

Romulan Empire Unit List

Trek Decade	VBAM	Class Name	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special
2270s	2990	Tal Shiar Security	GRND	2	1/12	2	2	0	D2	-	-	Peacekeepers
2770s	2991	Imperial Starport	BASE	9	4/3	5	4	1	-	-	-	Shields (1), Mobile Shipyard (5)
2770s	2992	Brave	LFTR	1/4	1/16	1	0	2	-	-	-	
2770s	2993	Stormbird Mk3	CL	6	3/4	4	3	2	4	2	0	Shields (1), Stealth (2)
2780s	2994	War Eagle	BB	12	5/2	9	4	2	6	5	2	Shields (1), Stealth (2), Assault (3), Carrier
2780s	2995	Coucal	DD	6	3/6	3	1	1	3	2	0	Shields (1), Stealth (2), Minelayer (2)
2790s	2996	Block 5 Plasma Mine	MINE	1/4	1/16	2	1	1	-	-	-	
2790s	2997	Whitewing	FF	4	3/6	2	2	1	2	1	0	Shields (1), Stealth (1), Trade
2790s	2998	Ibis	CL	7	4/4	4	3	2	3	2	0	Shields (1), Stealth (2), Scout (1)
3000s	2999	Battle Hawk	CH	9	3/2	8	5	4	6	4	0	Shields (1), Stealth (2)
3000s	3000	Tal Shiar Saberwing	CH	10	4/2	7	8	2(4)	5	4	0	Shields (2), Stealth (2), Police, Missile (+2 AF)

Ibis Class



The Ibis is a combat and scout cruiser ubiquitous in the Romulan Star Navy, used for both exploratory missions and for supporting battle fleets with its extensive sensor array and sensitive navigational systems. These valuable ships will see use for many decades after the 2280s.

Whitewing Class



The Whitewing is the Romulan Reserve Navy's most common vessel, sometimes found in the command of private veterans defending the Empire's far flung outposts and traders. It is also a very capable combat vessel, and often fills in the gaps in "regular" fleets of the Navy.

Coucal Class



Romulans are pioneers in the use of mines to shape the battlespace, partly because their mines can be semi-cloaked to give an initial advantage. The Coucal is designed to manage and deploy mines on the battlefield, and, despite its age, is present in any serious Romulan engagement.

Stormbird Class



Beginning as schematics and prototypes, evolving as full scale weapons exchanges, the Romulan adaptation of the Klingon D7, the "Stormbird", replaced Romulan designs as the most common and useful ship on the Romulan battle line from 2260 until the 2310s.

Brave Class



These small, agile fighters mount only light interception disruptors—and can make little or no dent in real capital ships, but are important for keeping Romulan ships and fleets safe from the attacks of enemy fighters.

Battle Hawk Class



The Battlehawk is the most common heavy capital ship fielded in the Empire—large, capable, and flexible, its only real problem is its lack of internal hangar bays and its easily outmatched first-generation shielding technology.

War Eagle Class



The War Eagle is the predecessor to the Warbird line of supercapital ships. These large vessels are designed to deliver and support legionnaires onto enemy planets with their high-powered transports and drop pods, while maintaining battlespace dominance with their armament.

Tal Shiar Saberwing Class



The Sabrewing can be found on the battle line, but also keeping watch over the worlds of the Empire for threats internal and external, the state-of-the-art Saberwing is the choice vessel of the Tal Shiar's own fleet officers, separate from the Navy and the Legions.

Imperial Starstation



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3000s	3001	Imperial Legion	GRND	3	1/6	3	2	2	D3	-	-	
3010s	3002	Imperial Starfort	BASE	14	5/2	14	10(15)	3	-	-	8	Shields (4), Carrier, Missile +5 AS
3010s	3003	War Eagle Mk2	BB	12	5/2	9	7	4	6	5	4	Shields (2), Stealth (2), Carrier
3010s	3004	Merlin	FF	5	2/6	2	0	1	2	1	0	Shields (1), Stealth (2), Minelayer (2)
3020s	3005	Osprey	DD	5	3/6	3	3	2	4	2	0	Shields (1), Stealth (2)
3020s	3006	Butcherbird	CR	7	3/3	6	6	3	4	3	0	Shields (2), Stealth (2)
3020s	3007	Block 2 Gravitic Mine	MINE	2/3	2/12	2	2	-	-	-	-	Guardian (1)
3030s	3008	Kokaku	CL	8	4/4	4	3	2	4	2	0	Shields (2), Stealth (2), Scout (1), Jammer (1)
3030s	3009	Ventrix (Warbird M1)	DN	15	5/2	11	8 (10)	4(6)	8	6	2	Shields (3), Stealth (4), Explorer (2), Missile (+2 AS, +2 AF)
3030s	3010	Dagger	LFTR	1/4	1/16	2	1	2	-	-	-	



