress dictating strategy from behind a wall of silence, where failure by fleet commanders is punished by immediate execution or disgraced ritual suicide.

Romulan Colonies & Outposts

Remus (Ch'Havran)

Class: Class-M / Class-K (Tidally Locked)

Location: Romulus System, Beta Quadrant

Governance: Romulan Military Command / Reman Taskmasters

Type: Romulan Colony

Remus, known as *Ch'Havran* in the High Romulan tongue, is the sister planet to Romulus. Tidally locked to its sun, one side of the world bakes in perpetual desert heat while the other is locked in eternal darkness and ice. The harsh, subterranean dark side is inhabited by the Remans, an indigenous telepathic species subjugated by the Romulans centuries ago. During the Earth-Romulan War, Remus serves as the primary dilithium mining center and heavy weapons shipyard for the Empire. Reman slave laborers endure brutal subterranean conditions to fuel the Romulan war fleet, while elite Reman shock troops are occasionally deployed in high-risk ground boarding actions where thermal-optic cloaking and telepathic disorientation are paramount.

Tranome Sar

Class: Class-M (Rugged / Continental)

Location: Tranome System, Beta Quadrant

Governance: Romulan Imperial Fleet Command

Type: Romulan Outpost

Serves as the primary forward fleet bastion for the Romulan Imperial Navy along the Beta Quadrant frontier. Featuring extensive orbital drydocks, plasma refueling stations, and heavily armored munitions depots, Tranome Sar is the primary assembly point where Romulan battlecruisers dock for repairs, take on supplies, and launch commerce-raiding sorties against Coalition supply routes.

Galorndon Core

Class: Class-M (Storm-Ridden / Volcanic)

Location: Galorndon System, Beta Quadrant

Governance: Tal Shiar / Imperial Fleet Command

Type: Romulan Outpost

A desolate, atmosphere-shrouded world located near the outer perimeter of Romulan territory, Galorndon Core is defined by fierce electromagnetic storms and unviable surface terrain. Because its turbulent atmosphere naturally scrambles long-range sensor scans, the Empire established a heavily fortified forward listening post and

intelligence hub beneath its volcanic crust. Throughout the war, Galorndon Core acts as the neural center for Romulan electronic warfare, intercepting Coalition subspace communications, coordinating drone strikes, and staging long-range reconnaissance patrols into human and Vulcan border sectors.

Gasko Prime (Outpost Rho-7)

Class: Class-Y (Demon / Toxic Atmosphere)

Location: Gasko System, Beta Quadrant

Governance: Romulan Science Directorate / Weapons Development Division

Type: Romulan Outpost

Gasko Prime is a brutal, hyper-pressurized world shrouded in corrosive chemical clouds. Far from the frontline, the planet houses hidden underground research facilities dedicated to experimental weapons, automated drone telemetry, and tri-cobalt explosive compounds. Because the planet's lethal environment destroys any ship unable to maintain specialized hull polarization, Gasko Prime offers absolute operational security. It is here that Romulan engineers refine the telepathic drone technology and automated strike platforms intended to shatter the Coalition of Planets from within.

Cheron System (Staging Grounds)

Class: Class-M / Strategic Sector

Location: Cheron Sector, Beta Quadrant

Governance: Romulan High Command

Type: Romulan Military Hub

A key border sector that becomes the ultimate flashpoint of the war. Surrounding a barren Class-M world, the system is converted into a massive forward staging ground housing the main striking force of the Romulan Imperial Fleet. It is here in 2160 that the decisive, war-ending Battle of Cheron takes place, resulting in the total destruction of the Romulan armada and forcing the Senate to negotiate the Neutral Zone via subspace radio.

Chapter 5: Technologies

Telecapture System

The ship is equipped with an advanced remote control system capable of overriding the command systems of certain enemy vessels and seizing temporary control of them. The system is specifically designed to interface with and dominate any technology that is Vulcan in origin, reverse-engineered from Vulcan technology, or based on Vulcan technological principles. This includes pure Vulcan systems as well as the many Andorian, Tellarite, and other designs that incorporated or adapted Vulcan computer architecture, control protocols, or core software in the 22nd century. The technology was rendered obsolete in mid-2156, which heavily escalated the war.

Activation

As a **Major Action**, a character at the Operations or Tactical station may attempt to telecapture a single enemy starship within Long range.

- **Task:** Control + Engineering or Security (Difficulty 3).
- The ship must spend **1 Reserve Power** to activate the system.
- If successful, the target ship gains the trait **Telecaptured** until the end of the scene or until the controlling character loses concentration (see below).

Effects of Telecaptured

While a ship has the **Telecaptured** trait:

- The Romulan ship's controlling character may use the telecaptured vessel's weapons, sensors, and helm as if they were their own (using the Romulan ship's relevant Departments where appropriate, or the target's if higher).
- The original crew of the telecaptured ship may attempt to regain control as a Difficulty 4 Engineering or Conn task (assisted by the ship's Computers). Success removes the **Telecaptured** trait.
- The telecaptured ship may be forced to attack its former allies or perform other hostile actions.
- The telecaptured ship can be disabled by deactivating main power.

Vulnerability Modifiers

The Difficulty of the activation task is modified as follows:

- **-2 Difficulty** against Vulcan ships or ships with **Vulcan Technology / Vulcan Design (all Vulcan ships, NX-Class Cruisers)**.
- **-1 Difficulty** against Andorian or Tellarite ships (due to widespread use of Vulcan-derived systems in the 22nd century).
- **+1 Difficulty** against Human / United Earth / early Starfleet vessels (their simpler, non-Vulcan computer architectures are more resistant).

- **+2 Difficulty** against ships that have the trait **Isolated Systems, Hardened Computers**, or similar defensive traits.

Limitations & Complications

- Maintaining control requires the operator's ongoing attention. If the controlling character attempts any other Major Action, or is Injured, the **Telecaptured** trait is immediately lost.
- On a Complication, the telecapture attempt fails spectacularly: the target becomes immune to further telecapture attempts for the rest of the scene, and the Romulan ship gains the complication **System Feedback** (increasing the Difficulty of all Computers or Sensors tasks by 1 until repaired).
- A ship may only maintain control of **one** telecaptured vessel at a time.

Optional Advanced Use (Threat Spend)

The Gamemaster may allow the Romulan player (or spend 2 Threat as an NPC) to attempt to telecapture **two** ships simultaneously. This increases the Difficulty of the activation task by +1 and requires 2 Reserve Power.

Warp drive Technology

Coalition of Planets

United Earth Ships

NX-Class Refit Heavy Cruisers are able to maintain a safe cruising speed of warp 5 and an emergency speed of warp 5.3.

NX-Class Exploration Cruisers are able to maintain a safe cruising speed of Warp 4.5 to 4.7 and an Emergency Speed of Warp 5.0.

Daedalus-Class Frigates are able to maintain a safe cruising speed of Warp 4.0 to 4.3 and an Emergency speed of Warp 4.75.

Intrepid-Type Light Cruisers are able to maintain a safe cruising speed of Warp 4.5 and an emergency speed of Warp 4.8.

Warp Delta Escort Vessels are able to maintain a safe cruising speed of Warp 3 and an emergency speed of warp 3.5.

Vulcan Confederacy

D'Kyr-Class Combat Cruisers are able to maintain a safe cruising speed of Warp 6 and an emergency speed of warp 6.9.

Suurok-Class Battle Cruisers are able to maintain a safe cruising speed of Warp 6.5 and an emergency speed of Warp 7.

Andorian Ships

Andorian Cruisers are able to maintain a safe cruising speed of warp 4.5 and an emergency speed of warp 5.5.

Kumari-Class Battlecruisers are able to maintain a safe cruising speed of Warp 5 and an emergency warp speed of warp 5.75.

Tellarite Ships

Tellarite Pralim-Class Cruisers are able to maintain a safe cruising speed of warp 4 and an emergency speed of warp 5.

Romulan Ships

The Bird of Prey is able to maintain a safe cruising speed of warp 4.5 and an emergency speed of warp 5.

The Tactical Bird of Preys is able to maintain a safe cruising speed of warp 4.8 and an emergency speed of warp 5.3.

Romulan Warbirds are able to maintain a safe cruising speed of warp 4.75 and an emergency speed of warp 5.3.

Romulan Battlecruisers are able to maintain a safe cruising speed of warp 4.5 and an emergency speed of warp 5.15.

Weapons Technology

Photonic Torpedoes

A rather new technology, only used by the Vulcan Confederacy and United Earth. Earth has only a limited supply of photonic torpedoes. Lacking the proper infrastructure to produce them en mass, only NX-Class or NX-Class Refits are equipped with photonic torpedoes.

Vulcan battle ships are equipped with photonic torpedoes.

Nuclear Torpedoes

The Main Torpedo Weapon used in the Romulan War. Earth and Romulan ships are equipped with Nuclear Torpedoes.

Equipment For Starfleet Away Teams

Most Starfleet Away Teams are equipped with the following items:

- Hand-Communicator
- Handscanner
- Medical Handscanner (only medical personnel)
- Phase Pistol
- Particle Rifle (MACOs)
- Body Armor

Equipment For Andorian/Tellarite Away Teams

- Particle Rifle
- Body Armor
- Handscanner

Equipment For Romulan/Reman Away Teams

- Disruptor Pistol
- Disruptor Rifle
- Body Armor
- Handscanner

Chapter 6: Starships

Coalition of Planets

United Earth

NX-Class Heavy Cruiser Refit



The NX-Class Cruisers were refitted in mid-2156 with a secondary hull, Vulcan shield technology and new computer systems (which eliminated the weakness against the Romulan telecapture technology).

Mission Profile: Multirole Explorer

Traits: Coalition Starship, NX-Refit, Major Refit

Systems					
COMMS	06	ENGINES	07	STRUCTURE	06
COMPUTERS	07	SENSORS	06	WEAPONS	08
DEPARTMENTS					
COMMAND	03	SECURITY	03	SCIENCE	02
CONN	02	ENGINEERING	03	MEDICINE	02
Crew Support	3	SCALE	4		
SHIELDS	9	RESISTANCE	2		
Hull Plating	6				

Launch Bay: 4x Shuttlepods

Smallcraft Readiness: 3

Attacks:

- **Pulsed Phase Cannons:** Energy, Close, 7, Versatile 1
- **Pulsed Phase Banks:** Energy, Medium, 6, Versatile 1
- **Photonic Torpedoes:** Torpedo, Medium, 3, High Yield
- **Grappler Cables:** Strength 3

Talents:

- **Command Ship**
- **Secondary Reactors [x1]**
- **Improved Hull Integrity**
- **Rugged Design**
- **Improved Warp Drive**

Special Rules

- **Upgraded Systems (Weapons)**
- **Early Shield Grid:** The ship uses an early deflector shield system. Shield points are Structure + Security. It functions as normal Shields, but suffers a Complication on any roll of 19–20 when regenerating or reinforcing shields.
- **Polarized Hull Plating:** NX-Class Refits retain their Polarized Hull Plating. When Shields are depleted, the Polarized Hull Plating is activated. But the ships are no longer shielded against beaming.
- **Grappler Cables**

NX-Class Cruiser



The NX-Class emerged from the Warp 5-Project. When the Romulan War emerged, it became apparent that the NX-Class was too complicated and time consuming to construct. The Class was decommissioned. The remaining vessels were refit in 2156 with a secondary hull and became the NX-Class-Refit Ships.

