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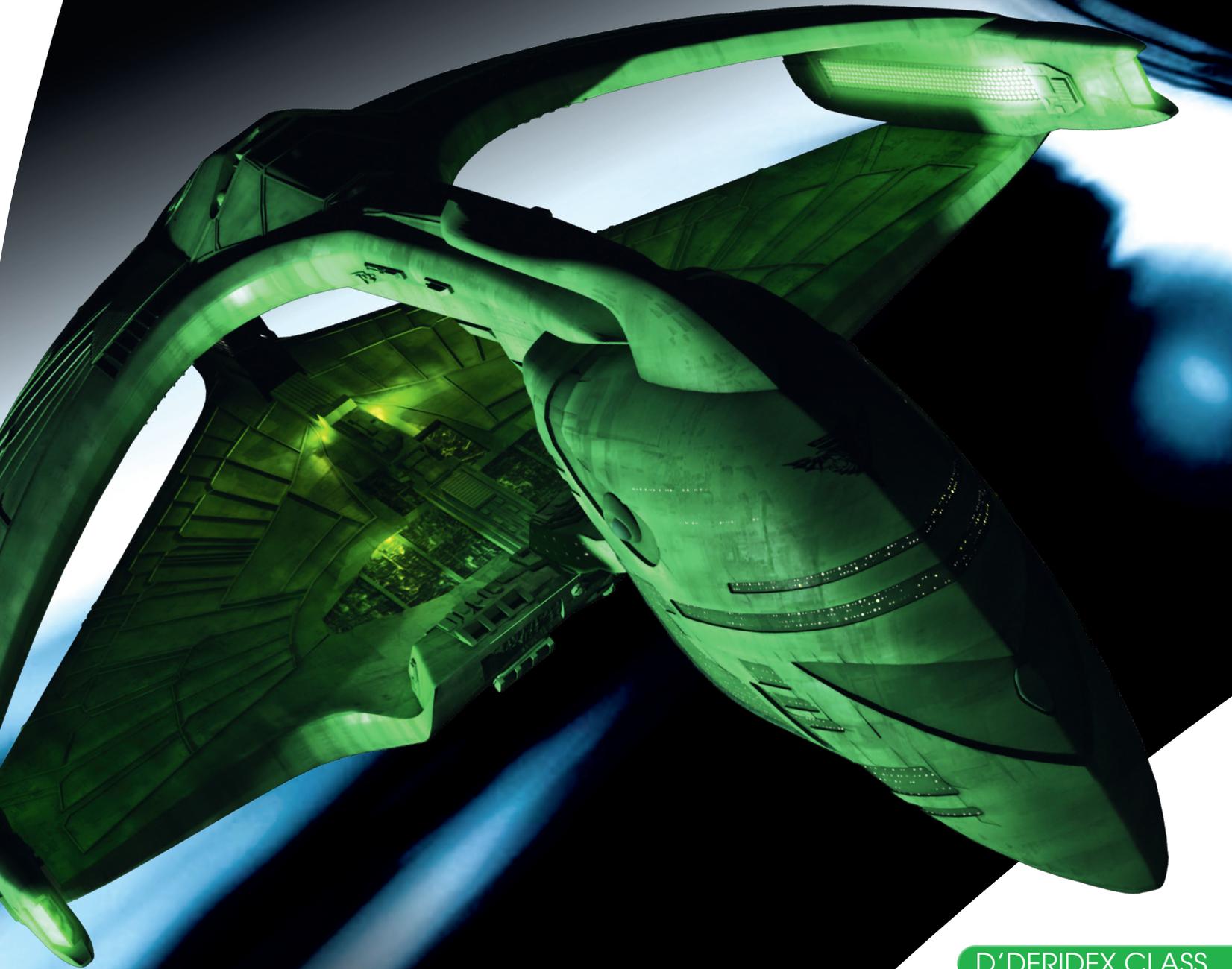
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ROMULAN
WARBIRD

D'DERIDEX CLASS

LAUNCHED: 24th C

LENGTH: 1,353 METRES

MAX SPEED: WARP 9.6

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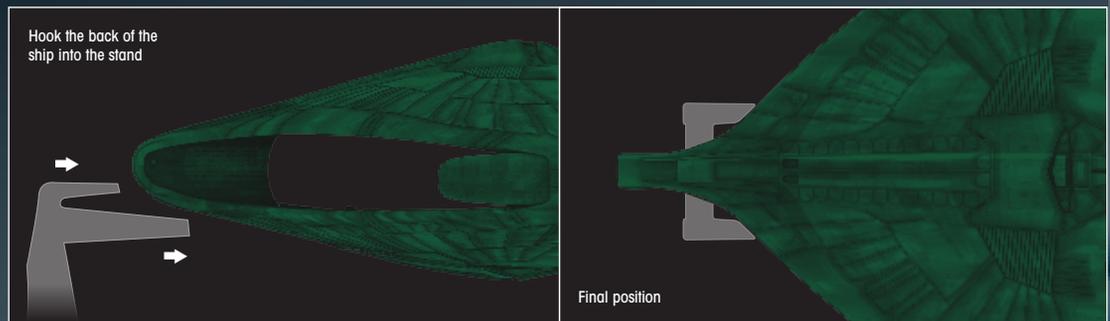
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ROMULAN STAR EMPIRE WARBIRD

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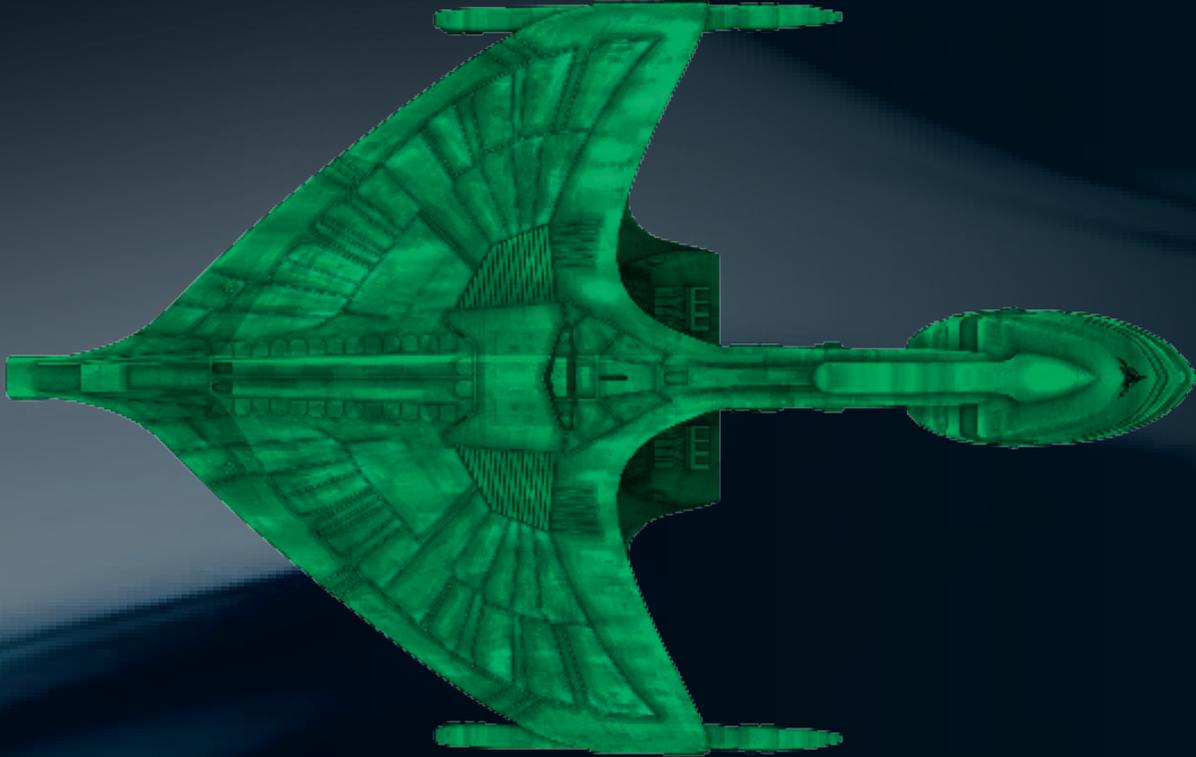
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ROMULAN WARBIIRD

SPECIFICATION



OPERATED BY:	ROMULAN STAR EMPIRE
CLASS:	D'DERIDEX
LENGTH:	1,353 METERS
TOP SPEED:	WARP 9.6
WEAPONRY:	PHASE DISRUPTOR CANNONS
	PHOTON TORPEDO LAUNCHERS



▼ *D'deridex*-class Warbirds routinely patrolled the Romulan borders with the Federation and the Klingon Empire. They also formed a large part of the fleet that fought the Dominion.

ROMULAN STAR EMPIRE

WARBIRD

The *Warbird* was a massive and heavily armed ship that patrolled the Romulan Neutral Zone.

bird of prey clutching the twin home worlds of Romulus and Remus, one in each claw.

The Warbird had a top speed of warp 9.6. It was not able to sustain this speed for long periods as well as its Starfleet counterparts, however, and its sustainable cruising speed was just over warp 9. Unlike most faster-than-light ships, which used matter and antimatter to power their engines, the power source for the Warbird was an artificial quantum singularity: a miniature black hole. This generated superheated plasma which was fed to the warp nacelles, causing them to glow with a distinctive green.