Imperial Starfort

The Starfort—built across the Neutral Zone in the 2300s to symbolize the new tense but peaceful standoff with the Federation—is second to none as defensive installations go, with massive weapons emplacements, armor, shields, and several wings of Dagger or Brave fighters aboard.

Merlin Class



The little Merlin is a replacement for the ancient Coucal minelayers, replacing their power with speed, but continuing the Romulan tradition of controlling the battle space with mine placement.

Ventrix Mk1 Warbird



Dagger Class

The Ventrix and its companion, the Dagger, represent a massive change in Romulan design philosophy. These massive ships are designed for long-range, mostly unsupported penetrations of enemy lines or for intimidation of rebellious elements on core Romulan worlds. The Dagger is a flexible fighter, though mostly intended to defend its Ventrix carriers against fighter assault. Together, these two ships redefined the Navy and the Empire—not least by allowing Tal Shiar and Navy officers to serve on the same ship. They'd remain the backbone of the fleet until the next-generation D'Deridex warbird debuted in the 2360s.



Butcherbird Class

Though the Osprey was an affordable, flexible fighting ship, the Butcherbird was the mass producible, well-protected, up to date ship the Empire needed to go on the offensive against the Klingons. Tough and straightforward, these cruisers were storied and essential ships.

Kokaku Class



The quick, high-tech Kokaku was the Tal Shiar's revolution. Essential to Romulan fleets, these EWAR vessels provide battlefield intelligence, coordination, and support the regular Navy badly needs.

Osprey Class



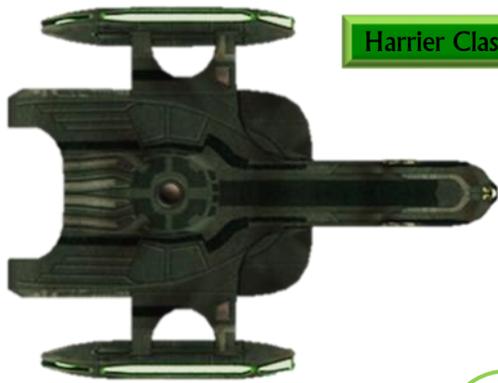
The Osprey would be the bane of the Empire's enemies from the 2319, when it debuted, to the late 2370s. These fast, flexible ships were the backbone of the Romulan defense forces for good reason, too!

War Eagle Mk2

The War Eagle was an older design, but took well to upgrades. Starting in 2309, the old battleship was renovated, its drop pods removed and replaced with hangar bays, and new power generation upping its weapons output and shield capacity.

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3040s	3011	Harrier	BB	11	5/2	9	4 (7)	3	8	5	8	Shields (2), Stealth (3), Carrier, Missile (+3 AS)
3040s	3012	Falcon	FF	4	2/6	2	2	2	2	1	0	Shields (1), Stealth (2)
3040s	3013	Talon	FF	5	3/6	2	2	1	2	1	0	Shields (1), Stealth (1), Supply (1), Atmospheric
3040s	3014	Javelin	MFTR	1/3	2/12	2	2	0	-	-	-	Stealth (1)
3050s	3015	Bolt	MFTR	1/3	2/12	2	0	2	-	-	-	Stealth (1)
3050s	3016	D'Deridex (Warbird Mk2)	DN	15	5/2	12	8(10)	5	10	6	3	Shields (3), Stealth (4), Explorer (2), Missile (+3 AS, +1 Jammer)
3050s	3017	Solitaire	CR	8	3/3	6	5(6)	3(4)	6	3	0	Shields (2), Stealth (3), Missile (+1 AS, +1 AF)
3060s	3018	Tal Shiar Shadowwing	CL	8	4/4	4	2	1	3	2	2	Shields (2), Stealth (2), Scout (2), Missile (+2 Jammer)
3060s	3019	Tal Shiar Assault Troops	GRND	4	1/6	3	2	3	D4	-	-	Marines
3060s	3020	Heavy Plasma Mine	MINE	1/4	1/16	3	2	1	-	-	-	



Harrier Class

The success of the Dagger led to a movement to re-integrate attack fighters into the Romulan fleet doctrine. This movement took the shape of the Harrier, a dedicated (and huge) fleet carrier almost on the level of a Warbird in terms of resource investment. They were a success, however, and the Harrier became a regular sight anchoring Romulan Navy tactical assault efforts.