Mission Profile: Multirole Explorer

Traits: Coalition Starship, NX-Class, Prototype, Warp 5 Drive

Systems					
COMMS	05	ENGINES	06	STRUCTURE	06
COMPUTERS	06	SENSORS	06	WEAPONS	08
DEPARTMENTS					
COMMAND	02	SECURITY	02	SCIENCE	03
CONN	02	ENGINEERING	03	MEDICINE	02
Crew Support	3	SCALE	3		
Hull Plating	6	RESISTANCE	2		

Launch Bay: 3x Shuttlepods

Small Craft Readiness: 2

Attacks:

- **Pulsed Phase Cannons:** Energy, Close, 5, Versatile 1
- **Photonic Torpedoes:** Torpedo, Medium, 3, High Yield
- **Grappler Cables:** Strength 2

Talents:

- **High-Resolution Sensors**
- **Rugged Design**
- **Improved Power Systems**

Special Rules

- **Experimental Vessel**
- **Polarized Hull Plating**
- **Grappler Cables**

Daedalus-Class Frigate



The Daedalus-Class was originally planned to be decommissioned. But with the emergence of the Romulan War, these ships became the mainstay of the war. The Daedalus-Class got a Refit, equipping them with war-grade weapons.

Mission Profile: Tactical Operations

Traits: Coalition Starship, Daedalus-Class, Long-Serving, Wartime Refit

Systems					
COMMS	05	ENGINES	06	STRUCTURE	07
COMPUTERS	05	SENSORS	05	WEAPONS	09
DEPARTMENTS					
COMMAND	02	SECURITY	03	SCIENCE	02
CONN	02	ENGINEERING	04	MEDICINE	02
Crew Support	3	SCALE	3		
Hull Plating	7	RESISTANCE	4		

Launch Bay: 4x Shuttlepods

Smallcraft Readiness: 2

Attacks:

- Pulsed Phase Cannons: Energy, Close, 7, Versatile 1
- Spatial Torpedoes: Torpedo, Medium, 4

- **Nuclear Torpedoes:** **Torpedo, Medium, 5, Calibration, Intense**
- **Grappler Cables:** **Strength 3**

Talents:

- **Fast Targeting Systems**
- **Backup EPS Conduits [x1]**
- **Improved Hull Integrity**
- **Rugged Design**

Special Rules

- **Upgraded Systems (Weapons)**
- **Efficiency**
- **Polarized Hull Plating**
- **Grappler Cables**

Intrepid-type Light Cruiser



The Intrepid-Type was conceived as a backup for the Warp 5 project, the famous NX-class, if it had failed. The plan with the intrepid was a smaller NX-class.

Mission Profile: Pathfinder and Reconnaissance Operations

Traits: Coalition Starship, Intrepid-Type, Dependable Workhorse

Systems					
COMMS	06	ENGINES	08	STRUCTURE	05
COMPUTERS	05	SENSORS	06	WEAPONS	05
DEPARTMENTS					
COMMAND	02	SECURITY	03	SCIENCE	03
CONN	04	ENGINEERING	02	MEDICINE	01
Crew Support	3	SCALE	3		
Hull Plating	5	RESISTANCE	2		

Launch Bay: 2x Shuttlepods,

Small Craft Readiness: 2

Attacks:

- **Pulsed Phase Cannons:** Energy, Close, 5, Versatile 1
- **Spatial Torpedoes:** Torpedo, Medium, 2
- **Nuclear Torpedoes:** Torpedo, Medium, 3, Calibration, Intense
- **Grappler Cables:** Strength 2

Talents:

- High Resolution Sensors
- Rugged Design
- Improved Power Systems

Special Rules

- Reliable
- Polarized Hull Plating
- Grappler Cables

Warp Delta Escort Vessel



The Warp Delta-Class are patrol vessels. Originally, only used by United Earth's Starfleet, after the Foundation of the Federation, these vessels became Starfleet's main patrol vessels.

Mission Profile: Patrol

Traits: Coalition Starship, Warp Delta, Dependable Workhorse, Warp 4 Drive

Systems					
COMMS	06	ENGINES	06	STRUCTURE	06
COMPUTERS	06	SENSORS	07	WEAPONS	06
DEPARTMENTS					
COMMAND	01	SECURITY	04	SCIENCE	02
CONN	04	ENGINEERING	02	MEDICINE	02
Crew Support	3	SCALE	3		
Hull Plating	6	RESISTANCE	2		

Attacks:

- Pulsed Phase Cannons: Energy, Close, 5, Versatile 1
- Spatial Torpedoes: Torpedo, Medium, 2
- Nuclear Mines: Mine, Close, 4, Intense
- Tractor Beam: Strength 2

Talents:

- Fast Targeting Systems
- Mine Layer (Nuclear Mines)
- High-Resolution Sensors

Special Rules

- Reliable

Shuttlepod

The Shuttlepod was equipped with a pulsed phase cannon during the Romulan War.



Traits: Coalition Shuttlecraft, Smallcraft, Sublight

Systems					
COMMS	03	ENGINES	02	STRUCTURE	02
COMPUTERS	03	SENSORS	02	WEAPONS	02
DEPARTMENTS					
COMMAND	--	SECURITY	01	SCIENCE	--
CONN	01	ENGINEERING	--	MEDICINE	--
Crew Support	0	SCALE	1		
Hull Plating	2	RESISTANCE	1		

Attacks:

- Phase/Pulse Cannon: Energy, Close, 3, Versatile 1

Special Rules

- Polarized Hull Plating

Vulcan Ships

D'kyr-Type Battlecruiser



Mission Profile: Battlecruiser

Traits: Coalition Starship, D'Kyr-Battle-Type, State of the Art

Systems					
COMMS	05	ENGINES	06	STRUCTURE	07
COMPUTERS	06	SENSORS	06	WEAPONS	08
DEPARTMENTS					
COMMAND	03	SECURITY	05	SCIENCE	02
CONN	02	ENGINEERING	02	MEDICINE	01
Crew Support	5	SCALE	5		
Shields	14	RESISTANCE	5		

Attacks:

- Particle Beams: Energy, Medium, 8, Versatile 1
- Photonic Torpedoes: Torpedo, Medium, 3, High Yield
- Tractor Beam: Strength 4

Talents:

- Independent Weapon Power
- Fast Targeting Systems
- Advanced Shields [x1]
- Improved Hull Integrity
- Improved Power Systems
- Rugged Design

Special Rules

- **Reliable**

Suurok-Class Battlecruiser



Mission Profile: Tactical Operations

Traits: Coalition Starship, Vulcan Battlecruiser, Suurok-class, Dependable Workhorse

Systems					
COMMS	05	ENGINES	07	STRUCTURE	06
COMPUTERS	05	SENSORS	06	WEAPONS	07
DEPARTMENTS					
COMMAND	03	SECURITY	04	SCIENCE	01
CONN	02	ENGINEERING	03	MEDICINE	01
Crew Support	4	SCALE	4		
SHIELDS	14	RESISTANCE	3		

Attacks:

- **Particle Beams:** Energy, Medium, 6, Versatile 1
- **Photonic Torpedoes:** Torpedo, Medium, 3, High Yield
- **Tractor Beam:** Strength 3

Talents:

- **Fast Targeting Systems**
- **Advanced Shields [x1]**
- **Improved Hull Integrity**
- **Improved Damage Control**

Special Rules

- Reliable

Tellarite Ships

Pralim-Class Tellarite Cruiser



Mission Profile: Logistical/Quartermaster

Traits: Coalition Starship, Pralim-class, Tellarite Ship, Dependable Workhorse

Systems					
COMMS	05	ENGINES	07	STRUCTURE	08
COMPUTERS	05	SENSORS	06	WEAPONS	06
DEPARTMENTS					
COMMAND	04	SECURITY	02	SCIENCE	01
CONN	03	ENGINEERING	04	MEDICINE	01
Crew Support	3	SCALE	3		
SHIELDS	18	RESISTANCE	3		

Attacks:

- Particle Beam Banks: Energy, Medium, 5, Intense
- Tractor Beam: Strength 2

Talents:

- Rugged Design
- Advanced Shields [x1]
- Backup EPS Conduits [x1]

Special Rules

- Reliable

Andorian Ships

Andorian Cruiser



Mission Profile: Logistical/Quartermaster

Traits: Coalition Starship, Andorian Support Ship, Andorian Imperial Guard Ship

Systems					
COMMS	06	ENGINES	07	STRUCTURE	05
COMPUTERS	06	SENSORS	05	WEAPONS	05
DEPARTMENTS					
COMMAND	04	SECURITY	03	SCIENCE	01
CONN	03	ENGINEERING	03	MEDICINE	01
Crew Support	2	SCALE	2		
SHIELDS	10	RESISTANCE	1		

Attacks:

- Particle Cannons: Energy, Close, 4, Versatile 1
- Tractor Beam: Strength 1

Talents:

- Rugged Design
- High-Resolution Sensors

Special Rules

- **Reliable**

Kumari-Class Battle Cruiser



Mission Profile: Battlecruiser

Traits: Coalition Starship, Kumari-Class, Andorian Imperial Guard Ship

Systems					
COMMS	05	ENGINES	07	STRUCTURE	05
COMPUTERS	05	SENSORS	06	WEAPONS	09
DEPARTMENTS					
COMMAND	02	SECURITY	05	SCIENCE	02
CONN	03	ENGINEERING	02	MEDICINE	01
Crew Support	3	SCALE	3		
SHIELDS	13	RESISTANCE	2		

Attacks:

- **Particle Cannons:** Energy, Close, 7, Intense
- **Particle Beams:** Energy, Medium, 6, Intense
- **Tractor Beam:** Strength 2

Talents:

- **Fast Targeting Systems**
- **Improved Impulse Drive [x1]**
- **Improved Damage Control**

Special Rules

- **Peak Performance (Weapons)**

Civilian Earth Ships

J-Class Freighter



Mission Profile: Civilian Merchant Marine

Traits: UESPA Civilian Starship, J-Class, Aging Relic, Warp 2 Drive

Systems					
COMMS	05	ENGINES	05	STRUCTURE	08
COMPUTERS	04	SENSORS	06	WEAPONS	04
DEPARTMENTS					
COMMAND	01	SECURITY	02	SCIENCE	01
CONN	03	ENGINEERING	04	MEDICINE	03
Crew Support	3	SCALE	2		
Hull Plating	8	RESISTANCE	2		

Attacks:

- Plasma Cannons: Energy, Close, 4
- Grappler Cables: Strength 1

Talents:

- Rugged Design
- Modular Cargo Bay

Special Rules

- Larger Crew
- Polarized Hull Plating
- Grappler Cables

Y-Class Freighter



Mission Profile: Civilian Merchant Marine

Traits: UESPA Civilian Starship, Y-Class, Dependable Workhorse, Warp 3 Drive

Systems					
COMMS	04	ENGINES	07	STRUCTURE	07
COMPUTERS	05	SENSORS	06	WEAPONS	05
DEPARTMENTS					
COMMAND	01	SECURITY	02	SCIENCE	01
CONN	03	ENGINEERING	04	MEDICINE	03
Crew Support	2	SCALE	2		
Hull Plating	7	RESISTANCE	1		

Attacks:

- Plasma Cannons: Energy, Close, 4
- Grappler Cables: Strength 2

Talents:

- Backup EPS Conduits [x1]
- Modular Cargo Bay

Special Rules

- Reliable
- Polarized Hull Plating
- Grappler Cables

Klingon Ships

D5-Class Battle Cruiser



Mission Profile: Warship

Traits: Klingon Starship, D5-Class Battle Cruiser, Aging Relic, Mercenary Ship

Systems					
COMMS	06	ENGINES	07	STRUCTURE	08
COMPUTERS	07	SENSORS	07	WEAPONS	09
DEPARTMENTS					
COMMAND	03	SECURITY	04	SCIENCE	01
CONN	02	ENGINEERING	04	MEDICINE	01
CREW SUPPORT	3	SCALE	2		
SHIELDS	14	RESISTANCE	3		

Attacks:

- **Disruptor Cannons:** Energy, Close, 6, Intense
- **Photon Torpedoes:** Torpedo, Middle, 6, High Yield
- **Tractor Beam:** Strength 3