The Imperial Romulan Warbird, formally known as a *D'deridex*-class vessel, or B-type Warbird, was a heavy cruiser. At 1,353 meters in length, it was twice the length of Starfleet's *U.S.S. Enterprise* NCC-1701-D. It was heavily armed, with both disruptor arrays and photon torpedo launchers, and the ship formed the backbone of the Romulan fleet during the second half of the 24th century.

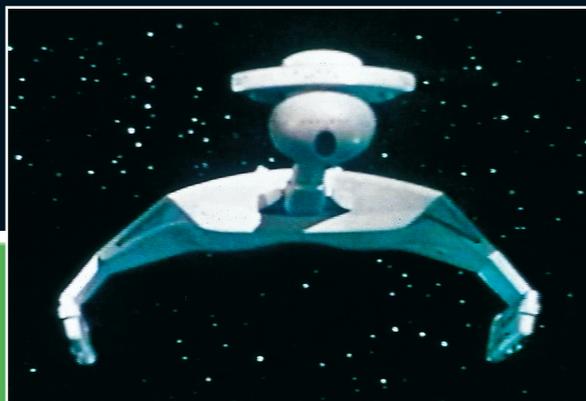
Like most Romulan ships, it was birdlike in appearance, with a cowled head and warp nacelles on either end of the two outstretched wings. Unlike earlier Romulan vessels, however, the Warbird's upper and lower hulls were separated by open space. The command area was located in a massive 'head' section which carried the Romulan crest consisting of a stylized

ARTIFICIAL BLACK HOLE

Once the quantum singularity had been activated it was impossible to shut down without causing an implosion powerful enough to destroy the ship. In an emergency the singularity could be ejected, either using an auto-eject system or manually, with bulkheads used to seal off the affected area. The ship would then rely on a twin-impulse system that could maintain sub-light travel.

The warp core was housed in a special containment chamber off the main engineering room. Display screens and schematics were mounted on a column on the center of the room, which engineers used to monitor the singularity's condition.

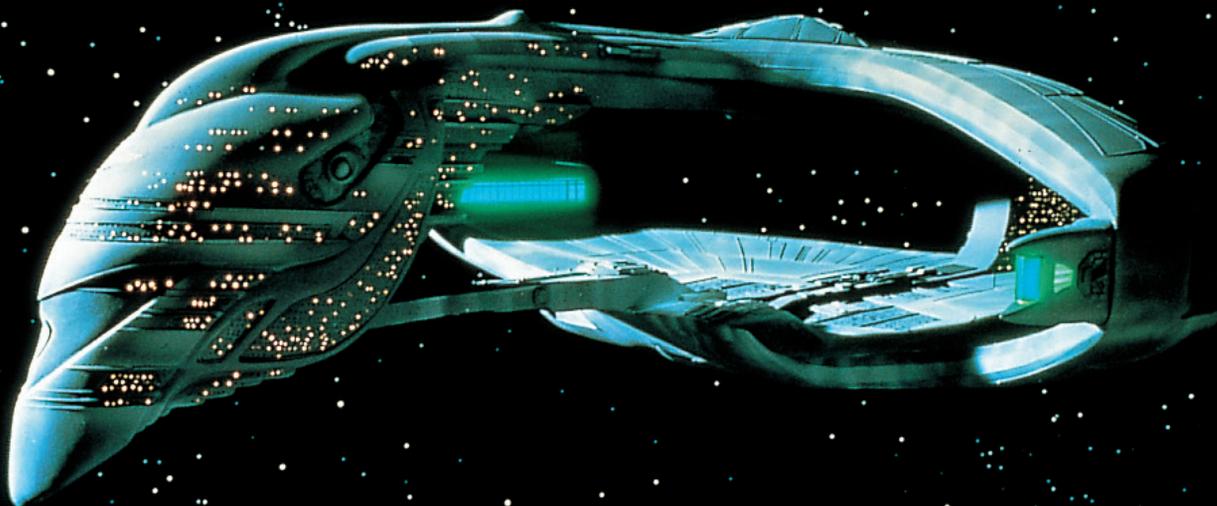
The Warbird was also fitted with a powerful tractor beam allowing it to latch onto and



DATA FEED

During the Dominion War the Tal Shiar operated their own Warbirds which were a slightly different color to their standard military counterparts.

◀ In the late 2260s the Romulans used Klingon-designed battlecruisers. They acquired the designs and advanced weapons technology when the two great powers formed an alliance against the Federation but they soon incorporated the Klingon advances into their own vessels, including the Warbird.



◀ The first time that Starfleet encountered the D'deridex-class Warbird was in 2364, when the *Enterprise-D* investigated mysterious attacks on outposts close to the Romulan Neutral Zone.

▶ The senior staff of a Warbird often ate together. Although Romulan society was highly political, officers in the military normally had close and open relationships.



▶ Commander Tebok led the first Warbird that Starfleet faced. He thought the Federation had attacked Romulan outposts, but the Borg were to blame. The two powers had had little contact since the Tomed Incident of 2311, but would become more involved after 2364.

▶▶ Romulan dissidents smuggled defectors to safety in the cargo bay of the Warbird *K'Hazara*.



▲ The Warbird's main tractor emitter was located on the underside of the 'neck' section, forward of the ship's cargo bays.

immobilise enemy vessels, as well as a transporter system that operated on similar subspace frequencies to Starfleet.

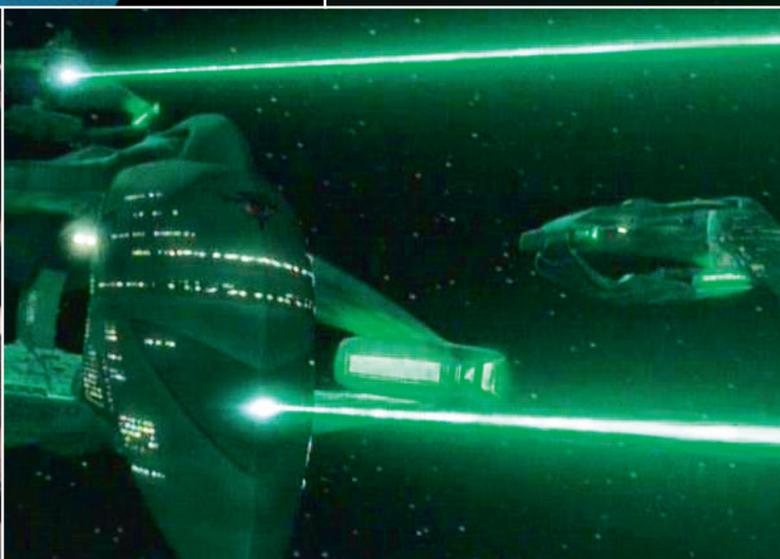
What the Warbird perhaps lacked in speed it made up for in firepower. Featuring six ship-mounted disruptor cannons and two photon torpedo launchers, the Warbird was more heavily armed than a *Galaxy*-class starship or a *Klingon Bird-of-Prey*. The disruptor arrays were located in the head section, near the navigational deflector and on the spars that connected the front and back of the ship.

HIDDEN FROM VIEW

The cloaking device gave the Warbird the added advantage of rendering it invisible to enemy ships' sensors. Using the device had significant

drawbacks. While cloaked the Warbird was unable to raise shields leaving it vulnerable to attack if detected. It could neither fire weapons nor run at high-warp speeds while cloaked. The cloak was only completely effective at speeds below warp 6.

Enemy ships' sensors were able to detect the presence of a cloaked Warbird under certain circumstances, such as if the Warbird went to warp while in a radiation field, or if a nullifier core became misaligned which could cause the warp engines to create a magnetic disturbance whenever the ship was in motion. To prevent this, engineering personnel had to closely monitor all electromagnetic emissions to ensure that nothing gave the ship away. But this did mean that while cloaked, the Warbird was unable to communicate with other ships.



▲ Warbirds were heavily armed with disruptors and photon torpedoes. A single Warbird could overpower several Klingon ships and was easily a match for Starfleet's *Galaxy*-class.

◀ Disruptor arrays were located in several different places around the Warbird. The main array was in the nose in the same area as the navigational deflector.

