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THE ROMULAN WAR

While on a routine survey mission, the crew of the *USS Sparon* receives an urgent message from the Star Fleet Museum at Memory Alpha. As the closest available ship, the *Sparon* is ordered to investigate an attempted break-in of one of the museum's storerooms. The investigation leads to the planet Daran V and a group of dissatisfied Star Fleet veterans who voice the opinion that much stronger measures should taken against the Federation's enemies.

Decisive action is needed when the museum reports the successful theft of a mothballed battleship, the *USS Juggernaut*, a relic of the Romulan War. If this ship were fitted with modern warp engines and other equipment, it would be a very potent vessel. The adventurers must find those responsible for the theft before thhe *Juggernaut* can be used against Star Fleet.

This adventure module also includes a separate book describing the Romulan War, fought between the United Federation of Planets and the Romulan Star Empire. Included are essays by Federation experts on the causes of the war, the major battles, and the political, social, and economic factors involved.

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0-931787-47-5 FASA1200

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THE ROMULAN WAR

A Concise Compilation of Libary Information on the Conflict Between the United Federation of Planets and the Romulan Star Empire, Stardates 0/0610 through 0909.

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Published by FASA Corporation
P.O. Box 6930
Chicago, Illinois
60680-6930

DEDICATION: To Cal Milan, Reed Forman, and Dr. George Larsen, for letting me change the game plan with two minutes remaining in the final period, and to Dr. Fred Zook, for letting the game go into overtime.

ACKNOWLEDGEMENTS: Thanks to Ross Babcock for providing technical support, assistance, and lots of motivation. Also, thanks to Stan and Fred Goldstein for authoring such an excellent sourcebook.

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INTRODUCTION

The text and timeline contained in this publication were compiled, edited, and annotated by Academician Sir Kenneth A.F. Brighton, Professor of Psychohistory, Star Fleet Museum, Memory Alpha. This material should be made available, either as general knowledge or specific library information, to anyone serving in Star Fleet who requests such information.

The following material is derived from numerous diverse sources to provide a balanced, objective, and concise summary of events surrounding the Romulan War. Any annotations made by Academician Brighton appear as editor's notes in the text. All Stardates given are Reference Stardates.

CONTENTS OF THIS BOOK

Background Information contains two essays and a media report on the development of the first faster-than-light warp communications system. This section discusses the general causes of the war and summarizes some of the major differences between the Romulan War and other Federation conflicts.

The History contains detailed information on the historical events leading up to the Romulan War. Two essays explain the sociopolitical and military conditions within the Federation from before its creation to the time of war. This section includes the official theory of the Romulan Star Empire's motives for starting the Romulan War. There is also a personal narrative describing Star Fleet Command's exploration policies and the individual autonomy of starship Commanders within Star Fleet.

The War describes the Romulan War itself. It covers the period of time from the attack on the *USS Atlas* to the declaration of peace, and describes major battles and strategic events occurring during that time. In addition, this section contains several media special reports and the final log entries of the *USS Atlas*.

Related Issues contains information on issues dealing indirectly with the war. It examines the effect of the war on certain Federation industries, the Treaty of Peace, starships used in the war, and a discussion of military tactics used in the war.

The Consequences section examines the lasting effects of the Romulan War on military technology and policy, postwar Federation/Romulan relations, and the socio-economic effects of the Romulan War on the Federation.

Timeline contains a chronology of events relevant to the establishment of the United Federation of Planets and the Romulan War. The timeline also includes specific significant events related to Federation technology and sociopolitics.

UFPI REPORTS

A number of entries in this publication are taken from unclassified media reports filed shortly after the reported event took place. The SNA reports are from the Solarian News Agency, a direct outgrowth of 20th-century Terran news reporting services. Shortly after the United Federation of Planets was formed in Stardate 0/8706, the Solarian News Agency merged with similar information-distribution services from other UFP member worlds to form the United Federation of Planets Infonet, or UFPI.

These news reports made distant news readily available to the average Federation citizen. The specific facts and details in the reports were correct in most cases, and the reporters made genuine efforts to maintain objectivity while exercising editorial prerogatives. The UFPI reporter had almost complete freedom to travel, observe, and report news-making events, even during wartime. Censorship was the exception rather than the rule. In addition to their journalistic duties, many reporters performed as unofficial crewmen aboard the vessels on which they traveled.

EDITOR'S NOTE

The sociopolitical situation between the United Federation of Planets and other spacefaring governments is steadily deteriorating. Consequently, officers and crewmen of Star Fleet Command must be on the alert for any indications that may signal renewed warfare. It is important to examine historical records for hints or patterns in order to predict future events.

Yet, to include every minute detail surrounding the Romulan War would require many volumes and prove uninteresting to all but the most devoted. Many Star Fleet servicemen may wish to have detailed but compact information on this historical event, including the factors that caused it and effects resulting from it. As a result, this compilation, the second of its kind, was commissioned by Star Fleet Academy's Office of Historical Studies for Star Fleet personnel on active duty.

The sections contained in this book were written by many authors over a period of many years. Although this may result in some inconsistencies, it also provides a more personal touch. Inconsistencies that might prove confusing are annotated. Otherwise, the text is essentially unaltered from the time it was written.

I hope this information is useful to Star Fleet personnel as they carry out their duties. We must remember the lessons of past generations.

—Sir Kenneth A.F. Brighton

BACKGROUND INFORMATION

DEVELOPMENT OF F-T-L COMMUNICATIONS

From SNA Sprcial Report, Stardate 0/7404.17.

This is Adam Willheight, Chief Executive Officer of the Solarian News Agency. I am coming to you live from the FarPluto Transmitting Platform, where those in attendance today witnessed a technological milestone. We have seen a tremendous stride in communications research and an engineering marvel second only to Cochrane's warp theories. We, the Vulcans, the Alpha Centauri, and the Tellarites are now able to reach out through the vast, almost unimaginable reaches of interstellar space to touch other beings on other worlds by means of practical, faster-than-light communication.

A message was transmitted via warp radio from here on Pluto to Terra. Using conventional frequency or amplitude modulation techniques (regular radio to you and me), the signal would have taken about seven hours, give or take a couple of minutes, to travel each way. But instead, the message was transmitted, received on Earth, and a response sent back here in a total elapsed time of 14 minutes! The result, though not unexpected, led to pandemonium. Scientists, researchers, military officers, and civilians alike were ecstatic. On this historic day, we have entered another new technological era.

From now on, we can send messages via the new warp-radio Interstellar Communications Network. The speeds involved, gentle public, are simply astronomical — no pun intended. The system operates at the incredible speed of Warp 4, or 64 times the speed of light. A message can be transmitted between two planets in a matter of a few weeks, instead of a few years. Spaceships will now be free to perform more important duties. Routine interstellar communications can be handled by the faster and virtually cost-free warp radio system.

It is hardly a surprise that the Solarian News Agency has been granted the first block of access time on this new communications network. When we say that the Solarian News Agency is truly light-years ahead of its competition as an information source, it is more than just a slogan.

CAUSES OF WAR

From **Psychohistorical Study of Known Space,** Academician Sir Kenneth A.F. Brighton, Professor of Psychohistory, Star Fleet Museum, Memory Alpha.

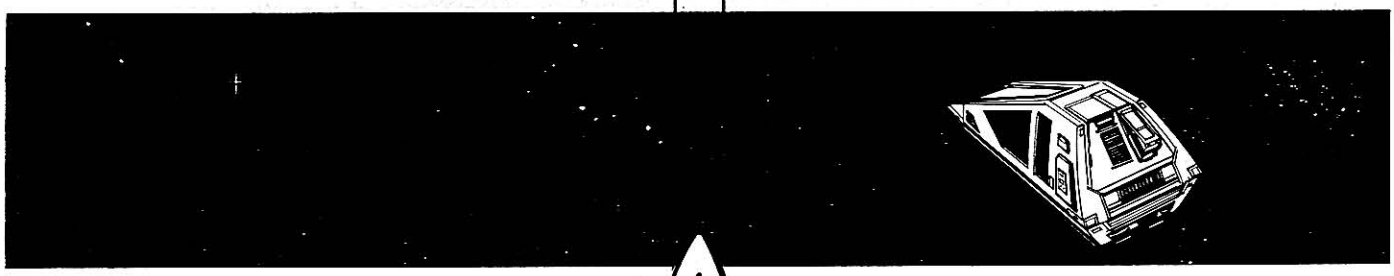
Wars have been fought throughout thousands of years of Terran recorded history. Causes for war varied widely from era to era. Some wars have been fought over conflicting political or religious ideologies, and, in typically human fashion, the leaders on both sides believe theirs is the banner of goodness and morality. More often, wars occurred because of constricting territorial areas, uncontrolled population expansion, or limitations in (or greed for) valued resources, such as food, fuels, or minerals.

After surviving the frequently-hostile and often world-threatening 20th and 21st centuries, Humankind felt that the worst moments of crisis had passed. Because the people of Terra did survive that tumultuous period, a theory developed that the Human race had matured in the process. Some said we had outgrown the need for war, and indeed, many hoped it was so.

But mankind was resourceful, able to imagine the unimaginable, to think the unthinkable. Even with the unexplored vastness of space, sheer statistical probabilities meant there would inevitably be unfriendly conditions or confrontations. The possibilty of war in space had to be faced. Thus, from mankind's need for a unified military force was Star Fleet Command born.

As thinking beings spread out through the neighboring stars, we made several quantum leaps: from dominating a single world to colonizing many; from securing a fragile-but-lasting peace among the geopolitical divisions at home to establishing contacts with friendly races from other worlds; from having the skill and resources to wage war on a small scale to having the rapidly-expanding technology to wage war throughout known space.

Like the wilderness-conscious youth scouts of the 19th and 20th centuries, mankind decided to be prepared. After taking the first tentative steps, we ventured headlong into space, always carrying along those things that made us feel safer in confronting the unknown. It made sense for the voyagers to want weapons while in the isolation in space. Weapons offered security and reassurance, and perhaps even a little familiarity. After all, the technology that permitted space travel did not change man's underlying tendency toward social aggression, seen in its most extreme form as war. Technology only gave man a greatly expanded field in which to express that aggression.



CHARACTERISTICS OF THE ROMULAN WAR

Summation adapted from **The War-Torn Galaxy: A History Of The Romulan War,** John Gill (Written in Stardate 2/02).

The United Federation of Planets has had a long and proud history. Many hostile encounters, conflicts, skirmishes, battles, and even wars have been fought within its boundaries. Nevertheless, every situation is unique, and every war has its own characteristic features. There are several factors that make the Romulan War unlike any other conflict fought by Federation races. The most significant items are summarized below.

1. The Romulan War was the first full-scale conflict fought after the foundation of the United Federation of Planets. Consequently, it was the first war using the men and resources of Star Fleet Command.

2. It was the first war in which Terrans fought in a unified alliance with other races. Andor, Alpha Centauri, Tellar, and Vulcan were the primary non-Terran allies.

3. It was the first war in which warp-driven vessels built for the sole purpose of combat were used. While most prewar starfaring vessels were armed, their armament was of secondary importance to transportation, exploration, research, or similar duties. During the Romulan War, however, certain classes of starships, notably the various starfighters and the *Marshall* Class destroyer, were built specifically for fighting.

4. The Romulan War was the first war fought in interstellar space. Before the Romulan conflict, space battles were fought for specific territorial objectives, and took place within the confines of a planetary system. By the time of the Romulan War, however, sensor detection equipment and propulsion systems had advanced far enough to permit deep-space encounters.

5. This was the only war in which beings from the two opposing governments never met personally, neither in ship-to-ship encounters nor in diplomatic negotiations. Another characteristic unique to this war was that neither side succeeded in capturing enemy vessels or personnel.

6. The Romulan War was the only one in which both sides had almost no military or sociological knowledge of the other, even at the war's conclusion. Neither side learned the location of any of the opposition's home worlds. Though border outposts from both sides were destroyed during the Romulan War, locations of the planets Terra, Tellar, Andor, Vulcan, and Alpha Centauri, and their Romulan equivalent(s) were never discovered by opposing forces.

7. It was the first war in which large groups of hostile, alien vessels entered Federation-controlled space from outside the Federation.

8. It was the first time that the Federation encountered a massive, decentralized, industrial civilization. Instead of one world or a half dozen, the Romulan Empire had several hundred planets and colonies involved in the logistics and manufacturing of ships and other war-oriented materiel.

9. It was the only war in which neither side could claim a significant victory.

10. The Romulan War inflicted the highest percentage of fatalities among starship crews in the entire history of known space warfare. There would be more crew casualties during the Four Years War, but there also were far more ships. The Romulan War was not the largest, but it was the most hazardous.

11. The Romulan War represented the first serious threat to the continued existence of the United Federation of Planets.



STAR FLEET EXPLORATION AND COMMAND AUTONOMY

From **Sailing A Starry Sea**, Admiral Stuart Mann, Retired (written in Stardate 1/12).

The Cochrane drive ushered in an exciting era for interstellar merchants who plied their trades and peddled their wares upon distant and unfamiliar worlds. Though the physical shapes and skin tones of alien races were quite different from anything found on Terra, the merchants' language is spoken everywhere.

It was an equally exciting time for starship captains. Back in the days of sailing ships on old Earth, a ship's captain was the arbiter of high, middle, and low justice. No single individual had more life-and-death authority, as he could have his crew punished or even passengers disciplined to maintain his command. The captain set his own course, travelled for weeks without any contact from superiors, fought other vessels when and as he wished, and generally served as master of all he surveyed. His only ruling authority was his own conscience.

Nowhere was that more true than aboard a warp-driven starship. A single vessel, containing perhaps 100 or 200 crewmen, might hold the only living things for a dozen parsecs in any direction. The stars beckoned many of us. Indeed, the lure of the cosmos was the reason why I joined Star Fleet. And of these captains of the stars, I had the fortune to be in the forefront, freer even than most, and able to explore wherever I and my vessel sailed among the twinkling lights.

[section omitted]

Mankind explored space because he could. The technology was present, and the individual spirit to venture forth had been rekindled. Space possessed many mysteries, and Humans always liked to solve puzzles, no matter how frustrating or potentially dangerous.

The official reason for border expansion and the Galactic Exploration Command of Star Fleet was to survey interstellar space. Searching for new life forms, habitable worlds, and any and all hazards were high priorities. We would go as far as we could, stopping only when we had to re-supply or when we could go no farther. Although we were not looking for trouble, we had to be prepared for its eventuality.

[section omitted]

My first major command was the *USS Horizon*, flagship of the Galactic Exploration Command at that time. As Commander of that magnificent starship, I had command of 40,000 tons of streamlined power and over 220 crewmen. Like hundreds of other Star Fleet vessels, we travelled widely, slowly expanding the frontiers of known space.

The work was systematic, time-consuming, very meticulous, but I never found it boring. The first step in charting a region of space was to locate major fixed astrophysical phenomena in the sector. Large stars like Arcturus, Deneb, and Rigel made excellent reference points. The second step was to determine the coordinates, ascension, and declination (not exactly the correct terms, but similar enough to explain their function) to the nearest Star Fleet facility. The third step was to travel in set patterns to map the local space, and to place automated navigational beacons, space buoys, at regular intervals. The ship would travel at low warp speeds, making pass after pass, as we detected and logged stars of every spectral class, clouds of interstellar dust, or belts of meteoric shower activity. As the quality of ships' sensors and propulsion systems improved, the surveying speed increased somewhat, but the work remained slow.

The final step of surveying was to evaluate our findings. If a solar system was discovered in the surveyed area, it was standard procedure to determine whether life existed there, the life form, and its sentience, if any. Every once in a while, ships would discover a world with a race of intelligent beings. In situations like these, a starship captain was on his own. His superior could easily be 30 or 40 parsecs away. Even warp communication to the nearest base could take months, and the senior officer on board a starship rarely had months to spare. Thus are decisions made in space, and one reason why I decided to beam down on Dana Iotia II.

[section omitted]

I had the dubious fortune of holding the post of Chief of Staff of Star Fleet Command during the Romulan War. During this time, I saw a Captain's autonomy from the position of the superior trying to get in touch with the far-flung vessels under my command. Space travel was fast in real terms, but frustratingly slow in terms of distances to be covered. While ships and men could go many times the speed of light, it still took time. A lot of time.

As the Federation grew in both area and membership, the centralization of Star Fleet Command on Terra or Andor became less and less effective. For this reason, star bases were constructed. These massive installations would serve as headquarters, repair and recreational facilities, and, during war, locations for assembling or regrouping combat task forces. More importantly, however, each Star Base was staffed by high-ranking, experienced admirals and commodores. These senior officers had the authority and responsibility to make decisions that could affect the fate of their entire region.

Time proved this to be effective. By dividing the UFP and Star Fleet's resources into a number of semi-autonomous regions, many of the enormous delays in communications and tactical fleet response could be reduced dramatically. Star Base 3, for example, was crucial to Star Fleet's effort in fighting the Romulan War because it was much closer to the front than any major Federation homeworld. Star Fleet forces took orders from the ranking officials there, instead of waiting for instructions from Terra, and saved much time.

Even so, starship commanders had to wait long periods of time for instructions from a star base. Also, it could take weeks or months for reinforcing starships to move from one area of the Federation to another. That is where the squadron commanders and outpost commanders came in. These officers, also possessing great authority and responsibility, were actually present in the front-line sectors. Lacking senior officers to advise, these line officers decided local policies. Their duties included determining

local strategies, issuing patrol assignments, organizing tactical formations, and making other decisions that just could not wait.

The system worked well during peacetime. In wartime, though things never go according to plan. During the Romulan War, for example, a few squadron commanders took it upon themselves to conduct their own little wars. They would authorize squadron- and battle group-sized maneuvers, attacks, and withdrawals without contacting a ranking officer. Faced with a potentially disastrous Romulan advance, one squadron commander went to his personal quarters and refused to come out. Only the flag captain's quick commands in his superior's name saved the squadron.

Having autonomy at this level of command worked because most squadron commanders were hand-picked for such assignments. There were very few occasions when the senior officer's decision was not effective. A time when Star Fleet officers-of-the-line possess as much personal freedom to act may not come again.

ED. NOTE: Admiral Mann's perceptions are generally accurate. Individual squadron commanders and other field officers of similar rank and position had more autonomy and decision-making authority during this period than at any time before or since. Of course, the Admiral did not realize the effect his visit would have on the imitative population of Dana Iotia II. Indeed, he would have been chagrined if he had learned that another starship, the *USS Enterprise*, would be called upon to counteract the effects of his visit on that world. Refer to the *STAR TREK* episode "A Piece of the Action" for a popularized account of that particular mission.]

BACKGROUND

From **Psychohistorical Study of Known Space**, Academician Sir Kenneth A.F. Brighton, Professor of Psychohistory, Star Fleet Museum, Memory Alpha.

The early years of the United Federation of Planets were characterized by territorial expansion and technological and cultural growth. Except for violent contacts with such races as the Vegan Tyranny, the period between Zephram Cochrane's development of the warp drive in Stardate 0/4812 and the loss of the *USS Atlas* to the Romulans in Stardate 0/9211 was generally peaceful. The establishment of the United Federation of Planets on Stardate 0/8706.06, with its charter calling for the creation of a Star Fleet Command, went a long way to ensure safety of lives and property within Federation space.

Still, there were limitations. The antimatter warp drive had opened up space, but even it could not do the impossible. Advances in propulsion permitted speeds of Warp 3.5, but no higher. Significant breakthroughs in interstellar travel would not be forthcoming until the discovery of dilithium in Stardate 1/7603.

On the sociological front, though, things were progressing well. During the early 21st century, Terrans finally had been able to form a single, cohesive world government, and were psychologically ready to make contact with races among the stars. After the genocidal war started by the infamous Colonel Green, Terrans needed a positive sociological experience. Contact with the Alpha Centaurans proved to be just such an experience. They were humanoid in physical appearance, and their culture, though different, was not incomprehensibly so. Less than four years after first contact, the Alpha Centauri Zancmar Hodgkins formulated Hodgkins's Law of Parallel Planet Development, a brilliant piece of biosociological reasoning. This theory stated that two planets possessing similar temperatures, gravities, and atmospheres would produce similar intelligent life-forms and even similar cultures. When the *UNSS Bonaventure* discovered another intelligent, humanoid race on Axanar in Stardate 0/6507, it provided further evidence supporting the theory.

Ironically, while Hodgkins's theory was being transmitted back to Terra, the Xenobiological Probability Study was being completed. Underwritten by the University of Luna in Stardate 0/5706, this study postulated little chance of finding any non-humanoid intelligent life during the next century of galactic exploration. The study met serious criticism, however. Some scientists called it the homocentric ego theory, because it emphasized Humans and humanoid life, implying their superiority. As a race, though, Terrans were grateful that their first encounter beyond their planet was with an intelligent race similar to their own. They were equally thankful that there was little chance of meeting non-humanoid intelligence, as they as yet had no basis for dealing with totally alien beings.

Meanwhile, in Stardate 0/6201, the Martian Colonies declared their independence from Terra. Though not a surprise in itself, this marked the first separatist political action in the Terran system since the United Nations became Terra's ruling governmental body. The practicality of extraterrestrial independence won out over a hasty attempt to keep a united Terran government in sole control of all Humans everywhere. Aside from a few protests, Terran imperialism met no further challenge until the formation of the Terra-Return League in Stardate 1/5708.

As more intelligent races were discovered, the need for an interstellar government to maintain security, promote trade, and serve all member worlds became evident. First efforts toward that end began in Stardate 0/6807, when delegates from Vulcan and Alpha Centauri met on Terra to discuss a formal alliance. Although many people welcomed the idea of such an alliance, there was not universal acceptance for it. Certain financially powerful groups were opposed to a multi-planet coalition, and they waged an intense media and legal battle for nearly two years. Public opinion eventually favored the coaltion, however. In Stardate 0/7006, the first of ten fusion-powered 'Space Arks' was launched from Terra.

During the next four years, meetings between the major races continued. They established an unofficial economic alliance, and diplomats urged their leaders to ratify a formal alliance between the respective governments. First contact with the Tellarites in Stardate 0/7308 proved the existence of yet another race and bolstered the argument for an interstellar governing body. The development of warp radio eight months later overcame the last technological obstacle to a workable interstellar community.

The first, hostile contact with the Andorian Empire proved that a military alliance could be extremely useful. The only way to secure the regions of space between the major worlds would be through a single coalition of planets and a corresponding force of armed starships. Though diplomacy resolved the Andorian problem, there were bound to be less cooperative races even deeper in space, and an organized defense was desperately needed.

In Stardate 0/8204, a diplomatic meeting on Vulcan was unable to resolve the coalition question. Though delegates from five of the six major spacefaring governments were in attendance (the Rigel/Orion Colonies were not), plans for a federation were incomplete. The primary goals and policies of such an interstellar government could not be defined to everyone's satisfaction, and several officials raised questions about authority and liability.

Five years later, these problems were finally resolved in Stardate 0/87 with the drafting of a comprehensive 109-article blueprint for interstellar government. Not quite four decades after Terra's *UNSS Icarus* arrived at Alpha Centauri, the Articles of Federation were signed at the First Babel Conference on Stardate 0/8706.06. The original signatory powers were the United Nations of Terra, the Alpha Centauri Concordium of Planets, the Planetary Confederation of 40 Eridani (Vulcan), the United Planets of 61 Cygni (Tellar), and the Star Empire of Epsilon Indii (Andor).

The UFP's specific functions and objectives listed in the Articles of Federation were varied and extensive. They included maintaining interstellar security, conducting galactic exploration, establishing an interstellar judicial system, and promoting economic trade, scientific research, and interracial cultural exchanges. In conjunction with these objectives, Articles 52 through 54 called for the establishment of Star Fleet Command within the next three years. Its express purpose would be to provide a unified military force for exploration and common defense.

The Rigel/Orion Colonies were also invited to join the Federation, but their official delegate-observer replied that certain conditions must first be met. As it turned out, the Orion Colonies would only sign the Articles if each of the founding member worlds paid them an economic compensation of two trillion credits. The exact nature of this compensation, however, was never explained. The other delegates were amused, until they realized the Orions were completely serious.

Needless to say, there were bad feelings toward the Orions at this point. When an enzyme-transmitted plague killed 200 people on an outpost on Pluto, it was linked directly to inadequate Orion trade-goods decontamination procedures. For this and other reasons, no one was willing to 'compensate' the Orions. The Rigel/Orion Colonies did not join the Federation at that time. As of Stardate 2/23, they still have not joined.

Aside from the problems inherent in any new government, the first real test of the UFP's cohesiveness, decision-making capabilities, and military effectiveness came after the destruction of the *USS Atlas* led to the inconclusive Romulan War of Stardate 1/0610 through 1/0909.

When that conflict finally ended, peace again became the Federation's watchword. Outposts along the Romulan border became operational in Stardate 1/1804, at which time the Federation continued its efforts toward galactic expansion and economic and sociopolitical prosperity.

UFP MILITARY BACKGROUND

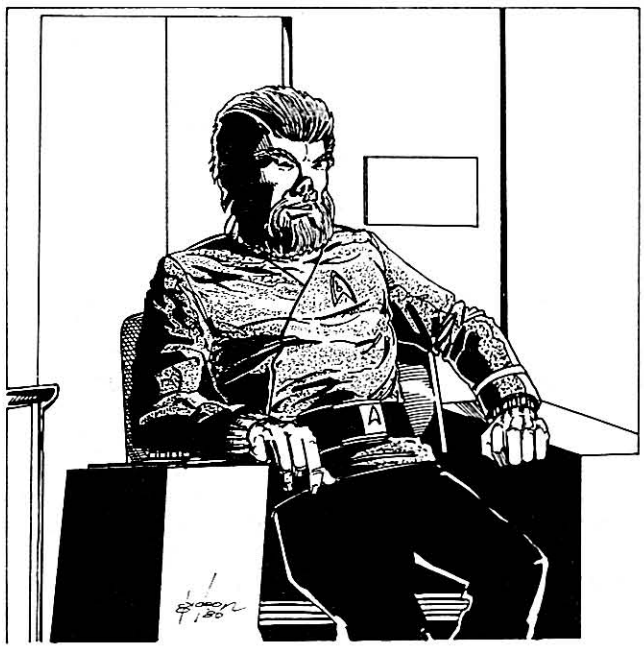
From **Massed Fleets**, Admiral Samuel Shepherd, Chief, Star Fleet Command (written in Stardate 1/93).

Before the United Federation of Planets, each of the major worlds had its own fleet of armed starships and system defense craft, but there was no central force. These ships maintained security in the vicinity of their homeworld and any neighboring colonies, and general strategic policies varied widely depending upon the psychological makeup and astrophysical location of each government.

Around Stardate 0/85, for example, Terran forces were primarily assigned to exploration and patrol duties, though a variety of ship classes were available for assignments. *Verne* and *Messier* Class cruisers made up the bulk of the United Nations Space Force's offensive potential at that time. The *MD-1000* Class sublight-drive construction dock was used to supplant Terra's surface-based repair and manufacturing facilities. *Cosmos* and *Edison* Class scientific ships began studying space on a comprehensive basis, but neither vessel was designed for long-range scouting missions. A number of scout classes would be manufactured in the not-too-distant future, however. The *Assist* Class tender resupplied starships and provided equipment and personnel for limited field repairs.

In comparison, Vulcan forces were used almost exclusively for scientific research or an occasional rescue mission. Alpha Centauran and Tellarite warships were frequently employed for commerce escort. Finally, Andorian vessels were used most often for colonization and offensive military operations.

After the Articles of Federation were signed in Stardate 0/8706, Terran and Alpha Centauran military officials began working together. Joint fleet maneuvers took place and construction projects started to take shape. In Stardate 0/8806, the Alpha Centauran government gave permission to begin building a massive industrial complex in their system. This base, the Centauri Test Range, was a research center and facility for testing shipboard weapons and propulsion systems. Even before the installation was



finished, Star Fleet's Engineering Command worked there on new ship designs and weapons. Stardate 0/9310 marked the very successful culmination of the Range's first full-scale project, the *Horizon* Class cruiser. Within the next two decades, a new generation of launch torpedoes and lasers would also be designed and tested at that site. These new weapons would see service on many Star Fleet vessels during the Romulan War.