Talents:

- Improved Hull Integrity
- Improved Warp Drive (X1)
- Rapid-Fire Torpedo Launcher

Special Rules

- Larger Crew

Vo'n'Talk Bird-of-Prey



Mission Profile: House Guard

Traits: Klingon Starship, Vo'n'Talk Bird-of-Prey, Dependable Workhorse, Mercenary Ship

Systems					
COMMS	06	ENGINES	08	STRUCTURE	07
COMPUTERS	07	SENSORS	07	WEAPONS	07
DEPARTMENTS					
COMMAND	02	SECURITY	03	SCIENCE	02
CONN	03	ENGINEERING	04	MEDICINE	01
CREW SUPPORT	3	SCALE	3		
SHIELDS	13	RESISTANCE	3		

Attacks:

- Disruptor Cannons: Energy, Close, 6, Intense
- Photon Torpedoes: Torpedo, Middle, 4, High Yield
- Tractor Beam: Strength 2

Talents:

- Improved Reaction Control System
- Redundant Systems (Warp Drive)
- Improved Power Systems

Special Rules

- Reliable

Raptor-Class Scout Vessel



Mission Profile: Intelligence and Reconnaissance Operations

Traits: Klingon Starship, Raptor-Class, Garbage Scow, Mercenary Ship

Systems					
COMMS	06	ENGINES	07	STRUCTURE	07
COMPUTERS	06	SENSORS	08	WEAPONS	06
DEPARTMENTS					
COMMAND	02	SECURITY	03	SCIENCE	04
CONN	03	ENGINEERING	02	MEDICINE	01
CREW SUPPORT	2	SCALE	2		
SHIELDS	12	RESISTANCE	4		

Attacks:

- **Disruptor Cannons:** Energy, Close, 4, Intense
- **Photon Torpedoes:** Torpedo, Middle, 3, High Yield
- **Tractor Beam:** Strength 2

Talents:

- **Ablative Armor**
- **Improved Reaction Control System**
- **High-Resolution Sensors**

Special Rules

- **Jury-Rigged**

Romulan Star Empire Ships

The Special Rule “Telecapture System” is removed from Romulan Ships after mid 2156.

Romulan Bird of Prey



Mission Profile: Espionage/Intelligence

Traits: Romulan Starship, Bird of Prey, Loyalist

SYSTEMS					
COMMS	05	ENGINES	06	STRUCTURE	05
COMPUTERS	05	SENSORS	07	WEAPONS	07
DEPARTMENTS					
COMMAND	02	SECURITY	04	SCIENCE	03
CONN	03	ENGINEERING	02	MEDICINE	01
Crew Support	3	SCALE	3		
Shields	12	RESISTANCE	2		

Attacks:

- **Disruptor Cannons:** Energy, Close, 6, Intense
- **Nuclear Torpedo:** Torpedo, 4, Calibration, Intense
- **Nuclear Mines:** Mine, 5, Intense
- **Tractor Beam:** Strength 2

Talents:

- **Reduced Sensor Silhouette**

- **High-Resolution Sensors**
- **Electronic Warfare Systems**
- **Romulan Cloaking Device (Prototype)**
- **Minelayer (Nuclear Mines)**

Special Rules

- **Once More unto the Breach**
- **Telecapture System (till mid-2156)**

Tactical Bird of Prey



The tactical Bird of Prey was introduced in the year of 2158.

Mission Profile: Tactical Operations Traits: Romulan Starship, Bird of Prey II, Terror

Systems					
COMMS	05	ENGINES	05	STRUCTURE	06
COMPUTERS	05	SENSORS	06	WEAPONS	08
DEPARTMENTS					
COMMAND	03	SECURITY	04	SCIENCE	01
CONN	03	ENGINEERING	02	MEDICINE	02
Crew Support	3	SCALE	3		
Shields	18	RESISTANCE	2		

Attacks:

- **Disruptor Cannons:** Energy, Close, 6, Intense
- **Disruptor Banks:** Energy, Medium, 5, Intense
- **Nuclear Torpedo:** Torpedo, Medium, 4, Calibration, Intense
- **Tractor Beam:** Strength 2

Talents:

- **Romulan Cloaking Device (Prototype)**
- **Improved Power Systems**
- **Advanced Shields [x1]**
- **Fast Targeting Systems**

Special Rules

- **Dreaded**

Romulan Warbird



Mission Profile: Tactical Operations

Traits: Romulan Starship, Warbird, Terror

Systems					
COMMS	05	ENGINES	05	STRUCTURE	06
COMPUTERS	05	SENSORS	05	WEAPONS	09
DEPARTMENTS					
COMMAND	03	SECURITY	04	SCIENCE	02
CONN	03	ENGINEERING	02	MEDICINE	01
Crew Support	3	SCALE	3		
Shields	13	RESISTANCE	3		

Attacks:

- Disruptor Cannons: Energy, Close, 7, Intense
- Disruptor Banks: Energy, Medium, 6, Intense
- Nuclear Torpedo: Torpedo, 5, Calibration, Intense
- Tractor Beam: Strength 2

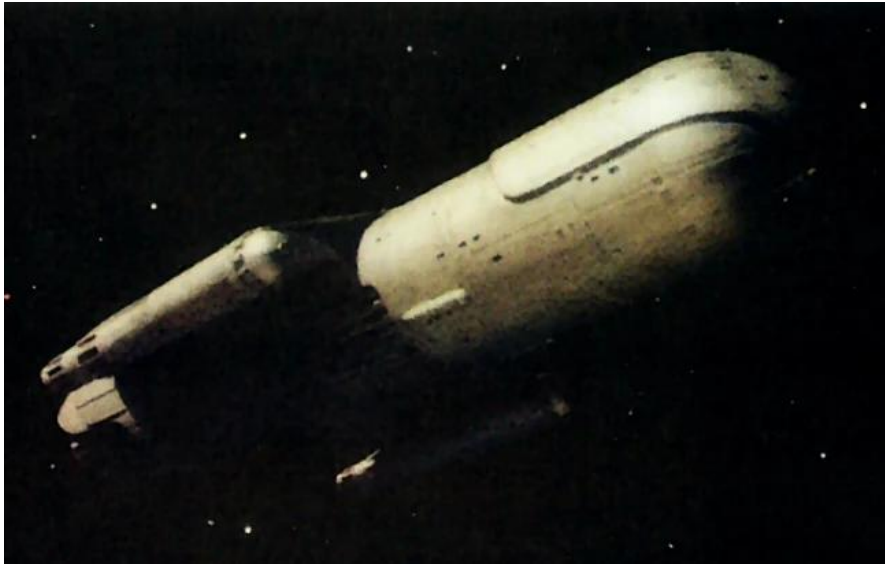
Talents:

- Improved Damage Control
- Electronic Warfare Systems
- Improved Hull Integrity

Special Rules

- **Dreaded**
- **Telecapture System** (till mid 2156)

Romulan Battlecruiser



Mission Profile: Battlecruiser

Traits: Romulan Starship, Battlecruiser, Loyalist

Systems					
COMMS	05	ENGINES	06	STRUCTURE	06
COMPUTERS	05	SENSORS	05	WEAPONS	09
DEPARTMENTS					
COMMAND	03	SECURITY	04	SCIENCE	02
CONN	03	ENGINEERING	02	MEDICINE	01
Crew Support	4	SCALE	4		
Shields	19	RESISTANCE	3		

Attacks:

- **Disruptor Cannons:** Energy, Close, 8, Intense
- **Disruptor Banks:** Energy, Medium, 7, Intense
- **Nuclear Torpedoes:** Torpedo, Medium, 5, Calibration, Intense
- **Tractor Beam:** Strength 3

Talents:

- **Command Ship**
- **Improved Hull Integrity**
- **Improved Power Systems**
- **Secondary Reactors [x1]**
- **Advanced Shields [x1]**
- **Point Defense System**

Special Rules

- **Once More unto the Breach**
- **Telecapture System (till mid-2156)**

Chapter 7: Allies and Adversaries

Allies – Coalition of Planets / United Earth Forces

Captain (later Commodore) Jonathan Archer

Commanding Officer, *Enterprise* NX-01 (later Commodore during the final stages of the war). The moral and strategic center of the Coalition war effort. Burdened by losses, the Kobayashi Maru incident, and the political isolation of Earth in the middle years of the war, yet unwavering in his determination to forge lasting alliances.

Commander T'Pol

First Officer and Science Officer, *Enterprise* NX-01. The primary Vulcan voice on the front lines. Her personal growth, bond with Tucker, and willingness to challenge the former High Command dogma make her indispensable. She serves as the critical link for intelligence received via her mental connection with the undercover Trip.

Commander Charles “Trip” Tucker III

Chief Engineer (officially missing/presumed dead). Operating deep undercover for Section 31 inside the Romulan Warp 7 program under multiple identities (Cunaehr, the Vulcan Sodok, and the Section 31 codename Lazarus). His intelligence drops and final acts of sabotage are decisive in the later war and at Cheron.

Lieutenant Malcolm Reed

Armory/Tactical Officer, *Enterprise* NX-01. Inventor of practical force-field applications and modern alert protocols. Quietly competent, fiercely protective of his crew, and later revealed to have Section 31 ties.

Ensign (later Lieutenant) Hoshi Sato

Communications Officer, *Enterprise* NX-01. Linguistic genius whose work on the linguacode matrix and real-time translation proves vital in a war fought without visual contact.

Ensign Travis Mayweather

Helmsman, *Enterprise* NX-01. Space-born pilot whose experience with long-haul freighters and small craft makes him invaluable in convoy and evasion operations.

Doctor Phlox

Chief Medical Officer, *Enterprise* NX-01. Denobulan physician whose unconventional methods and cultural flexibility keep crews alive under the brutal conditions of nuclear and radiation warfare.

General Thy'lek Shran

Andorian Imperial Guard. Recurring ally, later formal Coalition commander. Hot-tempered, honorable, and instrumental in keeping Andorian forces engaged even during the Coalition's darkest political fractures.

Other Important Coalition Figures

- **Admiral Samuel Gardner** – United Earth Starfleet command. Strategic oversight, often at odds with Archer's more aggressive instincts.
- **Administrator T'Pol** – New Vulcan leader. After initially fighting the Romulans in 2156, T'Pol becomes hesitant to commit Vulcan forces to the war. Only in 2160, she decides, that Vulcan's are becoming part of the war again.
- **Ambassador Soval** – Vulcan diplomatic voice. A vocal voice, that wants Vulcan commit to the war and help to defend the coalition.
- **Gora b'm Gral** – Prominent Tellarite ambassador and political firebrand.
- **Kolos** – Klingon Lawyer. Will lead the Klingon freebooter fleet in the Battle of Cheron

Adversaries – Romulan Star Empire

Admiral Valdore i'Kaleh tr'Irrhaimehn

Supreme military commander for much of the war. Former senator, brilliant and ruthless strategist. Architect of the telecapture campaign and later the nuclear escalation. Survives multiple political purges until he is assassinated by First Consul T'Leikha near the end of the war. His defeat at Cheron becomes a lasting humiliation for the Empire.

Major NPC

Attributes: Control 11, Fitness 09, Presence 10, Daring 10, Insight 09, Reason 11

Disciplines: Command 05, Security 04, Science 03, Conn 03, Engineering 02, Medicine 01

Focuses: Fleet Tactics, Political Intrigue, Electronic Warfare, Long-Term Strategy, Romulan Doctrine

Values: “The Empire Must Endure,” “Weakness Is Death,” “Humanity Is the Greater Threat,” “Victory Justifies Any Cost”

Talents: Commanding Presence, Ruthless, Strategic Genius (once per scene, spend 1 Threat to re-roll all d20s on a Command Task), Veteran

Stress: 13 | Resistance 1 (armor)

Attacks: Disruptor Pistol (Ranged, 7A, Intense, Size 1H); Honor Blade (Melee, 5A, Vicious 1, Size 1H)

Special: When commanding a fleet, may spend 2 Threat to grant all Romulan ships in the engagement +1 to Weapons or Sensors for one round.