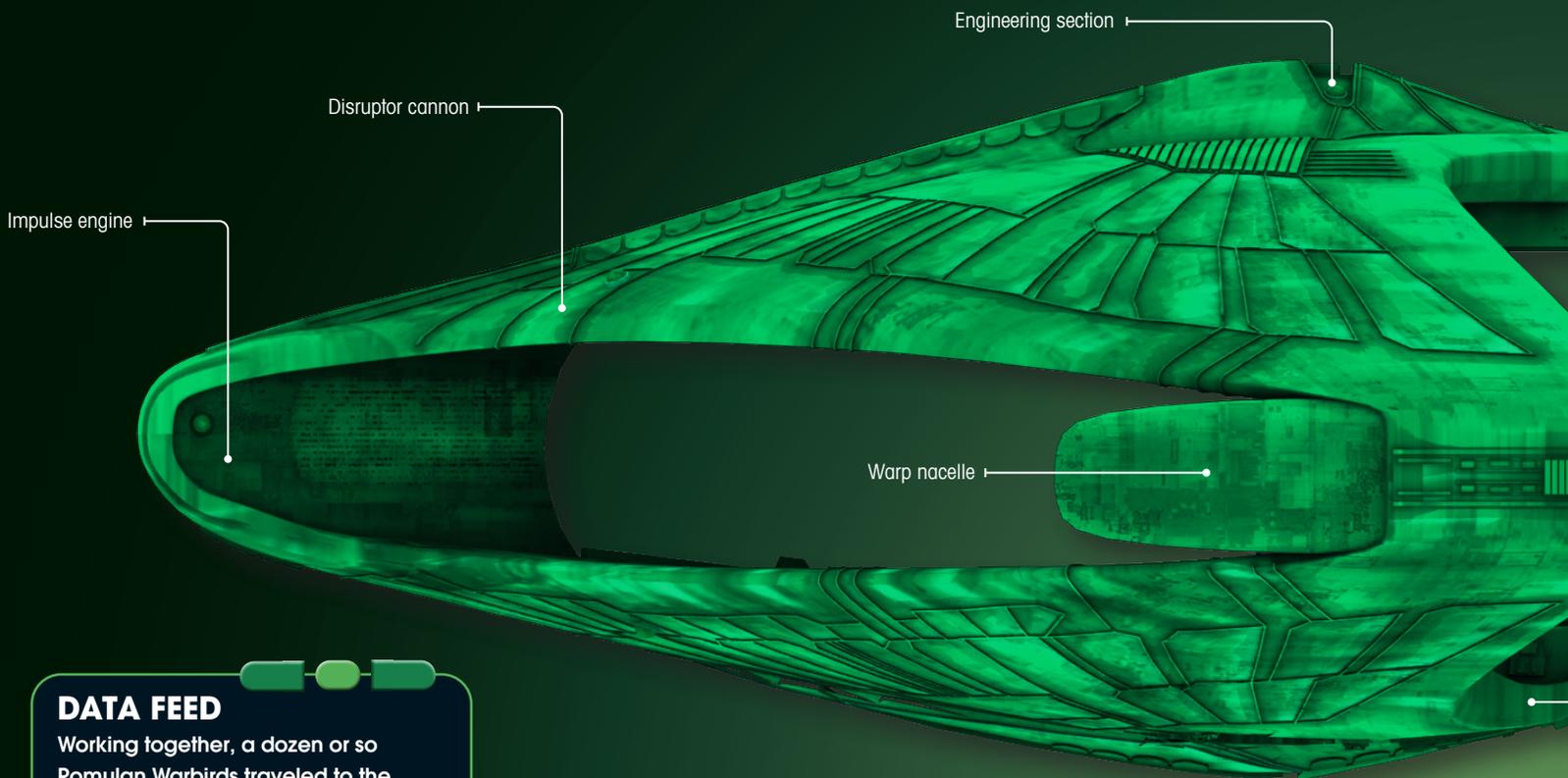
The cloaking device and weapons systems were controlled from consoles on the bridge, housed in the upper part of command hull. An exit just off the bridge led to the commander's ready room, which was equipped with a number of consoles so a commanding officer could control the ship or even direct a fleet without being on the bridge. Also located off the bridge was a wardroom where senior officers could dine or hold meetings.

The command of a Warbird was a position of authority but, by the 2360s, life in the Romulan Empire was dominated by its secret police, the Tal Shiar and it wasn't uncommon for a Tal Shiar officer to be placed on a Warbird to supervise. The Tal Shiar were greatly feared since they would destroy people's careers and lives. As such, they often had a deeply uneasy relationship with the military.

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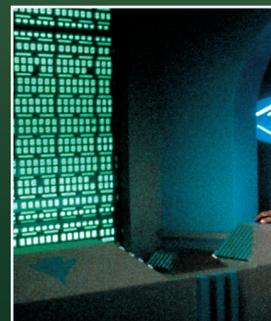
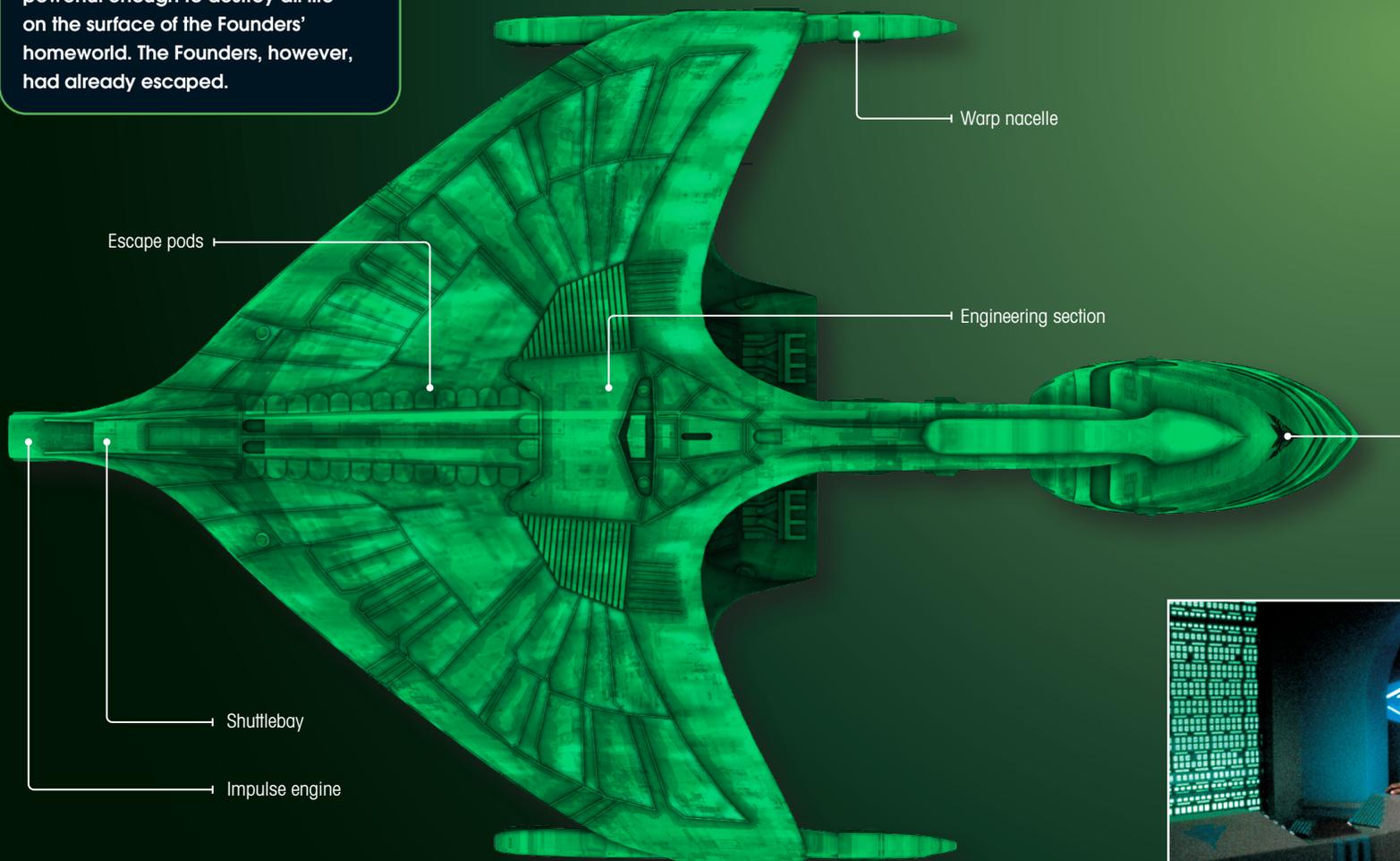
Romulan society is completely free of any gender bias, and Warbirds are regularly commanded by women such as Commander Toreth, who was involved in several conflicts with the Klingons and was awarded the Sotanic Citation after destroying a Klingon flagship. Women also often held senior positions in the Tal Shiar, the secret police force which effectively controlled Romulan society in the late 24th century.