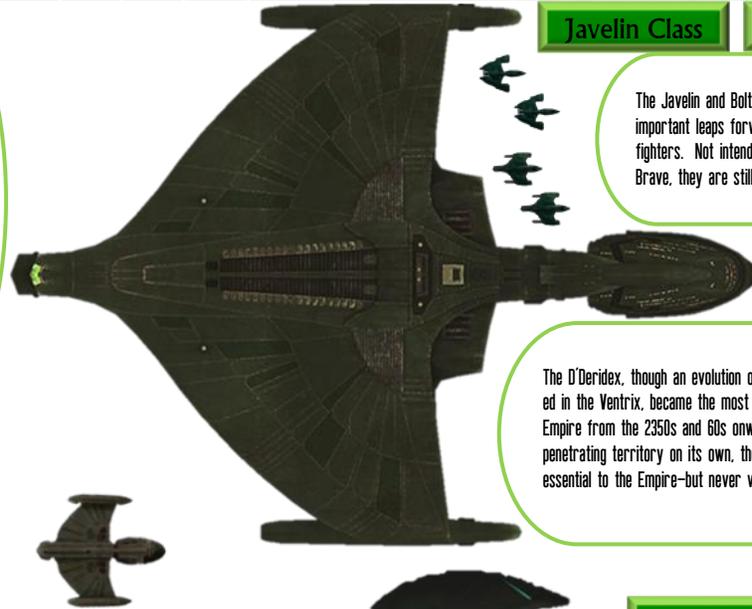
Falcon Class

The Falcon is smaller and more easily crewed than the aging Osprey, with almost the same level of punch for cheaper maintenance. As a result, the Falcon soon became more common and important than any other ship during the trying period of the New Cold War and into the Dominion War in the 2370s.



Solitaire Class

These high-tech cruisers are a development of the D'Deridex program, but have eventually replaced the venerable Butcherbird as the mainstay of Romulan patrol and offense efforts, especially when the expensive D'Deridex is not available. The Solitaire's only real disadvantage is its lack of a hangar bay and its accompanying sublight craft support.



Javelin Class

Bolt Class

The Javelin and Bolt are expensive, powerful, important leaps forward—cloakable sublight fighters. Not intended to replace the Dagger or Brave, they are still essential to elite fleets.

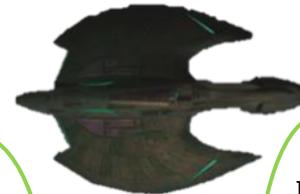
D'Deridex Class

The D'Deridex, though an evolution of the Warbird concept originated in the Ventrax, became the most recognizable emblem of the Empire from the 2350s and 60s onward. Leading fleets or penetrating territory on its own, these ships were powerful and essential to the Empire—but never very numerous.



Talon Class

The Talon is a crucial ship—light civilian duty, research, transport, and reserve duty for veterans provides excellent crew, and these ships are capable of basic self-defense. More importantly, though, the flexible Talon can ferry supplies, move close for zero-g repairs, and provide crew reinforcements for other ships. Few modern Romulan armadas are seen without these ships accompanying them.



Shadowwing Class

The Shadowwing provides updated EWARS support to Romulan task forces, and provides cheap and effective scouting for even small fleets, with its dedicated Tal Shiar intelligence analysts onboard and modern cloaking and shield technology. Importantly, these ships also offer fighter support to fleets without the investment a Harrier requires.