Species Ability: Paranoia

nijil

Chief scientist and primary architect of the telecapture system. Brilliant, arrogant, and ultimately expendable. Executed by Valdore after the system's effectiveness collapses.

Notable NPC

Attributes: Control 10, Fitness 08, Presence 08, Daring 07, Insight 10, Reason 12

Disciplines: Command 02, Security 01, Science 05, Conn 01, Engineering 04, Medicine 02

Focuses: Telecapture Systems, Computer Architecture, Vulcan-Derived Technology, Experimental Weapons

Values: “Science Serves the Empire,” “Perfection Is Achievable”

Talents: Intense Scrutiny, Technical Expertise, Mind for Design

Stress: 9 | Resistance 0

Species Ability: Paranoia

Centurion Terix

Field operative and later key agent. Subjected to a mind-meld that temporarily overwrites his identity; later recovers and becomes a dangerous personal enemy of Tucker.

Notable NPC

Attributes: Control 10, Fitness 10, Presence 09, Daring 10, Insight 09, Reason 09

Disciplines: Command 03, Security 04, Science 02, Conn 03, Engineering 02, Medicine 01

Focuses: Infiltration, Interrogation, Personal Combat, Counter-Intelligence

Values: “The Empire’s Enemies Must Be Erased,” “I Will Have My Revenge”

Talents: Constantly Watching, Dauntless, Martial Artist

Stress: 14 | Resistance 1

Attacks: Disruptor Pistol (Ranged, 6A, Intense); Romulan Honor Blade (Melee, 5A, Vicious 1)

Species Ability: Paranoia

First Consul T'Leikha

Notable leader of the Romulan Star Empire during the war under Praetor. Represents the internal ruthlessness of Romulan power struggles. One of the leading people in the Empire.

Notable NPC

Attributes: Control 11, Fitness 08, Presence 11, Daring 09, Insight 10, Reason 10

Disciplines: Command 04, Security 03, Science 02, Conn 01, Engineering 01, Medicine 01

Focuses: Political Maneuvering, Assassination, Senate Intrigue

Values: “Power Belongs to the Strong,” “The Empire Requires New Leadership”

Talents: Cold Reading, Ruthless, Convincing

Species Ability: Paranoia

Additional Romulan Assets

- Karzan – Praetor of the Romulan Star Empire and elected leader.
- Generic **Romulan Centurion** (use standard Notable NPC profile from the core rules, Security 3–4, focused on shipboard combat and boarding).#
- **Telecapture Operators** (early war): Science or Engineering 4, specialized in the telecapture Task.
- Fleet commanders and Bird-of-Prey captains: use Valdore’s profile at reduced scale (Command 3–4) with ship-specific Focuses.

Usage Notes for Gamemasters

- Main Enterprise crew members should be treated as Major NPCs or temporary player characters when the campaign focuses on NX-01.

- Trip Tucker's undercover status means he rarely appears in person until late Act 3 or Act 4; his influence is felt through intelligence and the mental link with T'Pol.
- Romulan characters are almost never seen visually; all interaction is audio-only until (and unless) a specific boarding or capture scenario occurs.
- Valdore functions as the campaign's primary recurring adversary until his assassination; after that, the Empire's command structure becomes more fragmented and desperate.
- Adjust Threat spends and Determination awards when these characters are present to reflect their narrative weight.

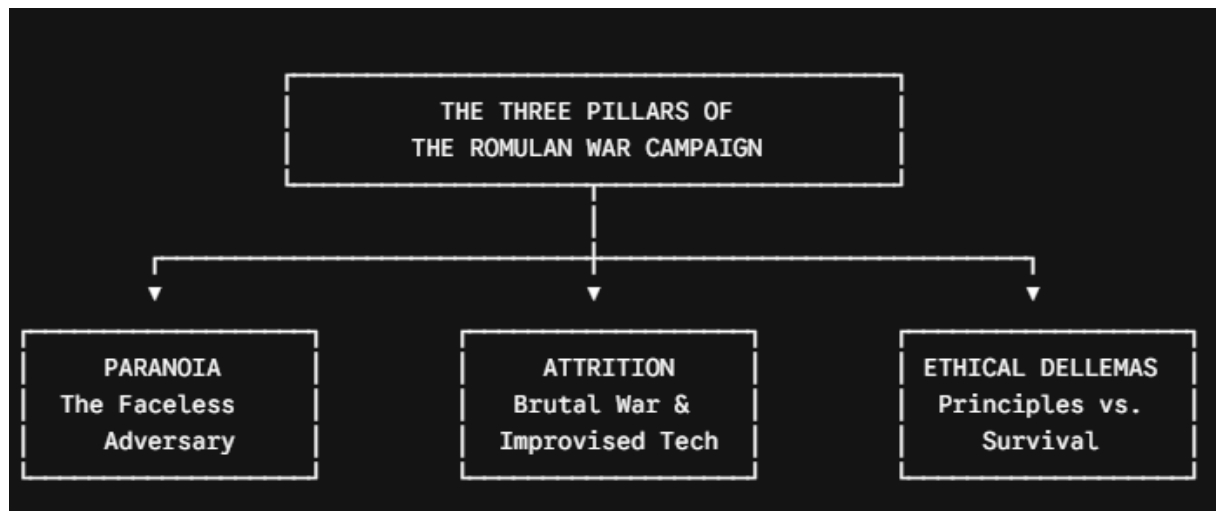
Chapter 8: Gamemastering the Romulan War

The Earth-Romulan War (2156–2160) is fundamentally different from any other era in *Star Trek*. It is not a war of fleet armadas, shields, or tactical negotiations. It is an existential, total war fought with unshielded atomic warheads, primitive warp drives, and extreme paranoia against a completely invisible enemy.

This chapter provides Gamemasters with the thematic frameworks, safety guidelines, mechanical tools, and alternative campaign structures required to run a compelling, authentic wartime campaign in the *Star Trek Adventures* (2d20) system.

Atmosphere, Tones & Themes

Running a campaign set during the Romulan War requires shifting away from standard Federation utopianism toward a era of grit, improvisation, and survival. Incorporating three core atmospheric pillars will maintain this tone:



The Three Pillars of the Romulan War Campaign

1. Paranoia & The Invisible Enemy

The Romulans are a phantom adversary. Throughout the entire four-year conflict, no Human, Vulcan, Andorian, or Tellarite ever sees a Romulan face or hears a direct Romulan voice. Encounters consist of subspace signal spoofs, telecaptured vessels, automated drones, subverted allies, and silent, unexpected strikes.

- **GM Technique:** Never present the Romulan threat as a straightforward fleet engagement. Use false sensor contacts, sudden communications blackouts, and subverted coalition vessels. The players should constantly ask: "*Is that allied ship malfunctioning, or is it being controlled by telecapture?*"

2. *Attrition & Improvised Warfare*

Starfleet is not the high-tech armada of the 24th century. Ships lack energy shields, relying on polarized hull plating that degrades quickly under heavy fire. Weapons are brutal, spatial torpedoes, nuclear warheads, and high-yield pulse cannons.

- **GM Technique:** Emphasize resource scarcity. Starbase repairs take time, supply lines are frequently cut, and replacement parts are scavenged from destroyed vessels. Use Complications during starship combat to represent physical hull fractures, radiation leaks, and failing systems.

3. *Moral Compromise vs. The Future Ideal*

The Coalition of Planets is young, fragile, and on the brink of collapse. Starfleet officers are forced to make decisions that test their humanity: Do you destroy a captured civilian freighter to prevent its telecapture array from turning against your fleet? Do you allow Section 31 to operate in secret if it saves an entire colony?

- **GM Technique:** Force choices between short-term military survival and the long-term values that will eventually form the United Federation of Planets.

Safety Tools & Managing War Themes

Because a Romulan War campaign addresses heavy themes, such as planetary bombardments (e.g., the destruction of Vega Colony), radiation poisoning, paranoia, and catastrophic loss, establishing table safety is paramount.

Table Safety Framework

1. **Session Zero Alignment:** Before character creation, establish clear boundaries regarding the war's severity. Discuss graphic descriptions of combat injuries, nuclear fallout, and non-combatant casualties.
2. **Lines and Veils:**
 - **Lines (Hard Boundaries):** Topics that will not appear in the narrative under any circumstances (e.g., explicit torture, harm to children).
 - **Veils (Fade-to-Black):** Elements that exist in the world but occur off-screen (e.g., mass execution of prisoners, extreme surgical trauma).
3. **The X-Card / Safety Signals:** Ensure all players have a direct mechanism to pause, edit, or skip content during high-tension scenes without breaking table rapport.

Mechanics: Paranoia, Sabotage & Loss

Mechanics for Sabotage & Infiltration

When Romulan subversion or telecapture affects an episode, use a **Extended Task** to represent the crew's effort to locate and purge the alien intrusion before systems fail completely.

- **Sabotage Extended Task Template:**
 - **Work Required:** 10–14
 - **Magnitude:** 3
 - **Difficulty:** 3 (Control/Reason + Engineering/Security)
 - **Time Pressure:** Every Turn spent on the Extended Task adds +1 Threat to the GM's pool or triggers a shipboard Hazard (e.g., bulkhead depressurization, power overload).

Managing Crew Attrition & Character Loss

Given the lethality of nuclear warheads and hull breaches, player character deaths or catastrophic starship losses can happen.

- **Handling Starship Destruction:** If the crew's vessel is destroyed, frame the event as a heroic sacrifice. Allow the crew to make a final **Determination Spend** to ensure their escape pods launch or their final torpedo salvo completes a mission-critical objective.
- **The "Next Vessel Up" Rule:** Keep backup character concepts or secondary personnel (e.g., MACO Squad Leaders, Chief Engineers) pre-created so players can seamlessly re-enter the narrative during multi-session fleet operations.

Alternative Campaign Frameworks

1. The Andorian Imperial Guard Campaign

Premise: Players control an Andorian cruiser (e.g., *Kumari-type*) operating on the frontlines.

Tone: High-intensity combat, honor, fierce pride, and deep suspicion toward Vulcan advisors.

Special Rule: *Thermal Warfare:* When fighting in high-radiation zones or near planetary hazards, Andorian ships gain +1 Momentum on successful maneuver Tasks.

2. The Tellarite Mercantile & Supply Convoy Campaign

Premise: Players command a Tellarite armed freighter fleet responsible for supplying the Coalition frontlines.

Tone: Resource management, convoy defense, fighting off Orion raiders, and surviving Romulan wolf-pack ambushes.

Special Rule: *Pragmatic Repair:* Mechanics can spend 1 Momentum during starship combat to restore 2 Structural Resistance temporarily by bypassing secondary safety protocols.

3. Section 31 / Intelligence Campaign

Premise: Players act as covert operatives under the direction of early intelligence handlers.

Tone: Espionage, morally grey covert ops, subverting Romulan telecapture arrays, and keeping secrets from Starfleet Command.

Special Rule: *Deniable Assets*: Operatives begin missions with +2 Threat added to the GM pool, but gain access to restricted prototype gear and classified intel briefings.