Not everything, however, was going well. During Stardate 0/8909, a squadron of Terran and Alpha Centauran warships was operating in a routine joint fleet maneuver. The squadron was in the middle of a training mission when tragedy struck.

Because of a translation error, an Alpha Centauran corvette misunderstood their set of navigational instructions. Taking the wrong course, it inadvertently struck the side of the Terran destroyer *UNSS Scythe*. At that moment, the *Scythe* had been firing its lasers at two other 'attacking' Terran destroyers. Unlike future practice, warships did not have the capability to fire reduced-power lasers for combat simulation. Instead, the weapons were fired at full strength, but on a wide-diversion arc, to deliberately miss their intended 'target'. In any event, the impact of the corvette reoriented the *Scythe* and changed its firing arcs. This caused the beams to rake the hulls of the *UNSS Enmity* and *UNSS Hammer*, with a total of 232 casualties. Captain Henri Fourrier, Commander of the *UNSS Scythe*, reported later that there was a component failure in his ship's weapon fire-control systems. This failure prevented the ship from ceasing fire once the lasers began to hit the other destroyers.

This accident vividly pointed out the need for a single command structure and a central training facility for starship crews. Ironically, Star Fleet Command was born during the next month, but it was no consolation to the families of those killed, or to Captain Fourrier, who retired from the United Nations Space Force just three days after completion of the exercise.

When Star Fleet Command was founded and the agency received its initial funding in Stardate 0/8910, its first assignment was one of organization and policy development. For example, all Terran vessels previously designated as "United Nations Space Ships" became "United Space Ships". The same also held true for the Alpha Centauran "Concordium Fleet Vessels" and starships from other worlds. Star Fleet's senior officers were fully aware that their forces could be misused. For this reason, and to allay some Vulcan concerns, General Order Number One was formulated and adopted as the most important regulation within Star Fleet.

After that, starships had to be acquired. Some of the vessels, particularly Terran and Tellarite designs, were conscripted from local defense forces and reassigned to Star Fleet. The Andorians, possibly the best warship-manufacturing race, showed great reluctance to share their military secrets or hardware. Andorian warships were added to the fleet only after Star Fleet officials demonstrated enormous patience, giving the Andorians time enough to feel secure with the situation. Other classes also had to be designed to fulfill the special needs of an interstellar combat force.

Star Fleet was established to replace the spacegoing military forces of its members, and each member planet was free to maintain its own system defense forces. Though some governments did retain their own forces for a few years, the success of Star Fleet showed that the additional expense was not necessary. Within three decades, almost every local defense force had been disbanded except for ground forces. Incidentally, the creation of the Marine Corps Command in Stardate 1/09 led to the disbanding of most local ground forces as well.

After the war games disaster, efforts were intensified to complete the Star Fleet Academy. By Stardate 0/9109, the training facility was founded, and its first class had 300 representatives from eight different races. Most of these students were high-ranking Star Fleet officers who had served with their respective planetary navies before the UFP was formed. Having an enormous pool of talent to draw upon, the entire Academy curriculum was designed and written by this 'class', and then used for all future classes. By developing and standardizing the training process for all Star Fleet field officers, quality and competence increased immediately. Before the Romulan War began, every member of Star Fleet had gone through the Academy, regardless of rank. Time showed that the lessons learned there were the most effective training program possible outside actual combat experience.

Aside from the Centauri Test Range, Star Fleet's engineers had one other major accomplishment. They completed designs for a "star base": an enormous headquarters and construction, repair, and service facility to meet Star Fleet Command's growing needs. After several years of preparation and construction, Star Base 1 was completed in Stardate 0/9507. Though each base was enormously expensive, a total of seven star bases were built and in operation before the Romulan War began.

[section omitted]

After the Romulan War, high officials in the Federation felt certain another war would not occur quickly. Once border installations were complete along the Romulan border, the future role of Star Fleet Command seemed limited to navigational and simple law enforcement duties. As a result, appropriations for Star Fleet Operations were cut sharply. Funds were allocated mainly for the replacement of unsafe vessels, with very little toward research and development. At one point, Star Fleet submitted plans for an entirely new generation of combat vessels, but the Federation Council rejected any further expenditures.

It is difficult to say how much this cutback was due to fiscal restrictions and how much was prompted by the recent and drastic failures of the Star Fleet Engineering Command. The unsuccessful performances of the *USS Goliath* and *USS Juggernaut*, two prototype battle cruisers, cast doubt on the reliability of that Command's architects and technicians. Fortunately, conditions remained peaceful, and the battle-proven *Horizon* and *Marshall* Classes served Star Fleet's needs admirably for the next decades.

ROMULAN MOTIVATION FOR WAR

Intelligence Analysis of the Romulan Empire, Volume IV, Star Fleet Intelligence Command, Romulan Sector (written shortly after the Romulan War ended).

It is extremely difficult to evaluate the Romulans' racial motivations for war because no direct contacts with them have been made. Nevertheless, we can draw some conclusions by translating subspace communications and making other educated guesses. Future intelligence reports may change or radically contradict the suppositions made in this report, however.

Based on all available information, the Romulan War began because of a territorial dispute. In their spinward expansion of territory, the Romulan Empire claimed an area of space within the Federation's sphere of influence and exploration. When the *USS Atlas* unwittingly entered that portion of space, the Romulans attacked it. Simply put, it was a matter of Romulan expansion versus Federation exploration.

The Romulans' actual reasons for expansion toward Federation space in the first place are not clearly understood. There were possibly conditions preventing the Romulans from expanding in other directions. It may also be that, once they became aware of the Federation's existence, their psychological makeup made them want to fight. Perhaps such a conflict between the two powers was inevitable; even the galaxy is limited in size.

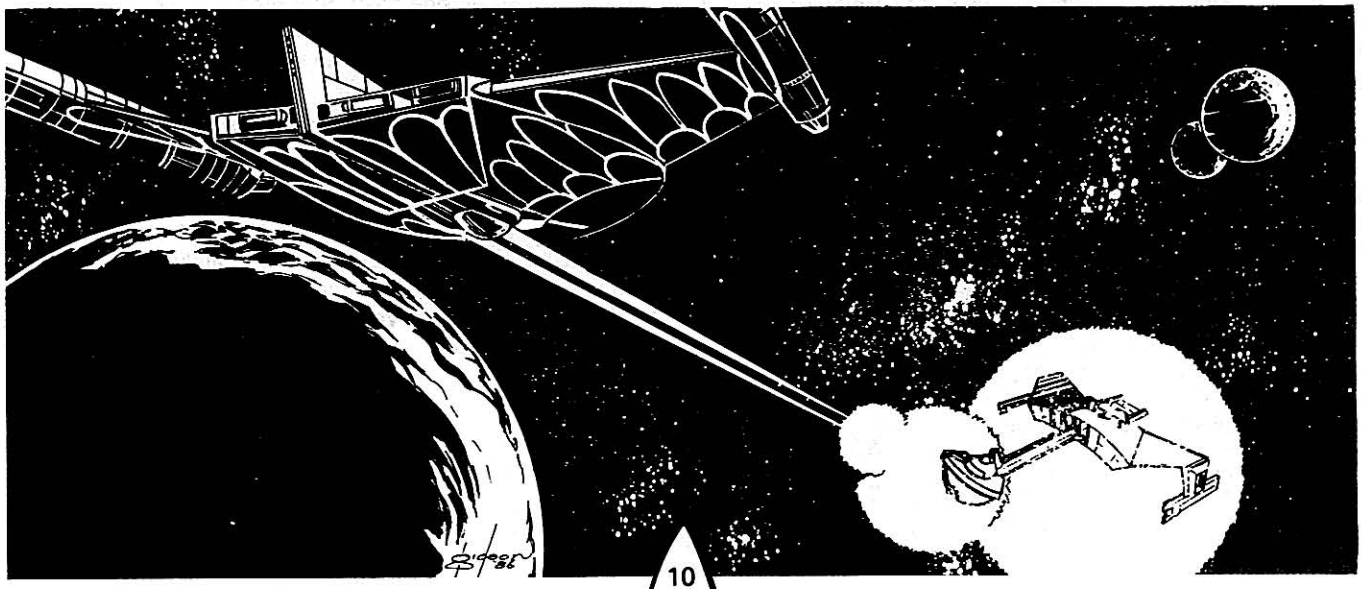
It is fair to assume that the Romulans are a resource-poor race. Their general combat tactics emphasized the most efficient use of available personnel and materiel, as they were inferior in sheer manpower, too. Oddly, the general region of space they occupy has a higher stellar density than most areas within the Federation, offering more stars and more usable planetary systems as well. One possibility for the Romulan shortages is that those stars may not contain needed resources, or they may not be suitable for Romulan life. Only direct investigation will confirm or refute this hypothesis, but that is impossible at present.

The unprovoked attack against the *USS Atlas* was only the first indication of their ferocity and hostility toward non-Romulans. A willingness to destroy their own coveted resources, including ships and personnel, to avoid capture reflects a spartan ethic. Based on Hodgkins's Law, both qualities usually are indicative of a warlike race. Unfortunately, it is not possible to determine whether Romulan aggressiveness is due to previous encounters with an equally hostile race, or to a violent xenophobia — that is, fear and hostility toward alien life-forms. If the Romulan Empire feels threatened by another hostile spacefaring race, we must find out about them, too.

Another factor characterizing the Romulans is their tenacity. During 14 years of undeclared action and almost three years of open war, Romulan forces conducted attacks and attempted to invade Federation-controlled space. Several hundred starships were destroyed as a result, with casualties in the tens of thousands. This points to a military government willing to devote resources exclusively to combat, if necessary. It seems unlikely that a civilian ruling body (if such a phrase holds any meaning for a race like the Romulans) would be able to maintain power under such conditions. Despite this, the Romulan who signed the Treaty of Peace holds the translated title of "Leader of the People". The governmental relationship between the Romulans' military and nonmilitary is another area requiring further information.

The only thing that could so strongly motivate an impoverished race to open hostilities is a need for something they do not already possess. If this is the case, we can expect the Romulans to attack again in the future whenever they feel their goals have a chance for success. Depending on how long it takes for them to recover from this war, it could be decades before they make another move against the UFP. Or, it could be weeks.

ED. NOTE: The findings in this report are still considered to be accurate for the most part. Some evidence has recently been acquired, however, that indicates the Romulans knew of the Klingon Star Empire before the UFP made contact with the Klingons. If there was an old animosity between these two empires, which now seems likely, the Romulans may well have taken the *USS Atlas* for a Klingon vessel. The Romulans might not have even known they were fighting the Federation until it was far too late for them to turn back.



USS ATLAS: FINAL LOG ENTRIES

From **Ship's Log-Recorder Buoy,** *USS Atlas,* Captain Genevieve Horowitz, commanding (written Stardate 0/9211.03).

CAPTAIN'S LOG, STARDATE 0/9211.03

While en route from Delta II to the Sector 5D Agricultural Colony, I have authorized a course change. We are being diverted, and are now diverting slightly from our original course to avoid entering a major ion storm in our previous path. This may force us to be several days late, but it is well within acceptable timetables. The precautionary maneuver preserves the integrity of our valuable cargo, a shipment of neutronic fuel and cobalt tetroxides.

CAPTAIN'S LOG, SUPPLEMENTAL, STARDATE 0/9211.03.58

Science Officer Sprik has detected an unidentified vessel of completely unknown design on the scanners. Oddly enough, the hull of this vessel is painted with the image of some kind of large hunting bird, vaguely similar to a Terran hawk or Andorian seize-vulture. The hull itself is even shaped a little like a bird. One of the younger officers commented on its uniqueness, and respectfully suggested that we have a similarly distinctive design painted on the *Atlas.* I don't think so ... too gaudy.

I have ordered Lieutenant Withel to send hailing messages on all frequencies in all known languages, but so far there has been no response whatsoever. I unreservedly admit that the situation concerns me. Though the ship has made no hostile move, its silence is unnerving. The *Atlas* will continue to send messages until we receive a response.

CAPTAIN'S LOG, SUPPLEMENTAL, STARDATE 0/9211.03.89

The *Atlas* has gone to battle stations. After pacing us for eleven hours, the unknown bird-vessel has moved in closer. In an entirely unexpected and unprovoked attack, the ship has opened fire with an incredibly powerful beam-weapon, striking our aft section and crippling the warp drive. Casualties at the moment include one dead and eleven severely burned. I am sending repeated surrender messages, and a complete description of the cargo manifest. If this is some kind of pirate vessel, I pray they will consider the cargo worth capturing, and will stop their attack. I would rather lose my ship and its cargo than be responsible for my crewmen's deaths.

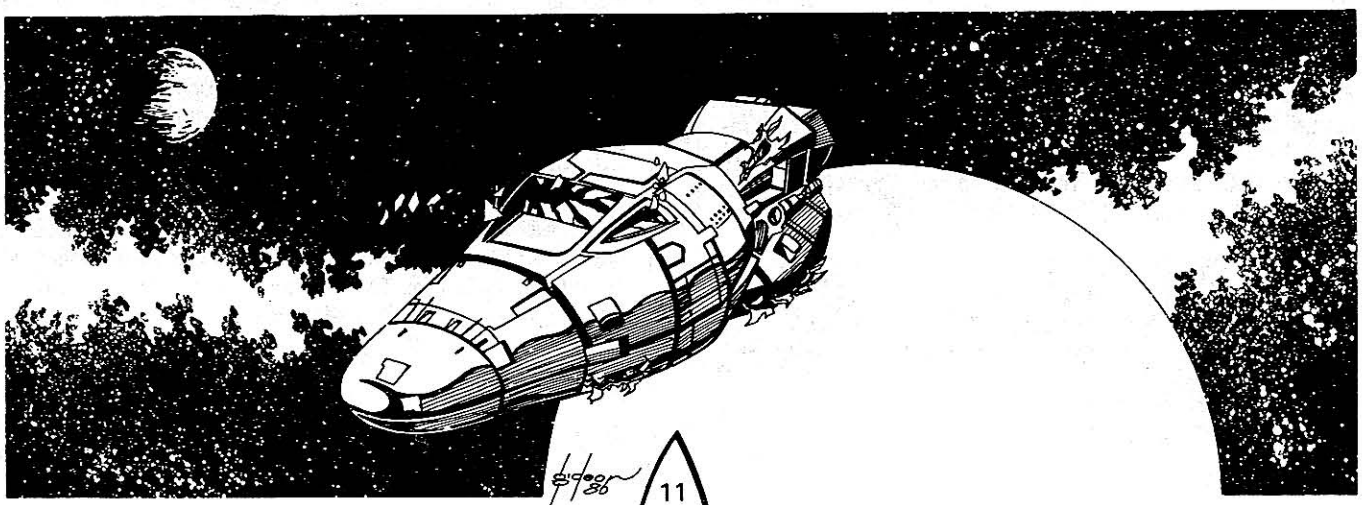
CAPTAIN'S LOG, SUPPLEMENTAL, STARDATE 0/9211.03.95

Science Officer Sprik has detected a second alien warship, identical to the first. Our surrender messages have been ignored, and the attack continues. The cargoship *Atlas,* completely inoffensive in every way, is now operating on its auxiliary fusion drive. Blast after blast of pin-point firepower have raked this ship's hull. I have included an excerpt from the scanners and external cameras, as the warship made its second strafing pass at us. Damage control crews, or what is left of them, are fighting fires. There are hull breaches on almost every deck. The ship no longer has integrity, and the remaining crew are now in suits. We are a sitting duck for the sniping warships toying with us. What kind of barbarians are these demons, to continue attacking a defenseless ship?

CAPTAIN'S LOG, SUPPLEMENTAL, STARDATE 0/9211.03.97

There is nothing more we can do. The ship will not last more than another few minutes. Out of a crew of 92, there are now 53 dead and 26 more injured. Sprik, O'Connell, Michaelson, Wiram, Jones, all dead. Withel, though wounded, is still attempting to contact either ship. Efforts to do so have been entirely futile. He has not even been able to intercept ship-to-ship communications between the two vessels. The subspace is quiet, just background static. They are not in touch with each other, and that only makes this attack seem all the more strange. Ominous, quiet, and yet their efforts were perfectly coordinated. It is almost — almost as if they had practiced this type of attack before.

Incredible! Both ships are coming around for another run, as we sit absolutely dead in space. All defensive systems are dead, the engines are dead, and I feel quite confident that we too are dead. I am sending out this log-recorder buoy before they close again, in the hope that a friendly starship will pick it up someday, and learn of this horrendous crime against humanity. May we not die in vain.



FROM *USS ATLAS* TO *SS DIANA*

From a lecture in Federation Military History (Romulan War Period) FEH-417/3K (taught by Lieutenant Rantha at Star Fleet Academy).

On Stardate 0/9211.17, the Federation cargo ship *USS Atlas* failed to arrive at the Sector 5D Agricultural Colony as scheduled. Three months later, a Federation scout ship recovered a marker/recorder buoy launched by the Atlas. According to the buoy, the vessel was fired upon and destroyed by two hostile alien starships on Stardate 0/9211.03. If Captain Horowitz had not ejected her ship's log, the fate of the *Atlas* might never have been discovered.

Three months after retrieval of the *Atlas'* ship's log, another ship failed to arrive at its destination. This time, it was the *USS Mol Ask'nnar*, a *Degbaxis* Class frigate, also operating in that sector. Manned by a mixed crew of Tellarites and Humans, the vessel was contacted by another Star Fleet vessel to make a rendezvous. The *Mol Ask'nnar* did not acknowledge the message, and never showed up. According to its last routine subspace transmission of seven months before, the ship was continuing its patrol of Federation space along the unexplored frontier. An entire squadron of corvettes and destroyers was dispatched to search for the vessel, but no wreckage was ever found. After four months, the search was cancelled.

There is some confusion as to exactly where and when the *Mol Ask'nnar* was lost or destroyed. In fact, the ultimate fate of this ship is shrouded in mystery, even to this date. It seems most likely that the frigate was destroyed shortly after sending out its last message. No one has proven it, but Star Fleet believes this vessel was also destroyed by Romulan cruisers, possibly even before the *USS Atlas* met its fate. As a result, some accounts list it as the first ship lost to Romulans. In either event, if it was not the first ship destroyed by them, it was a close second.

ED. NOTE: Star Fleet did not know the exact identity of the attacking forces until the latter part of Stardate 1/00. At that time, the term 'Romulan' became identified with the ongoing attacks. Before that time, they were called pirates and marauders, and worse. In instances where Romulans or Romulan ship classes are specifically mentioned, this information was usually derived from postwar intelligence. In all cases, these descriptions refer to what we now know, and not necessarily to what Star Fleet knew then.

Incidentally, many of the Humans serving aboard the frigate nicknamed it the "Muleskinner", even though that was not an accurate translation of the vessel's name. This unofficial (and incorrect) designation even appeared in several Star Fleet records, and somehow became juxtaposed with certain records on the *Atlas*. As a result, the *USS Mol Ask'nnar* was referred to as the *USS Muleskinner*, an ore carrier, in at least one major historical account.

ED. NOTE: This compilation lists the *USS Atlas* as the first ship lost to a Romulan attack. Precise information concerning the time of that ship's fate takes priority over imprecise information regarding the *Mol Ask'nnar*, for the purpose of historical accuracy.

The destruction of the *Atlas* and the disappearance of the *USS Mol Ask'nnar* shocked Federation diplomats. Many were sure it was some kind of horrible mistake. After all, the Federation had made no aggressive moves against another race. Consequently, the Federation Council ordered Star Fleet to maintain their standing policy of nonaggression. New efforts would focus on establishing communications and, if possible, some form of diplomatic contact.

Meanwhile, Star Fleet increased its patrols of sectors in this area, but made no plans for escorting unarmed vessels. In Stardate 0/9310, this proved to be folly. In transit to a border outpost, the *SS Amaretto* was attacked by two starships of unknown configuration. Both vessels were similar to those described by the Commander of the *Atlas*. Luckily, the ship's Commander got a message off, and a Star Fleet patrol was not far away.

By the time the task force arrived, which consisted of four *Djartanna* Class destroyers, the *Amaretto* had been severely damaged. The alien vessels had apparantly detected the Federation warships, and had broken off their attack before destroying the disabled ship. Both marauders, later identified as Romulan *U-7* Class cruisers, slowly accelerated to warp speed. Aboard the *USS Aristocles*, Commander Jan Thomas attempted to contact the pirates. He wanted to make a definite identification and obtain an explanation for their actions. Neither alien vessel responded, and so the destroyers continued pursuit. A nearby meteor belt provided some sensor cover for the Romulans, however, allowing them to successfully evade the Star Fleet warships.

As the situation grew more serious, Star Fleet officials were glad that the *Horizon* Class cruiser become operational at this time. Designed by Star Fleet's engineers, the class possessed superior torpedo armament, making it a valued starship during the Romulan War.

Things were quiet for almost four months, until the Federation's Delta VII outpost suddenly ceased communication during a transmission. The outpost's Communications Officer had been reporting detection of an unidentified starship, and inquiring whether it might have been a Star Fleet vessel. According to later findings, a group of up to twelve Romulan cruisers and gunboats swarmed in from divergent directions, overwhelming the outpost crew before they ever knew what hit them. More than 300 people were killed in this attack.

By plotting out the past four attacks, Federation officials began to deduce the region of space from which their attackers might have come. Over the next nine months, a group of 32 *Franklin* series probes were prepared. Each probe contained symbolic instructions and messages in every spoken or written language. The objective was to establish diplomatic relations with the unknown attackers, and resolve any dispute by nonmilitary means. During Stardate 0/9411, all the probes were launched from border worlds toward several areas of uncharted space beyond Delta VII. No word was heard, and no probes returned. To everyone's consternation, another attempt for a peaceful resolution had failed. Nor was Star Fleet any closer to identifying this deadly new enemy.

Star Fleet spent the next several months setting up enormous quantities of small, automated starship-detection sensors throughout the areas of previous attacks. Also, the *Franklin* series probes were removed from service during this peaceful interlude. No probes launched toward enemy space ever returned, and the public outcry seemed to be demanding a scapegoat. As a result, the probe series was condemned as defective, and honor among diplomats and military officers was preserved.

This unexpected period of peace lasted for over one-and-a-half years, until new violence erupted again in Stardate 0/9510. Several dozen starship-detection probes in Sector 7L were destroyed by an unidentified starship. Set on automatic transmission, the probes relayed their message to the *USS Marconi*, a *Verne* Class cruiser responsible for patrolling that particular area of the sector. Though travelling at maximum warp, the obsolete cruiser arrived long after the attacking vessels departed, and so was unable to pursue. Stemming from this failure, the *Verne* Class was removed from service two months later.

In Stardate 0/9511, the Federation Council passed a special authorization of funds for ship construction by Star Fleet Command. This single appropriation was the largest ever made, and would hold that record until just before the Four Years War. In addition, several cruiser squadrons were to be transferred from other parts of the Federation to reinforce those sectors where attacks had taken place. Finally, a special Star Fleet Intelligence Command scout squadron was launched. Twelve ships and 180 volunteers attempted to enter enemy space on a reconnaissance mission. None of these ships were heard from again, and the names of the crews were added to the growing casualty list.

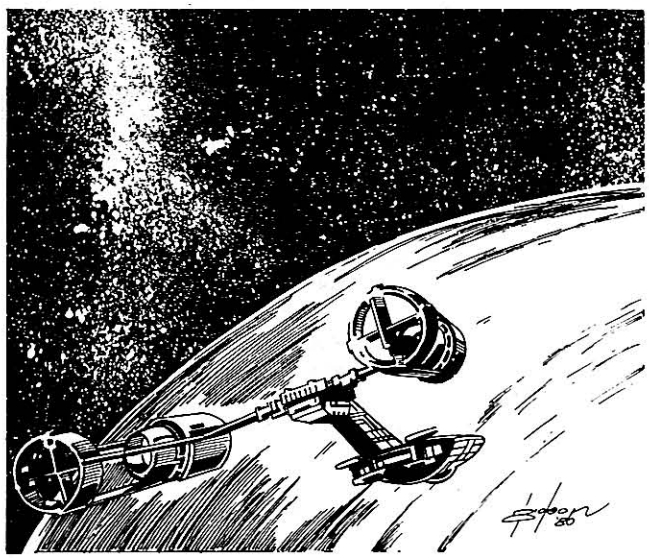
Stardate 0/96 was a year without incident, further confusing Star Fleet analysts. If nothing else, it was an excellent opportunity to augment and improve Star Fleet battle forces. Two classes of starfighters entered service, a second star base was activated, and engineers began work on new shipboard laser weapons at the Centauri Test Facility. More importantly, Andor grudgingly released the first group of *Taholsin* Class destroyers to Star Fleet Command. Though somewhat cramped, these warships were excellently designed and extremely spaceworthy.

Another major project was also underway. Starship construction facilities were being decentralized for the first time. Though small when compared to later construction yards, new shipyards were constructed near combat areas, making possible speedier deliveries. A total of eight shipyards were built to support Star Fleet's needs during the Romulan War. Most of them, however, could construct only three to six ships per year.

The first UFP victory was obtained during next contact with the enemy. In Stardate 0/9706, an alien cruiser, later identified as a Romulan *U-9* Class, was englobed near Epsilon XII by one of Star Fleet's newly-formed anti-piracy task forces. This group, the Twenty-Fourth Tactical Anti-Piracy Group, consisted of eight *Messier* Class cruisers and one *Cavalry* Class destroyer. The group was in standard wide-dispersion, and so the enemy ship apparently did not detect its presence. In command of the group, Senior Captain Kevin Crump V achieved surprise and encircled the ship. His orders were to maintain close surveillance and attempt contact, preferably by subspace radio.

Instead of surrendering or responding to hailing frequencies, the encircled cruiser opened fire. Its beam struck the starboard underside of the *USS Oort*, causing light damage but no casualties. Crump had no choice but to order his force to return fire. A single round of torpedoes from the *USS Hubbell* struck and damaged the Romulan ship's aft section. To Crump's surprise, however, the alien vessel disintegrated. The explosion seemed to result from some kind of internal detonation, though the *Hubbell's* attack had not been powerful enough for such a violent explosion. No Federation ship was damaged by the explosion, but nothing remained of the cruiser except a small cloud of expanding metal and gas particles. Later encounters revealed that Romulan ships would often self-destruct when damaged, rather than risk capture.

During the next month, Stardate 0/9707, the pirates carried out another probe-destroying mission. This time, the target was Sector 5K. Two *Degbaxis* Class frigates responded at maximum warp velocity, and found three Romulan *U-4* Class cruisers still in the vicinity. The cruisers



crippled one of the frigate's propulsion and life-support systems, and so the other Federation frigate was forced to retreat. Apparently satisfied with the damage wrought, the undamaged Romualn ships accelerated to warp speed and departed the scene.

Then, a full year went by without incident. Star Fleet's continued efforts to locate the pirates' bases of operation were unsuccessful. Then, a group of six *Zeus* Class automated transports were attacked in Sector 7C. By this time, all ships were equipped with damage sensors, and each began transmitting as soon as the first beam struck. Two days later, a Federation destroyer reached the scene of destruction. In each case, the transport's warp propulsion system had been crippled, and the large cargo holds drilled with holes. Most of the tritanium ore carried by the transports was missing. Of special interest was the fact that one of the transports had been carrying a cargo of high-tech machine tools, worth much more than raw ore. Though the ship's hold was also penetrated, apparently the pirates did not want the equipment, as they left them all behind.

Over the next few months, the best minds in the Federation studied the puzzling problem. That the pirates stole certain goods while ignoring others had to be important, but no one was sure how such information would

become useful. At this time, the Andorians finally realized the gravity of the situation and released their excellent *Thofsin* Class cruiser to Star Fleet's Military Operations Command.

The most tragic incident of piracy came in Stardate 0/9905. The unescorted commercial passenger liner *SS Diana* was en route from the inner Federation to Alpha Omega B, a major frontier world. A luxury starship, the *Diana* was carrying 593 passengers and crew when it was attacked by at least two pirate cruisers. They used the same methodical approach as against the *USS Atlas*, killing the passengers and crew, and making off with the Diana's cargo of valuable personal effects and an assortment of luxury trade goods. Captain Henry McKenna of the USS Intrepid reported that he had never before seen so much carnage in one place. Unfortunately, all these incidents were only the beginning.