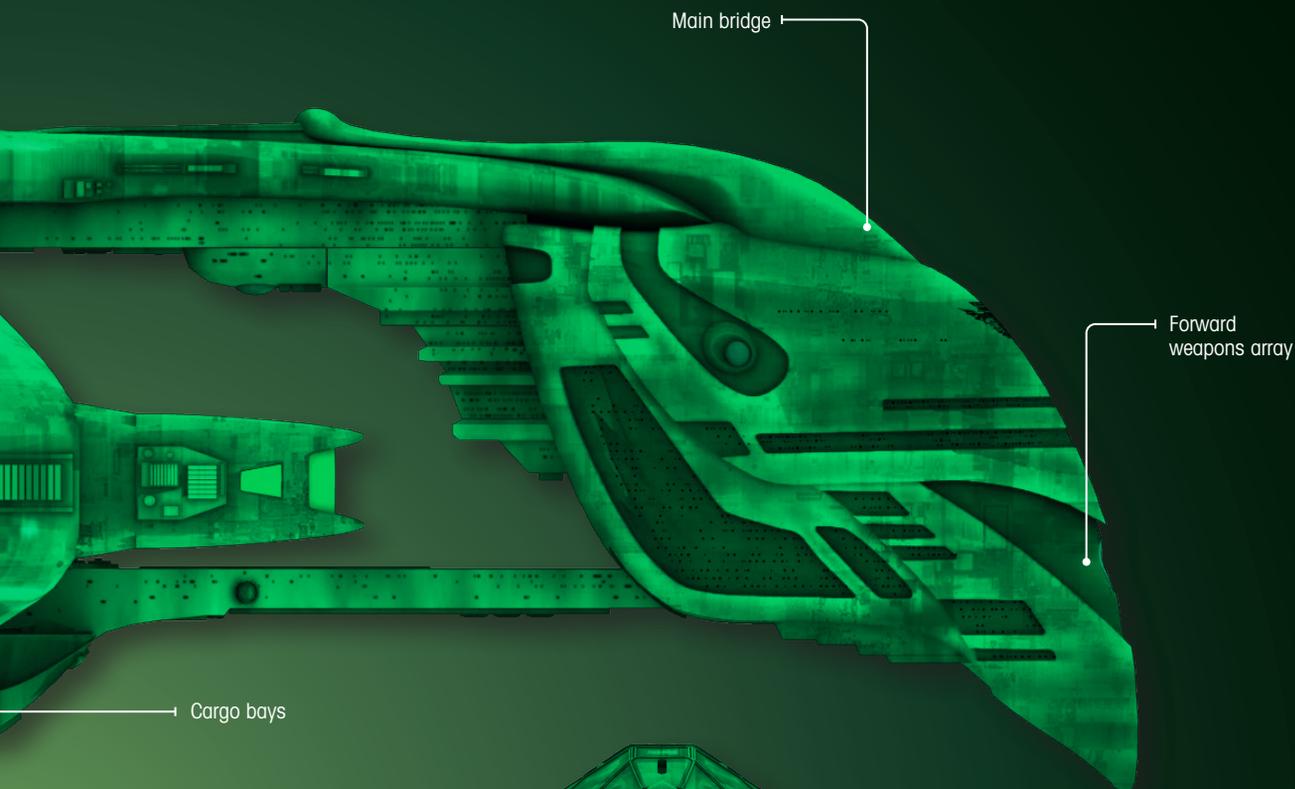




DATA FEED

Working together, a dozen or so Romulan Warbirds traveled to the Gamma Quadrant where they were powerful enough to destroy all life on the surface of the Founders' homeworld. The Founders, however, had already escaped.





Romulan crest



QUANTUM SINGULARITY

Instead of a conventional matter-antimatter reactor, the Romulan Warbird uses an artificial black hole as a power source. This is correctly known as quantum singularity, and is the tiniest fraction of the size of a real black hole. It generates an enormously powerful gravitational field that is only a few millimetres across but produces enough power to warp space. Quantum singularities also have the potential to distort space-time causing time to behave strangely, making it run backwards, at different speeds and even to send individuals to the past or the future.

TWIN NACELLES

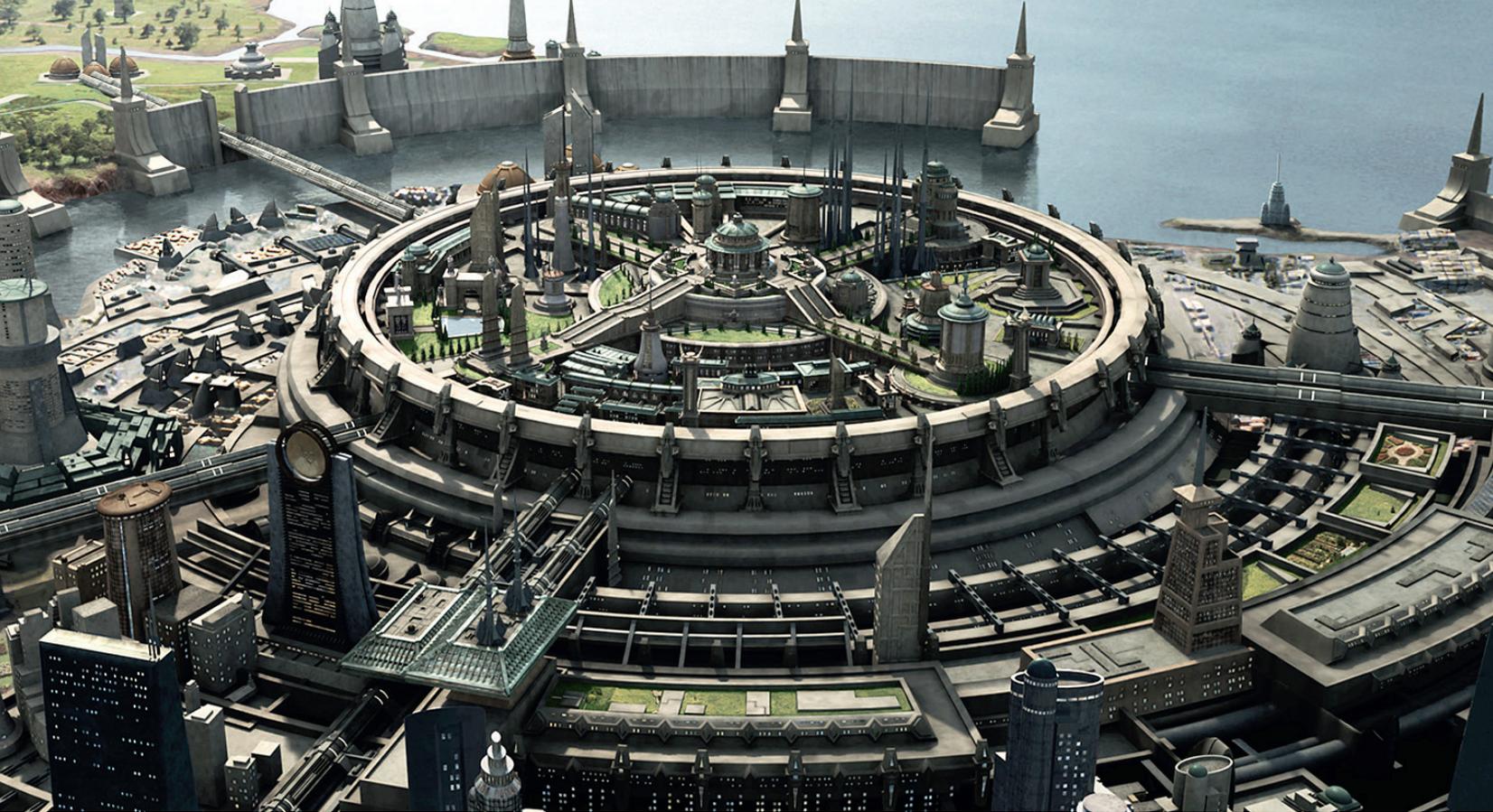
The design of the Romulan Warbird requires the twin warp nacelles to be in 'line of sight' with one another in order to generate the warp field. This is why the center of the ship is open.

SHUTTLEBAY

The Warbird's shuttlebay was located at the rear of the ship, and was large enough to accommodate Starfleet's *Danube*-class runabouts.

CLOAKING DEVICE

Romulans have used cloaking devices since at least the 22nd century. The technology has to be constantly upgraded to counter improvements in sensors. A cloaked ship can still be detected by a sweep or net of tachyons, since the cloaking device cannot prevent the ship from breaking the tachyons' path.



INTRODUCING THE

ROMULANS



▲ The Romulan senate building as it appeared in *STAR TREK: NEMESIS* shortly before Shinzon wiped out the entire senate.

Before the Klingons, before the Borg, there were the Romulans: *STAR TREK*'s first major villains. A mysterious race, who were a power in the galaxy and were clearly related to the Vulcans. The Romulans have never really gone away – they were the major villains when *STAR TREK* was rebooted in 2009 – but, at the same time, they have never really become the series main antagonists.

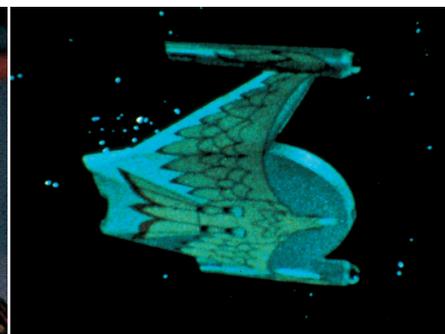
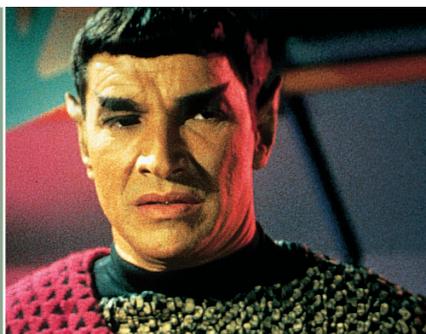
They were certainly the first villains with the potential to reappear. They were created by a freelance writer called Paul Schneider, and made their debut in the original series' ninth episode, 'Balance of Terror'. The story, which took its inspiration from a 1950s submarine movie called 'The Enemy Below', involves Captain Kirk pursuing a cloaked Romulan ship knowing that he must destroy it in order to prevent a war.