The Romulan Threat Pool Mechanics

To emphasize the mysterious, indirect nature of the Romulan Star Empire, the GM can use specialized **Romulan Threat Spends** during sessions:

Threat Cost	Romulan Tactical Effect
1 Threat	Ghost Contact: Place a false sensor contact on the tactical map to confuse Conn/Sensors.
2 Threat	Subspace Jamming: Increase the Difficulty of all Communications and Sensor Tasks by +1.
3 Threat	Telecapture Ping: Force a Difficulty 2 Control + Security/Engineering Task on a Coalition ship; failure temporarily locks the target's impulse engines.
4 Threat	Nuclear Minefield: Trigger an ambient hazard dealing 5 System Damage (Deadly) to a ship moving at Warp or High Impulse.
5 Threat	Surprise Cloaked Engagement: Romulan vessels open fire from cloaked ambush, gaining automatic First Strike initiative and +2 bonus Damage

Chapter 9: Player Options & Character Creation Support

(Earth-Romulan War Era, 2156–2161)

Character creation in this era uses the standard *Star Trek Adventures* 2nd Edition lifepath with the following adjustments and expansions. The war produces survivors more than idealists. Values, Focuses, Traits, and Talents should reflect scarcity, improvisation, inter-species friction, radiation hazards, electronic warfare, and the constant knowledge that the enemy is never seen.

General Era Rules

- Characters may begin play with one free **Wartime Trait** chosen from the lists below (in addition to normal Traits).
- Any Career Event that would normally involve peaceful first contact or routine exploration may be re-skinned as a Coalition diplomatic mission, a pre-war incident, a convoy action, or an early telecapture engagement.
- After mid-2156, characters who have served against telecapture-equipped forces may take the Focus **Telecapture Countermeasures** for free if they do not already have it.
- Radiation exposure, hull breaches, and supply shortages are common sources of Complications and Injuries. Medical and Engineering characters should lean into these realities.

United Earth Starfleet

United Earth Starfleet is still young, under-equipped, and learning total war in real time. Many officers transferred from the Earth Cargo Service, planetary defense forces, or MACO. The service culture mixes exploratory idealism with grim wartime pragmatism. NX-class vessels are rare prestige postings; most personnel serve on Daedalus frigates, Intrepid-type light cruisers, or Warp Delta escorts.

Common Values

- “The Mission Comes First (Even If It Costs Everything)”
- “Improvisation Is Survival”
- “We Hold the Line Until the Others Arrive”
- “Never Leave a Shipmate Behind”
- “The Future Ideal Is Worth the Present Cost”
- “Trust Is Earned in the Dark”

Suggested Focuses

Polarized Hull Maintenance, Nuclear Ordnance, Convoy Defense, Jury-Rigging Under Fire, Early Shield Grid Operation, Subspace Electronic Warfare, Radiation

Medicine, Coalition Diplomacy, Warp 5 Field Dynamics, Damage Control, Telecapture Countermeasures, Boarding Actions, Supply Scarcity Management.

New Traits

- **Wartime Commission:** You received an accelerated or field promotion. You gain +1 to Command tasks when giving orders under fire, but social tasks with pre-war career officers increase Difficulty by 1.
- **NX Veteran:** You served on an original NX-class vessel before the major refits. Once per session you may re-roll a single d20 on an Engineering or Conn task involving experimental or jury-rigged systems.
- **Radiation Scarred:** You have survived significant radiation exposure. You gain +1 Resistance against radiation hazards but suffer +1 Difficulty on tasks requiring fine motor control when stressed.

New Talents

- **Polarized Hull Expert:** When your ship's polarized hull plating is reduced, you may attempt an Engineering task (Difficulty 2) as a Minor Action to restore 1 Resistance until the end of the scene.
- **Jury-Rig Under Fire:** When you succeed at an Engineering task to repair a system during combat, you may spend 2 Momentum to ignore the normal time requirement once per scene.
- **Hold the Line:** When your ship is at 0 Shields/Resistance or suffering a Breach, you may spend 1 Determination to grant all characters on the ship +1 to their next task this round.

Lifepath Adjustments

Career Events involving “first contact” become early Coalition liaison missions or pre-war Romulan provocations. Events involving loss or combat may grant the Trait **Survivor of Algeron** or **Survivor of Vega** at the Gamemaster's discretion.

Military Assault Command Operations (MACO)

MACOs remain the primary ground-combat and ship-boarding force through the entire war. They are professional soldiers first and explorers second. Many are seconded to Starfleet vessels; others operate as independent rapid-response units. After 2161 they are gradually absorbed into Starfleet Security, but during the war they retain distinct identity, training, and culture.

Common Values

- “Mission First, Men Always”
- “Adapt, Improvise, Overcome”
- “The Only Easy Day Was Yesterday”
- “No One Is Coming, We Are the Cavalry”
- “Discipline Keeps You Alive”

Suggested Focuses

Boarding Actions, Zero-G Combat, Particle Rifle Doctrine, Close Quarters Battle, Demolitions, Radiation Environment Operations, Shipboard Security, Hostile Environment Survival, Small Unit Tactics, Counter-Boarding, Explosive Ordnance Disposal.

New Traits

- **MACO Detachment:** You are formally assigned to a Starfleet vessel but answer to MACO chain of command. You may ignore the first Complication generated on a Security task once per scene.
- **Boarding Specialist:** When participating in a boarding action, you gain +1 to melee and close-range energy weapon attacks.
- **Hardened Against the Dark:** You have trained extensively for operations with limited sensors and no visual confirmation of the enemy. Difficulty of tasks to resist fear or surprise from unseen threats is reduced by 1.

New Talents

- **Breach and Clear:** When you lead a boarding party, you may spend 2 Momentum after a successful Security task to grant the entire team the Trait **Momentum of Assault** (+1 to the next attack) until the end of the round.
- **Particle Rifle Doctrine:** When using a particle rifle, you may ignore the first Complication generated by the weapon once per scene.
- **No One Left Behind:** Once per session, when an ally within Close range is Injured, you may immediately move to their side and attempt a Medicine or Security task to stabilize them as a Free Action.

Lifepath Adjustments

Replace any “Starfleet Academy” step with MACO training pipeline if desired. Career Events heavily favor combat, survival, and loss. Characters may begin with the Trait **Combat Veteran** for free.

Andorian Imperial Guard

The Imperial Guard is the most aggressive and honor-driven force in the Coalition. Captains and crews expect to close with the enemy and finish the fight. Political caution from Vulcan or Earth officers is frequently met with open frustration. Shared sacrifice eventually tempers the most extreme attitudes, but the Guard never loses its edge.

Common Values

- “Honor Demands Action”
- “A Warrior’s Death Is Preferable to a Coward’s Life”
- “The Ushaan Settles All Debts”
- “Strike First, Strike Hard, Strike True”

- “I Do Not Like Being Indebted”
- “Blood and Ice”

Suggested Focuses

Close-Range Energy Combat, Boarding Actions, Thermal Warfare, Kumari-Class Tactics, Andorian Blade Combat, Ice-World Operations, Aggressive Maneuvering, Honor Duels, Rapid Strike Doctrine, Sensor Dampening Countermeasures.

New Traits

- **Imperial Guard Officer:** You hold a formal commission in the Guard. You gain +1 to Command tasks when leading Andorian or mixed crews in aggressive actions, but social tasks with cautious Vulcan officers increase Difficulty by 1.
- **Ushaan Veteran:** You have fought (and survived) formal ushaan duels. Once per session you may declare a personal combat against a single opponent and gain the Trait **Focus of the Blade** (+1 to melee attacks against that target) for the scene.
- **Blue-Blooded Aggression:** When your ship or unit takes casualties, you gain +1 Momentum the next time you generate Momentum on an attack task.

New Talents

- **Thermal Warfare:** When fighting in high-radiation zones or near planetary hazards, you gain +1 Momentum on successful Conn or Security tasks involving maneuvering or attacks.
- **Strike from the Ice:** Once per scene, when you make a successful attack from ambush or after decloaking (or equivalent surprise), you may spend 1 Momentum to add the Intense quality to the attack.
- **Andorian Resilience:** You may ignore the effects of the first Injury you suffer in a scene if it was caused by environmental hazards or radiation.

Lifepath Adjustments

Andorian characters are expected to have at least one combat-related Career Event. The Trait **Proud and Honorable** is common and may be taken in addition to normal Traits.

Tellarite Service [Military & Merchant Marine]

Tellarite personnel are pragmatic, argumentative, and logistically gifted. Many serve as engineers, quartermasters, or armed merchant captains seconded to Coalition duty. Debate is a sign of respect; silence is often more worrying than shouting. Their ships and crews keep the war effort supplied under constant threat of commerce raiding.

Common Values

- “Keep the Lines Open”
- “Argument Is the Highest Form of Respect”
- “If It Can Be Fixed, It Will Be Fixed”
- “Profit and Survival Are Not Mutually Exclusive”
- “Stubbornness Is a Survival Trait”
- “Never Accept the First Offer Or the First Plan”

Suggested Focuses

Supply Logistics, Jury-Rigging, Warp Coil Maintenance, Convoy Defense, Merchant Negotiation, Structural Engineering, Radiation Shielding, Asteroid Mining Operations, Damage Control Under Fire, Trade Route Knowledge, Improvised Armoring.

New Traits

- **Quartermaster’s Eye:** You always know the status of critical supplies. Once per session you may declare that a needed spare part or resource is available (Gamemaster determines exact cost or Complication).
- **Argumentative Engineer:** When you succeed at an Engineering task, you may generate 1 additional Momentum if you role-play a loud, detailed argument about the proper method.
- **Tellarite Hull:** Your ship or personal equipment is over-engineered. Once per scene you may reduce the Severity of a Breach by 1.

New Talents

- **Pragmatic Repair:** During starship combat you may spend 1 Momentum to restore 2 Structural Resistance temporarily by bypassing secondary safety protocols (the system gains a Complication afterward).
- **Convoy Master:** When protecting a convoy, you may spend 2 Momentum after a successful Conn or Command task to grant all allied ships in the convoy +1 Resistance until the end of the round.
- **Stubborn Efficiency:** Once per scene, when you fail an Engineering task, you may immediately re-attempt it at +1 Difficulty. If you succeed, gain 1 bonus Momentum.

Lifepath Adjustments

Career Events often involve trade disputes, industrial accidents, or convoy actions. Characters may replace a “scientific discovery” event with a major logistical achievement or a successful defense of a supply run.

Vulcan Fleet

Vulcan forces begin the war politically and doctrinally constrained. After early telecapture disasters, Vulcan severely limits offensive deployments. Officers who serve on

the front lines after mid-2156 often return changed, more willing to accept risk and alliance. Logic remains the guiding principle, but the war teaches that pure calculation sometimes requires the courage to act before every variable is known.

Common Values

- “Logic Must Serve Survival”
- “The Needs of the Many...”
- “Emotional Control Is Not Emotional Absence”
- “We Do Not Lack Emotions; We Only Suppress Them”
- “Calculated Risk Is Still Risk”
- “The Long View Requires Present Sacrifice”

Suggested Focuses

Advanced Sensor Operations, Logical Analysis of Tactics, Telecapture System Architecture, Vulcan Computer Systems, Diplomatic Restraint, Long-Range Fleet Coordination, Scientific Method Under Fire, Mind-Meld Theory (restricted), Radiation Physics, Strategic Withdrawal Doctrine.

New Traits

- **Military Directive:** You are under orders to prioritize preservation of Vulcan assets. Aggressive actions that risk significant Vulcan losses increase the Difficulty of Command tasks by 1 unless you spend 1 Determination.
- **Front-Line Logic:** You have served in combat after the telecapture countermeasures were deployed. You gain +1 to Science or Engineering tasks involving electronic warfare or sensor analysis.
- **Kir'Shara Perspective:** You are a product of the post-2154 reforms. Social tasks with pre-revolution Vulcan hardliners increase Difficulty by 1, but tasks involving genuine alliance-building reduce Difficulty by 1.