ED. NOTE: The "inner Federation" is an informal phrase that describes the pre-expansion territory of the UFP. It conforms roughly to the area now called the "original Federation".

THE UNDECLARED WAR CONTINUES, PART I

From **A War Of Survival**, Ballancourt McUrkis (written shortly after the Romulan War ended).

The callous and premeditated destruction of the passenger liner *SS Diana* drastically affected the attitude of the general population within the Federation. The earlier attacks against freighters, warships, and unmanned transports had been accepted rather quietly. Although deplorable, such mishaps were considered part of the price paid for creating an interstellar community. Actually, few people outside the government had even been aware of the growing problem.

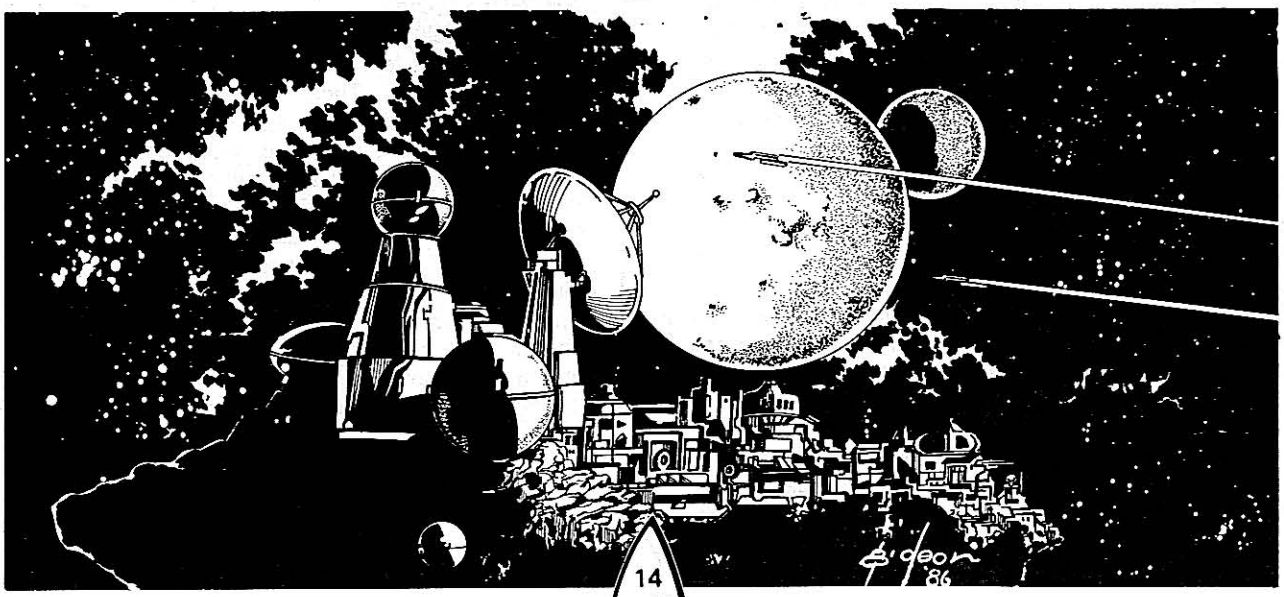
This situation changed after the *Diana* was destroyed. The public and the media called for action from every agency in the Federation's large and growing bureaucracy. This single event did more to shape public opinion than any other prewar piracy incident. The *Diana* passengers' next-of-kin were determined to see their loved ones live in the memories of others. An organization calling itself the *Diana* Lives! Foundation was established to promote the construction of a permanent memorial. Though the group never did get the memorial, the words "*Diana* Lives!" became a rallying cry throughout the upcoming war.

In Stardate 0/9907, two months after the *Diana* incident, two Romulan *U-7* cruisers surprised a convoy of a dozen *Vanguard* Class transports carrying foodstuffs from the Raman system to frontier colonies. The cruisers were not fazed by the convoy's escort of five destroyers and corvettes. The pirate ship's commander carried out evasive maneuvers and then seized the combat initiative, attacking and annihilating two destroyers with drill-lasers and 'cell-rupturer' guided missiles. The other cruiser fared nearly as well, destroying one corvette and at least five transports before the remaining escort damaged it slightly. The pirate cruisers then retreated at reduced speed, leaving a scattered convoy and the demoralized remnants of the escorting task force. The Federation's initial numerical superiority was no match for Romulan tactics. This skirmish set the tone for the next six years of undeclared combat.

Five months later, a number of major Federation exchange programs were suspended indefinitely. Interstellar tourism, a recently growing industry, took a sharp nosedive. It became impossible to obtain insurance coverage on interstellar starships and cargoes for certain vast areas of the Federation. The UFP was under siege psychologically. All this, and yet who these pirates were, where they came from, or why they were attacking us remained unknown. Star Fleet Intelligence Command's Project Roundtable, created to evaluate the military potential of the pirate race, ended up raising far more questions than it answered.

Another long, peaceful period ensued. Some began to wonder if the last few years had been only a bad nightmare. The *Diana* Lives! Foundation assured the public otherwise. On Stardate 1/0011.21, the disaster at OSDO 4 proved the Foundation correct.

The Outer Sector Defense Outposts were, in essence, miniature, surface-based star bases. Built on small, uninhabited planets in frontier areas, they provided the same support services as their larger cousins for a fraction of the construction cost and personnel requirements. Also, if anything should happen to such a base, the crisis would not



"induce a critical materiel or support services reduction to decentralized field operations units", as one manual put it. In other words, we could afford to lose a few of them, if push came to shove.

In Stardate 1/00, OSDO 4 was under construction, and the incomplete base was crowded with engineers and the crews of the 155th Combat Squadron. Nearly the entire squadron was using the base as a recreational facility, though it was more a change of scenery than a place with true R & R resources. Many of the ships had better libraries and game room equipment than the base.

While the crews were milling about, a circuit overload temporarily knocked out lights, communications, and other nonessential systems. Though no one knew it, the base's ship-detection sensors were also rendered inoperative. As fate would have it, a squadron of Romulan *U-7* and *U-9* Class cruisers was in the general area and just happened to investigate. Two hours later, the Romulans left the area, their curiosity satisfied.

Three *Thofsin* Class cruisers, four *Taholsin* Class destroyers, two *Cavalry* Class destroyers, an *Assist* Class warp-tender, and a *G'buqoff* Class armed transport were obliterated. The Romulans did not attack the base itself, probably because they mistook equipment crates scattered around the base for weapons emplacements. The ships' crews survived the attack because they were on the base. The life-support system, however, was not designed for so many people, and gave out after almost two weeks. By the time reinforcements arrived, everyone was dead.

Ironically, the only ship to escape the carnage was the *USS Carronade*, a *Cavalry* Class destroyer. Having amassed the worst discipline and administrative efficiency records in the squadron, its crew had been denied shore leave privileges. Instead, the *Carronade* was on patrol outside the planetary system, arriving back at the base in time to observe the attack's conclusion. Fortunately for the Federation, several Romulan ships broke protocol after the attack, exchanging signals with their squadron-mates. A great deal of information was learned from their various messages, including the name of their race — the Rom'Inz. After monitoring the Romulan squadron's communications long enough to verify their exact course away from OSDO 4, the *Carronade* returned to base, bringing news of the horrible attack back with it.

Two months later, a Romulan *U-4* Class cruiser ran into the *USS Runemark*, a *Zoenamy* Class corvette, near Canis Minoris 12. The corvette moved away as fast as it could, and a long chase ensued as the cruiser continued its attack. The battle lasted six hours. The *Runemark's* Lieutenant Commander Rossi Zadamar's final message was "I think we have hurt it more than it has hurt us." Apparently, he was wrong.

Star Fleet continued to patrol the sectors in the Romulan-disputed area. In Stardate 1/0108, elements of an Andorian squadron caught a pair of *U-15* cruisers by surprise near Gamma Hydra. One Romulan cruiser launched a huge salvo of their 'cell-rupturer' guided missiles, diverting the attention of the task force. The other cruiser then broke off contact and escaped. Though harrowing, the missiles did little damage, and the Star Fleet vessels succeeded in destroying the cruiser. This appears to have been the first time the Romulans felt outgunned. It also showed the Federation that perhaps it could win this war after all. The key would probably be in massing superior numbers.

UFPI SPECIAL REPORT: AN ORGANIZED ENEMY

From **UFPI Special Report**, prepared Stardate 1/0202.18.

There is growing concern on Terra, as well as among the other Federation member worlds. Evidence continues to pour in from the outlying sectors. The Romulans, as they call themselves, are not merely a large band of warring pirates seeking to attack and plunder randomly. Instead, they appear to be a highly organized, intelligent starfaring race much like Humans, Vulcans, and the other major Federation races. Their skill in combat tactics, the widespread availability of high-technology warships, and their overall ability to make war support this conclusion.

We speculate that they may have colonized a number of worlds in their own region of space, wherever exactly that may be. In fact, the extent of their territory may be as large as ours, if not larger. This changes the entire complexion of the war for Star Fleet Command personnel. We are no longer fighting a localized, loosely-organized scourge. Rather, we are up against an interstellar civilization existing along our borders; a civilization fully capable of wide-scale aggression and destruction.

THE UNDECLARED WAR CONTINUES, PART II

From **A War Torn Galaxy: A History of the Romulan War**, John Gill.

The next Romulan attack came during Stardate 1/0209. Three Romulan cruisers attacked a convoy of transports in Sector 10E. The convoy's escort, consisting of several frigates and destroyers, ambushed the attackers, overwhelming them with laser and torpedo fire. Only one transport was destroyed and two escorts damaged. The Romulans lost one cruiser before they withdrew. This was Star Fleet's first indication that new tactics designed for anti-Romulan combat were beginning to pay off.

Not everyone learned the lessons of war easily. Commodore Tonsum Han was Commander of the 159th Combat Squadron, stationed at Outer Sector Defense Outpost 1 in the Delta II System. A proud, rather vain officer, Han was very possessive about his command and the base from which he operated. For some reason, he often referred to the outpost as Star Base 1. Perhaps it made him feel more important. He also thought he knew more about Romulan tactics than any other officer alive, without yet having battled them. He also liked to exercise his authority whenever conditions permitted, often taking his ships out on maneuvers and subjecting them to various whims.

That is exactly how his force was occupied on Stardate 1/0311.02, when a Romulan cruiser squadron swept through the system and discovered the outpost. Captain Artemus Carr, the base Commandant, was asleep at the time, and he woke to the sounds of explosions. Hurrying to the communications station, he contacted Commodore Han on subspace radio and gave a complete status report. At first, Han thought Carr was joking. When the truth finally sunk in, he ordered all ships to the base at maximum speed.

By the time the squadron returned, the Romulan cruisers had already gone, leaving behind only rubble. More than 1900 men and women had lived and worked at the

base. Only twelve survived by getting into space suits and hiding among the rubble. After being rescued by ships of the 159th, the survivors recounted horror stories of what had happened, including Carr's last curses against the squadron Commander.

Seeing the destruction, Han screamed from the bridge of the *USS Garibaldi*, "They have destroyed my star base! Star Base 1 is gone!" A novice reporter aboard the *Horizon* Class cruiser heard Han's cry, and, not realizing the installation was only an outpost, reported that Star Base 1 had been destroyed. This error found its way into at least one major historical text, and subsequent editions were never corrected. After an investigation, Han was court-martialed and discharged from Star Fleet. Within a year, he committed suicide.

ED. NOTE: Outer Sector Defense Outpost 1 is not the same base as Federation Outpost 1, which currently exists just outside of the Triangle. Since the Romulan War, all OSDOs along the Romulan Neutral Zone have been recategorized and renumbered. When reading any historical accounts, care must be taken to discriminate among similarly identified bases.

Effective Stardate 1/0312.06, Star Fleet Command took the first step toward declaring war. A Mobilization Alert was ordered, bringing all star bases, defense outposts, and military construction facilities to combat readiness. A Zone of Transport Escort was also declared for Sectors 5, 7, and 10. From this point on, warships would be assigned to escort all transports carrying priority goods. The protection was greatly welcomed by Star Fleet's Materiel Command and private transport companies alike.

[section omitted]

ED. NOTE: Information on the Romulan Biosocial Evaluation, released in Stardate 1/0405, has been deleted from this compilation by the order of Star Fleet Intelligence Command.

The Romulan War was perhaps the last war of great individuals. Another officer came to Star Fleet's attention, but this time, it was for meritorious service. On Stardate 1/0408.16, Captain William Gustavus Larson, commanding the *USS Excelsior*, detected two Romulan cruisers attacking some asteroid mining outposts in the area of Sigma Cancri. Once again, it was clear the Romulans made no distinction between military and civilian targets. Anything was fair game for Romulan strikes.



ED. NOTE: Obviously, Captain Larson's *Excelsior* is not the same as the Federation battleship now in service. The name *Excelsior*, like many other classic Terran names, has been assigned to a number of nautical vessels and starships throughout history. This trend probably will continue in the foreseeable future. No warships serving during the Romulan War are still in service.

The *Excelsior*, along with her sister-ship *Matador*, drove the enemy cruisers off, destroying one in the process. The *Matador* took a number of superstructure hits, but the *Excelsior* was unscathed in the attack. Even though only two starships participated on each side, it was the first time Federation starships decisively defeated an equal number of Romulan starships. Larson received a Distinguished Service Medal and a promotion to Commodore.

Effective Stardate 1/0501, Star Fleet Command took the second step toward war. All subsectors within Sectors 5, 7, and 10 went to Code 1 War-Alert status. This meant all warships would remain at general quarters or battle stations while away from their bases. Also, any crews on leave would be subject to a 24-hour recall to duty. In some areas, it was a mere formality. In others, it proved how serious senior Star Fleet officers were about the situation.

The situation was indeed serious. In Stardate 1/0507, the Romulans proved once and for all that this was a no-holds-barred war. Two Romulan gunboats, the first ships of that size to be seen, got themselves trapped in the Sexton System. The 123rd Combat Squadron moved in and crippled the life-support and propulsion systems of both ships. The Federation vessels closed, intending to board and take the gunboats, if possible. Then, both Romulan ships self-destructed, destroying four Star Fleet vessels in the explosion. New orders were issued: There would be no prisoners and no prizes taken. Each engagement would be a fight to the death.

Effective Stardate 1/0512.09, Star Fleet Command and the Federation Council took the third, unprecedented step toward war. High-ranking Federation Secretariat officials and Star Fleet Admirals were authorized to make contact with the Romulan government during any future encounter, if possible. The message to be delivered was simple: either the Romulans must stop attacking Federation space, or formal war would be in effect.

Less than four weeks later, an Andorian frigate met a small Romulan cruiser in a ship-to-ship engagement near the Pretoric System. Based on subspace communications and wreckage found later, both ships were destroyed in the combat, presumably by each other. The Andorian CO, Ruhathaar, was only a Commander, and so he was not informed of the authorization issued only weeks before.

The Federation Council was now sure that it would be only a matter of time before an opportunity to notify the Romulans occurred. As it turned out, more than six months would pass from the time of authorization until a suitable encounter took place. On Stardate 1/0606.16, Admiral Rex Gunther's 150th Combat Squadron made contact with a Romulan cruiser near Eta Leonis VI. Gunther assigned a ship to rotation duty in the area to await a response from the Romulan government.

The ultimatum was delivered to a silent enemy, and a response came four months later. On Stardate 1/0610.14, a Romulan star-bomb destroyed the *USS Patton* while it was on-station at Eta Leonis VI. A state of war now existed between the United Federation of Planets and the Romulan Star Empire.

OPEN WARFARE DECLARED

Excerpted from **A Short History Of The First Romulan War,** Admiral Richard Delgado, Retired.

There were very few differences between the prewar skirmishes and the battles fought after war was officially declared. Dozens of individual Federation ships met, engaged, and won or lost against their Romulan counterparts. There were a few major fleet actions, but for the most part, the First Romulan War was one of single-ship attrition. The last side with a functional starship would win the battle, or the war.

A squadron commander would often not know how many ships he had remaining in his unit until he tried to regroup. Some UFP ships sent out messages at the last moment, transmissions that said they were locked in combat and were losing. Many other vessels were lost and never heard from again. It was difficult to fight a war this way, to say the least.

The first fleet action of the declared war occurred in Stardate 1/0703. Two squadrons of Romulan cruisers were intercepted as they tried to sneak through the Triangle. Star Fleet Intelligence later learned their intended destination was toward the Orion Colonies, though their motives were never discovered. Postwar intelligence revealed that the Orions had never met the Romulans. Two Federation squadrons under the command of Admiral James Hunnawalt met and stopped the Romulan squadrons at Prantares.

The Romulan *U-13* and *U-15* Class cruisers were superior to Hunnawalt's older *Messier* Class cruisers and *Degbaxis* Class frigates, but the Romulans were not expecting any opposition. To the Romulans' surprise, the Federation ships used fierce, almost suicidal, tactics to obtain a momentary edge in combat initiative. After that, it was a simple bloodbath until the Romulans had had enough.

The Romulan advance was stopped, but our forces paid a high price for making them retreat. Hunnawalt lost his life and two-thirds of his command, and the Romulans lost at least seven cruisers. Still, it was a moral victory for Star Fleet Command. To commemorate the first fleet 'victory' in Star Fleet Command's young history, a special combat award, the Prantares Ribbon of Commendation, was created. Admiral Hunnawalt posthumously received the first.

ED. NOTE: Many battles referred to as Federation 'victories' must be evaluated in terms relative to the time. Aside from the Romulan debacle at Manarram, there were no decisive fleet-action victories or defeats during the Romulan War. The nature of the conflict made it impossible.

Over the next few months, Star Fleet authorized several squadrons of volunteer crews to enter into Romulan space. They were ordered to go as far as they could, learn as much as they could, cause the greatest amount of damage possible, and then return. Many of those missions lasted the entire war, and brought little reward.

ED. NOTE: These volunteer squadrons seriously depleted available Star Fleet strength. Though this was not of consequence during the earlier months, the forces sent deep inside Romulan space were needed desperately in Federation combat zones by Stardate 1/0808. The win at Manarram and the loss of Alpha Omega B can both be linked directly to the deployment of Federation ships in Romulan-controlled space.

There were, however, a few quick benefits from these assignments. In Stardate 1/0706, the 44th Cruiser Squadron's mission paid off almost immediately when the squadron accidentally located an unguarded forward supply depot just inside Romulan territory. The base, though unmanned, possessed several thousand tons of supplies, foodstuffs, missiles, and other starship ex-pendables. According to Lieutenant Commander Rand Wenphrew, the First Officer aboard the *USS Orpheus*, the base made "a satisfactory pyrotechnic display after we totally blasted it." No casualties were suffered, but there was one case of temporary blindness caused by observing the explosion directly without protective eyegear.

Of course, it worked both ways. Several dozen Star Fleet corvettes and destroyers were assigned picket duty within Sector 5, but the coverage was far from complete. Our inability to be everywhere at once cost us. When the Sector 5B Mining Complex was destroyed by a wing of Romulan cruisers in Stardate 1/0711, for example, it was a major setback for local industrial efforts. Many of the nearest shipyards, begun back in Stardate 0/96 and 0/97, depended upon the processed ore from such bases. The loss of the Sector 5B installation delayed local starship production by more than a year.

During Stardate 1/0802, Romulan cruisers deep inside Federation territory scattered and destroyed at least three UFP supply convoys. Although the convoys were escorted, the Romulan attacks often caught the defending units by surprise. Because ship-to-ship combat was generally to the death, casualties in these brief but intense skirmishes were extremely high. The losses caused some severe localized shortages for Federation forces, and greatly hampered our war effort.

An intense battle occurred three months later. This conflict, the largest fleet action of the war, demonstrated that both sides were having problems meeting their military objectives. A fleet of 60 Romulan cruisers and support vessels was intercepted by the Ninety-Eighth, 161st, and 102nd Star Fleet Combat Squadrons near Gamma Hydra. All three UFP squadrons had suffered casualties in the last four months of combat, and a number of Romulan ships had unrepaired battle damage.

According to Star Fleet Intelligence, the Romulan fleet, under Commander Marrsal, was heading for the Triangle when it ran into the opposition. Tired Federation crews went to battle stations as their starships fell into hastily-organized formations and engaged the advancing force. Although badly outnumbered, they were determined to keep the Romulans from reaching the Triangle and threatening the Federation on a second front.

As the Romulan fleet decelerated from warp speed, they fired off hordes of guided missiles in an attempt to weaken the UFP squadrons from long range. In at least two cases, the swarms of partially-controlled torpedoes actually struck other Romulan ships, obliterating them instantly. Other huge missiles exploded amidst Federation formations, destroying two or three starships in each detonation.

The attack routed the 102nd squadron momentarily. Minutes later, the squadron's surviving ships reentered battle with renewed ferocity. After the battle, it was learned that Commodore Harg Gujlik had retired to his personal quarters, refusing to come out or retake command. Flag Captain Sigul, personally commanding the squadron's

flagship, assumed authority of the entire formation and continued the attack. Because his actions maintained the integrity of Federation forces, Sigul was later decorated with the Prantares Ribbon. Suffering from physical and mental exhaustion, Commodore Gujlik received a medical discharge within two months.

As the two fleets met head-to-head, both sides were ferocious in their tactics. The explosions of starships, often fighting at ranges of less than 10,000 kilometers, filled space with soundless light. In the end, however, the remnants of the Federation force were forced to disengage the much-reduced, but still numerically superior, Romulan fleet.

It appeared the Romulans would be free to continue their advance. Hours later, however, the surviving Federation ships received word of impending reinforcements. Admiral William Larson's oversized 132nd Strike Squadron arrived, and he conducted a lengthy and inspiring subspace briefing with the ship commanders. Armed with new orders and an upsurge of enthusiasm, elements of four Federation squadrons re-engaged the remaining Romulan ships within hours. Cries of "*Diana* Lives!" and "This one is for the *Muleskinner*" rang out over the intercoms and subspace radios. Larson's forces bombarded any Romulan ships within range with laser and torpedo attacks, beating the enemy back with its own style of warfare.

By the time the Battle of Gamma Hydra was over, the Romulan fleet had lost 46 of its 60 ships, and the few surviving ships turned back toward Romulan territory. Star Fleet lost 36 cruisers, frigates, and destroyers from a total of 54 combat vessels, and UFP casualties totalled more than 7,600 dead and severely wounded. Despite the huge losses, it was an important strategic victory for Federation forces. It proved the Federation could defeat the Romulans, provided we had enough ships. For his indispensable role in the battle, Admiral Larson received the Federation Medal of Honor.

THE TRIANGLE FRONT

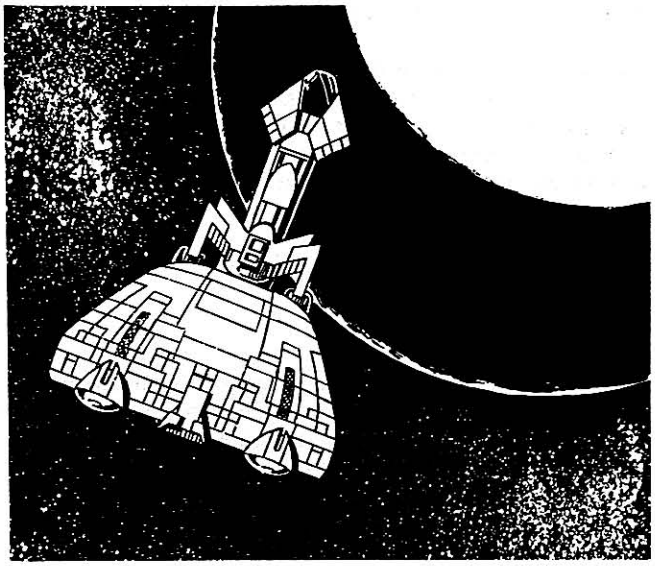
From **War Within The Triangle**, Lee Willson (written in Stardate 2/21).

The first conflict of the Romulan War within the Triangle area, the Battle of Nu Chalcedonis, occurred in Stardate 1/0712. Although taking place just spinward of Cyclopus (Verigus K), the Battle of Prantares is not considered by Triangle historians to be part of its history because the Triangle was not the military objective of either combatant. Our region of space may have been close to the action, but not its destination or cause.

In Stardate 1/0712, a Romulan convoy under Commander Lasus was travelling from the Romulan base at D'latta toward the Triangle, searching for a suitable site for a resupply base. Due to communications and navigation problems, Lasus' force was behind schedule, and he was unsure of his exact coordinates.

When Lasus came upon the Nu Chalcedonis system, he sent a gunboat ahead to investigate. The gunboat reported that the system was empty. Gratified by the lucky break, Lasus ordered the convoy to enter the system, hoping to make some repairs before continuing on with their mission.

Less than three days later, an entire Federation wing under Admiral Erin Dar returned to Nu Chalcedonis, a predesignated Federation rendezvous and resupply point. Lasus had found a resupply base, all right, but it was a Star Fleet base. Taken completely by surprise and heavily outnumbered, Lasus fought as well as he could. Nevertheless, his entire convoy, consisting of four *U-4* Class cruisers, three *R-1* Class escorts, and thirteen *J-2* Class freighters, was destroyed. The Federation lost only two destroyers and a transport.



Long after the Romulan War ended, the Romulan Star Empire renewed its interest in the Triangle. They annexed the Nu Chalcedonis system, and renamed the primary and its class M planet in memory of the battle fought so long before. Nu Chalcedonis became known as Lasustelvan, which means "Lasus' Sorrow" in Romulan, the name it bears to this day.

After Admiral Larson's success at the Battle of Gamma Hydra, the Romulan Navy could not mount another serious offensive into the Triangle. The Federation was also unable to support any large force in the region because it was too far from the main front. Despite this, numerous small Romulan patrols continued to meet similar Federation patrols in the Triangle. The exact number of casualties between those opposing forces may never be known, because many ships were logged officially as "missing in action" or "lost, whereabouts unknown".

The fate of at least one such ship, the *USS Cavalier*, is recorded. That vessel was destroyed by two Romulan cruisers at what is now known as Baker's World, but the *Cavalier's* destruction had unintended benefits. A landing party from the ship was marooned on the planet for a number of months. After being rescued, the group made plans to colonize the world after the war's end. Today, Baker's World is the capital of the Affiliation of Outer Free Worlds, a multi-planet coalition similar to the Mantiev Colonial Association.

ED. NOTE: Lee Wilson is the current president of the Mantiev Colonial Association and a noted Triangle historian. This excerpt shows his careful objectivity in discussing the UFP and the Romulan Empire, despite Willson's personal sympathies toward the Federation.

UFPI SPECIAL REPORT: ALPHA OMEGA B DESTROYED

From **UFPI Special Report,** prepared Stardate 1/0807.26.

An estimated four squadrons of Romulan cruisers have attacked Alpha Omega B with ship-launched missiles. In a nine-hour barrage, more than 800 missiles, including at least 20 of the huge 'star-bomb' type, struck the world's surface. Unconfirmed reports describe scenes of unimaginable destruction and loss of life.

This major border planet was the permanent home of almost 21,000 Star Fleet personnel, engineers, and civilians. Possessing a small, naval shipyard, Alpha Omega B was used as a supply and formation rendezvous point for Federation vessels. It was colonized nearly 20 years ago, and its pleasant climate, excellent agricultural conditions, and accessible mineral resources made it a popular frontier world. It was designated as the primary hospital and recreational facility for Federation forces serving in Sector 7D.

The attack against Alpha Omega B proves beyond doubt the barbaric viciousness of the secretive Romulan race. Although portions of this world were used for military purposes, small enclaves on other continents were devoted to purely peaceful endeavors. All received equal treatment at the hands of the Romulans.

Because of the transient nature of the population, exact casualty estimates are not yet possible. Rescue crews on the scene have found almost no survivors. At least 20,000 inhabitants were probably killed in the attack.

Some of the more prominent casualties identified to date include Dr. Milton Kornheiser, a well-known Star Fleet starship designer; Surok, Alpha Omega B's planetary governor; Commodore Seth Tanjik, CO of the 113th Cruiser Squadron; Cornwallis McGinnes, merchant Captain of Pegasus Starlines... [remainder of section omitted].

ATROCITY TO ATTRITION

From **Star Fleet Command Official Campaign History of the Romulan War,** J.G. Tamuchal and the Star Fleet Office of Public Affairs and Information.

