

BATTLESHIP

CONSTRUCTION DATA:

Model:	Mk. I	Mk. II	Mk. III	Mk. IV
Class:	XV	XVI	XVII	XIX
HULL DATA-				
Superstructure:	55	96	114	156
Damage Chart:	C	C	C	C
Dimensions (m):				
Length:	550	550	550	550
Width:	721	721	721	721
Height:	143	143	143	143
Displacement (mt):	301,783	384,263	419,888	591,918
Landing Capacity:	No	No	No	No
EQUIPMENT DATA-				
Computer Type:	R7M-1	R9M-1	R9M-1	R9M-1
Slave 1:	None	R2M	R5M-1	R9M-1
Slave 2:	None	None	None	None
ECM Device:	RECM-4	RECM-4	RECM-4	RECM-4
Power to Engage:	2	2	2	2
Dice Modifier:	2	2	2	2
Cloaking Device:	RCF	RCG	RCG	RCG
Power to Engage:	75	96	96	124
Ships Complement:	539	686	750	1,057
Officers:	108	137	150	211
Enlisted:	431	549	600	846
Troops:	400	400	400	400
Passengers:	80	80	80	80
ENGINEERING-				
Total Power Available:	131	166	166	214
Auxiliary Units:				
Battery Units:				
Warp Engine Type:	RWH-2	RWH-2	RWH-2	RWH-2
Movement Point Ratio:	3/1	6/1	6/1	6/1
Number:	2	2	2	3
Power Units:	96	96	96	144
Stress Chart:	F/J	F/J	F/J	F/J
Cruising Speed:	5.0	5.0	6.0	6.0
Flank Speed:	7.0	7.0	8.0	8.0
Impulse Engine Type:	RIH-2	RIH-2	RIH-2	RIH-2
Movement Point Ratio:	3/1	6/1	6/1	6/1
Number:	1	2	2	2
Power Units:	35	70	70	70
WEAPONS/DEFENSE-				
Beam Weapon # 1:	RB-12	RB-15	RB-15	RB-14
Number:	10	12	14	14
Firing Arcs:	2f/ 2fp/ 2fs/ 2ap/ 2as	2f/ 2fp/ 2fs/ 2ap/ 2as/ 2a	4f/ 2fp/ 2fs/ 2ap/ 2as/ 2a	4f/ 2fp/ 2fs/ 2ap/ 2as/ 2a
Firing Chart:	W	U	U	T
Maximum Power:	9	15	15	17
Damage Modifiers +3	(1 - 10)	(1 - 8)	(1 - 8)	(1 - 5)
+2	(11 - 15)	(9 - 16)	(9 - 16)	(6 - 12)
+1	(16 - 20)	(17 - 20)	(17 - 20)	(13 - 18)
Beam Weapon # 2:	RB-14	RB-14	RB-14	RB-16
Number:	2	4	4	6
Firing Arcs:	1fp/ 1fs	2fp/ 2fs	2fp/ 2fs	2fp/ 2fs/ 1ap/ 1as
Firing Chart:	T	T	T	V
Maximum Power:	17	17	17	20
Damage Modifiers +3	(1 - 5)	(1 - 5)	(1 - 5)	(1 - 10)
+2	(6 - 12)	(6 - 12)	(6 - 12)	(11 - 16)
+1	(13 - 18)	(13 - 18)	(13 - 18)	(17 - 21)
Torpedo Type:	RPL-3	RPL-4	RPL-4	RPL-4
Number:	2	2	3	4
Firing Arcs:	1f/ 1a	1f/ 1a	2f/ 1a	2f/ 2a
Firing Chart:	T	T	T	T
Power To Arm:	2	12	12	12
Damage:	RL-3	RL-4	RL-4	RL-4
Range:	18	18	18	18
Stock:	180	180	270	360
Torpedo Type:	RP-3	RP-5	RP-7	RP-8
Number:	6	8	10	11
Firing Arcs:	2f/ 2fp/ 2fs	2f/ 2fp/ 2fs/ 2a	4f/ 2fp/ 2fs/ 2a	4f/ 2fp/ 2fs/ 3a
Firing Chart:	Q	P	P	P
Power To Arm:	1	1	1	1
Damage:	10	15	20	30
Range:	14	16	16	16
Stock:	540	720	900	990
Shield Type:	FSR	FSR	FSR	FSR
Shield Point Ratio:	1/4	1/4	1/4	1/4
Max. Shield Power:	27	27	27	25
Armor Type:	None	None	None	None
Number of Hits:	0.0	0.0	0.0	0.0
Hit Ratio:	0/0	0/0	0/0	0/0
Power to Arm:	0	0	0	0
COMBAT EFFICIENCY-				
D:	611.7	484.7	514.6	681.4
WDF:	187	298.8	388.6	550.4