New Talents

- **Precise Application of Force:** When you succeed at a tactical or sensor task, you may spend 2 Momentum to add the Precise quality to the next attack made by your ship or unit.
- **Calculated Withdrawal:** Once per scene, when your ship or unit is at risk of destruction, you may attempt a Command or Conn task (Difficulty 3). On success, you extract the force with minimal additional losses and gain 1 Determination.
- **Surak's Shadow:** When facing a moral or logical dilemma in combat, you may spend 1 Determination to gain +2 to the next Reason-based task and ignore the first Complication generated by it.

Lifepath Adjustments

Vulcan characters who begin play after mid-2156 may take the Trait **Combat-Tested Logic**. Early-war characters often carry the Trait **Telecapture Survivor**.

Romulan Navy

Playing a Romulan naval officer is possible but thematically heavy. The Empire maintains absolute secrecy; visual contact with the enemy is forbidden. Officers live under constant political scrutiny. Failure is often punished by execution or ritual suicide. Player characters should expect limited trust from any Coalition forces and constant pressure from their own command structure.

Common Values

- “The Empire Must Endure”
- “Weakness Is Death”
- “Secrecy Is Strength”
- “Victory Justifies Any Cost”
- “The Raptor’s Wings Cover All”
- “Dissent Is Treason”

Suggested Focuses

Cloaking Doctrine, Nuclear Torpedo Employment, Electronic Warfare, Telecapture Operations (early war), Political Survival, Fleet Ambush Tactics, Subspace Deception, Boarding & Capture, Loyalist Doctrine, Long-Range Strike Planning.

New Traits

- **Bird of Prey Officer**: You are trained in small-ship raiding tactics. You gain +1 to Conn tasks when operating cloaked or in ambush.
- **Political Survivor**: You have navigated at least one purge or change of command. Once per session you may re-roll a single d20 on a social task involving Romulan hierarchy.
- **Unseen Enemy**: You have never allowed the enemy to see your face. Social tasks with Coalition characters that rely on personal connection or trust increase Difficulty by 2.

New Talents

- **Cloaked Ambush**: When you open fire after decloaking, you may spend 2 Momentum to gain First Strike and add +1 Damage to the attack.
- **Nuclear Doctrine**: When using nuclear torpedoes or mines, you may ignore the first Complication generated by the weapon once per scene.
- **For the Empire**: When your ship is critically damaged, you may spend 1 Determination to trigger a final attack or self-destruct sequence that deals significant damage to nearby enemies (Gamemaster determines exact effect).

Lifepath Adjustments

Romulan characters should have Career Events focused on political intrigue, successful raids, or surviving internal purges. The Trait **Loyalist** or **Ambition** is almost mandatory.

Tal Shiar

The Tal Shiar are the Empire's secret police and intelligence service. They answer to no fleet commander and instill fear even in senior naval officers. Player characters from the Tal Shiar are spies, interrogators, and political enforcers first. Their presence on a naval vessel is rarely welcomed.

Common Values

- "Fear Is the Beginning of Wisdom"
- "The Empire's Enemies Must Be Erased"
- "Information Is the Ultimate Weapon"
- "Loyalty Is Verified Continuously"
- "Mercy Is a Weakness We Cannot Afford"

Suggested Focuses

Interrogation, Counter-Intelligence, Political Assassination, Subspace Signal Analysis, Infiltration, Psychological Warfare, Surveillance Systems, Internal Security, Disinformation, Mind-Control Countermeasures (theoretical).

New Traits

- **Tal Shiar Operative:** You carry the authority of the secret police. Romulan naval personnel treat you with fear and deference; social tasks to intimidate them reduce Difficulty by 1. Coalition characters who discover your affiliation treat you as an immediate threat.
- **Watcher:** You are trained to detect disloyalty. Once per scene you may attempt an Insight + Security task to determine whether a Romulan character is withholding information.
- **Expendable Asset:** Your superiors consider you replaceable. You begin play with +2 Threat in the Gamemaster's pool, but you also begin with access to restricted intelligence and prototype equipment.

New Talents

- **Cold Reading:** When you succeed at a social task to extract information, you may spend 1 Momentum to also learn one additional related secret or vulnerability.
- **Disinformation Cascade:** Once per session you may plant false information that creates a Complication for an enemy force (Difficulty and exact effect determined by the Gamemaster).

- **The Price of Failure:** When you would be captured or killed, you may spend 1 Determination to trigger a contingency (poison, data purge, or remote detonation) that denies the enemy useful intelligence.

Lifepath Adjustments

Tal Shiar characters replace normal career progression with a series of intelligence operations, purges survived, and political maneuvering. They should have at least one Focus related to secrecy or interrogation and the Trait **Feared**.

Reman Shock Troops

The Remans are the indigenous inhabitants of Remus (Ch'Havran), the tidally locked sister world of Romulus. Centuries ago they were conquered and reduced to a slave caste. Most labor in the dilithium mines and heavy industrial foundries under brutal conditions. A smaller number are trained and deployed as elite shock troops, used for the most dangerous boarding actions, planetary assaults, and high-risk ground operations where their strength, ferocity, and limited telepathic abilities give the Romulan Star Empire an edge.

Reman soldiers are not volunteers. They are property of the Empire, conditioned from youth for obedience and violence. Those who show exceptional ferocity or telepathic talent are elevated into the shock units; the rest remain in the mines. Player characters from this background are therefore survivors of a deliberately cruel system, fierce, brutal, and highly capable in close combat, yet carrying the constant knowledge that they are expendable.

Playing a Reman is thematically heavy. Coalition characters will almost certainly view them as enemies. Romulan naval officers treat them as useful tools rather than comrades. Internal conflict between enforced loyalty and buried resentment is common and should be explored carefully with the table's consent.

Common Values

- "Strength Is the Only Truth"
- "The Dark Is My Ally"
- "I Endure Because I Must"
- "Pain Is the Price of Survival"
- "The Empire Owns My Body, Not My Hate"
- "Strike Without Warning, Finish Without Mercy"
- "I Will Not Die in the Mines"

Suggested Focuses

Close-Quarters Battle, Boarding Actions, Zero-G Combat, Brutal Melee, Telepathic Disorientation, Thermal-Optic Cloaking Use, Hostile Environment Survival (extreme heat/cold), Radiation Resistance, Shock Assault Tactics, Mining Demolitions, Silent Movement, Endurance Under Torture, Improvised Weapons.

New Traits

- **Reman Shock Trooper:** You have been trained and conditioned as an elite ground assault asset. You gain +1 to all melee attacks and to Security tasks during boarding actions or planetary assaults. Social tasks with non-Reman Romulans increase Difficulty by 1 unless you are obeying a direct order.
- **Child of the Dark Side:** You were raised in the eternal night of Remus's dark hemisphere. You suffer no penalties from darkness or low-light conditions and gain +1 to tasks involving stealth in darkness. Bright light or sudden illumination may impose +1 Difficulty until you adapt.
- **Expendable Asset:** The Empire considers you replaceable. You begin play with +1 Threat in the Gamemaster's pool. In return, once per session you may ignore the effects of the first Injury you suffer if it was caused by environmental hazards, radiation, or extreme temperatures.
- **Buried Resentment:** You hide a deep hatred for your Romulan overlords. Once per session, when ordered to perform an especially degrading or suicidal task, you may spend 1 Determination to gain the Trait **Defiant** (+1 to all tasks that scene) while also generating 1 Threat.

New Talents

- **Telepathic Disorientation:** As a Major Action, you may attempt an Insight + Security task (Difficulty 3) against a single target within Close range. On success, the target gains the Trait **Disoriented** (all tasks +1 Difficulty) until the end of their next turn. This talent may only be used once per scene unless you spend 1 Determination to use it again.
- **Shock Assault:** When you participate in a boarding action or charge into close combat, you may spend 2 Momentum after a successful attack to force the target to attempt a Fitness + Security task (Difficulty 3) or be knocked Prone and lose their next Minor Action.
- **Mine-Born Endurance:** You may ignore the first Complication generated by radiation, extreme temperature, toxic atmosphere, or vacuum exposure once per scene.
- **Cloaked Fury:** If you are equipped with thermal-optic cloaking gear (or equivalent), you may spend 1 Momentum when attacking from stealth to add the Vicious 1 quality to a melee attack.
- **Last of the Line:** When you are the last Reman standing in a squad or when your death is imminent, you may spend 1 Determination to immediately recover from an Injury and gain +2 to all combat tasks for the remainder of the scene. At the end of the scene you suffer a new Injury that cannot be ignored by other talents.

Lifepath Adjustments

- Reman characters do not attend conventional academies. Replace the normal Education or Career steps with “Reman Conditioning” and “Shock Trooper Selection.”
- Career Events should focus on survival in the mines, brutal training, successful boarding actions, punishment for failure, or rare moments of personal defiance.
- Remans begin play with the species Trait **Reman** (if not already defined in your campaign): increased physical strength and resilience, limited innate telepathy (primarily emotional projection and short-range disorientation), and vulnerability to bright light and social isolation from non-Remans.
- Suggested starting Focuses include at least one combat-related and one survival-related Focus.
- Reman characters may never begin with high social Status among Romulans; their maximum starting Status with Romulan hierarchy is 1 unless the Gamemaster specifically allows a rare exception for a particularly favored shock commander.

Chapter 10: Mini Campaign – The Raptor’s Shadow

A three-part campaign for Star Trek Adventures set during the Earth-Romulan War (2156–2160)

Campaign Overview

The Raptor’s Shadow follows a single Coalition crew (or mixed task force) through the defining arc of the war: from the early chaos of telecapture and invisible strikes, through the grinding attrition of the middle years, to the desperate final push that ends at Cheron. The campaign is designed to be run with a United Earth, Andorian, Tellarite, Vulcan, or mixed Coalition crew. Section 31 operatives can be inserted as player characters or recurring NPCs.

The three parts are linked by a single ongoing thread: the crew repeatedly encounters evidence of a high-level Romulan strategist (Admiral Valdore or a subordinate) who is testing new methods of breaking the Coalition, first through telecapture, then through nuclear escalation and political fracture, and finally through a last-ditch concentration of force at Cheron. The crew’s actions in each part directly influence the resources, intelligence, and political capital available in the next.

Recommended Starting Point

Early-to-mid 2156, shortly after the declaration of war and the first major telecapture incidents. The crew begins with a ship that has not yet received full telecapture countermeasures (or has only partial upgrades).

Tone

Paranoia, scarcity, moral compromise, and the slow forging of an alliance that does not yet trust itself. Visual contact with living Romulans never occurs unless the Gamemaster deliberately stages a boarding or capture scenario.

Part One: Ghost Signals

(Early–Mid 2156 – The Telecapture Crisis)

Premise

The crew is assigned to investigate a series of unexplained losses along the Algeron approaches and the Coridan supply corridor. Ships are disappearing or turning on their own escorts. The Coalition is fracturing under mutual suspicion. Vulcan forces have already begun restricting their deployments after early disasters.

Key Objectives

- Identify and neutralize an active telecapture threat.
- Protect a critical supply convoy or outpost.
- Decide how much intelligence to share with distrustful allies (especially Vulcan and Andorian commanders).
- Survive the first major demonstration that the Romulans will use nuclear weapons once telecapture begins to fail.

Major Scenes / Acts

1. **False Contacts:** The crew detects multiple sensor ghosts and receives contradictory subspace orders. One allied vessel begins acting erratically.
2. **The Convoy:** A mixed Earth-Tellarite convoy comes under coordinated attack. Telecapture attempts target the most Vulcan-derived systems first.
3. **Hard Choices:** The crew must decide whether to destroy a captured or compromised vessel (possibly with surviving crew still aboard) or risk it being used against the fleet.
4. **First Nuclear Fire:** As telecapture countermeasures begin to work, the Romulans escalate. A nuclear torpedo or minefield forces the crew to accept catastrophic damage or abandon an objective.