After attacking Alpha Omega B, the Romulan forces scattered. Over the next months, individual Federation warships played a deadly game of hide-and-seek with the Romulan cruisers. Casualties continued to mount, as many Star Fleet squadrons were reduced from 15 or 20 warships to six or eight.

Ironically, the only area of the front where the UFP still maintained a concentrated force was within Romulan-controlled territory. The volunteer squadrons were still searching for Romulan bases or homeworlds. It was not easy to find such a base without accurate coordinates and while searching through unfamiliar space for unfriendly vessels. In the end, luck proved to be as important as astrogational skill.

On Stardate 1/0811.25, the *USS Machiavelli,* a *Cavalry* Class destroyer serving as the 'point ship' for five Star Fleet squadrons, detected major energy emissions in the planetary system ahead. As the UFP force drew nearer, a number of starships were also detected. According to the best intelligence reports, there should not have been a base in this area. Something was definitely there, however.

The target found was not a homeworld, but it was the Romulan base on the planet Manarram. Better equipped even then the Federation Outer Sector Defense Outposts, the Manarram base was the primary resupply depot for an entire Romulan sector.

ED. NOTE: The Romulan base on Manarram should not be confused with the Klingon-controlled world of Marram IX within the Triangle. There is no relationship between the two, despite a similarity in names.

Admiral Uli Blackwater, commanding the combined force from his *Horizon* Class cruiser *USS Hewlin,* ordered the ships to slow down and deploy into battle formations. Before them was a Romulan fleet of 28 cruisers, gunboats, and escorts surrounding more than 50 transports, all in divergent cometary orbits around the planet. Six other escorts were patrolling in-system, and two *X-2* Class Romulan defense outposts stood guard on the ecliptic approaches.

After an hour of close observation, Admiral Blackwater discovered that the Romulan ships were stationed in standard orbit. He thought it possible their crews were not at battle stations. By moving in from above the planetary system's ecliptic plane, Blackwater suspected it might be possible for the Federation fleet to avoid the defense outposts and the system escorts. It certainly was worth a try, and Blackwater ordered the attack.

The first UFP cruisers and destroyers moved in, with no major reaction from the base or the Romulan fleet. Blackwater's force then split into three parts to attack the base, orbiting ships, and in-system defense ships. Moments later, the first salvoes of torpedoes and laser bursts struck their targets, wreaking havoc throughout the system.

The first part of the attack came off perfectly. As the defense outposts were placed outside the orbit of Manarram, any missiles they fired would not have enough momentum to threaten the Federation ships. One outpost fired a swarm of missiles anyway. As each missile ran out of propellant, it coasted harmlessly past the Federation's force. Most of the Romulan escorts were caught unaware and were immediately destroyed. The outposts were also destroyed in turn, and no Star Fleet ships were damaged in this phase.

The second part went nearly as well. At the time of the attack, the orbiting fleet and its auxiliaries were involved in a resupply mission. A few of the base crews had been shuttling supplies between transports and their ships, but the remainder of the crews were on the surface of Manarram. At least six suborbital shuttles were destroyed as they attempted to return to their ships. Moving at high sub-light speeds, UFP destroyers flashed past the hapless Romulan ships, strafing them with lasers and torpedoes. Over the next five hours, every orbiting ship was destroyed. During the whole attack, not a single Romulan ship returned fire.

In the third phase of the battle, our ships met some resistance. Manarram's surface-based defense emplacements were fully-manned and ready for combat. Romulan surface-launched missiles managed to strike one cruiser and three destroyers, but damage was not critical. The Federation ships were moving so quickly and had surprised the Romulans so much that the defensive attacks could not be executed perfectly. In one instance, the destroyer *USS Ilianna* maneuvered so that an orbiting Romulan ship drifted



between it and the planet. In the ensuing firefight, the Manarram gunners actually fired upon and hit their own ship.

After three hours of combat, Federation torpedoes began to take their toll on the surface base. Large sections were damaged severely, and any defensive systems were no longer functional. Suddenly the base was gone, literally vaporized as it self-destructed. Six Star Fleet ships, including the *Machiavelli*, were in close orbit at the time and were also incinerated.

The two cruisers, one frigate, and three destroyers caught in the self-destruction were the only Federation losses in the entire attack. The Romulans, on the other hand, lost 34 major warships and 58 transports, in addition to the base. Federation forces even located and destroyed some self-contained supply caches in the planetary system's asteroid belt. It was a crushing defeat for the Romulans, and one from which they were never able to recover.

ED. NOTE: The Battle of Manarram is reminiscent of two battles from Terran history. The first was known as the Attack on Pearl Harbor. It occurred on Stardate -1/4112.07, and plunged the United States into the Second World War. The second, earlier incident was fought between England and France in the Napoleonic era. An English fleet attacked a French fleet anchored in Egypt, virtually obliterating it. This is known as the Battle of Aboukir Bay, or the Battle of the Nile, and it took place on Stardate -3/9808.01.

Two months after the Battle of Manarram, Federation Councilman Dannon raised the issue of a peace treaty with the Romulan Star Empire. After lengthy discussions, his efforts led to diplomatic negotiations with the Romulans, and culminated in the bilaterally-ratified Treaty of Peace.

ED. NOTE: A complete description of the negotiations, treaty, and Abraham Dannon's personal role in them are described in Dannon's book, *Ingratitude*. This book was begun after he was removed from office, and it was unfinished at his time of death. An anonymous associate finished the work and arranged for its publication. Though *Ingratitude* is heavily biased by Dannon's personal observations, the essential facts are presented accurately. Still available in microfiche or IRAM bubble versions, the volume provides an interesting view into the inner workings of high-level Federation politics during that period.

The Marine Corps Command, Star Fleet's newest combat-oriented branch, was established in Stardate 1/0903. Hostilities ended too soon for any Marines to see service during the Romulan War, and it is unlikely that they would have been of much use. However, marines should prove invaluable in more conventional conflicts. They shared the Star Fleet Academy with the naval officers, and were a welcome addition.

The last fleet action of the war took place on Stardate 1/0905.01 at Cheron. Two squadrons under the command of Admiral Alexander C. Hamilton met 15 Romulan ships, and the fighting lasted for more than two hours. Hamilton had been looking for another Romulan base to eliminate, while the Romulans apparently were regrouping from several different operations.

When the dust from battle cleared, both sides were out of torpedoes and missiles, making close assault tactics necessary. Four Federation cruisers still had maneuverability, but their weapon turrets had been shot off. Three Romulan ships could attack with drill-beams, but they had suffered impulse propulsion damage and could not maneuver in combat. Issuing orders from the *USS Hannibal*, Admiral Hamilton permitted the Romulans to disengage. He had already had three different flagships 'shot out from under him' in the past month, and saw no benefits in attacking further. The Romulans slowly accelerated to warp speed and departed.

The long-running war between the UFP and the Romulans may have begun with a bang — the loss of the *USS Atlas* — but it ended with a definite whimper. Both sides were too weak to fight any longer. Four months later, the Romulan Imperial Senate broadcasted their ratification of the Treaty of Peace, and peace was declared.

OPERATION GOLDEN PHEASANT

From **UFPI Update,** Stardate 1/0811.30.

This is Ballancourt McUrkis, reporting from the balmy world of Drulaxar IV, near the location of Star Fleet's 25th Cruiser Squadron. For the first time since I began covering this two-and-a-half year conflict, I find myself grounded on the surface of a planet, instead of aboard the squadron's flagship, the *USS Persuader*. Why, you may ask, am I not reporting the latest exploits of our hard-fighting Star Fleet crews as they continue to fight a seesaw battle of attrition with an invisible foe? I have posed the same question without success to a number of high-ranking officers within the Military Operations Command.

Until now, war reporters have been permitted to travel freely aboard almost any starship. Despite the danger and the deaths of many fellow journalists, we continue to cover the war first-hand. We have been free to speak with captains and crewmen alike without restriction or limitation, and to report without censorship. Most reporters, volunteers all, have taken advantage of this freedom without abusing it in any way. On a number of ships, the *Persuader* included, reporters are actually treated as full-fledged crewmembers, with assigned duty stations and specific combat responsibilities. If a reporter did not cooperate, he would be put off the ship and not permitted to return. But that is not the issue here.

According to a briefing I received before being dumped onto unfamiliar terrain, a special security project is underway in this area of Federation space. This project, codenamed "Operation Golden Pheasant", supposedly involves the construction and transportation of a new class of battle cruiser for Star Fleet. I am well aware of a prototype battleship being developed back at Alpha Centauri. Hopefully, our engineering boys will have the bugs out of the design within the next few months.

But why have I been kicked off a cruiser half a galaxy away from AlphaCent? How can this ensure security for a project that is not classified, and has no obvious connection with activities in this area? Is there a secret Federation shipyard in this area of space? If so, their actions make some sense. If Operation Golden Pheasant is such a vital secret, though, why did they give us any briefing at all? We were deliberately informed about the existence of a secret project, given the names of the ships involved, provided with an overall description of the mission, and then told no more. If their actions were intended to whet our professional appetites, they were entirely successful on that count.

The reason reporters are on these ships is to provide the civilian population with information on the war's status. Why tell us all they have and then say no more? For security purposes? Are they afraid we might be covert agents, or that we will reveal what we know under torture to the Romulans? Certainly, it is downright laughable that there could be spies or traitors among the journalistic coalition because no one has yet met a single Romulan, whoever he, she, or that might be. Is this an example of one brass-plated bureaucrat not knowing what the other bureaucrats are doing -- or is something else going on?

I am not alone in these questions. Ships' reporters from several dozen of Star Fleet's newest and most powerful vessels in this sector are here with me on this quiet little world. With little else to do, I am about to join what may be the largest, nastiest, cutthroat card game in all of inhabited space. I wonder who said the greatest danger was at the front?

UFPI SPECIAL REPORT: PEACE TREATY SIGNED

From UFPI Special Report, prepared Stardate 1/0909.26.

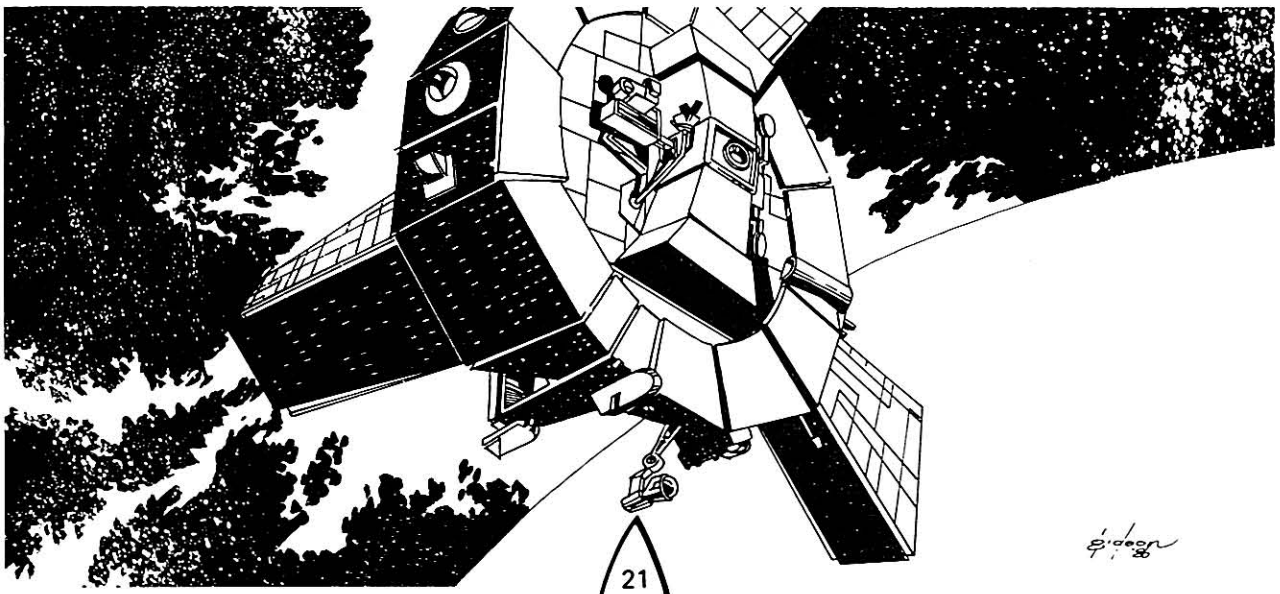
Peace has been declared between the United Federation of Planets and the Romulan Star Empire. Although exact details are rather sketchy at this time, it has just been announced that Cristofur Thorpe, President of the UFP's Federation Council, has executed a binding peace treaty with Karzan, Pratoram Rom'lnz of the Romulan Star Empire. If it is honored by both sides, this treaty ends a state of hostility that has lasted for 35 months of declared war and 14 years of intermittent combat preceding the war. President Thorpe is not offering any comment at this time, but more information will be provided as it becomes available.

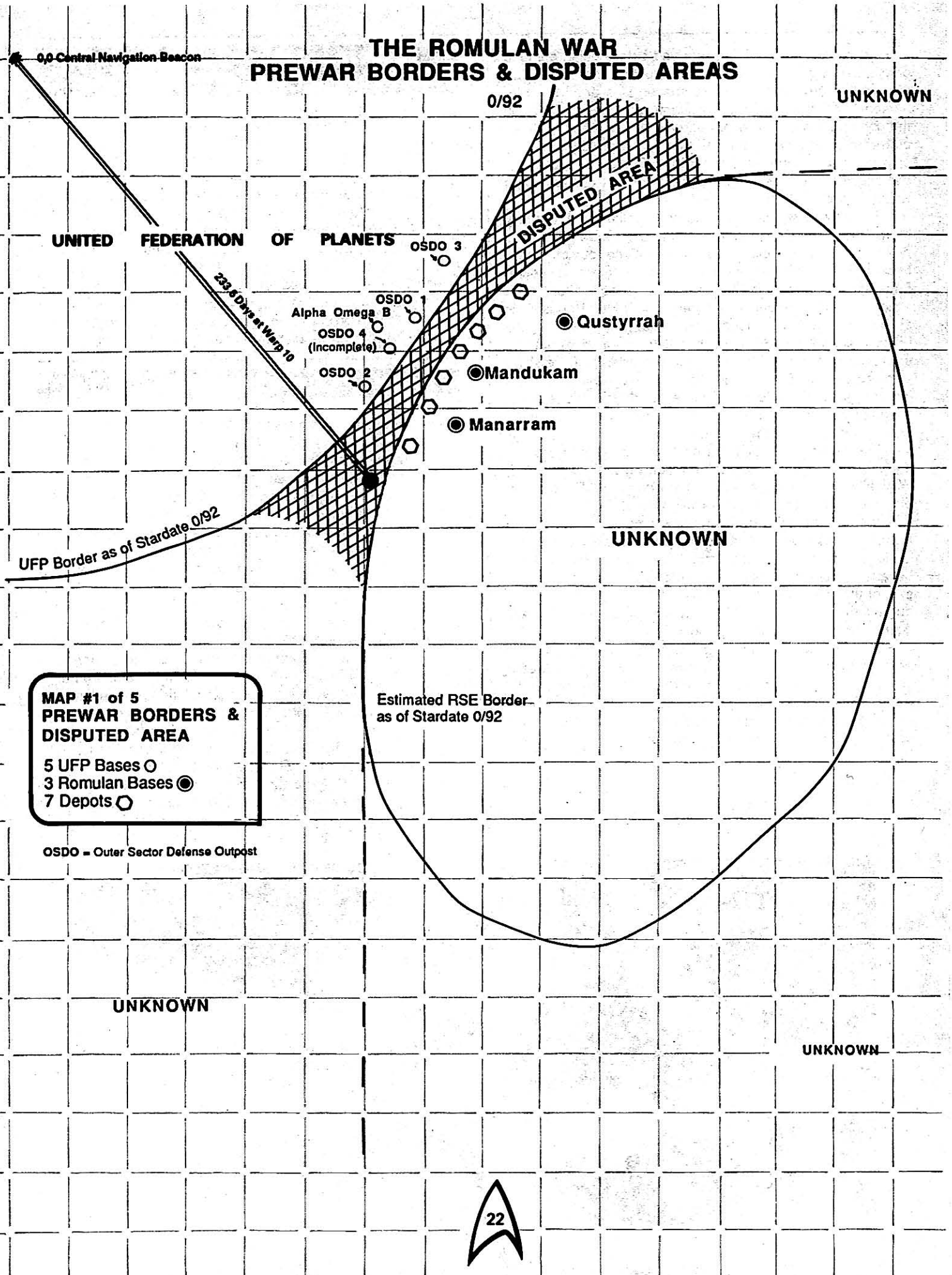
THE AFTERMATH

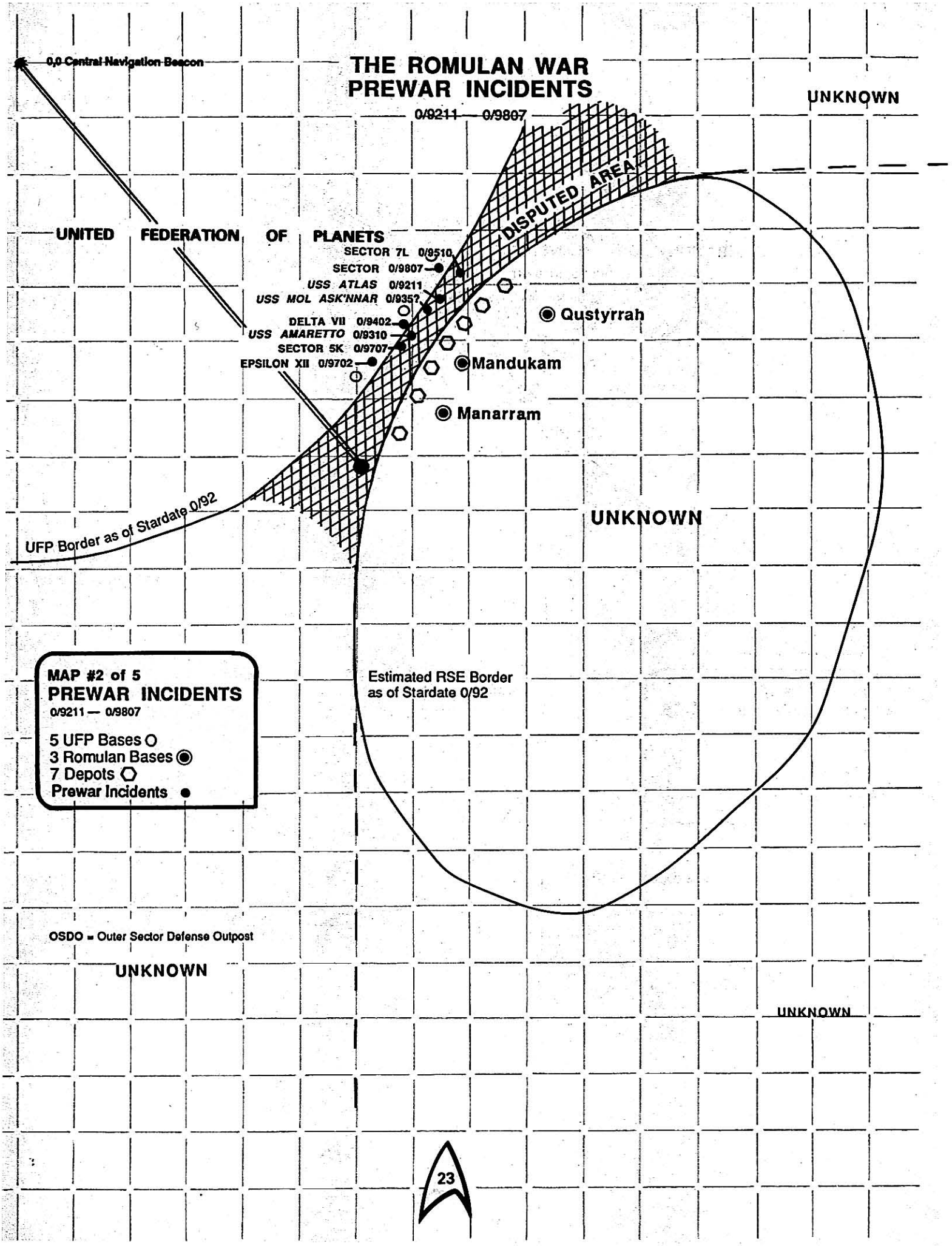
*From **Star Fleet Command Official Campaign History of the Romulan War,** J.G. Tamuchal and the Star Fleet Office of Public Affairs and Information.*

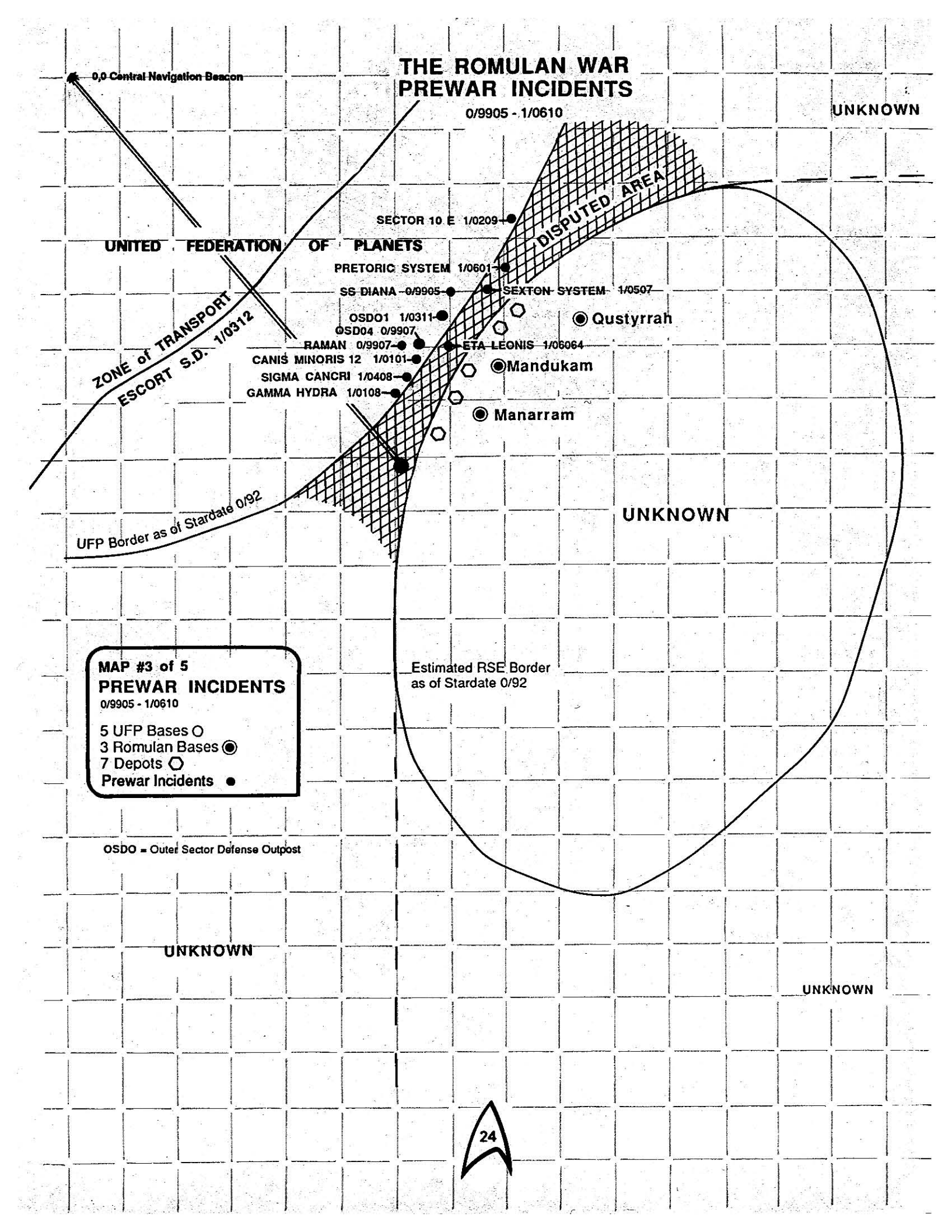
Over the next several months, both sides withdrew their ships from each other's newly-defined territory. Star Fleet immediately began plans for a second UFP/Romulan war, and engineers created designs for manned and unmanned zone intrusion-detection outposts. The economy quickly assumed prewar conditions, and Star Fleet was forced to cut expenditures sharply. The star base construction program continued, but decades would pass before Star Bases 10, 17, and 20 were built.

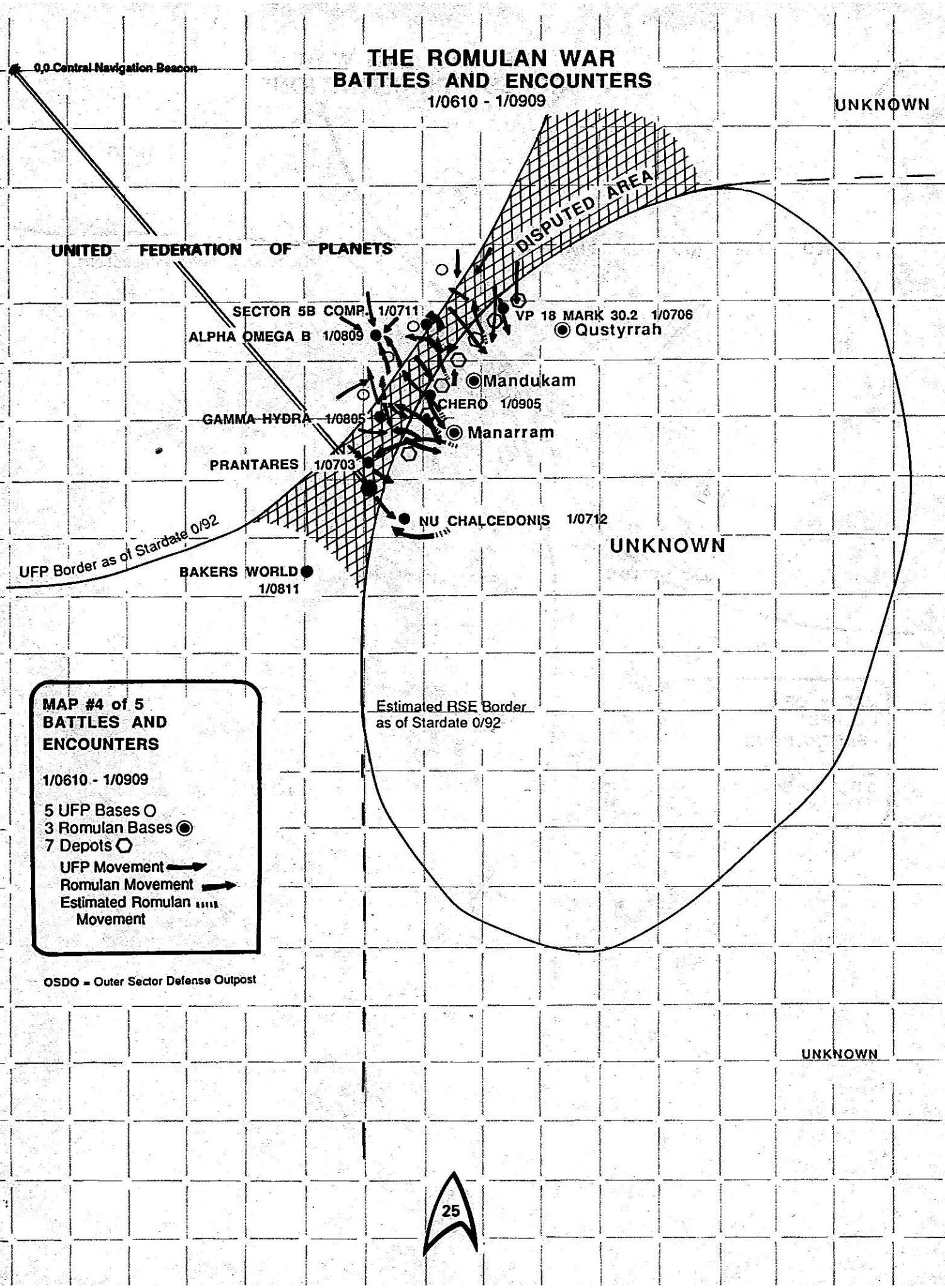
The Zone of Transport Escort was lifted, promoting trade and encouraging the Federation's cultural exchange programs. In a surprise move, the Orions signed nonaggression treaties with the UFP. Councilman Abraham Dannon was assassinated by an angry spectator at a political rally. Research began on transtator physics. The Federation side of the Romulan Neutral Zone was equipped with outposts to keep the Romulans out. Lastly, the races of the United Federation of Planets were free to enjoy the peace and prosperity that their new government had worked so long and hard to attain.