FAMILIAR ELEMENTS

That first episode probably still provides more insight into life in the Romulan Empire than anything we've seen since. As the name suggests, Schneider's idea was that the Romulans were effectively Romans in outer space. They have an empire governed by a Praetor and the ship's commander is assisted by a centurion. Spock gives a briefing in which we learn that there was a

ROMULAN DEBUT

Most of the defining elements of Romulan culture were present in their first episode, 'Balance of Terror', when a noble Romulan commander, who fears the political maneuvering on his homeworld, uses a cloaked ship to attack the Federation. Despite the promise the episode showed, the Romulan makeup was expensive and the model of their ship was unimpressive.



devastating war between Earth and Romulus, that the two sides have never actually seen one another. We also learned that the Romulans had twin home planets: Romulus and Remus. And, because, the episode was largely about prejudice, Schneider threw in a twist, the Romulans look just like Vulcans.

The story provided fertile ground for future stories. Gene Roddenberry loved the script and Mark Lenard put in a particularly impressive performance as the Romulan Commander. There was only one problem – pointed Romulan ears were expensive. They could only be worn once and had to be thrown away at the end of the day. Bad enough that the make-up team were producing Spock's ears, the prospect of producing more was daunting. And if you have any doubts about the difficulties posed by the ears, just look at the episode and you will notice that most of the Romulan characters are wearing helmets that conveniently cover them up.

KLINGON REPLACEMENTS

Gene Roddenberry liked the idea of recurring villains. It just wasn't going to be the Romulans. As the first season neared its conclusion, the head writer Gene L. Coon came up with something cheaper: the Klingons. The only makeup they needed was brown pancake, goatee beards and extravagant eyebrows. The Romulans were consigned to history.

However, by the third season one of *STAR TREK*'s most important writers, Dorothy Fontana, started to feel that the Klingons were becoming a little too familiar and there would be something interesting about revisiting the

► Although it was never actually said on screen, *STAR TREK II*'s Saavik was supposed to be half-Vulcan and half-Romulan. This would have explained her slightly more emotional attitude than Spock's, and offered opportunities to explore Romulan culture.



▲ In the second Romulan story, 'The Enterprise Incident', Captain Kirk feigns madness as part of a plan to steal a cloaking device. In an important departure the Romulan ship was commanded by a woman (right)



Romulans. One of the major attractions for her was that women had often held powerful positions in ancient Rome so it seemed to make sense to have a woman commanding a Romulan vessel. This was in 1968, when putting a woman in charge could be seen as both alien and radical. Fontana tweaked the history Schneider had established a little so that the Romulans and the Vulcans

knew a little more about one another and the cloaking device made a reappearance.

MISSED OPPORTUNITY

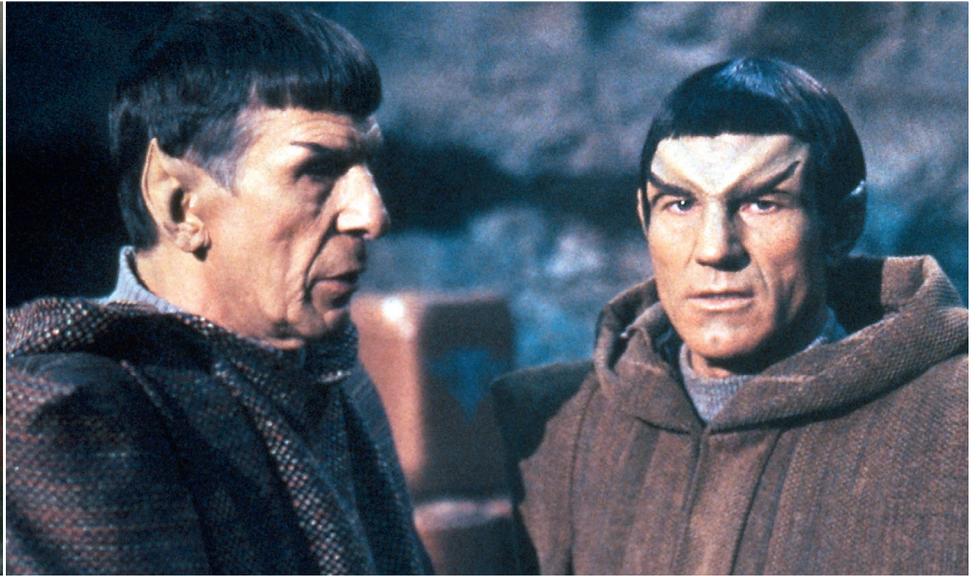
Fontana was disappointed that the Romulan Commander didn't end up being as strong a woman as she'd intended. She is still a powerful and intelligent woman, but in rewrites she also became a love interest for Spock, and she literally changes into "something more comfortable" in one scene. However, another important element had been added to Romulan lore, and women would continue to play an important role in their society.

By this point, however, *STAR TREK* was on the verge of cancellation. When the series came to an end in 1969 the Romulans and the Klingons were the only two villains that had appeared more than once. The Romulans very





▲ Denise Crosby returned to *STAR TREK* to play Sela, the daughter of her original character, Tasha Yar.



▲ 'Balance of Terror' established that the Romulans and the Vulcans were related so when Spock finally appeared in *STAR TREK: THE NEXT GENERATION*, in 'Unification', it made sense that he would be trying to reunite the two peoples.

nearly became the villains in the third *STAR TREK* movie. Producer Harve Bennett was always keen to reuse elements from the original series and he was all set to use the Romulans until his director, Leonard Nimoy, persuaded him to switch to the Klingons. The Romulans did make a brief appearance in *STAR TREK V*, but they only really returned to our screens in *STAR TREK: THE NEXT GENERATION* and this time they had a lucky escape.

ROMULAN RETURN

THE NEXT GENERATION's showrunner, Maurice Hurley, reintroduced the Romulans with the sole intention of killing them off. His plan was to have the Romulan Empire wiped out in a mysterious attack. Over the course of several episodes, Picard and his crew would discover that a new race of aliens, the Borg, were responsible. Having the Borg wipe out a major player would have made it clear just how dangerous they were and upped the stakes before they invaded the Federation. Hurley got to put the first part of his plan into action. In the last episode of *TNG*'s first season, 'The Neutral Zone', the *Enterprise-D* faces off

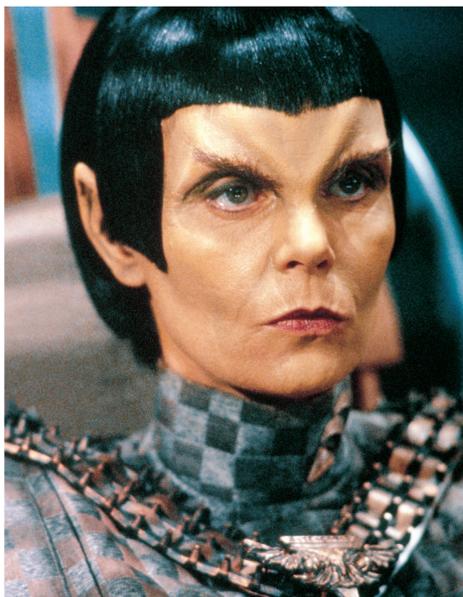
with a new Romulan ship – the *Warbird* – after they discover that outposts have been destroyed along the Federation/Romulan border. But the following year was a turbulent one and a writers' strike and budget shortfalls put paid to Hurley's plans. By the time everything was resolved, he had left the show and, while the Borg story continued, the Romulans got an accidental reprieve.

Not only did they survive, they started to play a greater role in the series,

making fairly regular appearances. Around this time new showrunner Michael Piller was looking for writers, and he bought a teleplay featuring the Romulans from a fan called Ron Moore. In the script, a Romulan admiral defects to the Federation because he is worried his political masters are about to start a war. It turns out that the admiral is the victim of a deception. Moore is a huge fan of the original series and his script places a lot of emphasis on the Romulans' sense of honor and the political machinations in the Empire, all elements that had been established in Schneider's original script.

SCHEMING FOR POWER

Moore became an influential member of the writing staff and ended up writing most of the important Klingon stories. He freely admits that he took the Romulan fascination with honor and gave it to the Klingons, who until this point had only really been interested in fighting. The change helped make the Klingons much more interesting, but it deprived the Romulans of one of their defining characteristics. What remained was Romulan politics, which became the defining aspect of almost all the



▲ Romulan women continued to play an important role in *STAR TREK: THE NEXT GENERATION* and were frequently shown in positions of power.

Romulan stories that followed. The Romulans turned out to be the puppet masters behind the Klingon Civil War and stories featuring them always seemed to involve complicated plots.

This was absolutely the case in what is probably the most important Romulan story to date, 'Unification', the two-part story that brought Spock and Picard together. *TNG*'s producers had been talking about bringing Spock into their world for years. The moment seemed right when Leonard Nimoy was producing *STAR TREK VI*. That movie deals with the Federation finally making

Romulan and Vulcan people. It turns out to be a ruse, with the Romulans actually planning an invasion of Vulcan. The plot is defeated and Spock is left on Romulus.

After this the Romulans made several appearances in *TNG*. Some stories focused on the idea that there was a growing dissident movement on Romulus, while others explored the bad blood between the Romulans and the Klingons. The Romulans would play a significant role in the last two seasons of *STAR TREK: DEEP SPACE NINE* but we wouldn't learn significantly more until the movie *STAR TREK: NEMESIS*...