Key NPCs

- A frustrated Andorian captain demanding aggressive pursuit.
- A Vulcan science officer arguing for withdrawal and analysis.
- A Section 31 contact (possibly linked to Trip Tucker's network) offering restricted countermeasure data at a political price.
- Admiral Valdore's voice only, cold, precise, never seen.

Mechanical Hooks

- Full use of the Telecapture System rules.
- Extended Task to purge a compromised computer core while under fire.
- Polarized hull plating degradation and radiation Complications.

- Threat spends from the Romulan table (Ghost Contact, Telecapture Ping, Nuclear Minefield).

Possible Outcomes

- Success yields partial telecapture countermeasures and political capital with one or more Coalition members.
- Failure leaves the crew's ship damaged, a key ally dead or distrustful, and the Romulans emboldened.
- Intelligence recovered here becomes vital in Part Two.

Part Two: Ash and Ice

(2158–2159 – Attrition Warfare)

Premise

The war has settled into a brutal stalemate. Telecapture is largely neutralized. Nuclear weapons and commerce raiding dominate. The crew is assigned to a multi-front operation: protect a critical industrial or dilithium node (Coridan Belt, Alon IV, or Terosa Prime), while a covert Section 31 or undercover asset (Trip Tucker or equivalent) feeds them fragmentary intelligence from inside Romulan space.

Key Objectives

- Keep a vital supply or industrial node functioning under sustained raiding.
- Uncover and disrupt a Romulan plan to fracture the Coalition by reigniting old Andorian-Vulcan or Andorian-Tellarite tensions.
- Decide whether to support a high-risk deep strike or a more conservative defensive posture.
- Confront the human (and Coalition) cost of prolonged nuclear and radiation warfare.

Major Scenes / Acts

1. **The Grinding Front:** Convoy defense, mine-clearing, and repair-under-fire sequences that emphasize scarcity.
2. **Political Fracture:** Evidence surfaces that Romulan agents (or Orion proxies) are attempting to provoke an Andorian-Vulcan incident at Weytahn / Paan Mokar or a similar joint colony.
3. **The Asset:** Fragmentary intelligence arrives from inside the Empire. The crew must decide how far to trust it and whether to extract the source.
4. **Escalation:** A major Romulan raid or nuclear strike forces the crew to choose between saving civilians/industrial capacity and preserving their own combat strength for the next phase.

Key NPCs

- General Shran or an equivalent Andorian commander pushing for deeper strikes.
- A Vulcan Fleet observer still advocating restraint.
- A Tellarite quartermaster whose convoys are being bled white.
- A Section 31 handler or the undercover asset's cut-out.
- First Consul T'Leikha's influence felt through political pressure on the Romulan side (if running any Romulan-facing scenes).

Mechanical Hooks

- Extended logistics and repair tasks under time pressure.
- Moral-compromise scenes with clear mechanical consequences (Determination awards or Threat generation).
- Boarding actions against Romulan or Reman shock troops.
- Use of the alternative campaign frameworks (convoy, Andorian strike, Section 31) as side threads.

Possible Outcomes

- Strong success gives the crew better intelligence on Cheron, improved political standing, and possible reinforcements.
- Partial success or failure leaves key nodes damaged, allies further divided, and the crew's ship or reputation scarred.
- The intelligence thread established here becomes the key to Part Three.

Part Three: Cheron

(Late 2160 – The Final Battle)

Premise

Coalition intelligence (partly thanks to the crew's earlier actions and the undercover asset) has identified the Cheron system as the primary Romulan staging ground and shipyard. A combined Earth-Andorian-Tellarite-Vulcan fleet is assembling for a decisive strike. The crew is given a critical role: spearhead, intelligence verification, sabotage support, or protection of the vulnerable logistical tail. The fate of the war, and the future Federation, hangs on the outcome.

Key Objectives

- Confirm the intelligence and survive Romulan counter-intelligence efforts.
- Participate in the multi-fleet engagement at Cheron.
- Support or execute the final act of sabotage (Trip Tucker's antimatter containment breach or an equivalent player-driven action).
- Survive the battle and help shape the immediate aftermath that leads to the subspace peace negotiations and the Neutral Zone.

Major Scenes / Acts

1. **The Gathering Storm:** Final preparations, last political arguments among Coalition commanders, and the arrival of long-delayed Vulcan reinforcements.
2. **The Approach:** Running the outer defenses, dealing with nuclear minefields, cloaked ambushes, and false sensor data.
3. **The Battle of Cheron:** Large-scale fleet engagement. The crew's specific objective (flagship assault, shipyard strike, protection of a key ally, or extraction of the undercover asset) sits at the heart of the larger battle.
4. **The Price:** The Aftermath. Casualties are enormous on both sides. The crew must help secure the victory, deal with surviving Romulan forces, and confront the human cost. The first subspace peace signals arrive soon after.

Key NPCs

- Commodore Archer or equivalent Coalition fleet commander.
- Shran and senior Andorian officers.
- Vulcan fleet elements finally committed in full.
- Kolos and his freebooter fleet
- The undercover asset (Trip or equivalent) whose final act can tip the battle.
- Admiral Valdore's last transmissions, still only a voice, before his political downfall.

Mechanical Hooks

- Large-scale starship combat with multiple allied and enemy vessels.
- Use of all prior intelligence and political capital earned in Parts One and Two.
- Possible player involvement in the critical sabotage.
- High lethality; the "Next Vessel Up" and heroic-sacrifice guidance from Chapter 8 should be ready.
- Final moral choices about prisoners, pursuit, or mercy that will color the crew's place in the founding of the Federation.

Possible Outcomes

- Decisive Coalition victory leads into the subspace peace treaty, the establishment of the Neutral Zone, and the founding of the United Federation of Planets in 2161. The crew's actions are remembered (or quietly classified).
- Costly victory still ends the war but leaves deeper scars and political debts.
- Failure is possible but should be framed as a heroic last stand that still contributes to the eventual Coalition success through the intelligence or sacrifices made.

Campaign Continuity Tools

- Track three ongoing resources across the three parts: **Intelligence** (quality of data on Romulan movements), **Political Capital** (standing with Earth / Andoria / Vulcan / Tellar), and **Material Condition** (ship damage, crew losses, supply status).
- Each major success or failure in one part adjusts these resources for the next.
- The undercover asset / Section 31 thread can be strengthened or nearly lost depending on player choices.
- Personal relationships with recurring NPCs (Shran, Vulcan officers, Tellarite quartermasters, Section 31 handlers) should evolve and carry measurable mechanical weight.

The Raptor's Shadow is designed to feel like a complete war story in three acts. By the end, the players should understand why the Federation was born from blood, radiation, and the refusal to look away from an enemy that never showed its face.

Chapter 11: Mini Campaign – Beneath the Raptor’s Wing

A four-part campaign for Star Trek Adventures from the Romulan military point of view (2156–2160)

Campaign Overview

Beneath the Raptor’s Wing places the players in the service of the Romulan Star Empire during the Earth-Romulan War. They serve as officers of the Imperial Navy, Tal Shiar observers, or (with table consent) Reman shock commanders attached to a fleet element. The campaign follows a single Romulan command: from the early triumphs of telecapture, through the grinding necessity of nuclear escalation, to the catastrophic concentration of force at Cheron.

The central thread is the tension between military necessity and political survival. Admiral Valdore (or a senior subordinate) issues the strategic directives. The Senate and Tal Shiar watch for any sign of failure or disloyalty. The enemy never sees a Romulan face, and the crew must maintain that absolute secrecy even as the war turns against them. Victory is measured not only in destroyed Coalition ships but in remaining useful to the Empire.

The three parts are linked by the crew’s rising (or falling) standing with High Command, the quality of their intelligence on Coalition movements, and the political capital they hold with the Tal Shiar and the Senate. Success in one part buys better ships, more Reman support, or temporary protection from purge. Failure invites scrutiny, reduced resources, or worse.

Recommended Starting Point

Early 2156, during the opening telecapture offensive after the declaration of war. The crew begins aboard a Bird-of-Prey, Tactical Bird-of-Prey, or light Warbird still equipped with a functioning telecapture system.

Tone

Cold professionalism, absolute secrecy, political paranoia, and the slow realization that the Empire’s technological edge is eroding. Visual contact with the enemy is forbidden. Internal threats (Tal Shiar, ambitious rivals, Senate purges) are often more immediate than the Coalition.

Campaign Continuity Tools

Track three resources across the four parts:

- **Standing with High Command / Valdore** (military reputation and access to better ships and orders).
- **Tal Shiar Favor / Scrutiny** (protection from purge versus active investigation).
- **Material & Reman Assets** (ship condition, nuclear ordnance, and the quality/loyalty of attached Reman forces).

Each major success or failure adjusts these resources. Political capital spent in one part may be unavailable in the next. How the crew treated Remans, rivals, and secrecy protocols carries forward.

Adaptation Notes

- **Pure Naval crew:** Emphasize fleet tactics, cloaking doctrine, and the strain of maintaining secrecy under mounting losses.
- **Tal Shiar-heavy crew:** Shift focus toward internal security, political elimination of rivals, and ensuring the correct narrative reaches the Senate.
- **Reman-inclusive crew:** Give the Reman characters real agency and let their buried resentment become a campaign-long tension. Boarding actions and ground assaults become central.
- **Mixed command:** The classic Romulan experience, Navy officers, Tal Shiar watchers, and Reman shock troops forced to operate together under pressure.

Part One: The Invisible Blade

(Early–Mid 2156 – Telecapture Ascendant)

Premise

The Empire's new telecapture system is delivering rapid, low-cost victories. The crew is ordered to prosecute a series of raids and false-flag operations designed to widen cracks inside the fragile Coalition, particularly between Earth, Andoria, and Vulcan. Success will be rewarded. Visible failure, or any breach of secrecy, will not be tolerated.

Key Objectives

- Execute telecapture operations against Coalition vessels, preferably those with Vulcan-derived systems.
- Sow distrust among Coalition members through carefully staged incidents.
- Capture or destroy key logistical targets (Coridan approaches, early supply hubs).
- Maintain absolute operational security; no living Coalition prisoner may see a Romulan face and live to report it.
- Survive the first signs that the Coalition is developing countermeasures.

Major Scenes / Acts

1. **Opening Strike:** A clean telecapture engagement against an isolated Coalition ship or small convoy. The crew experiences the power of the system and the ease of turning the enemy against itself.
2. **Political Theater:** Orders arrive to stage an incident that will inflame Andorian–Vulcan or Andorian–Tellarite tensions. The crew must balance military effectiveness against the risk of exposure.
3. **The First Counter:** A Coalition vessel resists telecapture or begins deploying early countermeasures. The engagement turns costly.
4. **Accounting:** A Tal Shiar observer or Valdore's representative demands a full report. Any deviation from doctrine, unnecessary losses, or hints of hesitation are noted.

Key NPCs

- Admiral Valdore (voice only) – precise, demanding, already sensing the limits of telecapture.
- A Tal Shiar liaison who is simultaneously ally and threat.
- A rival Bird of Prey commander competing for the same glory.
- Reman shock troopers held in reserve for boarding actions the Navy prefers not to risk with Romulan lives. But Reman lives are expendable.

Mechanical Hooks

- Full Telecapture System rules (activation, maintenance of control, complications).
- Strict secrecy protocols: any situation that risks visual contact generates immediate Threat and possible Status loss.
- Political tasks with the Tal Shiar observer.
- Early nuclear weapons as a contingency once telecapture begins to falter.

Possible Outcomes

- Strong success elevates the crew's standing, grants access to a better vessel or additional Reman support, and yields high-quality intelligence on Coalition dispositions.
- Partial success or failure draws Tal Shiar scrutiny, reduces available resources, and forces the crew to rely more heavily on nuclear escalation in Part Two.
- Captured intelligence or prisoners (handled without visual compromise) become valuable currency later.