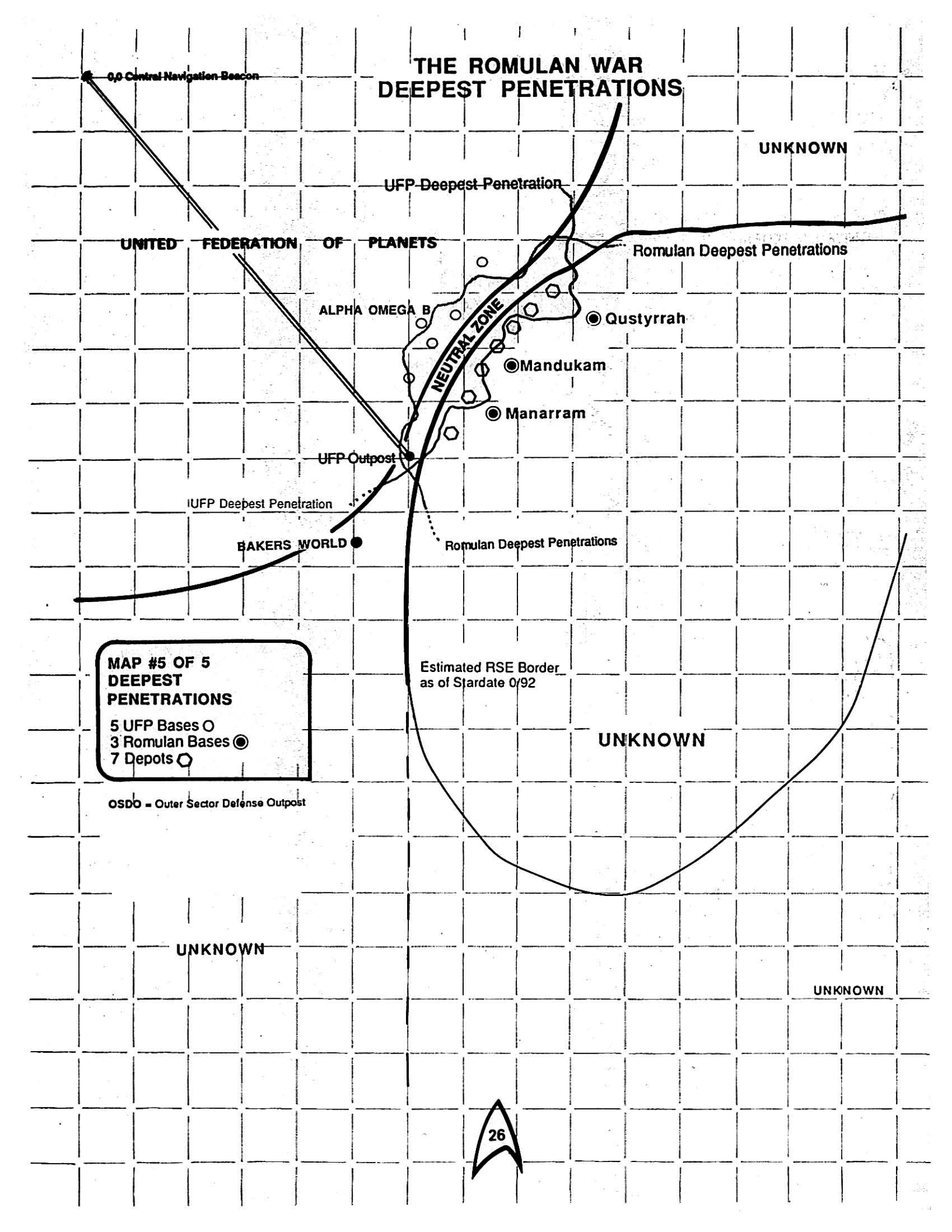



THE ROMULAN WAR
PREWAR BORDERS & DISPUTED AREAS
0,0 Central Navigation Beacon
0/92
UNKNOWN
DISPUTED AREA
UNITED FEDERATION OF PLANETS
OSDO 3
OSDO 1
Alpha Omega B
OSDO 4
(Incomplete)
OSDO 2
233.6 Days at Warp 10
Qustyrrah
Mandukam
Manarram
UFP Border as of Stardate 0/92
UNKNOWN
MAP #1 of 5
PREWAR BORDERS &
DISPUTED AREA
5 UFP Bases O
3 Romulan Bases ◉
7 Depots ⬡
OSDO = Outer Sector Defense Outpost
Estimated RSE Border
as of Stardate 0/92
UNKNOWN
UNKNOWN


0,0 Central Navigation Beacon
THE ROMULAN WAR
PREWAR INCIDENTS
0/9211 — 0/9807
UNKNOWN
DISPUTED AREA
UNITED FEDERATION OF PLANETS
SECTOR 7L 0/9510
SECTOR 0/9807
USS ATLAS 0/9211
USS MOL ASK'NNAR 0/935?
DELTA VII 0/9402
USS AMARETTO 0/9310
SECTOR 5K 0/9707
EPSILON XII 0/9702
Qustyrrah
Mandukam
Manarram
UFP Border as of Stardate 0/92
UNKNOWN
MAP #2 of 5
PREWAR INCIDENTS
0/9211 — 0/9807
5 UFP Bases O
3 Romulan Bases ◉
7 Depots ⬡
Prewar Incidents ●
Estimated RSE Border
as of Stardate 0/92
OSDO = Outer Sector Defense Outpost
UNKNOWN
UNKNOWN


THE ROMULAN WAR
PREWAR INCIDENTS
0/9905 - 1/0610
0,0 Central Navigation Beacon
UNKNOWN
DISPUTED AREA
SECTOR 10 E 1/0209
UNITED FEDERATION OF PLANETS
PRETORIC SYSTEM 1/0601
SS DIANA 0/9905
SEXTON SYSTEM 1/0507
OSDO1 1/0311
Qustyrrah
OSD04 0/9907
RAMAN 0/9907
ETA LEONIS 1/06064
CANIS MINORIS 12 1/0101
Mandukam
SIGMA CANCRI 1/0408
GAMMA HYDRA 1/0108
Manarram
ZONE of TRANSPORT
ESCORT S.D. 1/0312
UFP Border as of Stardate 0/92
UNKNOWN
MAP #3 of 5
PREWAR INCIDENTS
0/9905 - 1/0610
5 UFP Bases
3 Romulan Bases
7 Depots
Prewar Incidents
Estimated RSE Border
as of Stardate 0/92
OSDO = Outer Sector Defense Outpost
UNKNOWN
UNKNOWN


THE ROMULAN WAR
BATTLES AND ENCOUNTERS
1/0610 - 1/0909
0,0 Central Navigation Beacon
UNKNOWN
DISPUTED AREA
UNITED FEDERATION OF PLANETS
SECTOR 5B COMP. 1/0711
ALPHA OMEGA B 1/0809
VP 18 MARK 30.2 1/0706
Qustyrrah
Mandukam
CHERO 1/0905
GAMMA HYDRA 1/0805
Manarram
PRANTARES 1/0703
NU CHALCEDONIS 1/0712
UNKNOWN
UFP Border as of Stardate 0/92
BAKERS WORLD
1/0811
MAP #4 of 5
BATTLES AND
ENCOUNTERS
1/0610 - 1/0909
5 UFP Bases
3 Romulan Bases
7 Depots
UFP Movement
Romulan Movement
Estimated Romulan Movement
Estimated RSE Border
as of Stardate 0/92
OSDO = Outer Sector Defense Outpost
UNKNOWN


THE ROMULAN WAR
DEEPEST PENETRATIONS
0,0 Central Navigation Beacon
UNKNOWN
UFP Deepest Penetration
UNITED FEDERATION OF PLANETS
Romulan Deepest Penetrations
ALPHA OMEGA B
NEUTRAL ZONE
Qustyrrah
Mandukam
Manarram
UFP Outpost
UFP Deepest Penetration
BAKERS WORLD
Romulan Deepest Penetrations
MAP #5 OF 5
DEEPEST
PENETRATIONS
5 UFP Bases O
3 Romulan Bases ◉
7 Depots ⬡
OSDO = Outer Sector Defense Outpost
Estimated RSE Border
as of Stardate 0/92
UNKNOWN
UNKNOWN
UNKNOWN

RELATED ISSUES

THE MYSTERIOUS ROMULAN RACE

From **A Report on the Psychological Impact of Romulans and Corresponding Myths of Romulan Origin**, prepared for the UFP Council by Dr. C.J. Richter (written during the Romulan War).

In the past few years, a number of ships and installations have been attacked by individuals calling themselves Romulans. There has been much discussion as to the nature of these undeniably vicious beings. They are intelligent enough to develop space travel, yet savage enough to destroy peaceful vessels without accepting surrender.

From where did these beings come? What do they want from us? Why do they refuse to surrender, even when heavily outnumbered? Any evidence we have in answer to these questions may help us better understand the enemy we face, yet never truly meet.

Rumors abound, many of them with no basis in fact. Before these take on further credibility and frightening proportions, let me shatter a few of the myths by providing the facts as best we know them.

First of all, there is no evidence that the pirates could be descendants of Khan Noonian Singh or any of his fellow escapees aboard the *SS Botany Bay*. This idea is absurd, to put it politely. Although the *Botany Bay* has not been located, it is highly probable that it was destroyed in space. Khan was a brilliant, if insane, dictator possessing enough knowledge and hatred to endanger the entire Federation. Yet even he could not alter fundamental physics. The *SS Botany Bay* was a *DY-100*, a class equipped with an incredibly primitive fission drive. Such a propulsion system is barely capable of effective interplanetary travel. It certainly could not propel a vessel to the edge of Federation space where the violent contacts with Romulans have taken place.

Second, passengers of the ten Space Arks launched from Stardate 0/70 through 0/72 have been mentioned as possible 'Romulans'. The Arks were manned by individuals unsatisfied with the political situation within the Sol system, and elected to exile themselves. Thus, they also possessed the motivation for being hostile to Federation forces.

There are, however, three problems with this theory:

1. Though far more modern than the *Botany Bay*, even the Arks had only fusion drive, incapable of faster-than-light speed.

2. The people aboard the ships were mostly political refugees, possessing only a minimum amount of skill in astronautical sciences. They certainly would not have had the knowledge to independently design, manufacture, and operate new classes of warships.

3. Of the ten Space Arks, only one was launched in the direction of the area in conflict.

There has been some talk, usually whispered, about the Vegan Tyranny. It is far more likely for the Khan to be the head of the Romulans than it is for the Vegans to be responsible for the losses we have suffered. The Vegans are gone, period. Further, the Vegans controlled only a small portion of space (relative to the Federation), perhaps



25 parsecs in diameter and centered around Vega. Vega is well over 100 parsecs from the areas where the Romulans have attacked. Though we may never fully understand the mysteries enshrouding that now-extinct race, we have to look elsewhere to solve our current problem.

Finally, there is the question of the children's fables. On Vulcan, there are a number of legends told to young children as a form of instruction. In some provinces on that world, a parable relates the existence of a warlike being from a faraway star, looking very much like Vulcans. Although these stories serve only to broaden young Vulcans' conceptual horizon, they do lead me to wonder.

If I were to hear a story, a myth, or a fairy tale concerning savage rabbits with long ears and long fangs, I might smile and say that no such creature existed. Nevertheless, there is overwhelming evidence that such a creature once did exist during a prehistoric time on Terra. It is unwise to reject arbitrarily such ancient stories.

Vulcans are noted for their accuracy and precision. While other races might fictionalize, the Vulcans simply report observations. Could it be that there is some kind of connection between a single Vulcan children's lesson and the faceless enemy across the galaxy? It is a question worth investigating. The answer might have an enormous effect on beings throughout the known universe.

TRADE AND COMMERCE

From **UFPI Update**, Stardate 1/0805.11.

Although thousands or millions of people die during wars, they are not bad news for everyone. Conflicts, especially modern ones, require material and equipment with which to fight. In fact, highly sophisticated equipment and armaments are needed in enormous quantities.

That means someone has to manufacture, market, and then transport these weapons of war. These and other war-related products and services are now in great demand. As a result, a number of new companies have sprung into existence, while other companies have grown enormously.

Terran Service Industries, LIC. is an excellent example. Ten years ago, TSI, as it is known, was just an idea in the minds of two men. Six years ago, the company started with two storefront offices on Terra and one quonset hut on Mars. Since then, TSI has grown tremendously, now branching to 60 planetary systems. Tai Jonson, the Terran co-founder and general manager of TSI, explains the firm's goal:

"This is a big galaxy. To be safe from all the dangers out there, man needs weapons and the know-how to use them. These weapons have to be rugged, dependable, efficient, readily accessible, and able to do the job for which they were created. Many companies manufacture fine products, but they have no way to market the equipment on a large scale. Other companies can provide interstellar transport, but speculative trade is a risky business. And very few institutes teach survival training for conditions on other worlds.

"That's where Terran Service Industries comes in. We are an interfacing service, with interstellar communications connections, ready access to transport capacity, brokerage capability, and educational facilities. We learn the particular needs of private colonization and exploration parties on the Federation's frontiers. The groups we serve don't provide us with an order. Instead, they describe their situation, manpower, skills, and financial limitations, and give a shipment target time. From that, we evaluate their needs, determine the availability of appropriate resources, and make all necessary arrangements. If time permits, we'll even train their personnel on the weapons they purchase. In addition, we provide an annual environmental bulletin for many inhabited worlds. These bulletins provide would-be colonists with a wealth of information on new dangers from life-forms and geophysical and astrophysical phenomena."

Kraigg E'riksn, the Martian co-founder and CEO, adds: "Of course, now we have expanded beyond aiding colonization parties. With the war going on, we have gotten several major brokerage contracts from Star Fleet. We're contracted to do everything from locating and transporting fabricating equipment to supplying outposts with needed personal effects. And what makes it interesting is that our company owns no spacecraft and controls no factories. Everything we do, we do as a commodity interface service. Other people do the work, and we coordinate their efforts on an interstellar level. All for a respectable percentage."

Before Stardate 2/05, Terran Service Industries, LIC. had annual sales in the hundreds of thousands. Sales for this fiscal year will probably approach two hundred million credits. For a business with no inventory and little overhead, that is an enormous financial return. Jonson and E'riksn both refuse to disclose their personal salaries.

This is just one of the companies spawned by the war. Other examples of companies whose total sales and net profits have increased by at least 1000 percent since the *USS Atlas* was brutally destroyed include:

Stellarjet Incorporated, an Alpha Centauri corporation that manufactured the first commercial warp nacelles and now builds warp engines for *Zoenamy* Class corvettes and *Djartanna* destroyers.

New Amsterdam Gravitics Company, a major Terran-colonial manufacturer of gravity control devices for Federation starships.

Shuvinaaljis Warp Technologies Incorporated, a Vulcan-based corporation that manufactures warp nacelles for some Star Fleet cruisers and transports.

Chiokis Starship Construction, an Andorian corporation that manufactures the hulls for some Star Fleet vessels, most notably the *Thofsin* Class cruiser.

Amalgamated Starships, a Martian firm that manufactures small warp-driven spaceships and probes, most notably the *Franklin* series message-probes and *Mercury* Class scouts.

The industriousness of these companies cannot be faulted. There have been no incidents of shoddy workmanship, price-fixing, price-gouging, or other similar tactics. Certain parties have always profited from war, judging from Terran history. These manufacturers are at least earning their rewards honestly. Apparently, there is more than one way to make a killing during a war.

ED. NOTE: Of the companies listed, all firms except for Stellarjet are still in operation as of Stardate 2/2306. Stellarjet merged with Geodyne Fusion Engines in Stardate 1/50 to form Starwarp Limited, which later went into economic receivership. The continued success of the other companies may be due to their favorable start, but that has not been accurately verified.

THE BAKER'S WORLD 'COLONY'

From **Neither Butcher Nor Candlestick-maker: A Biography of David Lawrence Baker,** Lieutenant Commander Jason Dinardis, Retired (written in Stardate 1/14).

A hero is nothing more than a man or woman who remains calm under the worst possible conditions. Though frightened, even terrified, he still retains control over mind, body, and soul. Such a person can give or take orders that may threaten the well-being of himself or other people to gain some good result.

Some people go out of their way to look for trouble in an attempt at heroism. More often than not, their actions only create more trouble, bringing harm to themselves and others. Another person, forced into an dangerous situation due to circumstances beyond his control, might never have dreamed of becoming a hero. If this person does not have the vitality, the conviction to make and enforce decisions, he will usually be worse than useless. Conditions behind a life-or-death decision are always difficult, at least from an ethical standpoint. Also, the occupation of hero has an unpleasantly high mortality rate, and is often synonymous with being a 'dead hero'.

Fortunately for myself and eleven others, we did have a genuine hero in our midst, although he would be the first to deny it. David Lawrence Baker has not got a grain of false

modesty in his body. He claims that he was only doing his duty when he saved my life and the lives of the other members of the *USS Cavalier's* landing party during those seven months on an unknown world.

It started out as a normal enough duty shift on the afternoon of Stardate 1/0811.01. As I looked out one of the observation ports before reporting to my watch station, the stars seemed as comforting as ever in their jewel-on-black-velvet brilliance. An Ensign-grade Security Officer aboard the *USS Cavalier*, I had been fortunate to have my turn at bridge duty for that week. Lieutenant David Lawrence Baker, a Science Officer, was on the bridge, performing routine duties. Lieutenant Commander Giuseppi Schiaperelli, the First Officer and Helmsman, was also on the bridge, and as senior watch officer, he had the conn.

For the previous months, the *Cavalier* had been on a scouting mission throughout this area of space. Our mission was to determine whether it might be possible to open up a flanking attack on the Romulans. While a fine ship, the *Cavalier* was not exactly the speediest. A *Mercury* Class scout, the *Cav* had a crew of 62, a displacement just under 7,000 tons, and a cruising speed on the slow side of Warp 3. A respectable speed, but this patrol nevertheless seemed to be taking forever. I was looking forward to some R & R at one of the new star bases. Maybe Star Base 3, where I got along pretty well with a young blonde technician.

Anyway, Baker was manning the scanners as he kept an eye out for planets, stars, and other ships. *Especially* other ships, because we were the only UFP ship in the area. If we sighted another, it could only mean trouble. While maintaining standard surveillance, as we had been doing for so many weeks, Baker picked up a previously-undiscovered star. Closer observation revealed that it had a number of planets, eight in all. The only class M planet in the solar ecosphere was sixth in position, but it looked promising.

When Baker looked at me, I winked, then watched Gus Schiaperelli's expression as Baker proceeded to report his findings. I commented that the star and planet would have to have a name for the official records. Because Gus was the senior bridge officer, Baker asked him for a name. Gus, a good, solid officer but a touch on the unimaginative side, said nothing, apparently in deep reflection. Without being asked, I voiced my opinion: "Lieutenant Baker was the discovering officer. Why don't we name the star and planet after him?"

Predictably, Baker flushed slightly at my words. He was, and still is, a very quiet, reserved person. Efficient and personable in his own way, he is almost shy. His only quirk of ego was in insisting on being called by his last name or by his first and middle names. He was "Baker", or "David Lawrence", but never "Dave" or "David". Something to do with his father, I think he once told me. So naturally, when I said the planet should be named after him, he protested half-heartedly. He would have protested more, but I guess he knew his *MacBeth* and did not want to protest too much.

Gus thought about it for a while, then agreed. Baker shrugged and made a notation in the computer. Baker's Star and Baker's World were now official discoveries. Let me add that I made the suggestion in the first place out of a respect for Baker, not to embarrass him. I liked the guy even before he saved my life on his planet. Besides, I thought it would be humorous in an ironical way for the most unassuming person I knew to have a planet and star named after him.

Gus called Captain Hunnel to the bridge, and told him about our discovery. Hunnel immediately ordered a landing party to take two extra-vehicular pods down to the surface of the planet and make a thorough examination. The only planet of its type in the area, it appeared able to support Human life with only a minimum of adaptive gear. If it was possible to live and work on this new world, it might be just the advance base needed for mounting an offensive against the Romulans from this sector of space.

After the monotony of daily routine, almost the entire crew volunteered to go down as part of the landing party. In a moment of unusually rapid thought, Schiaperelli suggested that, as the discovering Science Officer, Lieutenant Baker should lead the survey party. That is when David Lawrence looked at me, a slow grin spreading across his face. The next thing I knew, Captain Hunnel pointed in my direction, saying, "Good idea. Take him along." Most of the landing party were volunteers. I was drafted.

We broke out the necessary equipment, and clambered inside the tight, shell-shaped craft. Minutes later, the two EVA pods popped from the *Cavalier's* side like water-melon seeds squirted out from a Cajun's gums. Going by the Book, Baker sent several of us on short-range recon missions once we were on the planet. We could go as far as we wanted, as long as we never lost sight of the pods. Fortunately, we landed in a flat glade, with clear visibility for a good distance all around. I had read about the ambush on Axanar a few years back, and wasn't about to let any unfriendly natives attack me.



A preliminary check revealed some fundamental data about Baker's World. It was a small planet, just under 8,000 kilometers in diameter. With a surface four-fifths water, this little world's water-to-land percentage was higher than old Mother Earth's. Also, with a gravity of slightly more than half-Terran standard, it had almost the same pull as the artificial gravity field aboard the *Cav*. The planet was a little farther from its primary than ideal, resulting in a climate cooler than Terra. For all its alienness, though, it was a pleasant enough world. Some readings on the pod scanners indicated that there were large, deep-seated deposits of several valuable minerals and ores, including tritanium oxide and a couple of similar compounds. I'm no brainy scientist or engineer, but it sounded like a pretty good world to me.

Having regrouped and established communications with the *Cav*, we could hear that the ship was at general quarters. From the tense voices overheard on the ship's bridge, it sounded like a war was being fought. When Hunnel finally came on, he said at least two Romulan cruisers had shown up, and surmised that the Romulans were using this world as a bait for any Federation scouts in the area. It sounded kind of farfetched to me, but there was no arguing with the cold, hard facts. The *Cav* was maneuvering, firing, evading, firing, running ... and then, there was silence.

No one had very much to say for the next few hours. Everyone on the surface had been huddled around the pod's communicator, listening breathlessly to a running account of the battle being given by Communications Officer Ubanjil. Then, suddenly, the *USS Cavalier* was gone, blown into oblivion. We were alive but stranded on an unknown and potentially hostile world.

Seven months later, we knew our little corner of the planet pretty well. Baker's World turned out to be like any other; neither friendly nor hostile, it was both rewarding and cruel, beautiful and deadly. The amazing thing is that, during that entire period, not one of the 13 crewmembers in the landing party was killed. Oh sure, we had our share of injuries, with several broken limbs and assorted ailments, but we all survived. And Baker deserves all the credit. It was his will, his respect for organization, careful thought before hasty action, and overall feel for command that made our survival possible.

I could relate half-a-hundred instances where he pulled us through. On one occasion, a wild pack of large mammals burst into camp and started tearing up supply cases in search of food. Baker had been prepared for such an eventuality. One of the first things he made us do soon after we were stranded was to set up our food in the center of the camp. When the six-legged animals came stomping in one night, he set off some kind of foul-smelling aerosol spray hidden near the supply tent. It turns out he had analyzed the local ecology and food-chain, and found a noxious weed that would likely be unpalatable to the local weed-eaters. Using some empty compressed oxygen tanks, he made some aerosols containing oil from the weed. The device worked perfectly, and the beasts were driven off without a casualty to us or injury to them. The food, sealed in containers, was also unaffected. Baker's innate ability to use any materials at hand is just one skill he used to save the crewmen under his command.

He also did things for us that were not necessary. Whenever possible, he would explain the reasons for the orders he was giving. If time did not permit an explanation, he would explain later, after the crisis had passed. Almost without fail, Baker's reasons were sound, even if we did not like them. Keeping scrupulous records, for one thing, was a time-consuming task, yet it was certain that someone would find them invaluable in the future. On the rare occasions when he did give a direct order, we obeyed, realizing Baker had our best interests in mind. He was the ideal leader because he never stopped earning our trust and respect.

Another example was when he had us begin a garden. The soil in the area was particularly hard and rocky, unsuitable for casual agriculture. Not an equipped colonization party, we had no proper tools, and even resorted to using laser-trimmed hardwood hoes to break up the difficult ground. Several of us, myself included, argued that we would not be here long enough to benefit from this mind-numbing work. After all, it would take three or four months to reap any benefits from our labor. Baker insisted, and we argued with him, calling the planet a 'lousy world' unfit for farming. When he made it an order, we griped, but did what he told us anyway. He was in command, and we were not going to mutiny, even though the thought might have crossed some minds.

Exactly 104 days later, the first crops began to spring forth, significantly adding to our depleted rations. No one except Baker had dreamed we might be stranded for that long. Because he tried to plan for every contingency, we survived. Every night after making his patrol of the camp perimeters and checking on all of our workstations, he would go quietly into the garden plot. There, he would work for two back-breaking hours with agricultural equipment identical to that used on Terra several thousand years before. Baker's World had two small moons that shed a bit of light, but most of the time, he worked with a small gyroscopic beam-light in one hand and a digging tool in the other.

We were finally rescued after spending 226 days on the planet. Searching for the remains of the *Cavalier*, the *USS Lorelei* located us. Baker received the Star Fleet Commendation of Valor and a promotion to Lieutenant Commander for his efforts. He insisted he had only been doing his duty, but as far as I am concerned, he certainly went beyond. In two separate instances, Baker saved my life. Even with the medal and promotion, I don't think Star Fleet gave him what he deserved. But then, what medal can compare with his deeds? He was not only my immediate superior officer for seven months, but he was and is my friend. More importantly, David Lawrence Baker was an inspiration to us all.



THE SIGHTED MAN OF PEACE SPEECH

*From **Official Transcripts of the Council of the United Federation of Planets,** Stardate 1/0901.20.*

Senior Councilman Dannon: "Mr. Chairman, I wish to be recognized."

UFP Council President Cristofur Thorpe: "Councilman Dannon, I wish to inform you that Secretary Cooper currently holds the platform with time remaining, and therefore has the right of retention. Mr. Cooper, do you wish to yield?"

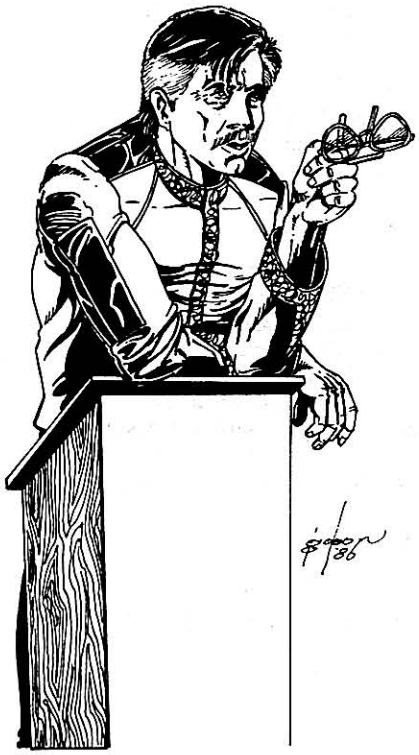
UFP Secretary of Foreign Affairs Marshall A. Cooper: "I consent to yield."

Thorpe: "The distinguished guest speaker has yielded the speaking platform to Senior Councilman Dannon."

Dannon: "Mr. Chairman, distinguished colleagues and guests, ladies and gentlemen: I wish to address you on a matter of serious import. Not only for ourselves, but for the billions of individuals who inhabit the member planets of our interstellar community. I wish to propose a solution that, although perhaps not satisfactory to all, may lead to the return of peace in known space.