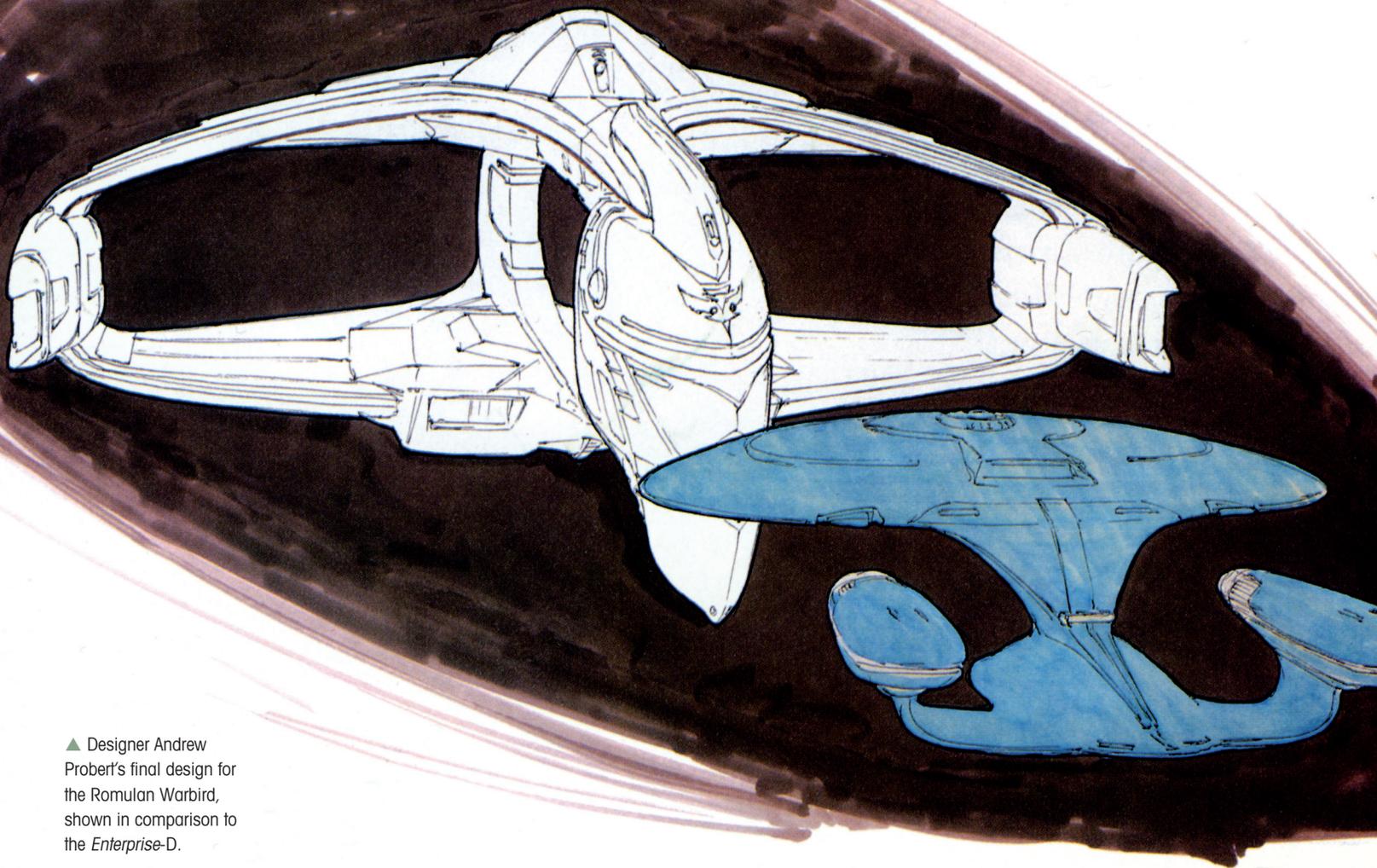
peace with the Klingon Empire and everyone agreed that it would be interesting to do something similar with Picard's crew and the Romulans. Nimoy agreed to appear in one episode and we finally got to see Romulus.

CORRUPT STATE

By now the Romulans had become rather less Roman and seemed to be more closely related to totalitarian states like Soviet-era Russia, or George Orwell's Airstrip One from *1984*. Spock is lured to Romulus with the promise that a young politician wants to reunify the



◀ The Romulans have had much more contact with the Klingons than they have with the Federation. The level of antipathy between the two species was extreme and part-Romulan-part-Klingon characters such as Ba'el were regarded with scorn.



▲ Designer Andrew Probert's final design for the Romulan Warbird, shown in comparison to the *Enterprise-D*.

DESIGNING THE



ROMULAN WAR

The *Romulan Warbird* was one of the first major alien ships to be designed for *STAR TREK: THE NEXT GENERATION*. The menacing vessel made its debut in the closing moments of the first season, as the Romulans shimmer into view in front of Picard and announce that they are back.

Like almost every other ship in *TNG*'s first season, it was designed by Andrew Probert. At such an early stage in *STAR TREK*'s rebirth he had relatively little to work with, so he began by sketching the basic shapes of the few established *STAR TREK* ships – the Romulan and *Klingon Birds-of-Prey*, his own designs

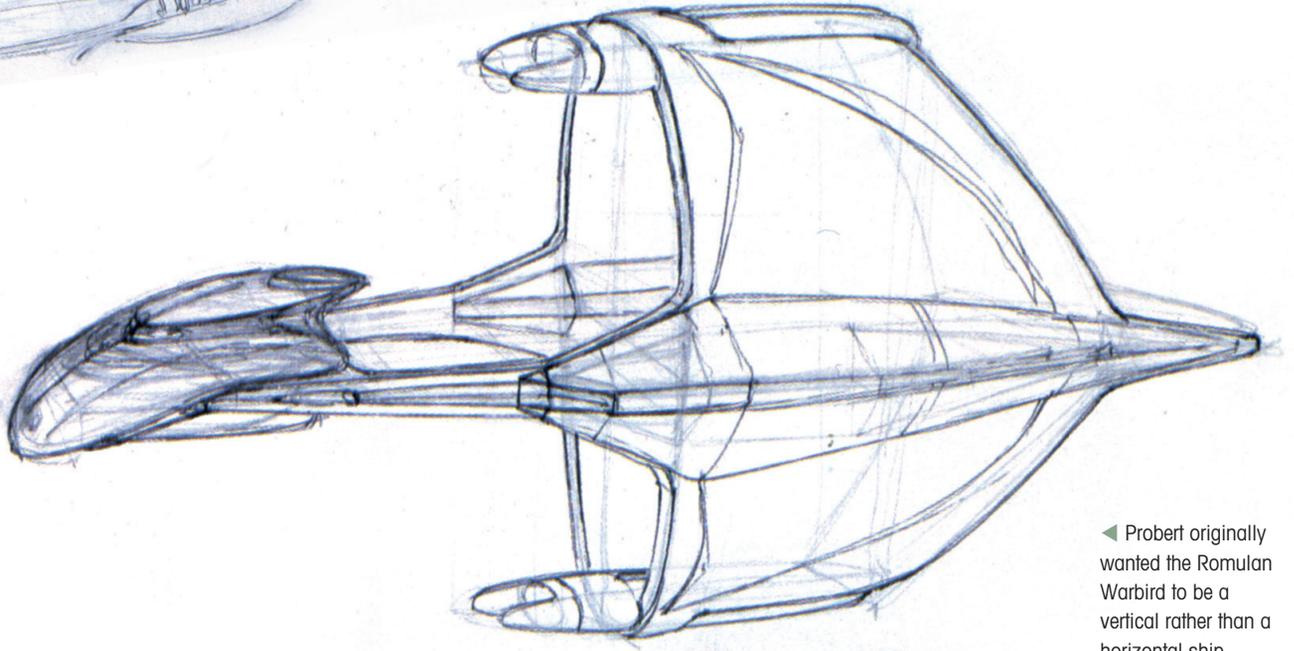
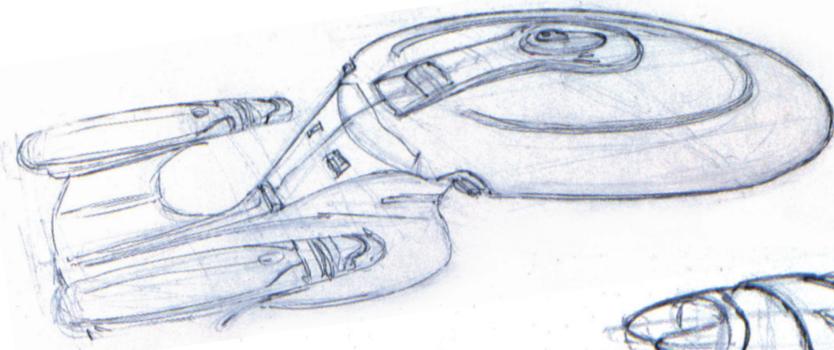
for the *Ferengi Marauder* and, of course, the *Enterprise-D*. These ships all had some basic elements in common: twin warp engines separated from a command section by a long neck.