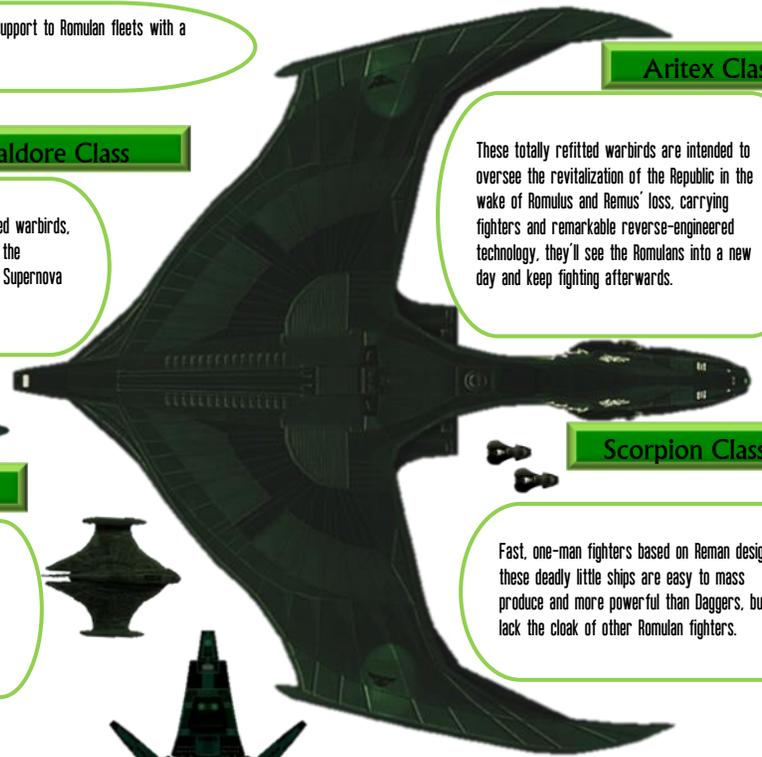
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3070s	3021	Buzzard	BB	10	5/2	10	5(7)	3(4)	9	5	8	Shields (3), Stealth (3), Missile (+2AS, +1AF), Carrier
3070s	3022	Shrike	FF	6	2/6	2	1	1	2	1	0	Shields (2), Stealth (2), Minelayer (2)
3070s	3023	Koel	DD	5	4/6	3	3	1	3	2	4	Shields (2), Stealth (2), Carrier
3070s	3024	Valdore	BB	11	4/2	10	10	7	8	5	2	Shields (3), Stealth (2)
3080s	3025	Scorpion	LFTR	1/4	1/16	2	2	2	-	-	-	
3080s	3026	Banshee	DD	5	3/6	3	4	3	4	2	0	Shields (2), Stealth (2)
3080s	3027	Republic Assault Troops	GRND	4	1/6	4	2	2	D5	-	-	Marines
3090s	3028	Harpy	CL	7	5/4	4	4	3	4	2	0	Shields (2), Stealth (2), Fast, Scout (2)
3090s	3029	Artitex (Warbird Mk3)	DN	15	5/2	12	10	6	10	6	4	Shields (4), Stealth (5), Explorer (2), Missile (+2 AS, +2 Jammer)
3090s	3030	Reconstruction Station	BASE	11	3/2	7	6(8)	2(4)	-	-	6	Shields (4), Jammer (3), Supply (4), Missile (+2 AS, +2 AF)



Buzzard Class

The Buzzard replaces the Harrier as an indispensable fleet carrier, giving heavy fighter cover and support to Romulan fleets with a better overall battle profile than its predecessor ship.



Artitex Class

These totally refitted warbirds are intended to oversee the revitalization of the Republic in the wake of Romulus and Remus' loss, carrying fighters and remarkable reverse-engineered technology, they'll see the Romulans into a new day and keep fighting afterwards.



Valdore Class

Flexible, powerful, but not fully-fledged warbirds, these ships represented the future of the Romulan Empire just before the Hobus Supernova disaster changed history forever.

Harpy Class

With new-model warp systems, reconfigured interiors, and more, the Harpy refit of the Banshee is a model ship for the Republic.



Shrike Class

New Shrike minelayers are capable of self-defense much more than the Merlin—and still give enemies headaches.



Reconstruction Station

Scorpion Class

Fast, one-man fighters based on Reman designs, these deadly little ships are easy to mass produce and more powerful than Daggers, but lack the cloak of other Romulan fighters.

Koel Class

The Romulan Empire had always lacked a light carrier, which the Koel provided. The ship lacks much fleet fighting power, however, and needs protection and aid in a fleet fight.



Banshee Class

The Banshee is a simple assault ship, intended to minimize all systems except weapons and protection. These minimalist vessels were important to recovery efforts in the wake of the Dominion War.