"Everyone will agree that this war has been long and enormously expensive, in both lives and resources. We need only conjure the spirits of those who were killed at Delta II, Delta VII, Alpha Omega B, or aboard the *Diana*. Though Star Fleet has recently obtained several substantial military victories over our Romulan enemies, particularly at Manarram, the war is far from being won. Secretary Cooper's presentation, which he graciously permitted me to cut short, proves my point.

"How much longer can we continue fighting? We are suffering hundreds of thousands of casualties, sending our most brilliant officers and crewmembers to their deaths in the vast cold of space. Despite the finest efforts of the Star Fleet Intelligence Command and other Star Fleet personnel, we are no closer to finding the Romulan homeworlds than in the days when we did not even know who the pirates were. Hopefully, they have no knowledge of our own worlds. But does this mean we are to continue slugging it out, year after bloody year, with the sounds of exploding starships filling the ears of our children? And their children? In the name of sanity, this must not be!



"I am not a blind pacifist, seeking peace through weakness, a peace at any cost. I was among the first to call for increased Star Fleet funding after the *Atlas* incident. I was also among the vast majority who voted in favor of the war authorization document against the Romulan Star Empire. I did so because I felt an assertive stand was needed to combat a race of known terrorists and marauders. When the time came, I felt that an effective war could be fought against them, even though their origins and bases of operation were not known.

"We were wrong. Star Fleet and a military offensive are not the answer. I do not condemn our fine officers for all that they have done — and will continue to do — to maintain the safety and security of each and every one of us. But it is impossible to mount secret incursions into Romulan territory in search of their main bases. The number of available warships able to group for a major surprise offensive are severely limited by the sheer size of the battle zone and the inability to maintain adequate supply lines. These are not flaws inherent in our organization. It is simply that the distances involved and the hazards of combat must be taken into account.

"We may take solace in the fact that the Romulans themselves seem to have similar problems. They have had their own difficulties in fighting this war, and the hardships of their own people must be comparable with our own. This is little reason, however, to celebrate.

"All wars must end. On Andor, wars were fought with great care until the day when the price to Andorian civilization and the world's environment grew too great. On Vulcan, the Years of Chaos came to an end under the leadership of Surak. On my own Terra, not even the Hundred Years War lasted forever. If we decide to press on madly for victory, our forces searching system-by-system for a Romulan base, slowly and inexorably pushing forward but seeking for we know not what, this war may last decades more.

"I wish to be thought of as a sighted pacifist, holding peace as a strength, fighting only when no other course of action is open, and only when the fight is worthy of the fighters. This fight, this protracted series of battle after pointless battle, is no longer worthy of us. This war cannot be won. It can only be lost, and the loser is the side who willingly fights the longest.

"For these reasons, I recommend — no, I plead that you vote in favor of submitting an offer for a truce to the Romulan government. We can contact them by warp radio to present the proposal. Should they accept, the terms of the treaty can also be negotiated by such means. We do not need to meet with them face-to-face. If we can declare a war without knowing the enemy, if we can fight a years-long war without ever meeting them, then we can make peace the same way. And we must make peace, by all that we hold sacred. We must stop the fighting, before we have nothing left worth fighting for!"

PROVISIONS OF THE PEACE TREATY

From **UFPI Update,** prepared Stardate 1/0909.27.

The first unclassified transcript of the Treaty of Peace has been released. The treaty was recently ratified by signatories from the United Federation of Planets and confirmed by the Romulan Star Empire. This treaty is referred to as the "Buffer Treaty", because its primary provisions deal with the creation of a Neutral Zone between the Federation and the Romulan Empire. Though no direct quotations from the text of the treaty have been permitted, a section-by-section description of this historic document follows:

Section one contains assurances that both warring governments agree to peace and have ceased all hostilities effective Stardate 1/0909.10.

Section two describes the exact astrophysical coordinates of a Romulan Neutral Zone between the two governments.

Section three establishes the bilateral sanction of the aforementioned Neutral Zone. All personnel, equipment, or resources belonging to either government must be removed from the Neutral Zone no later than Stardate 1/1207.01.

Section four declares that any intrusion by any party from either government will constitute a violation of this treaty, raising the obvious possibility of renewed hostilities.

Section five authorizes both governments to construct Neutral Zone monitoring stations. Restrictions regarding station location, numbers of personnel permitted, and other pertinent data are detailed specifically. Incidentally, there is no limitation on the number of installations, but each observation base must have a crew of no more than 37, and the proximity between bases is regulated strictly.

Section six states that both governments shall remain ignorant about the location and exact nature of the opposing government's race and homeworld. This assures that no individual from the Federation would meet an individual from the Romulan Empire face-to-face.

Section seven ensures that both governments will continue to monitor subspace communication channel K for possible messages in the event any incident occurs within the Neutral Zone.

Section eight verifies the authenticity of this document and the authority of the signatory parties representing their respective governments.



THE SHIPS OF WAR

From ***United Federation of Planets Spaceflight*** **Chronology,** edited by Commandant Brigham Wu and the Star Fleet Academy Training Command Staff (School of Technical Studies).

Of the many starships seeing duty before and during the Romulan War, the most notable classes of combat and auxiliary support vessels are listed here. To be included in this list, the vessel's period of active duty had to occur between Stardates 0/92 and 1/09. Note that not all classes listed actually participated in combat.

None of the Federation vessels (and probably none of the Romulan vessels) are now in service, with the sole exception of the *Zeus* Class automated transport. In most cases, any remaining ships of these classes are found only in museums. Individuals wishing detailed information, including illustrations or ship specifications, should contact their nearest Federation Historical Data Repository. Optionally, requests for information on this subject may be granted by contacting Sir Kenneth A.F. Brighton directly.

SHIPS SERVING WITH STAR FLEET COMMAND

Verne Class Cruiser
Messier Class Cruiser
Horizon Class Cruiser
Thofsin Class Cruiser
Degbaxis Class Frigate
Tanathooef Class Frigate
Djartanna Class Destroyer
Cavalry Class Destroyer
Taholsin Class Destroyer
Marshall Class Destroyer
Zoenamy Class Corvette
Mercury Class Scout
Doppler Class Scout
Arrow Class Starfighter
Galliant Class Starfighter
Cosmos Class Interstellar Survey Ship
Edison Class Interstellar Research Ship
Long Class 'Star-Barge'
Vanguard Class Transport
Zeus Class Automated Transport
G'buqoff Class Armed Transport
Toj Lol Class Explorer/Courier
Assist Class Warp-Tender
MD-1000 Class Construction Dock
Hopkins Class Hospital Ship

SHIPS SERVING WITH THE ROMULAN STAR EMPIRE

U-4 "vas'maklaram" (Shrieking Bird) Class Cruiser
U-7 "vastari sanalam" (Wing of Doom) Class Cruiser
U-9 "vas'rosvlai" (Silver Bird) Class Cruiser
U-13 "vastagor vastarum" (Death Flyer) Class Cruiser
U-15 "stelai'deletham" (Defender of Stars) Class Cruiser
U-21 "morlasam cl'vangas" (Explosive Avenger) Class Cruiser
R-1 "takaan" Class Escort
N-1 "re'ravsam" (Unbound Brother) Class Gunboat
N-2 "alocala" (Enhanced Fire) Class Gunboat
N-5 "klivai vang'radai" (Traitorous Enemy) Class Gunboat
J-2 "s'ten talasam" (Gallant Carrier) Class Freighter
X-2 "stelai latasasz" (Starpath) Class Orbital Border Outpost

CREATION OF MARINE CORPS COMMAND

From **Protectors of the Galaxy: An Informal History of Star Fleet Command,** by Admiral Richard Delgado, Retired (written Stardate 2/11).

The Star Fleet Marine Corps Command was one of the last departments that Star Fleet organized. The Star Fleet Marines themselves did not come into existence until the closing year of the Romulan War. In the early stages of the war, Star Fleet feared that Romulan forces might actually invade several of the frontier worlds of the Federation. With the authorization of the Federation Council, the upper echelons of Star Fleet Command set out to organize a Federation-wide ground force more heavily armed than its security forces and more mobile than the planetary armies of the various Federation member worlds. That force became the Star Fleet Marines.

The first appointed Commandant of the Star Fleet Marines was General Jean Ragnaczgny Drago of the United Terran Defense Forces. General Drago enlisted elite volunteer forces from his former command, along with the cream of Andorian, Tellarite, and other Federation armies. He immediately organized and personally supervised the training of what was to become the core of Star Fleet's finest fighting force.



Drago organized his marines along the lines of old Terran military units also known as marines. Terra's government turned over former marine training facilities to Drago's fledgling Star Fleet program. With the minimum red tape characteristic only of wartime, Star Fleet's Education and Training Command developed a training program. Thanks to Drago, his troops were fully trained and ready for action within six months of their initial organization.

Before any of the newly-formed Marine forces could be deployed, however, an armistice between Federation and Romulan forces was negotiated and the war ended soon afterward. Not a shot had been fired by a single Marine during the entire Romulan War.

With the threat of invasion of Federation territory ended, many Federation Council members favored disbanding the Marines, reasoning that the existence of a standing army at the beck and call of Star Fleet could be a threat to the independence and freedom for which the Federation stood. Some feared that the Marines would be used as a private Star Fleet army to keep member worlds in line, eventually denying them the individual freedoms the Federation had guaranteed.

General Drago and other high-ranking Star Fleet officers argued that to disband the Marines was foolhardy. If a warlike race such as the Romulans existed beyond the Federation, surely there were others. Next time, there might not be sufficient time to train a force such as the marines. The controversy raged for more than a year after the Romulan War ended, but eventually cooler heads prevailed. The Star Fleet Marine Corps Command was formed as a division of Star Fleet, separate from (but closely aligned with) the Military Operations Command.

Star Fleet Marines act as a defensive military force in much the same way as naval vessels under the Military Operations Command. They are under all the restrictions and directives that apply to other branches of Star Fleet. While constantly ready and alert to combat all threats to the security and peace of the Federation, the marines would never be deployed in full-scale combat except by direct order of the Federation Council and Star Fleet Command. Furthermore, Marines would never be deployed against any Federation member world, unless it was clear that the world had been subverted in some manner against the will of its people. With these provisions, the Star Fleet Marines became the primary ground-based peacekeeping force of the United Federation of Planets.

ROMULAN STARSHIP TACTICS

From **A Short History of the First Romulan War,** by Admiral Richard Delgado, Retired.

When war with the Federation broke out in Stardate 1/0610, the Romulans were ill-prepared to fight a prolonged war with a major power like the Federation. As the Star Empire had already been fighting the Klingons for a long time, their already poor resources were severely strained.

The Romulans did not know for certain who they were fighting in the early battles of our war with them. Intercepted messages seem to indicate that during their first confrontations with the Federation, the Romulans thought they were fighting the Klingons. The eventual discovery that they were fighting another power shaped their subsequent tactics.

In the beginning, the Romulans did not know whether they were fighting a minor spacefaring race or a major power like themselves. In either case, they were relatively short of vessels and men to fly them. This made hit-and-run tactics, for which they later became famous, a necessity.

During the war, the Romulans took cover in asteroid belts, on small planets, and the like, waiting for single vessels to wander past. After a successful strike or two, Romulan ships shifted their location so that they could not be traced. They did not consider this cowardice (as would the Klingons), but merely conservation of forces. A quote from *Thoughts of War,* a possibly fictional work found among the Eridam Papers, supports this point of view: "To hide is not cowardice. Neither is avoiding combat when the odds are not in your favor. It is using your limited resources to their best potential." The Romulans did not run when confronted, but fought and fought well. They worked

together, coordinating attacks as if directed by one mind. Romulan ships did not communicate with each other in combat. Evidently, the ships' crews had fought together for so long that they acted as one.

Romulan ships often worked in pairs. The first vessel would strike first and then run, drawing out the defending vessels in a convoy or from a base. This gave the second vessel a chance to strike at an unprotected target. After Federation officers caught on to this tactic, the Romulans employed a third vessel whenever possible, using what came to be known as the 'double draw method'. The second vessel would draw out the last defending ships, then the third would strike. Another quote from *Thoughts of War* emphasizes this: "Work together. Strike fast. Hit and withdraw before they know what hit them." The Romulans used guerilla tactics to their advantage, striking hard and fast and shifting the battleground to their choice of locations. Only the Federation's superior forces allowed them to stalemate the Romulans' superior tactics. Without doubt, the Romulans will use these tactics against us in any future conflict. Given their advances in technology, the outcome might be different next time.

FEDERATION STARSHIP TACTICS

Introduction to **Fighting Instructions: A Manual of Tactical Encounters**, 9th edition, edited by the War College Staff of Star Fleet's Education and Training Command (released shortly after the Romulan War).

During the Romulan War, Romulan commanders often outthought, as well as outfought, their Star Fleet counterparts. This was especially true if the engagement was a small one, involving only a few ships. As the war continued, it became apparent that the Romulans were experts in the art of interstellar war, while Federation races were novices by comparison.

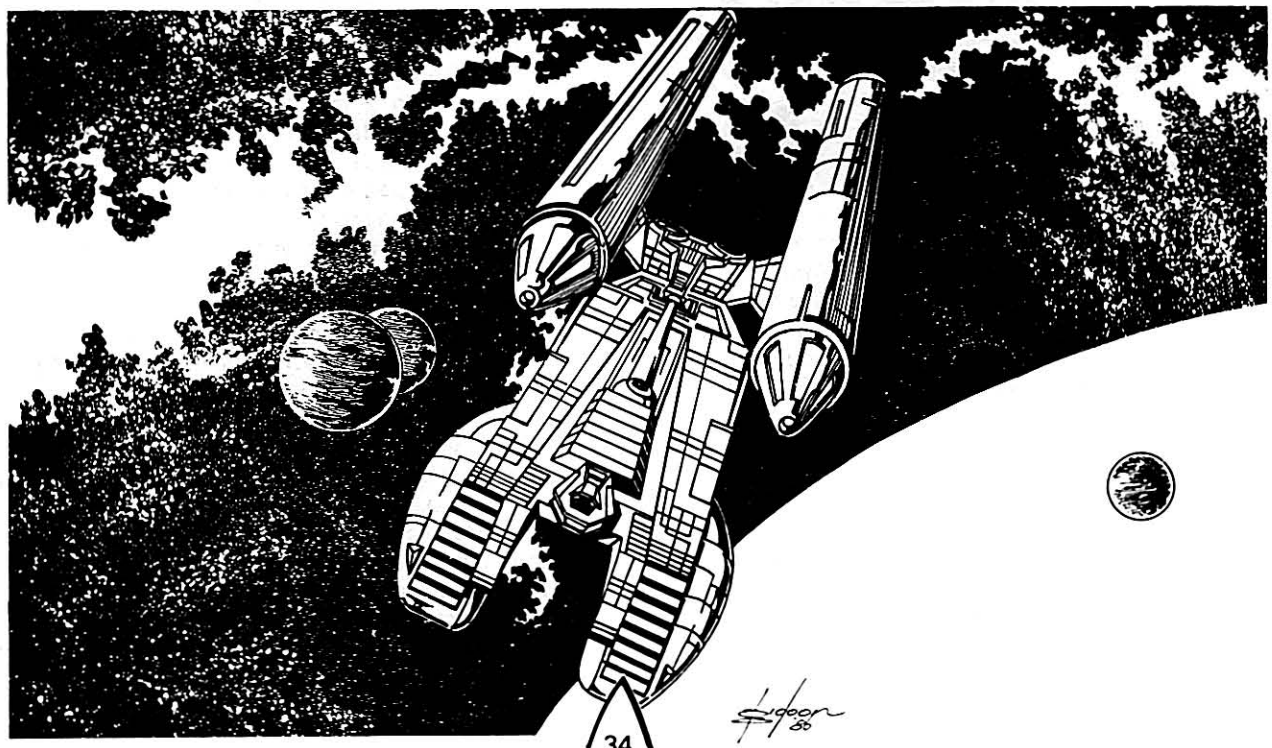
This is not to say, however, that Federation crews were incompetent. Extensive computer simulations at the Star Fleet Academy prepared crews to the greatest possible degree of readiness. Unfortunately, the best simulation was no substitute for genuine combat experience. Also, peace had reigned over the Federation for decades, and very few Star Fleet crews or commanders had ever participated in actual combat. Nor had the Federation ever met a race as combat-oriented or openly hostile as the Romulans. Even the Andorians, the most militant of the major Federation races, were taken by surprise at some of the Romulans' tactics.

While a single patrolling Star Fleet vessel was preparing to react against the surprise attack of a Romulan warship, the Romulans had already opened fire while closing at high sub-light speed. The Romulans' initial attacks were not hasty and ineffective, as might have been expected. The bird-like lines of a Romulan warship quickly became associated with uncanny marksmanship. By the time a second Romulan vessel appeared, the Federation ship had regrettably few choices remaining. Most ships caught in this way chose to fight as skillfully as possible, trying to damage or destroy a Romulan ship before their own vessel was obliterated.

Romulan attacks were aggressive. Though they apparently had no knowledge of the Federation, they fought with unrestrained ferocity, almost as if our races had been their mortal enemies for centuries. Federation crews soon realized that no prisoners would be taken. By necessity, this led to fierce ship-to-ship dogfights. In fact, the Federation only achieved combat parity after adopting the Romulans' savage combat tactics.

The United Federation of Planets' major advantages and disadvantages in combat were as follows:

Advantage 1: Federation forces usually outnumbered Romulan forces. By achieving a ratio of at least 3:1, Star Fleet forces were generally able to defeat the Romulans. (Unfortunately, even this degree of superiority could not ensure a UFP victory in at least one instance.)



Advantage 2: Federation starship commanders worked closely together for the group's overall benefit and protection. This meant covering the weak flanks of individual ships or formations, and assisting each other when combat conditions became difficult.

Disadvantage 1: Individual Romulan commanders were more skilled at combat than their Star Fleet counterparts. It is not known whether they were better trained or simply had a more militant society, thus giving them an inherent edge.

Disadvantage 2: Star Fleet had great difficulty in transferring large numbers of ships from one area to another, due to the relatively low speed of warp travel and the distances involved. Even at Warp 3.5, starships took more than eight years to travel from Federation homeworlds to the battle zone. No senior officers expected the skirmishes with the Romulans to last for years, and so reinforcements were slow in arriving, even when authorized. This does not appear to have been a problem for the Romulans, indicating that the center of the Romulan Empire was much closer to the combat area.

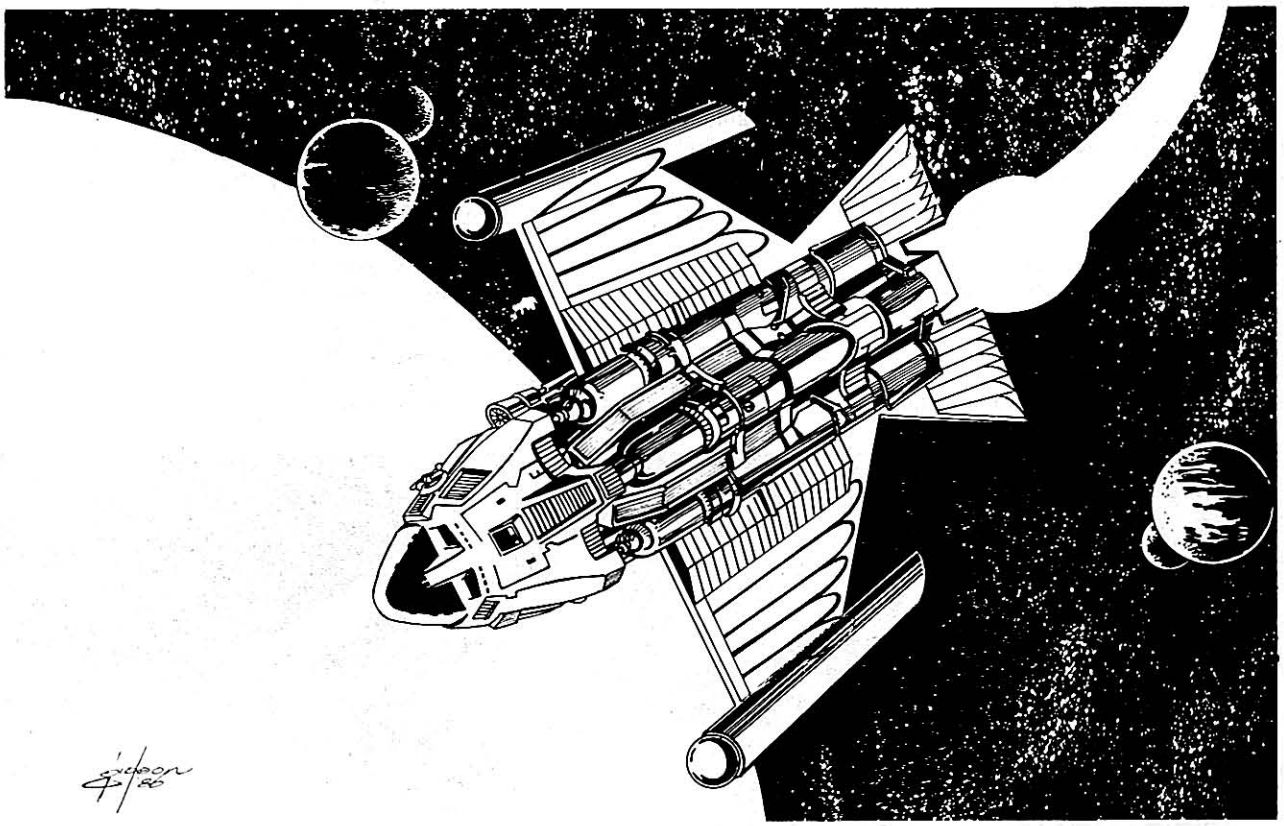
Disadvantage 3: The Romulan Navy contained fewer classes of warships, simplifying supply, repair, and training requirements.

ED. NOTE: Specific information on task force compositions and tactical formations were deliberately excluded from this compilation. Many of the procedures employed during the Romulan War would be totally ineffective or unreasonably dangerous if attempted with modern starships. Because this book is meant to be a brief historical reference and not a starship strategy/tactics training manual, I have excluded information that could be interpreted incorrectly.

The single exception is the Cochrane Deceleration Maneuver, created by Zephram Cochrane. Though a man of peace, Cochrane formulated several tactical maneuvers in the event of war. Not only did deceleration prove to be effective in the Romulan War, but after being modified for deflector and improved warp propulsion technologies, it is still a viable defensive maneuver. The most current procedure for the use of this tactic is quoted here from *Fighting Instructions: A Manual of Tactical Encounters, 25th edition:*

"The defending Federation ship would cease all forward tactical movement. As the attacking ship came and passed by at close range, the Federation ship would make a stress turn, pivoting 120 degrees. While doing so, the forward shields remained at their highest state of readiness, and all possible forward weapons systems would engage the attacking target, now hopefully presenting its rear arc.

"The Cochrane Deceleration would work best if the Federation ship was near one flank of an attacking fleet, or if the attacking ship was expected to pass by at high speed within accelerator cannon or photon torpedo range. This tactic required great skill for execution."



ADVANCES IN MILITARY TECHNOLOGY

From **Encyclopedia of Spaceflight**, R. April and S. April, editors.

In the decades before the Romulan War, Federation military vessels were equipped with monochromatic lasers and launch tubes capable of firing thermonuclear hydrogen-fusion torpedoes. By Stardate 0/78, particle beam cannons became practical, and were installed on the *Messier* Class cruisers. Fifteen years later, the *Horizon* Class cruisers were equipped with quasi-nuclear photon-neutron torpedoes, a significant improvement. Finally, after research lasting from Stardates 1/96 to 2/04, a new generation of polychromatic lasers was developed. The *Marshall* Class destroyers were so equipped, and many *Horizon* Class cruisers, among others, were refitted with the newer, more powerful beam weapon.

Yet, all improvements were relative. Weapons of that time had only a fraction of the power and range of current warp-engine-powered phasers and photon torpedoes. The maximum range for the most advanced polychromatic lasers was slightly greater than 50,000 kilometers, or roughly one-fourth that of the FH-3 phaser. The laser's accuracy and potency dropped severely as the target's distance increased. The first particle beam cannons required almost as much energy to operate as the damage they inflicted. Ship-launched torpedoes had a range that was measured in thousands of kilometers, rather than in tens of thousands.

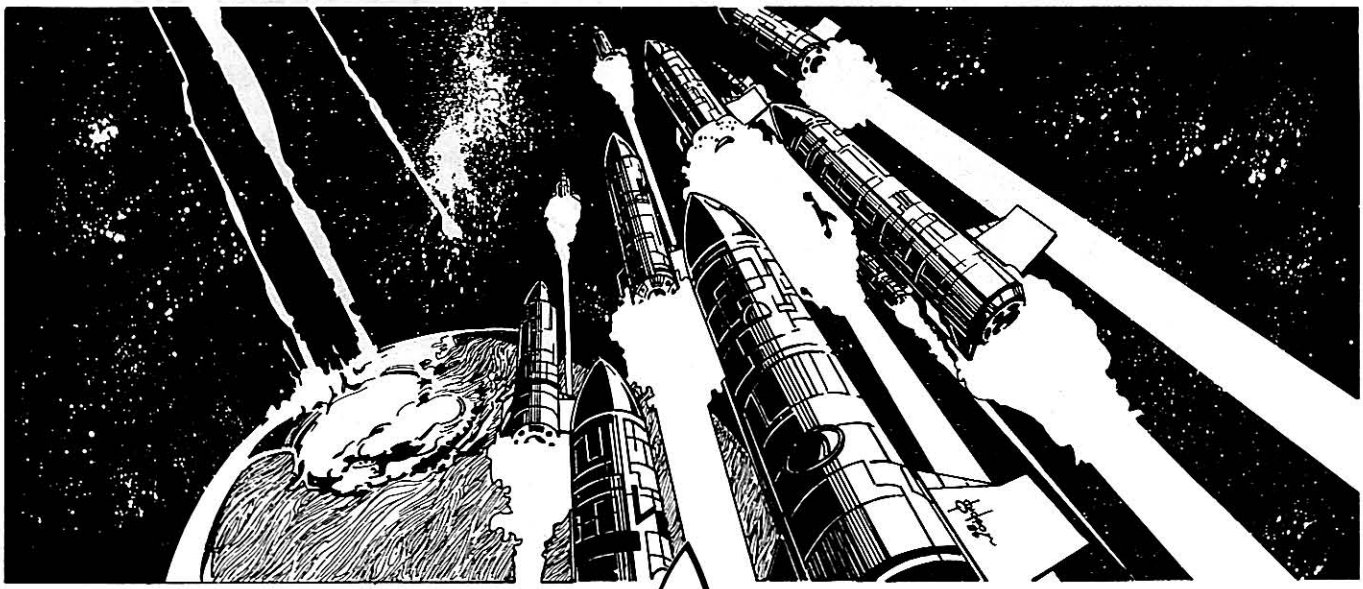
Additional technical advancements would not occur for decades. It took until Stardate 1/59 before the first truly effective Federation beam weapon, the FL-1 laser, saw service. The FAC-1 accelerator cannon was being produced by Stardate 1/62.

The Romulans had two primary shipboard weapons systems: a drill-like energy beam and a variety of guided missiles. The energy beam could be selectively 'tuned' to penetrate tritanium or any equivalent inorganic compound. The beam would disrupt its target, quickly weaken its molecular structure, and dematerialize it. The advantages of this weapon were enormous. For example, this beam could rupture one specific location on the hull of a freighter while doing only superficial damage to the rest of the ship. That would leave any valuable cargo intact for plundering. Such a weapon appears to have been custom-designed for piracy.

While the drill-beam was a weapon of finesse, the Romulan guided missiles could only be used for brute force. The missiles came in a wide assortment of different sizes and capabilities, ranging from the 'cell-rupturer', which massed only a few hundred pounds, up to the so-called 'star-bomb', which massed almost eighty tons! All Romulan missiles had certain characteristics in common: they were all fusion-explosive missiles, and they were fairly awkward to guide or maneuver, despite their built-in propulsion units.

Almost every Romulan warship carried a quantity of the smaller missiles. Apparently each vessel had some internal storage capacity for missiles massing about 20 tons. On occasion, a Romulan cruiser was known to carry several hundred aboard. Fortunately, the smaller the missile, the more erratic the control. Sometimes, when several dozen missiles were fired at once, a few usually lost control and detonated against other missiles. At least two Romulan ships were destroyed by their own missiles in the Romulan War. The small warheads were not considered to be a serious threat to Federation ships, unless the ships were caught between several salvos.