STAR TREK PHYSICS

Probert also had certain rules for starship design that he had discussed with Gene Roddenberry. One of these rules was that a starship's warp engines always operated in pairs. This 'rule' was never formally established on the show, and would be broken in the future, but at the time it was used to inform all the designs. Probert added another twist

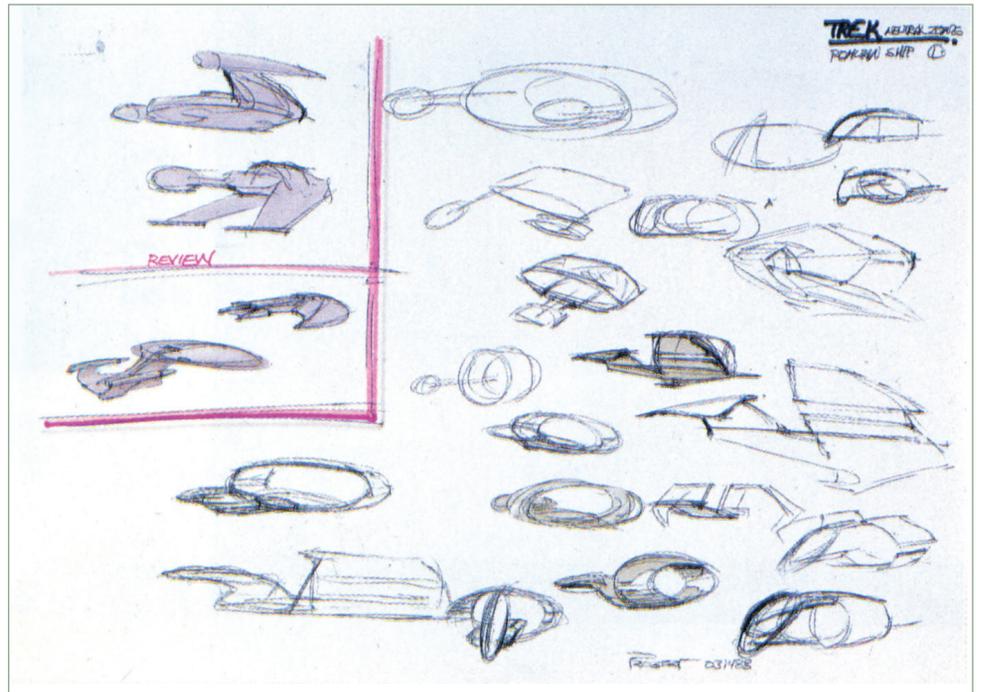
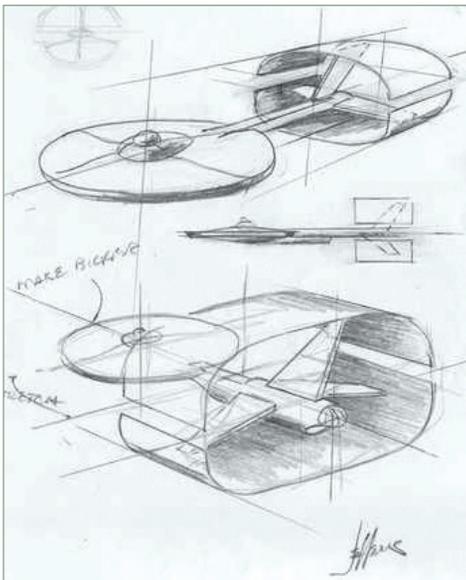
to the rule by deciding that the warp engines should always be able to 'see' one another. In other words, there should be nothing between them. He theorised that this was necessary for them to generate a warp field.

After sketching the established ships he started to doodle various possible shapes as he looked for a direction. Probert had a long-standing interest in experimental aircraft where the wings were connected to the tail section, and from the very beginning he was interested in the idea that the engines might be contained on a ring. Whether deliberately or not, this approach



◀ Probert originally wanted the Romulan Warbird to be a vertical rather than a horizontal ship.

BIRD



◀ One of the ideas that Probert explored was that the engines would be arranged in a ring, which was something Matt Jefferies had experimented with when he designed the original *Enterprise*.

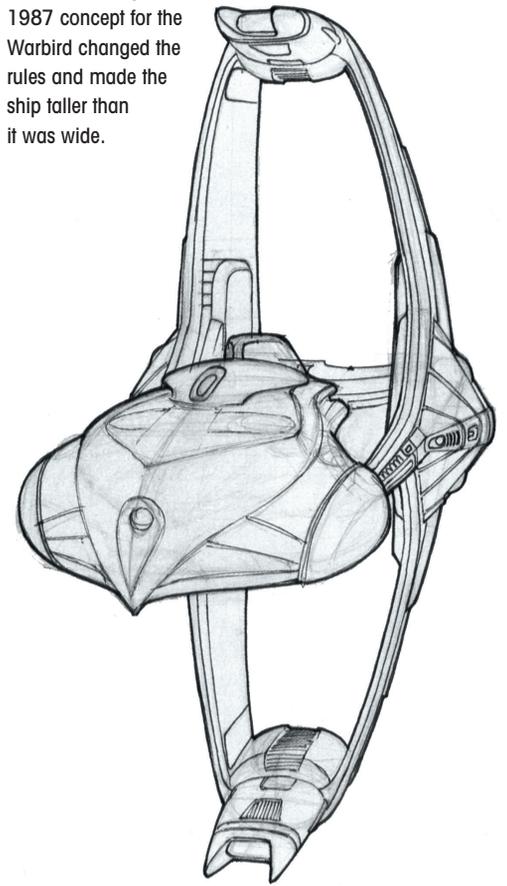
▲ Probert's first set of doodles as he tried to find an interesting shape for the Romulan ship. The top left of the page shows the shapes of the handful of ships that existed at the time.



Image © Andrew Probert

▲ Probert's was happy with the vertical version of the Romulan Warbird that the producers rejected. Twenty years after he had produced his original sketch he created a fully-realized CG version that showed what the ship would have looked like if it had appeared on the TV series.

► Probert's original 1987 concept for the Warbird changed the rules and made the ship taller than it was wide.



echoed some of Matt Jefferies' early thoughts about Kirk's *Enterprise*. Nearly 25 years after he produced the drawings Probert is fascinated to see a doodle that looks like one of Matt Jefferies's early designs for the *Enterprise* snuggling in the centre of his early *Warbird* sketches. He doesn't recall having consciously echoed Jefferies' design and thinks it is equally likely that he and Jefferies shared a fascination with experimental aircraft. However, Probert is something of a *STAR TREK* aficionado, and remembers taking great pains to tie his designs for *TNG* to the original series wherever possible.

As he worked, Probert realized that the rules he'd discussed with Roddenberry didn't say anything about ships having to be wider than they were tall. This idea fascinated him and he started to work up a design where the engines were positioned above and below the main body of the ship rather

than on the left and the right. He combined this with the idea of the engines being on a ring and soon produced a design that he liked. In order to give the Romulans a real sense of menace, the Romulan ship absolutely dwarfed the new *Enterprise*.

However, Probert's design was a little too radical for *TNG*'s producers. They liked a lot of what they saw but wanted the Romulan ship to have roughly the same proportions as the *Enterprise-D*. So Probert took his drawing and turned the engine section through 90 degrees. He then carried on working up details, altering the shape of the head so it became a little less obviously birdlike.

HIDDEN FEATURES

Looking back over his drawings he explained the intention behind several design features that were never actually used on screen: the V-shape on the front of the nose was meant to be the navigational deflector (an essential element of any faster-than-light ship that sweeps a path in front of it); the indentations on the bottom of the ring were twin cargo bays. The 'hump' on the top of the ring was main

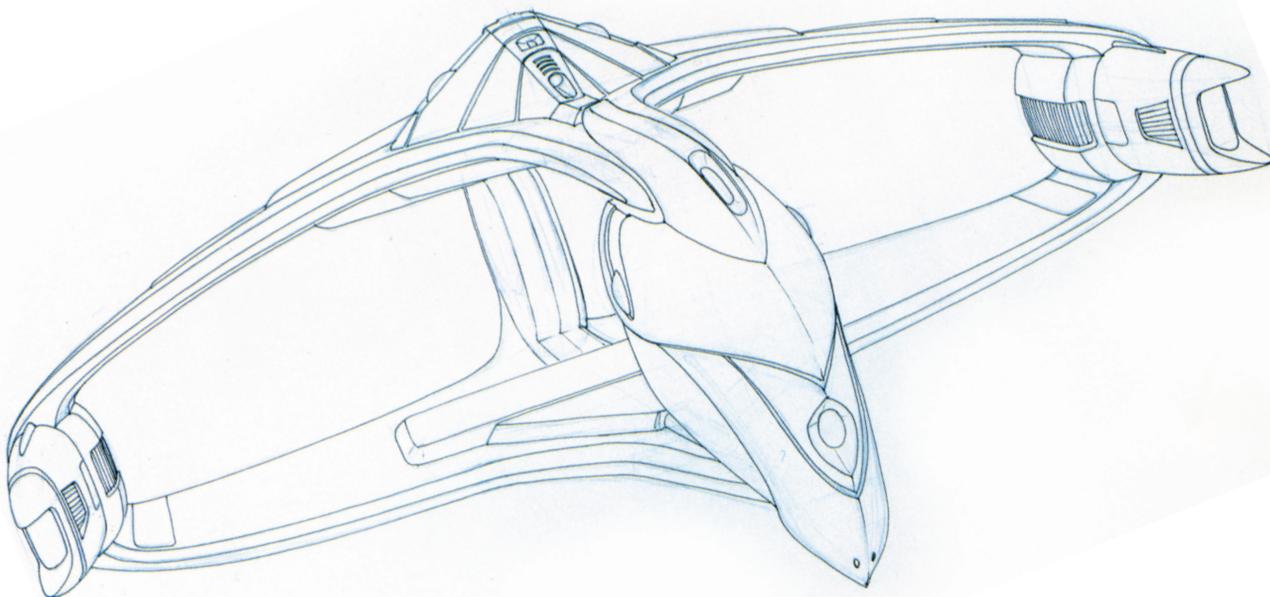
engineering; the 'scales' that run down the back of the ship behind it were escape pods; and the notch at the top of the back was the shuttlebay.

