STAR TREK
ROLEPLAYING GAME

ROMULAN TAL SHAIA-CLASS BATTLECRUISER

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ROMULAN LOGO BY: Tobias Weimann
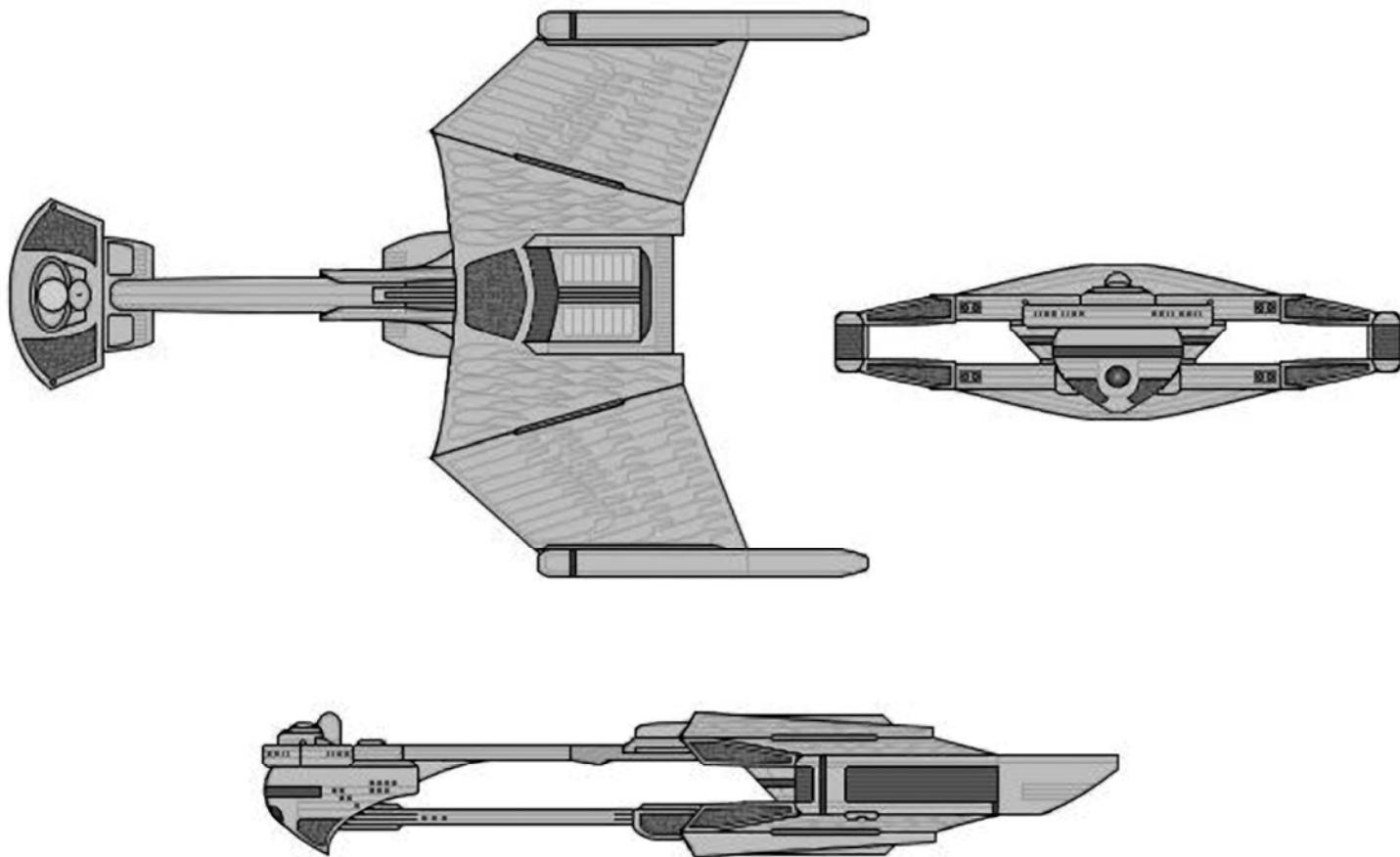LAYOUT & DESIGN: Patrick Goodman, based on basic designs by Decipher Inc.

SPECIAL THANKS: Neale, who took requests.

http://www.startrek.com
http://forum.trek-rpg.net
http://strpg.patrickgoodman.org
http://www.pixelsagas.com
http://www.lcars-interface.de

CBS PARAMOUNT
TELEVISION

The short-lived Klingon-Romulan treaty of 2268 gave the Romulans a chance to better some of their weapons and ship technologies, while it offered the Klingons access to the schematics for the cloaking device. While in many ways, the Romulans got the short end of the stick on that deal, their spies were able to get far more technology than the Klingons had originally intended for the Romulans to have.

The deal helped bootstrap Romulan research and development efforts in both warp and impulse drives, as well as weapons research. It also left the Romulans with a not-inconsiderable number of old Klingon D7 battlecruisers. While some of these ships were put into the field immediately in an effort to bolster their depleted fleet, they were not popular postings. The Senate also didn't much like the thought of loyal Romulans serving on ships that had, until recently, been the hallmark vessel of a mortal enemy. A program was launched almost immediately to "Romulanize" the D7 vessels.

The result was the *Tal Shaia*-class battlecruiser, a vessel that would become an eerie precursor to the *D'Deridex*-class battleship put into service nearly a century later. The vessel was largely gutted, with many of the ship's original systems replaced altogether by superior Romulan versions. Pragmatism won out over pride in several instances, with the designers grudgingly admitting that some Klingon systems were superior to their own, and so they remained with only minor modifications. A plasma torpedo system was mounted in place of the original photon torpedo launcher, and a cloaking device installed (as had been done on the conventional D7s). The ship's structure was reinforced, and additional superstructure added. The result was a deceptively powerful ship with menacing lines.

It was still too much a Klingon ship, however, and the design never quite caught the fancy of the Romulan people. All the existing D7 cruisers in the Romulan inventory were eventually upgraded to this design, but new vessels were never constructed. Several of these ships were destroyed in the Tomed Incident; the remaining ships of the class were finally retired in the early 2330s.

GAME STATISTICS

PRODUCTION DATA

Origin:	Romulan Star Empire
Class and Type:	Tal Shaia-class Battlecruiser
Year Launched:	2272
Year Retired:	2334

HULL DATA

Structure:	35
Size/Decks:	6/12 decks
Length/Height/Beam:	209/55/147 meters
Complement:	320 officers and crew

OPERATIONAL DATA

Transporters:	6 standard, 6 emergency, 6 cargo
Cargo Units:	60
Cloaking Device:	Class 2 (Rating 18)
Separation System:	No
Shuttlebay:	Yes (aft)
Shuttlecraft:	6 size worth
Tractor Beams:	1 fv, 1 av
Sensor System:	Class 3 (+3/D)
Operations System:	Class 3 (D)
Life Support:	Class 3 (D)

PROPULSION DATA

Impulse System:	K-HEU-4 (.6) (C)
Warp System:	RWC-2 (6/8/9 OCU) (C)

TACTICAL DATA

Disruptor Banks:	K-GDM-4 (x5/C)
Penetration:	5/5/4/0/0
Plasma Torpedos:	RPT-1 (x1/C)
Penetration:	4/3/2/1/0
Deflector Shield:	PFF 2a (B)
Protection/Threshold:	13/3

MISCELLANEOUS DATA

Maneuver Modifiers:	+1 C, +0 H, +3 T