Part Two: Ash for the Empire

(2158–2159 – Nuclear Necessity)

Premise

Telecapture has been largely neutralized. The war has become a contest of attrition, nuclear fire, and commerce destruction. The crew is reassigned to sustained raiding and interdiction operations against Coalition industrial nodes and supply lines (Coridan Belt, Alon IV, Terosa Prime, Deneva approaches). At the same time, the Tal Shiar and Senate grow restless. The crew must deliver results while navigating internal politics and the increasing use of Reman shock troops for the dirtiest work.

Key Objectives

- Inflict maximum economic and material damage on Coalition logistics.
- Test and refine nuclear torpedo and mine doctrines.
- Manage or exploit the growing friction inside the Coalition (especially residual Andorian–Vulcan distrust).
- Keep the Tal Shiar satisfied that the crew remains loyal and effective.
- Decide how far to trust (or sacrifice) Reman assets and lower-status officers.

Major Scenes / Acts

1. **Wolf Pack:** Sustained commerce-raiding operations. Emphasis on stealth, nuclear strikes, and rapid withdrawal.

2. **Internal Knives:** A rival commander or Tal Shiar agent attempts to shift blame for recent setbacks onto the crew. Political combat becomes as dangerous as the external war.
3. **The Reman Question:** High-risk boarding or ground actions require Reman shock troops. The crew must decide how to employ them, how much autonomy to allow, and what to do if Reman resentment surfaces.
4. **Escalation Order:** Valdore or High Command orders a higher-tempo nuclear campaign. The crew must weigh military effectiveness against the risk of uniting the Coalition more tightly through shared suffering.

Key NPCs

- Admiral Valdore (still remote, increasingly strained).
- A senior Tal Shiar operative with authority to recommend purge.
- A Reman shock commander, capable, brutal, and quietly aware that Reman lives are cheaper than Romulan ones.
- A Senate-linked political officer or ambitious subordinate watching for weakness.

Mechanical Hooks

- Nuclear torpedo and mine rules; high-collateral damage.
- Extended raids with supply and repair pressure on the Romulan side as well.
- Social and Status conflict with Tal Shiar and rivals.
- Reman boarding actions using the Reman soldier options (telepathic disorientation, shock assault, etc.).
- Threat generation from political failure as well as military setbacks.

Possible Outcomes

- Success yields better intelligence on the gathering Coalition fleet, temporary protection from purge, and possible reinforcement by a heavier Warbird or additional Reman cohorts.
- Failure increases Tal Shiar pressure, reduces the quality of the crew's ship or support, and leaves them politically exposed going into the final phase.
- How the crew treated Reman assets and political rivals will have concrete consequences in Part Three.

Part Three: Cheron

(Late 2160 – The Final Ordering)

Premise

High Command has concentrated the main striking force of the Imperial fleet at the Cheron staging grounds. Earth is the target. Intelligence was leaked to the Coalition. They amassed a large fleet (earth, Vulcan, tellarite, Andorian, Klingon Freebooter) and are heading to Cheron. The crew is ordered to the system as part of the decisive effort to break the Coalition once and for all. What begins as a confident concentration of force becomes a desperate defense when the full Coalition armada, now including committed Vulcan elements, arrives. The undercover sabotage that historically cripples the flagship may be something the players can discover, prevent, or fail to stop. Survival, political positioning after the battle, and the preservation of the Empire's secrecy doctrine become the true objectives.

Key Objectives

- Contribute meaningfully to the defense or counter-attack at Cheron.
- Protect (or, if necessary, scuttle) critical assets and intelligence.
- Manage the final employment of Reman shock forces.
- Survive the battle with enough political capital to avoid being made the scapegoat.
- Uphold the doctrine of no visual contact even in defeat, no living Coalition prisoner may carry a clear description of a Romulan face back to their people.

Major Scenes / Acts

1. **The Gathering:** Arrival at Cheron. Final briefings, political maneuvering among commanders, and the first indication that Coalition intelligence is better than expected.
2. **The Approach of the Enemy:** Detection of the Coalition fleet. Attempts to use remaining cloaking, minefields, and electronic warfare to blunt the attack.
3. **The Battle of Cheron:** Full-scale fleet engagement. The crew's specific orders (protect the flagship, lead a flanking strike, hold a shipyard section, or hunt for saboteurs) place them at a critical point. The historical antimatter sabotage may be discovered or prevented depending on earlier intelligence and player action.

If the Battle is lost, go to the Aftermath and Accounting of this part. If the Battle is won, go Part Four.

4. **Aftermath and Accounting (only if the battle is lost):** The fleet is shattered. The crew must extract what they can, destroy sensitive materials, and prepare for the political reckoning. Subspace peace feelers begin soon after. The Neutral Zone is about to be born.

Key NPCs

- Admiral Valdore in his final phase, still commanding.
- Tal Shiar representatives already preparing narratives of blame, if the battle is lost.
- Reman survivors who have seen too much and may no longer be fully controllable.
- Rival officers fighting as much for postwar position as for the Empire.

Mechanical Hooks

- Large-scale fleet combat with the Romulan side on the defensive.
- High lethality; ships and characters can die permanently.
- Final secrecy tests: situations where visual contact or capture is a real risk.
- Political Status and Threat spends that determine whether the crew is rewarded, ignored, or purged after the battle.
- Possible player agency over the critical sabotage event.

Possible Outcomes

- The historical result is a crushing Romulan defeat that forces the subspace peace and the Neutral Zone. Player success is measured by how much of their force survives, how cleanly secrecy is maintained, and whether they emerge with enough standing to continue serving the Empire (or to disappear usefully).
- Exceptional play can mitigate the disaster locally, saving a portion of the fleet, extracting key personnel, or framing rivals for the failure, without overturning the strategic outcome.
- Complete failure can end with the crew's deaths, capture (and the political crisis that would follow any visual contact), or deliberate self-destruction to preserve the Empire's secrets.
- If the players win the Battle of Cheron, it depends, how much of the Romulan Fleet is remaining. If two-thirds are destroyed, the Romulans are unable to continue the war.
- If more than half of the fleet survives, the Romulan Star Empire is able to continue the war.

Part Four: The Final Systems

(Late 2160 – Early 2161 – Conquest of the Home Worlds)

Premise

Cheron is a Romulan victory. The main Coalition battle fleet has been destroyed or scattered. High Command now issues a series of sequential reduction orders: first the remaining Andorian Imperial Guard forces in the Procyon system, then Tellarite home-guard and industrial centers, then Vulcan's still-formidable but politically constrained defense fleet, and finally the Sol system itself. Earth is deliberately left for last, both as the symbolic heart of the resistance and because its conquest will complete the Empire's dominance of the region.

The crew is assigned a critical role in one or more of these sequential campaigns. Their standing after Cheron determines whether they receive a prestigious spear-head assignment, a bloody supporting role, or a politically hazardous independent command. Throughout, the Tal Shiar watches for any sign that successful commanders are becoming too popular, too independent, or too aware of the cost being paid by Reman shock troops.

Key Objectives

- Participate in the systematic reduction of Andorian, Tellarite, Vulcan, and finally Earth home-guard forces.
- Maintain absolute secrecy doctrine even during planetary assaults and occupation.
- Manage the increasing reliance on (and potential unrest among) Reman shock troops.
- Navigate the intensifying political struggle for postwar position within the Empire.
- Ensure that when Earth finally falls, the crew's contribution is both decisive and correctly attributed.

Major Scenes / Acts

Andoria – Ice and Honor

The Procyon system still holds significant Imperial Guard strength. Andorian defenders fight with characteristic ferocity and refuse easy surrender. The crew must break orbital defenses, neutralize remaining Kumari-class and support vessels, and support or lead ground operations against subterranean cities. Reman shock troops are heavily employed in the tunnel fighting. Andorian honor culture produces fanatical last stands and occasional requests for formal personal combat that the Empire's doctrine does not permit the crew to accept openly.

Tellar – Industry and Argument

Tellarite home-guard forces and armed merchant hulls attempt to protect orbital industry and the major colonies. The fighting is less glamorous and more attritional:

shipyard clearing, orbital bombardment of industrial nodes, and the suppression of stubborn, argumentative resistance. The crew may be ordered to preserve certain industrial capacity for later Imperial use, creating tension between military thoroughness and long-term exploitation. Political officers begin openly discussing which commanders will be rewarded and which will be quietly sidelined once the war ends.

Vulcan – Logic in Defeat

Vulcan's remaining forces are disciplined, well-equipped, and still dangerous. High Command expects a clean, efficient reduction with minimal unnecessary destruction of a world the Empire may wish to dominate rather than simply ruin. The crew faces precise, long-range engagements, sophisticated electronic warfare, and the psychological difficulty of fighting an enemy that continues to behave with cold rationality even in extremis. Any breach of secrecy doctrine here is especially dangerous, Vulcan scientific personnel are exactly the kind of prisoners who could later reconstruct what a Romulan looks like.

Earth – The Last System

Sol is the final objective. United Earth home-guard forces, surviving Starfleet elements, MACO units, and hastily armed civilian hulls make a determined but ultimately hopeless defense. The crew is given a specific role in the final sequence: breaking the outer defense line, neutralizing a key orbital platform or lunar base, supporting the planetary assault, or ensuring that no high-value personnel (scientists, political leaders, or potential future symbols of resistance) escape. Reman shock troops are committed in large numbers for the surface phase. The Tal Shiar is omnipresent, already preparing the official narrative of victory and deciding which officers will be celebrated and which will disappear.

Aftermath

With Earth reduced, the war is effectively over. The crew must secure their final objectives, manage occupation or extraction, and survive the immediate political reckoning. Senators, Tal Shiar directors, and surviving fleet commanders begin the quiet, lethal process of determining the postwar hierarchy. Reman units that have seen too much or suffered too heavily may become a liability. The crew's final test is not military but political: to remain valuable to the Empire that has just won everything it set out to take.

Key NPCs

- Admiral Valdore (or his successor if he succumbs to his wounds or his ship was destroyed).
- Senior Tal Shiar directors who now speak more openly about the shape of the new order.
- Reman cohort commanders who have begun to understand their own expendability more clearly than ever.
- Rival Romulan officers competing for credit in the final campaigns.

- Captured or dying Coalition commanders (Andorian, Tellarite, Vulcan, Earth) whose last actions or words may still create complications.

Mechanical Hooks

- Sequential system-reduction operations with different tactical flavors (Andorian close-quarters ferocity, Tellarite industrial attrition, Vulcan precision, Earth desperation).
- Heavy use of Reman shock troops and the associated Traits/Talents; growing risk of Reman complications or defiance.
- Strict enforcement of secrecy doctrine during planetary operations, any risk of visual contact or high-value prisoners generates significant Threat and potential Status loss.
- Political Status tracking becomes the dominant resource. Military success that makes the crew too prominent can be as dangerous as failure.
- Occupation and security tasks alongside pure combat.
- Final Determination and Threat spends that determine whether the crew is rewarded, transferred to a quiet posting, or marked for elimination in the postwar purge.
- The Romulans can reveal their appearance to the alpha quadrant, furthering distrust in the coalition against the Vulcans.

Possible Outcomes

- Complete Imperial success: the four home systems are reduced, the Coalition is destroyed as a military and political entity, and the Empire stands unchallenged in the region. The crew's personal outcome ranges from high honor and a prestigious postwar command to quiet disappearance, depending on how they navigated the final political phase.
- Costly success: the systems fall, but Reman unrest, Tal Shiar purges, or residual guerrilla activity create ongoing problems. The crew may be assigned to the dirty work of pacification.
- Personal disaster amid strategic victory: the Empire wins, but the crew is made scapegoats for unnecessary losses, secrecy breaches, or simply for having become inconveniently successful.