MISSING IN ACTION

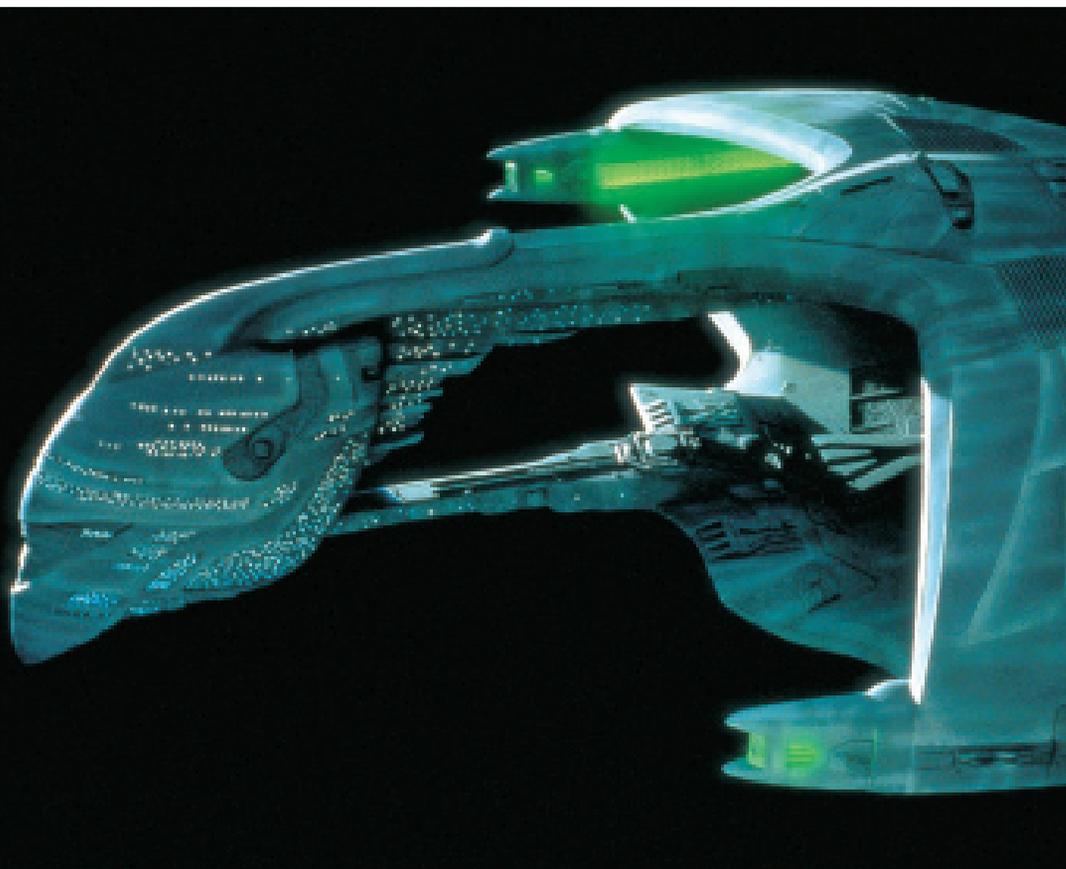
Time was short by now as the season was drawing to a close and a few details were left off Probert's drawings, including the impulse engines, which he explained would have been on either side of the spar at the rear. One other detail was lost when the drawings went over to Greg Jein, who built the model. If you look at Probert's drawings you can see that the Warbird has a cyclops-like eye at the front of the nose. This was meant to be the bridge.

The *Warbird* went on to become one of the most used ship designs in the history of *STAR TREK*, making appearances in both *STAR TREK: DEEP SPACE NINE* and *STAR TREK: VOYAGER*, but Probert always had a fondness for his original vertical design. Years later he got the chance to take it a stage further by creating a fully-realized version of it for the *STAR TREK: Ships of the Line* calendars, finally bringing his original concept to life.

▼ The final Andy Probert design for the Warbird that was approved by the producers.



ON SCREEN



FIRST APPEARANCE:

'THE NEUTRAL ZONE' (TNG)

TV APPEARANCES:

STAR TREK: THE NEXT GENERATION; STAR TREK:

DEEP SPACE NINE; STAR TREK: VOYAGER

DESIGNED BY:

Andrew Probert

KEY APPEARANCES

STAR TREK: THE NEXT GENERATION

'Face of the Enemy'

Counselor Troi awakes to discover herself onboard a *Romulan Warbird*, where she has been genetically altered to look like a Romulan. To her amazement a member of the Romulan underground peace movement tells her that she has taken the place of a Tal Shiar officer and that she must force the crew of the *Warbird* to deliver some mysterious cargo to a private freighter. Troi soon discovers that the Tal Shiar are despised, and that the Romulan military are far from happy about their unexplained mission.

STAR TREK: THE NEXT GENERATION

'Timescape'

Picard, Data, Troi and Geordi return to the *Enterprise* to discover it apparently frozen in time with a Romulan Warbird. They are horrified to discover that the *Enterprise* has suffered a warp core breach that seems to have been caused by a power transfer between the two ships. Time is actually moving forward slowly and, within a matter of hours, both ships will be destroyed. There is no way of repairing the warp core; their only hope is to somehow reverse time and prevent the accident from happening in the first place.

TRIVIA

Actors who play Romulans have a history of playing more than one role in *STAR TREK*. The original Romulan Commander was played by Mark Lenard, who would become famous for playing Spock's father Sarek. The first Romulan to appear in *STAR TREK: THE NEXT GENERATION*, Commander Tebok, was played by Marc Alaimo, who is best known as *DEEP SPACE NINE*'s villainous Gul Dukat, and, of course, the Tal Shiar commander Sela, was portrayed by Denise Crosby who played Sela's own mother Tasha Yar.



We have seen at least four different designs of bridge on a Warbird. The first one used in 'The Neutral Zone' is the only time that the Commander and Subcommander have been shown sitting side-by-side.



The original map of the Neutral Zone used in 'Balance of Terror' shows that the Romulans have twin homeworlds: Romulus and Romii even though dialogue in the episode establishes that the two planets are known as Romulus and Remus.

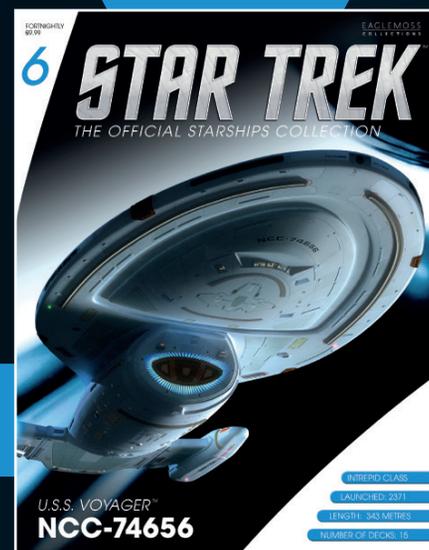
COMING IN ISSUE 6

U.S.S. VOYAGER

NCC-74656

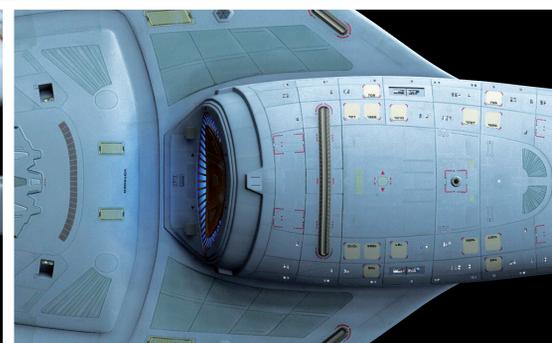
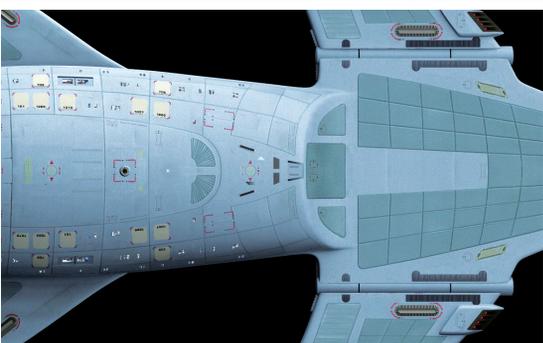


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- In-depth profile of the *U.S.S. Voyager* NCC-74656 Janeway's *Intrepid-class* ship that was lost in the Delta Quadrant
- Concept artist Rick Sternbach's original designs for *Voyager*
- How *Voyager* broke new ground for *STAR TREK'S* VFX team



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