The larger missiles were handled differently. From one to four of these star-bombs could be attached by magnetic grappels to the exterior of the hull. They were released and then guided by Romulan crewmen operating remote controls from within the ship. This is very similar to the way air-to-surface missiles were deployed by Terran atmospheric craft during the 20th and early 21st centuries. Because the star-



bomb moved freely and had an extensive range, however, much of its mass was needed for propulsion, leaving little room for its explosive payload. Nevertheless, a single star-bomb could easily destroy a ship (or a group of ships if they were in close proximity). As a result, it was a fearsome weapon, causing more than one Federation squadron to panic.

Aside from starship weaponry, the Federation has made a number of other major advances since the time of the Romulan War. Some of the most important changes deal with substantial improvements in warp acceleration, shielding, and general hull construction.

During the war, starships had a maximum speed of Warp 3.5 or less. Even those speeds required a great deal of pre-warp acceleration time. The *USS Enterprise*, for example, could accelerate from complete motionlessness to warp speed in less than one minute. In comparison, the *Messier* Class cruiser required more than two and a half hours to perform the same maneuver. Progress, however, was being made even then. The newer *Marshall* Class destroyer could reach warp speed in just over an hour and a half. Although these speeds seem incomprehensibly slow compared to modern battle-performance ratings, the Romulan ships were not significantly better.

Because it required a lot of time to accelerate or decelerate, all battles were fought at sub-light speeds. By the time a vessel speeded up or slowed down enough to join in battle, the minutes-long battle would already be over. Also, the K-series computer systems of the era were far less sophisticated than the M-series computers currently aboard Federation starships. Those earlier computers could not synchronize lasers to fire when the vessel was travelling at warp speed. The ability to fire projectiles such as torpedoes or missiles was simply beyond the technology of the time. As a result, the only way to get into a fight was to arrive at the combat zone as quickly as possible, and then slow down.

Another major difference was in defensive systems. Starships, even warships, did not possess elaborate defenses. The first prototype energy deflector shield was constructed in Stardate 1/60, and the FSA shield did not reach production until Stardate 1/79. Most vessels had hull armor of minimal thickness, which quickly proved ineffective against the Romulan drill-beam weapon. A handful of ships had experimental point-defense systems, consisting of numerous low-powered lasers designed to knock incoming missiles off target. This system did deflect the smaller Romulan 'cell-rupturer' missiles, but it too was totally useless against the larger missiles.

Andorian scientists invented another defense system. A few vessels, including some *Thofsin* Class cruisers and *Tanathooef* Class frigates, were equipped with energy overload dampeners. Acting as giant energy storage circuits, these devices were grounded to the hull's external skin. In theory, energy attacks against the ship's hull would be harmlessly diverted into the dampeners, then discharged safely into space. The devices were somewhat effective, but they occasionally took an excessive charge, and exploded within the ship. Despite this, they were incorporated into future generations of starships until deflector shields were perfected. The only other defense a starship had was its speed and the skill of its commander, neither of which always sufficed.

CONSEQUENCES FOR MILITARY SHIPBUILDING THEORY

From **Encyclopedia of Spaceflight**, R. April and S. April, editors.

Star Fleet naval architects learned a great deal during the Romulan War. They tested and proved numerous design concepts at that time, many of which are still in use. The separate warp nacelles on the *Verne* and *Marshall* Classes, for example, proved the greater operating efficiency of a two-engine starship. Ironically, evidence drawn from these observations led to the construction of the three-nacelle starship *USS Tritium*, a design that failed all specifications horribly.

The *Horizon* Class cruiser had the first modular impulse drive system. Prior to that time, all starships had fusion or chemical auxiliary drives, making non-warp travel slow and potentially hazardous. Since that time, all major Federation vessels have carried an impulse propulsion unit.

Perhaps the biggest lesson learned was how to use resources effectively. Numerous new inventions were made during the last two decades, including the overload dampeners, the Warp 15 subspace communications system, and improved weapons. One group of engineers would come up with a new shipboard system, and order it installed on their particular class of vessel. Some other group of engineers would do the same thing with another invention in another class. Unfortunately, the engineers were not keeping in touch with each others' work, and few ships possessed more than one or two of these innovative devices. Because of the time and distances involved, it was also impractical during wartime to have warships return to dock for refittings. As soon as the war ended, Star Fleet engineers reequipped all active vessels with all of the new shipboard systems, making each ship fully modern.

The Romulans themselves also taught Federation engineers an important lesson. The vast majority of Romulan ships seen in combat were either gunboats or cruisers. Based on what could be learned from direct observation, their fleet seemed to possess no destroyers or similar medium-sized warships. Instead, the Romulans constructed a small number of classes, presumably with known combat potentials. Such a construction program greatly simplified their repair, supply, and training needs.

The UFP had so many different ship classes, ship manufacturers, and ship designing groups because a number of classes were built on the major homeworlds before the Federation was formed. Several other ship classes were built without regard to overall Federation needs. Once major improvements were installed on all postwar warships, Star Fleet eliminated certain classes of ships. This saved money (an important consideration), and cut down on the creation of different-but-similar vessels intended for the same functions. Aside from the *Castor* Class cruiser, which began construction in Stardate 1/22, Star Fleet did not authorize the building of any major new classes for almost four decades.

POSTWAR UFP/ROMULAN RELATIONS

From **An Uneasy Peace**, Commander Gravin Tammer, Retired (written in Stardate 2/09).

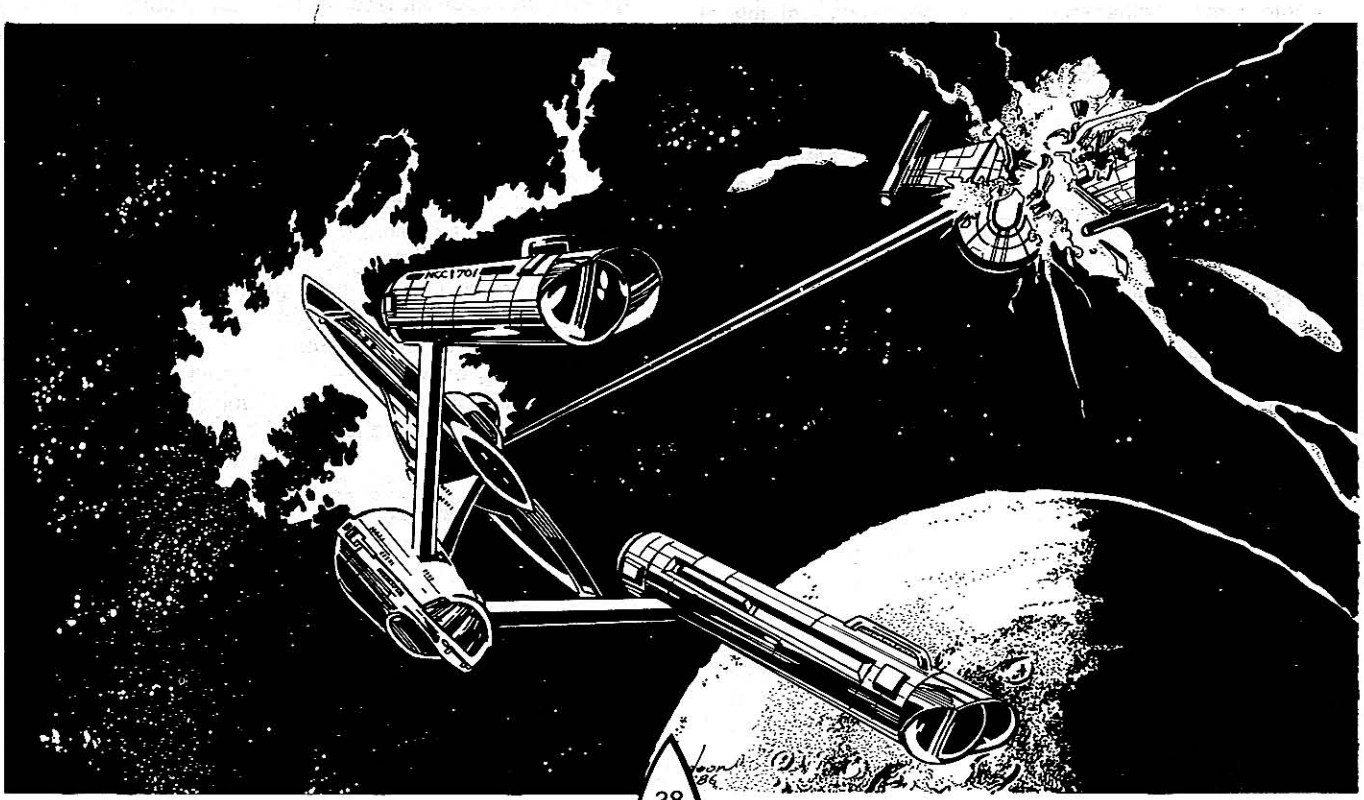
Neither side won the Romulan War. It simply dragged on until the combatants were both so exhausted that peace was the only possible outcome. Unfortunately, relations did not improve after the war ended. Instead, the Romulans went into hiding, which came as a great surprise. Most people expected renewed hostilities within a few months or years. Even now, many military historians refer to that conflict as the First Romulan War, although no subsequent war has yet occurred. This kind of thinking indicates the typical Federation view of the Romulans, even to this date. Most military officers felt then, and some do now, that another Romulan war is inevitable.

Even as the UFP and the Romulans were signing the Treaty of Peace, senior staff officers at Star Fleet were planning strategies for the next Romulan war. During the next nine years, a great deal of time and resources were spent in constructing an elaborate system of border outposts along the new Federation/Romulan border. By Stardate 1/1804, Star Fleet announced publicly that its network of outposts was complete. This went a long way toward making the inhabitants of the UFP feel safe again. When a number of years passed during which no Romulan activity was observed, however, people became uneasy once more.

The Federation attempted to make diplomatic contact. In the period between Stardates 1/10 and 1/38, Star Fleet permitted eight Toj Lol Class couriers to cross into the Romulan Neutral Zone. This does not count a number of automated probes that were sent or vessels that may have attempted to make contact without permission. Except for two all-Vulcan crews, each Federation envoy vessel was manned by members of all major races. By tracking the vessels, Star Fleet Intelligence Command acknowledges that several got through the Neutral Zone. None of the vessels or their crews were ever heard from again. Although it is possible that several ships experienced genuine accidents, it seems likely that most or all were destroyed by a hostile adversary. The failure of any envoy ships to return to Federation space proved that the Romulans were still unwilling to respond to peaceful gestures.

Star Fleet Command continued to add new outposts, most of which were automated, to the Romulan Neutral Zone and Federation sectors bordering it. By Stardate 1/48, the Federation Council was assured that no Romulan ship could cross through the RNZ and enter Federation space without detection. This did not help explain why no Romulans attempted to cross, however. Star Fleet assumed that the Romulans had established an observation network, and had discovered that we had made one as well. Nevertheless, military experts expected the Romulans to make an occasional foray into detection range to determine our outposts' scanning sensitivity and area of effect. Their apparent lack of curiosity showed how alien they really were.

After making contact with the Klingon Empire, and discovering the animosity between those two races, the Federation began to fear the Romulans less. When the Four Years War occurred between the Federation and the Klingons, Star Fleet was greatly concerned that the Romulans might enter the war. Surprisingly, they did not. This uneasy peace continued along the Federation/Romulan border until Stardate 2/0710. At that time, hostilities broke out when a Romulan cruiser equipped with a cloaking device entered Federation space and destroyed four Star Fleet border outposts. The *USS Enterprise* pursued and destroyed it in turn, opening a new chapter in UFP/Romulan relations.



SOCIOECONOMIC EFFECTS OF THE ROMULAN WAR

From **Introduction to An Analysis of the Effect of the Romulan War on Federation Socioeconomic Infrastructure**, Dr. C.J. Richter (written shortly after the war ended).

The Romulan War had many effects on the United Federation of Planets. First, it served as a unifying element for all major races and member worlds. The still-young Federation had now acted together as a coalition of intelligent races. This proved to be an important consider-ation when introducing new peacetime exchange projects such as the Medical Assistance Program, the Student Exchange Program, the Galactic Cultural Exchange Program, and the Galactic Outreach Program.

Star Fleet Command used the theme of "equality for all races and the opportunity to serve them" as a major incentive for enlistment. Before long, the number of volunteers greatly exceeded the number needed. From that point on, Star Fleet Academy could afford to be more selective when choosing service candidates. With a variety of programs operating smoothly and Star Fleet up to desired strength, the Federation Council now knew that an interstellar government could function efficiently and fulfill its purpose of mutual protection and sovereignty.

The Romulan War also turned the attention of all intelligent races toward space. For example, most Terrans were intellectually aware of the Alpha Centauri, Vulcans, and other intelligent life-forms outside the Sol system, but their primary interests and livelihoods were derived from their own world. Some had been to the Martian Free State, but that was as far as their 'vision' usually went. As the war dragged on, Terrans experienced the deaths of friends and relatives, as well as of far-off allies. This made the war personal, even though the enemy was still faceless. Mankind realized that its new challenge lay among the stars.

Through massive war materiel purchases, the war initiated the transfer of massive economic credit from the governmental sector to the industrial sector. This aided many businesses, particularly those directly involved in the war effort. The war also led to a Federation-wide tax structure. Fortunately, tax rates were low by Terran historical standards, and they would remain so through the skillful administration of assorted government programs, including incentive industrialization.

The Romulan War had a single, tragic, political effect. Federation Senior Councilman Abraham Dannon was 52 years old when he voted with a majority of his fellow councilmen to authorize war against the Romulan Star Empire. Three years later, a war-weary Dannon delivered an impassioned speech to the Council, and he was able to convince his associates to negotiate for peace. The 'Sighted Man of Peace' speech now ranks with the Terran 'Gettysburg Address' and the Andorian 'Freedom Through Exercise of Strength' as one of the most significant orations in history. The resolution passed by a one-vote margin.

Dannon served as chief UFP negotiator, conceding much of the disputed area to the Romulan Empire. His conciliatory attitude toward the Romulans did not sit well with either public opinion or his opposition on the Federation



Council. Always a controversial member of the Council, Dannon became an extremely unpopular member as well. Before four months had passed, he was censured and subsequently removed from his office of Councilman.

More than a little bitter, he began a long, uphill campaign to regain his former position, which he felt had been unjustly taken from him. Three years later, on Stardate 1/1303.21, Abraham Dannon was assassinated by Rokas D'varak while preparing to speak at a political rally on the Terran colony of New London. D'varak had lost two brothers aboard Federation starships during the Romulan War, and felt Dannon had not tried to punish the Romulans enough in the treaty negotiations. Dannon was thus the last casulaty of the war he had fought so hard to end.

Before the Romulan War began, it is ironic that Dannon was considered by many political analysts to have the best chance to succeed Cristofur Thorpe, the incumbent Governor of the Federation Council. Many years after his death, Dannon finally received his due as a man of peace. The highest Terran civilian decoration for peace was named the Dannon Prize in his honor.

TIMELINE

This section contains a timeline of all major events dealing directly or indirectly with the Romulan War. Other select events are included to provide additional information on the history of the United Federation of Planets, as well as show the chronological relationship between events. All Stardates are Reference Stardates.

Stardate 0/4202.25

Preparations made for the first Terran manned interstellar expedition are completed. The *UNSS Icarus* is an 8,600-ton craft powered by a high-acceleration, sub-light-speed *Bussard* ramjet. A crowd of several thousand people watch nearby as the spaceship is launched from Luna, while billions watch live, televised coverage. Carrying a complement of 40, the *Icarus* is headed for Alpha Centauri. Its mission is to search for an inhabitable planet.

Stardate 0/4806.23

The *UNSS Icarus* arrives at Alpha Centauri. Contact is established with a humanoid culture there, despite many scientific predictions doubting the possibility of intelligent, humanoid life elsewhere in the universe.

Stardate 0/4812

Alpha Centauri scientist Zephram Cochrane formulates the initial warp drive calculations that will make faster-than-light travel possible and, eventually, practical.

Stardate 0/5303

Alpha Centauri biosociologist Zancmar Hodgkins publishes his Law of Parallel Planet Development, stating that similar planets develop similar life-forms with similar cultures. After careful study and approval by the Alpha Centauri Academy of Biosciences, it is transmitted to Terra, where it is received 52 months later.

Stardate 0/5507 through 0/5909

The first experimental warp-drive ships are tested by Terra and Alpha Centauri research teams. The *United Nations Space Ship Bonaventure*, the first of the new ships, is commissioned. The *Bonaventure*, the first of the *Cochrane* Class, is well-armed with monochromatic high-intensity lasers, powered by the ship's fusion sub-light engine.

Stardate 0/5706

The Xenobiological Probability Study, underwritten by the University of Luna for the United Nations of Terra, is released. This study concludes mathematically that the chances of discovering any non-humanoid, intelligent life within the next century of exploration are extremely small.

Stardate 0/6201

The Fundamental Declaration of the Martian Colonies establishes independent government for all off-planet Terran colonies. It is used as a precedent-setting document for worlds wanting to declare governmental autonomy.

Stardate 0/6407

The *Franklin* series warp-drive message-probe becomes operational. These small, unmanned probes have rudimentary astrogational equipment, and are capable of carrying a cargo of up to 0.1 ton in addition to several hundred recorded messages. These probes are later refitted with modern warp drives and used for the next three decades. A total of 380 are built.

Stardate 0/6410

The *Verne* Class cruiser enters service. It is noteworthy as the first warp-drive class equipped with launch tubes and thermonuclear hydrogen-fusion torpedoes. 120 are built.

Stardate 0/6507.19

While on an exploratory mission, the *UNSS Bonaventure* discovers Axanar and its intelligent, but non-spacefaring, humanoid race. The discovery of this race further substantiates Hodgkins' Law, now indisputably accepted as valid.

Stardate 0/6511.12

When a *Franklin* series warp-drive probe encounters a Vulcan colony world, first contact occurs with the Vulcans. As they have already developed the warp drive, Vulcan techniques substantially improve on the original design.

Stardate 0/6807

A delegation of Vulcan diplomats and scientists arrive on Terra to begin discussions of a formal alliance between Terra, Alpha Centauri, and Vulcan.

Stardate 0/7006 through 0/7210

Ten fusion-driven Space Arks are launched during this period. They are manned by people dissatisfied with sociopolitical and ecological conditions within the Sol system. It is later learned that the passengers on only one of these ships survived.

Stardate 0/7104 through 0/7301

An undeclared economic alliance exists between Vulcan, Terra, and Alpha Centauri, and the first interstellar trade missions occur during this time. Commercial interstellar space travel begins.

Stardate 0/7110

Terra's first *MD-1000* Class multi-functional, space-rated construction dock becomes operational, serving as a sub-light-maneuverable repair facility for starships. Eventually, 75 are built.

Stardate 0/7206

As a result of meetings with Vulcans and Alpha Centaurans, a detailed study is published on Terra. This study strongly recommends a formal interstellar alliance between the three worlds.

Stardate 0/7308.20

First contact is made with the Tellarites. Under the command of Admiral Abel Niwen, a fleet of Terra's United Nations Space Force on patrol in the Sol system meets a single intruding Tellarite ship. After an unusual confrontation, the Tellarite Commander accepts an offer of peaceful coexistence between the two races.

Stardate 0/7404.17

The first test of warp radio between Pluto and Terra is a complete success, making interstellar communication practical for the first time.

Stardate 0/7511.29

First contact with the Andorians nearly ends in disaster when an Andorian starship fires on a Terran exploratory vessel. Terra prepares for war, but cooler heads on Vulcan convince Terran leaders to try and negotiate with the growing Andorian empire.

Stardate 0/7608

The first completely automated fusion-powered cargo transports enter service. These vessels are designed for interplanetary flight, and include refitted *DY-500* Class vessels, now renamed the *Zeus* Class.

Stardate 0/7703

The First Alpha Centauri Conference preserves interstellar peace when Vulcan diplomats convince Andor that it has nothing to gain and everything to lose by fighting Terra and her allies. Andor joins the alliance.

Stardate 0/7801

The United Nations Space Force's *Messier* Class cruiser becomes operational. This class is the first to be equipped with the newly-developed particle beam cannon. Refitted for combat duty in the Romulan War, the *Messier* Class sees extensive action in that conflict. A total of 875 are built.

Stardate 0/7907.27

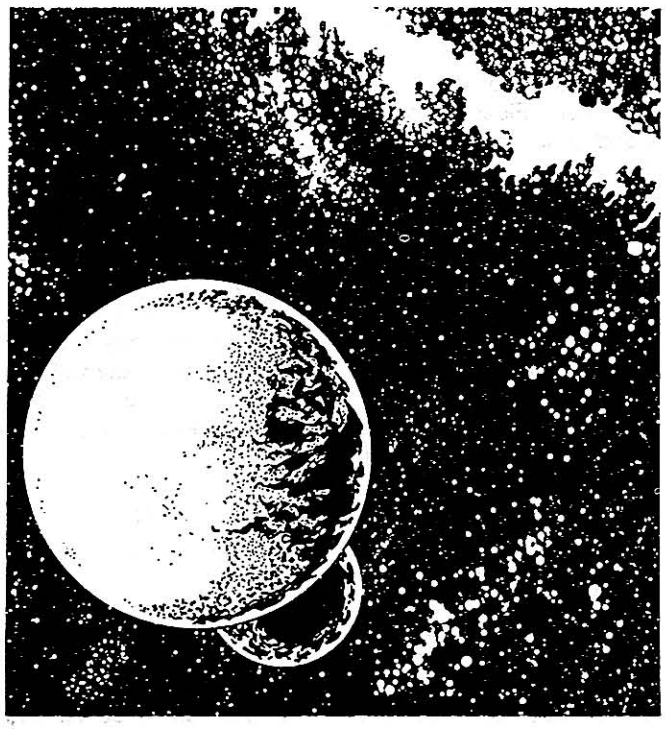
Terran ships make contact with the Orion Colony worlds in the Rigel system, after learning about their existence from Tellarite traders.

Stardate 0/8110 through 0/8206

The first major joint-scientific project between Terra, Alpha Centauri, and Vulcan shows tangible benefits when a series of research probes are launched from all three worlds.

Stardate 0/8204

A series of meetings take place on Vulcan, attended by delegates of the five major spacefaring governments. This first attempt to establish a single, unifying federation fails to receive popular support of the worlds involved because the primary goals and policies of such a coalition are not defined adequately. Diplomats agree to continue working toward such a federation, now realizing that their efforts must center on defining the role and responsibilities for the new government.



Stardate 0/8206

Tellar's *G'buqoff* Class armed transport becomes operational. An excellent and rugged design, this class remains in service for more than nine decades. A total of 2700 are built.

Stardate 0/8207

Terra's *Cosmos* Class interstellar survey ship becomes operational. A total of 103 are built.

Stardate 0/8311

Tellar's *Degbaxis* Class frigate becomes operational, eventually serving as a second-line combat ship throughout the Romulan War. Sixty are built.

Stardate 0/8401

Terra's *Edison* Class interstellar research ship becomes operational. Sixteen are built.

Stardate 0/8407

Terra's *Cavalry* Class destroyer becomes operational, eventually serving as a second-line combat ship throughout the Romulan War. A total of 100 are built.

Stardate 0/8504

Terra's *Assist* Class warp-tender becomes operational. Two hundred are built.

Stardate 0/8508

An unknown disease with an exceptionally high mortality rate spreads through a 200-man research base on Pluto. There are no survivors. The disease is later linked to a contaminated souvenir originally obtained from an incautious Orion trader. This is the first unpleasant incident between Terrans and Orions, and helps to set the tone for future relations.

Stardate 0/8601

Alpha Centauri's *Zoenamy* Class corvette becomes operational. This class will serve as an armed picket patrol ship throughout the Romulan War. A total of 119 are built.

Stardate 0/8703

Vulcan's *Toj Lol* Class explorer becomes operational, eventually serving as a small research ship and diplomatic courier during the Romulan War. Ninety-one are built.

Stardate 0/8706.06

Work begun on Vulcan five years ago leads to another series of meetings among the starfaring races. At the first Babel Conference, all five races sign the Articles of Federation establishing the United Federation of Planets. The original signatory powers include Terra, Alpha Centauri, Vulcan, Andor, and Tellar.

The goals of the UFP include ensuring interstellar security, and improving economic trade, scientific research, and galactic exploration. In conjunction with these objectives, the organization of Star Fleet Command is to be completed within the next three years, providing a unified military force for exploration and common defense.

The Rigel/Orion Colonies offer to join the UFP, provided they are paid ten trillion credits "in compensation". Their request is rejected, and so they remain outside the Federation entirely.

Stardate 0/8708

In the first example of Federation military cooperation, the Alpha Centauri *Djartanna* Class destroyer enters service with the Terran United Nations Space Force. Over the next three decades, a total of 316 are constructed for the UNSF and Star Fleet Command.

Stardate 0/8804

Plans are made for a Federation-wide news-gathering and reporting agency. As a result, the Solarian News

Agency merges with other planetary services, creating the United Federation of Planets Infonet.

Stardate 0/8806

With the permission and assistance of the Alpha Centauri Concordium of Planets, Terran military officials begin to construct the Centauri Test Range, a weaponry and propulsion test facility and research center.

Stardate 0/8909.14

Terran and Alpha Centauri warships are operating on a joint training mission and war games maneuver when tragedy strikes. A misunderstanding of navigational instructions is compounded by a weapon fire-control systems failure. Two Terran destroyers are annihilated, killing 232 crewmen. This accident vividly points out the need for a single command structure, Star Fleet Command, and a central training facility for starship crews from all Federation members, the Star Fleet Academy.

Stardate 0/8910.10

Star Fleet Command is established to replace the spacegoing forces of all member planets, with all ships redesignated as "United Space Ships". To discourage the possible misuse of military forces anywhere in space, General Order Number One is adopted as the most important regulation in Star Fleet.

Stardate 0/9006

Continued advances are made in communications theory and technology. Research leads to a level of theoretically near-perfect efficiency. From this point on, messages sent via warp radio, now called subspace radio, travel at the unbelievable speed of Warp 15, or 3375 times the speed of light. Over the next two years, all starships have their communications equipment modified accordingly.

Stardate 0/9109.19

Star Fleet Academy is founded, and its first class of 300 students represents eight different humanoid races.

Stardate 0/9204

Star Fleet Command's *Vanguard* Class transport enters service. This class will be the main workhorse of Star Fleet's Materiel Command during the Romulan War. Just under 1600 are eventually constructed for military and commercial use.

Stardate 0/9211.03

The *USS Atlas*, a Federation cargo ship operating near the frontier of Federation space, is attacked and destroyed, though this is not known until the recovery of a marker/recorder buoy containing a complete transcript of the events preceding the *Atlas*' destruction.

Stardate 0/9211.17

After failing to arrive as scheduled at the Sector 5D Agricultural Colony, the *USS Atlas* is listed as missing.

Stardate 0/9302.21

A Star Fleet scout ship recovers the marker/recorder buoy from the lost cargo vessel *USS Atlas*. Tapes from the buoy reveal that the transport was not lost in space, but was fired upon by enemy aliens of unknown origin. Star Fleet Command later learns that this was the first act of violence committed by the Romulans against the Federation.

Stardate 0/9305.27

The *USS Mol Ask'nnar*, a frigate of Tellarite design patrolling near the Federation border, fails to make a scheduled rendezvous. A massive search effort is made by available Star Fleet vessels, but the ship is never found and is recorded as "lost, whereabouts unknown". Although never proven, circumstantial evidence later points to foul play at the hands of the Romulans.

Stardate 0/9309

The Terran-designed *Liberty* Class picket cruiser, equipped only with sub-light drive, is removed from active service. From now on, it is used exclusively as a planetary system defense boat.

Stardate 0/9310

Star Fleet Command's *Horizon* Class cruiser becomes operational. This is the first class of warship to be jointly designed and constructed by engineers from several member systems of the new UFP. It is also the first class to be equipped with the new quasi-nuclear photon-neutron torpedoes. An excellent design, it will serve with Star Fleet's front-line units for almost five decades. More than 1300 are built before production ceases.

Stardate 0/9310.18

The *SS Amaretto*, operating within Federation-patrolled territory, is attacked by two starships of unknown configuration. The vessels are similar to those described by the commander of the *USS Atlas*. The freighter is severely damaged, but the attackers break off when a Federation four-ship destroyer squadron appears. The Star Fleet Command flagship attempts to establish communication for purposes of identification and explanation. The alien vessels fail to understand or ignore all efforts to communicate, and they successfully evade their pursuers.

Stardate 0/9402.13

The UFP Delta VII outpost is destroyed, apparently another victim of piracy. Star Fleet Intelligence later confirms that this was a Romulan attack.

Stardate 0/9411

A total of 32 unarmed warp-driven message-probes are launched toward areas of uncharted space from starships and planets near Delta VII. Each probe contains complete symbolic instructions and messages in every known language. The messages request the establishment of diplomatic relations and the resolution of any existing dispute via peaceful means. No probe is ever discovered, and all are assumed to be lost or destroyed by the pirates.

Stardate 0/9507.08

Star Fleet Engineering Command's first major construction project culminates with the activation of Star Base 1. This is the first major artificial construction, repair, and service facility built for Star Fleet Command.

Stardate 0/9509

The *Franklin* series warp-message probe is removed from service.

Stardate 0/9510.21

A number of very small, automated starship-detection probes set up in Sector 7L (near the area of attacks) are destroyed. The *Verne* Class cruiser *USS Marconi*, responsible for patrolling that sector, is unable to respond in time to pursue the attacking ship.

Stardate 0/9511.30

As a result of the losses of the *USS Atlas* and the Delta VII outpost, the Federation Council passes a special directive to Star Fleet Command. In addition to new, massive appropriations for fleet construction, the directive orders several cruiser formations redeployed to strengthen defenses in the area where the *USS Atlas* was lost.

A special scout squadron under the jurisdiction of Star Fleet Intelligence Command is dispatched to obtain any

possible information on the pirates, and, if possible, to make diplomatic contact. The squadron consists of twelve warp-driven patrol craft, each manned by a crew of 15 volunteers. None of the craft are ever seen or heard from again.

Stardate 0/9512

In view of recent conditions, the *Verne* Class cruiser is removed from active service. Though well-armed, this vessel is only capable of Warp 2.7, and so has proven inadequate for patrol and pursuit duties along the now-disputed frontier.

Stardate 0/9604

Star Fleet Command's *Arrow* and *Galliant* Class short-range starfighters become operational. These vessels are extremely maneuverable at sub-light speeds, but are only armed with light weaponry. They are designed to be used at the new star bases for local defense and interception duties. Assigned in squadrons of 21, 315 are built.

Andor's *Taholsin* Class destroyer enters service with Star Fleet Command. Over the next 14 years, a total of 1030 are constructed for Star Fleet.

Stardate 0/9606

Star Fleet Engineers working at the still-unfinished Centauri Test Range begin an intensive program to develop more efficient laser weapons systems for Federation warships.

Stardate 0/9612

Massive engineering and construction efforts are begun on several dozen inhabitable planets, including several in the area where shipping recently has been attacked. Using available resources and technical information transmitted by subspace radio, complete starship-building facilities are built in only a few months. These industrial complexes permit the manufacture of the most recent warship designs for immediate service. Thus, a few of the newest ships can see service in a matter of weeks. Frontier squadrons no longer have to wait years for the arrival of starships from Terran, Andorian, or Alpha Centauri shipyards.

Star Base 2 is completed and assumes operational status.

Stardate 0/9706.09

In a skillful tactic executed near Epsilon XII, a UFP anti-piracy cruiser task force catches a pirate cruiser by surprise and englobes it, attempting to establish contact. The alien ship forces combat, and then explodes after a single salvo hits it. Although there are no survivors or remains from the pirate ship, the Federation suffers no casualties from the explosion.

Stardate 0/9707.30

An attack on Federation probes, similar to the one in Stardate 0/9510, occurs in Sector 5K. This time, the pirate vessels remain in the area until the patrolling ships, two *Degbaxis* Class frigates, arrive. One frigate is crippled and the second is forced to retreat before the three attacking cruisers break off their attack. Unmolested, they achieve warp speed and depart, presumably to return to their base.

Stardate 0/9708

Star Base 3 is completed and assumes operational status. This base is used as the primary command headquarters for Star Fleet Operations during the Romulan War. Its (relatively) great distance from the front makes command, control, and communications protocols difficult to execute efficiently. For this reason, many Star Fleet squadron and group commanders are able to exert enormous personal authority, responsibility, and initiative while fighting this war.

Stardate 0/9803

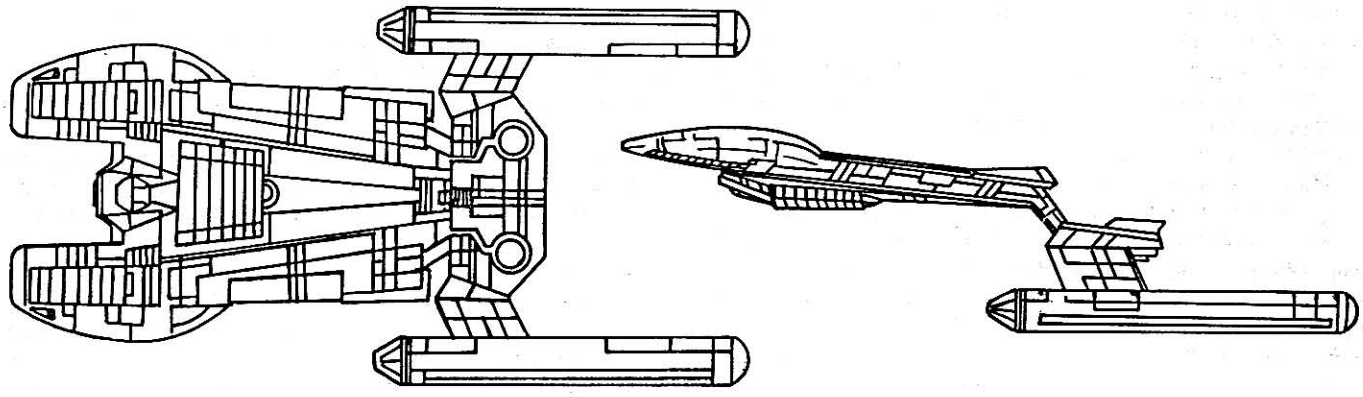
The *Hopkins* Class warp-powered hospital ship brings the highest possible quality of medical facilities and technology to needy member worlds. Immediately after the declaration of war, ships of this class are sent to support areas of the battle front, providing medical care for injured warship crewmen and innocent civilians.

Stardate 0/9806

The *MD-1000* Class space dock is removed from service, having served its purpose well before becoming obsolete.

Stardate 0/9807.27

An unescorted group of six *Zeus* Class warp-driven automated transports is attacked while travelling in Sector 7C, again near the disputed frontier. All six are crippled, and



most of the tritanium ore carried aboard them is missing when the ships finally are located.

Stardate 0/9808

Star Base 4 is completed and assumes operational status.

Stardate 0/9902

Andor's *Thofsin* Class cruiser enters service with Star Fleet Command. Over the next 18 years, a total of 415 are constructed for use by Star Fleet.

Stardate 0/9905

Star Base 5 is completed and assumes operational status. The completion of this base marks the end of the first major phase of Star Base construction. After this time, the Federation cuts appropriations for similar bases, placing greater emphasis on new starship construction.

Stardate 0/9905.04

In the most tragic incident of piracy to date, the commercial passenger liner *SS Diana* is systematically attacked. Almost 600 passengers and crew are killed and the cargo is found missing, apparently stolen. Within weeks, the Diana Lives! Foundation is established so people do not forget the tragedy of that ship's loss.

Stardate 0/9906

Andor's *Tanathooef* Class frigate enters service with Star Fleet Command. Over the next 16 years, a total of 530 are constructed for use by Star Fleet.

Stardate 0/9907.29

An escorted convoy of *Vanguard* Class transports from the Raman system are attacked by two unidentified cruisers. Most of the Federation transports and escort vessels are destroyed or severely damaged, with no losses taken by the attackers. Running battles between Star Fleet and pirate forces become increasingly common over the next six years.

Stardate 1/0001

Several ongoing UFP cultural exchange programs, including the Student Exchange Program and the Galactic Cultural Exchange, are postponed indefinitely. The reasons given include a decreasing interest in the projects, and the fear of pirates attacking shipping. The Medical Assistance Program is limited to sectors that may be affected by open hostilities.

Stardate 1/0011.21

Star Fleet's 155th Combat Squadron, currently on recreational leave, is caught in a surprise attack at the unfinished Outer Sector Defense Outpost 4. A major sensor failure at the outpost permits a squadron of pirate cruisers to sneak up and catch the squadron unprepared for combat. Though the pirates left the incomplete base untouched, they destroyed eleven of the squadron's twelve starships. Enemy losses are believed to be very light.

Stardate 1/0101.01

Century Day celebrations throughout colonized space are interrupted with news of the destruction at Outer Sector Defense Outpost 4. The *USS Carronade*, a *Cavalry* Class destroyer, survives to report about the sneak attack. The senior officers of the *Carronade* describe enemy vessels painted as giant, winged creatures performing suicide runs with fusion-explosive missiles. Intercepted subspace radio transmissions from this battle are translated, finally giving the enemy a name -- the Romulans. The UFP also obtains its first accurate bearing on Romulan-held space.

Stardate 1/0101.28

A Romulan *U-4* Class cruiser engages the *USS Runemark* near Canis Minoris 12. The *Zoenamy* Class corvette is destroyed, but the *U-4* is believed to be damaged after the long, running battle.

Stardate 1/0108.01

A five-ship Star Fleet task force of cruisers and destroyers patrolling near Gamma Hydra surprises two Romulan *U-15* Class cruisers. One Romulan ship stays to fight, while the other uses the diversion to escape. The remaining cruiser is destroyed, with only slight damage to Federation ships.

Stardate 1/0110

The Centauri Test Range is completed, its facilities made available to Star Fleet Command and to the ground defense forces of every Federation member.

Stardate 1/0202

Federation officials become increasingly concerned as the Romulans continue to conduct warlike actions. With the enemy no longer seen as mere 'space pirates', many in the Federation now believe the entire Romulan race may be devoted to the goal of organized, violent aggression.

Star Fleet Command's *Mercury* Class scout becomes operational, and serves as the Galaxy Exploration Command's primary small scout for almost three decades. Just under 400 are built.

Stardate 1/0206

Star Base 6 is completed and assumes operational status.

Stardate 1/0209.10

An escorted convoy of *G'buqoff* Class transports in Sector 10E is attacked by three Romulan cruisers. The defending vessels are able to drive off the attackers with light losses in the first successful convoy defense. The success of tactics used in this engagement convinces Star Fleet strategists that ship-to-ship victories are possible against the Romulans.

Stardate 1/0311.02

Outer Sector Defense Outpost 1, located in the Delta II System, is destroyed by a squadron of seven Romulan cruisers. Commodore Tonsum Han, commanding the 159th Combat Squadron, has his entire force out on maneuvers during the time of attack. He is subsequently court-martialed and discharged for dereliction of duty.

Stardate 1/0312.06

Star Fleet Command institutes a Mobilization Alert to bring all bases and construction facilities to combat readiness. As part of the Mobilization Alert, a Zone of Transport Escort is established in the disputed areas. Star Fleet assigns military escorts to all priority transports.

Stardate 1/0405

Star Fleet Command and several leading universities co-publish a report on the Romulan race. This study examines all available information on the Romulans, and describes their threat to all life within the Federation.

Stardate 1/0408

After being in development for eight years, advanced laser weaponry is approved for retrofit on all *Horizon* Class cruisers. The weapons are also installed in all new Federation warships, including the *Marshall* Class destroyers.

Stardate 1/0408.16

Two Romulan *U-9* Class cruisers attack and destroy a

group of small asteroid mining outposts near Sigma Cancri. Shortly thereafter, they confront the *USS Excelsior* and the *USS Matador*, two *Horizon* Class cruisers. In a bitter dogfight, one Romulan ship is destroyed and the other disengages, while the *Matador* is severely damaged. This skirmish is considered to be a Federation victory. The Commander of the *Excelsior* is Captain William Gustavus Larson.

Stardate 1/0412

Star Base 7 is completed and assumes operational status. This is the last Star Base completed until after the Romulan War.

Stardate 1/0501

After several months of careful analysis and discussion, ranking Star Fleet officers at Star Base 3 report their decision. All subsectors within Sectors 5, 7, and 10 go to Code 1 War-Alert status to combat the Romulans' irregular hit-and-run tactics.

Stardate 1/0507.22

Two Romulan gunboats are surrounded and crippled in the Sexton system by units from Star Fleet's 123rd Combat Squadron. The Romulan ships self-destruct while several Federation ships maneuver close for boarding. Four UFP destroyers are lost with all hands. Star Fleet issues standing orders prohibiting its vessels from closing with even a badly-damaged Romulan vessel.

Stardate 1/0508

Star Fleet Command's *Doppler* Class scout becomes operational. Even smaller than its *Mercury* Class predecessor, it is used to make surveys in 'safe' areas of the Federation. Almost 490 are built before production ceases.

Stardate 1/0509

The fusion-driven *Long* Class 'star-barge' ore freighter is removed from service. Warp-powered starships travelling within the 'original Federation' take its place.

Stardate 1/0511

Star Fleet Command's *Marshall* Class destroyer becomes operational and is rushed into immediate full-scale production. Equipped with many of the most recent technological advances, this warship is the mainstay of the Federation's combat fleet during the latter part of the Romulan War. The *Marshall* remains in active service for 60 years, longer than any other major warship class before or since. A total of 2900 ships are built.

Stardate 1/0512.09

Discussions are held at the highest echelons of the Federation and Star Fleet Command. As a result, President of the Federation Council Cristofur Thorpe issues a sealed, standing order by subspace radio to all individuals possessing the rank of Admiral, Council Secretary, or Senior Ambassador. If formal contact is made with the Romulan government, the Federation will demand that all hostilities cease immediately, or a state of war will be declared. Any military or governmental official receiving this order has the full authority of the UFP to authorize such a declaration.

Stardate 1/0601.08

The *USS Thara*, a *Tanathooef* Class frigate, engages a Romulan *U-4* class cruiser near the Pretoric system. The opposing vessels literally fight to the death, as both ships are destroyed by the combat.

Stardate 1/0606.16

Star Fleet's 150th Combat Squadron, under the command of Admiral Rex Gunther, meets a solitary Romulan *U-13* Class cruiser near Eta Leonis VI. Instead of attacking, Admiral Gunther follows Thorpe's instructions, opens known Romulan hailing frequencies, and warns the invading ship of his orders. Gunther gives the Romulan government six months in which to provide some kind of response. Otherwise, it means war. Though the Romulan ship does not communicate, it is permitted to depart with the warning. This marks the only occasion where Federation and Romulan warships meet without bloodshed on either side.

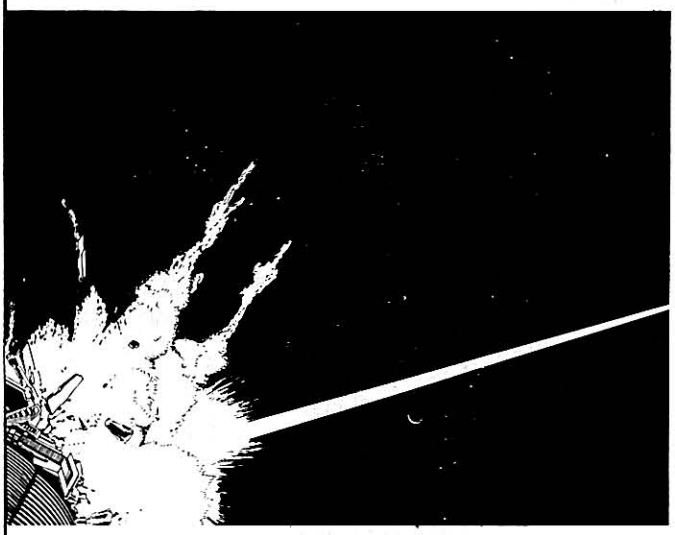
Stardate 1/0610.14

Since Admiral Gunther issued his warning, at least one warship has remained in the vicinity of Eta Leonis VI, awaiting a Romulan response. The *USS Patton*, a brand-new *Marshall* Class destroyer, is the ship on picket duty when three *U-15* Class cruisers close. While decelerating, the Romulan ships open fire with their drill-beams. The *Patton's* Captain Spadora makes one transmission before a Romulan cruiser fires a single 'star-bomb' guided missile. The torpedo hits the side of the *Patton* and totally disintegrates it. Spadora's message is received by other vessels in the area and relayed throughout the Federation. The Romulans' intentions are clear, and war is declared.

In this unprecedented action, the UFP moves against an enemy whose planetary holdings and bases, political structure, aims and philosophies, and even appearance is completely unknown. Intercepted subspace radio communications are translated and analyzed to help the UFP understand their foe.

Stardate 1/0702 through 1/0907

Scores of individual ship-versus-ship and ship-versus-outpost encounters occur throughout this period of the Romulan War. Each side wins several of these confrontations, but more often, the opposing forces successfully destroy one another.



Stardate 1/0703.17

In the first real battle of the Romulan War, two squadrons of Romulan cruisers headed toward Rigel are met at Prantares by a Federation force of approximately equal size. The Battle of Prantares is a tactical draw. The Federation suffers much heavier losses, but force the Romulans to turn back.

Stardate 1/0706

Operating independently, several Federation squadrons cross into Romulan-controlled territory.

While advancing into uncharted space, Star Fleet's Forty-Fourth Cruiser Squadron detects an unprotected Romulan deep-space supply depot. The small station, located at Deep-Space Coordinate VP 18 Mark 30.2, is destroyed without Federation casualties.

Stardate 1/0711.22

A Romulan wing penetrates Star Fleet's corvette picket screen and destroys the Sector 5B Mining Complex, a very important Federation ore processing facility.

Stardate 1/0712.25

Star Fleet's Twelfth Strike Wing, containing three full squadrons, encounters a disorganized Romulan convoy at Nu Chalcedonis, a Federation rendezvous point inside the Triangle. With only light casualties, the Federation force destroys the entire Romulan convoy.

Stardate 1/0802

Continuing their advance into Federation space, individual Romulan ships form 'wolf-packs' to attack Federation transports. Three escorted Federation convoys are attacked and destroyed in this way. Officials believe Romulans are hijacking the cargoes before destroying the transports. As they press deeper into Federation space, the Romulans are becoming desperately in need of supplies.

Stardate 1/0805.02

Headed for the Triangle, a Romulan armada of 60 ships attacks three Federation squadrons near Gamma Hydra. Though Federation forces are outnumbered substantially, casualties are extremely heavy on both sides. Star Fleet's new tactics match Romulan ferocity, leaving both fleets badly depleted and exhausted.

The Romulans force a Federation retreat, and they resume course for the Triangle. The 132nd Strike Squadron, under the command of Admiral William Larson, reinforces the battered UFP forces and repulses the Romulan armada. This battle seriously weakens Star Fleet, but it also prevents the formation of a major Romulan fleet in the Triangle. Excluding isolated, small-scale engagements, the Triangle remains Romulan-free for the rest of the war.

Stardate 1/0807.25

Four Romulan squadrons bombard Alpha Omega B with 'star-bomb' missiles, rendering the planet uninhabitable. Two Romulan squadrons performing diversionary tactics are wiped out by local defense squadrons, but over 20,000 military and civilian personnel are killed in the main attack. This marks the Romulans' deepest penetration into Federation space.

Stardate 1/0809

Shortages of men, starships, and supplies reach critical levels for both Federation and Romulan forces, as both fleets force deep penetrations into the opposing governments' territory. Numerous raids and battle losses make it increasingly difficult for either side to form effective formations and continue the war.

Stardate 1/0811.01

While on an exploration and survey mission in the Triangle, the USS Cavalier is ambushed by Romulan cruisers in a newly-discovered planetary system. After completing their attack, the Romulan vessels depart without examining the system. A twelve-man landing party under the command of Lieutenant Lawrence David Baker is stranded there.

Stardate 1/0811.25

A Federation fleet of five squadrons stumbles onto a major Romulan base at Manarram, dealing the enemy its first true defeat. Manned only by skeleton crews during resupply operations, over 30 Romulan cruisers and gunboats are destroyed in orbit before they can fire a shot. Six Star Fleet vessels are lost when the planetary base destroys itself after its defenses sustain serious damage. The loss of the base and warships are crippling, and the Romulan war effort never fully recovers. This is the deepest penetration of Federation forces into Romulan space.

Stardate 1/0811.30

One full sector of the battle zone is placed under a strict media blackout as Operation Golden Pheasant is carried out. The purpose of this exercise is to move a partially-constructed prototype battle cruiser code-named the *USS Juggernaut*. Built by the Star Fleet Engineering Command, the *Juggernautis* transported from its present location at a base near the Federation border to a more secure naval shipyard at Andor.

Stardate 1/0901.20

In his now-famous "Sighted Man of Peace" address to the Federation Council, Senior Councilman Abraham Dannon recommends offering a peace treaty to the Romulans. During the next ten days, advocates of both viewpoints hold heated discussions on the proposition.

Stardate 1/0902.01

The Federation Council votes on Councilman Dannon's proposal for a peace offer. The measure is accepted by a one-vote margin, and immediately transmitted via subspace radio to the Romulan Star Empire.

Stardate 1/0903.30

Star Fleet's Marine Corps Command is established at this time. No personnel from this command sees active combat during the Romulan War.

Stardate 1/0904.28

The Federation Council receives a response from the Romulan Star Empire. According to their Imperial Senate, the treaty must contain the provisions that no members of the warring races meet face-to-face, and that no ships may cross the Neutral Zone. Additional information on the exact location, dimensions, and restrictions applying to the Neutral Zone are also emphatically requested. Councilman Dannon, placed in charge of the subspace negotiations, responds within one week.

Stardate 1/0905.01

The Battle of Cheron is fought in Romulan space between two squadrons of Federation ships and remnants of four Romulan groups. The battle ends inconclusively when neither side has any combat-capable ships remaining. This battle marks the UFP's last opportunity to organize a fleet strong enough to reach the supposed location of the Romulan home world. Still, it is considered a victory, because the Romulans lose more ships than the Federation does.



Stardate 1/0906.17

Stranded for seven months on what is now known as Baker's World, the crewmen of the *USS Cavalierare* picked up by the *USS Lorelei* without having suffered any casualties. For his skill and leadership, Lieutenant Lawrence David Baker receives the Star Fleet Commendation of Valor and a promotion, as well as becoming an immediate media hero.

Stardate 1/0907.28

The Romulans respond a second time, and insist on additional territorial gains for the Romulan Star Empire. In exchange, they are willing to accept tighter restrictions on Neutral Zone outposts. Dannon reluctantly makes many of the concessions, and Federation Council President Thorpe ratifies the completed Treaty of Peace. The treaty is transmitted to the Romulan Star Empire once more.

Stardate 1/0909.09

The Imperial Senate of the Romulan Star Empire broadcasts its ratification of the Treaty of Peace on all subspace frequencies. The message is picked up by Federation starships along the border, and the terms of the treaty go into immediate effect. After 17 years of piratical attacks and declared hostilities, the Romulan War is finally over.

Stardate 1/0909.10

The Neutral Zone, established by the Treaty of Peace, is now in effect. A period of withdrawal permitted by the treaty lasts until Stardate 1/1207. All invading Federation and Romulan forces begin retreating at maximum warp speed to their respective sides of the new boundary.

Stardate 1/0910

At this time, realizing that they are technologically outclassed and outnumbered, the Romulans consolidate along the new UFP-Romulan Neutral Zone. They begin major construction of outposts to keep track of Federation forces and keep them in check. Just homeward of these outposts, the Romulans are also building ships intended for future expansion into Federation territory.

Stardate 1/0910 through 2412

Peace reigns, but the Orion Colonies know that the Klingon Empire will soon discover the existence of the Federation. The Colonies sign nonaggression and trade treaties with the Federation, but still remain outside the UFP.

Stardate 1/0912.03

The planet Mantiev, which is in the Triangle, is settled. The other three planets in the future Mantiev Colonial Association are settled within the next year. All have been founded by various groups from the Federation. These are the only real efforts at colonizing the Triangle until 1/40. It is their success that spurs the major wave of settlement 30 years later.

Stardate 1/1001

Now that the Romulan War has ended, Star Fleet Command is forced by budgetary constraints to decommission a number of warships. The entire fleet of *Messier* Class cruisers is deactivated, after that class served exceptionally well throughout the Romulan War.

The Zone of Transport Escort is lifted, and galactic peace brings tremendous growth in industry, trade, and tourism.

Stardate 1/1001.05

The negotiations establishing the Romulan Neutral Zone destroy the political aspirations of Councilman Dannon. His opponents claim that he, as chief negotiator, gave away too much of the disputed area to the Romulans. Dannon is politically censured, and finally loses his position as Federation Councilman.

Stardate 1/1007

Star Base 8 is completed and assumes operational status.

Stardate 1/1009

Star Fleet Command's *Normandy* Class starfighter becomes operational, replacing some of the older *Arrow* and *Galliant* Class starfighters. A total of 264 are built, and the ships are deployed in squadrons of twelve.

Stardate 1/1207

The period of withdrawal, permitted under the peace treaty, is now over. From this time on, no warship may cross the Romulan Neutral Zone.

All Federation cultural exchange programs resume after having been suspended during the Romulan War.

Federation officials release a public survey poll showing rising confidence in the UFP and its ability to perform its intended duties.

Stardate 1/1301

Official membership of the United Federation of Planets reaches 100.

Stardate 1/1303.21

Abraham Dannon, author of the Romulan/Federation peace treaty and chief negotiator of its provisions, dies at the age of 59, assassinated by a spectator at a political rally where he was scheduled to speak. A controversial, much despised figure in his own time, Dannon is now revered for his contributions to galactic peace. The Terran civilian decoration for peace, the Dannon Prize, is named for him.

Stardate 1/1305

Construction work on Outer Sector Defense Outpost 1 is now complete, and the rebuilt base is reactivated.

Stardate 1/1306

Star Base 9 is completed and assumes operational status.

Stardate 1/1405

According to an official Star Fleet spokesman, Operation Golden Pheasant has been completed. Two completely different prototype battle cruisers, the *USS Goliath* and *USS Juggernaut*, have been designed and constructed. Both vessels now begin preliminary testing and shakedown cruises.

Stardate 1/1512

Both prototype battle cruisers fail to meet performance specifications, and so they are decommissioned and placed in storage. A major embarrassment for Star Fleet's Engineering Command, fund allocations for research and development are virtually cut off for the next three decades. Star Fleet continues to accept commercial designs for new warships, but the Engineering Command only designs one new major warship class, the *Castor* Class cruiser, before Stardate 1/48.

Stardate 1/1604

Star Base 10 is completed and assumes operational status.

Stardate 1/1703

Star Fleet Intelligence Command completes Operation Scipio, with the design and construction of a special prototype reconnaissance vessel. The starship is tested and achieves warp 3.84, the highest velocity to date.

Stardate 1/1803

Ships of the UFP Galactic Cultural Exchange project complete their first visit to all Federation member worlds.

Stardate 1/1804.03

Star Fleet's initial network of manned and automated outposts along the Neutral Zone becomes operational. The system is expanded and improved during the next 30 years, until most military theorists consider it impossible for a ship to cross the Zone undetected. It is assumed that a similar network has been created by the Romulans. This is supported by the fact that, of the 17 Federation space vessels known to have penetrated the Neutral Zone, none have returned.

Stardate 1/1907

A major, privately-operated research station opens on Deneva and begins scientific investigations into transtator physics.

Stardate 1/2008

The *USS Yardley* travels to Axanar and suffers several casualties among its contact party. As a result, the planet is interdicted under the Non-Interference Directive.

Stardate 1/2106

The Star Fleet Museum on Memory Alpha is completed. This is the newest UFP repository for major scientific and historical artifacts. The facility quickly becomes a major scientific attraction for researchers from throughout the Federation. Over the next ten years, a number of famous warships, including the *USS Horizon* and *USS Juggernaut*, are brought to the Museum and placed in tractored orbits around the planetoid.




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