OTHER DATA:

Class Commission Date:	2320	2352	2355	2360
Number Proposed:	12	12	24	48
Constructed:	10	9	15	22
Transporters-				
Standard:	4	6	6	9
Combat:	20	20	20	20
Emergency:	6	8	9	12
Cargo:	7	8	9	10
Cargo Specs:				
Total SCU:	2,140	2,449	2,583	3,228
Cargo Capacity:	131,984	147,449	154,129	186,385
Shuttlecraft-				
Light Shuttle:	25	32	35	49
Standard Shuttle:	17	21	23	33
Heavy Shuttle:	8	11	12	16
Sickbays:	5	6	7	9
Laboratories:	5	5	5	5

Notes:**Known Sphere**

of Operation: Empire-Wide Use

Data Reliability: D

Major Data Source: Combat reports
Romulan Sector Intelligence
Boarder patrol contact reports

The Romulan High Command had wanted something to replace the Z-1 Nova with something better. It was decided to go back and redesign a ship from the keel up. It was decided to make the best battleship the Romulans could make. But as the cost went up so did the possibility of the ship ever being made. It was then decided to upgrade the Nova, which was a cheaper decision at the time. After a few years the upgrades for the Z-1 were out it, was then decided to look at the possibility of having two battleships in the fleet. If the Federation and the Klingons could have two or more, then why not the Romulans? It was not only a matter of pride but also of importance. It was decided to reopen the new battleship project. They wanted a ship that had a good survivability in combat, one that had weapons and the ability to use the weapons at its disposal. It was then decided for the engineers to talk to the crew of some of battle cruisers and the battleships, and to find what they wanted in the new battleship. After a few months of research and listening to the crews they started to work right away. When completed the ship was going to be 550 meters long. This was going to be the biggest ship in the entire Romulan inventory, until the D'Daridex was launched.

Construction begin with the laying down of the keel. It took several months before the skeleton was finally finished. The Ship was being constructed in an area deep inside of Romulan space. Security was very tight around the construction area; all ships in the area had to be screened. The Tal Shiar was in charge of security, they too saw the awesome power of the ship, so they made sure the materials were there to get the construction done in time. It took them a third of the time it was estimated for completion. The ship was the best the Romulans could offer in a combat vessel. There were very little rooms for science,

but that was due to the nature of the ship, this was not a standard Romulan ship, this was a Romulan battleship. A couple of weeks before the launching, the Romulan Senate had wanted to give a name to the new battleship. There were many arguments on what name would be appropriate for the new battleship. Some wanted to keep with some traditional names, something to do with a bird; some wanted to come up with something that sounded like it had power to it. After a few days of arguments it was decided to use the name Valdore. Since it was an old name, and a name that has been passed down over the years.

Like the name Enterprise for the Federation, the Senate had agreed to call the new Battleship line the Valdore Class Battleship. On the day of the launching security was tight; it was tighter then usual since the Tal Shiar got reports that there was a Federation spy vessel in the area. The Tal Shiar could not let the Federation know about the new battleship. They wanted it to be a closely guarded secret until the time was right. At the ceremony it was decided to have some of the Romulan Senators there at the first launching of the battleship. The launching was a success and they even caught the spy vessel.

That was the beginning of the Valdore Class Battleship.

It was time for the shake down run for the Mark 1 to see what it could do in combat. The vessel performed flawlessly, all the backup systems had worked. They even had problems trying to get the main systems to purposely fail to get the backup systems to kick in; they had to go as so far as to sabotage the system to get the backups to work. All the systems had worked to perfection to the standards of the Imperial Navy. She carried the best the Romulans could offer. Maneuverability was poor but acceptable for the size of the ship. When it came to firepower, the ship was loaded with weapons. They made sure she had as much of the firing arcs covered as possible. The vessel was loaded with 10 RB-12s, and only two RB-14s, the most powerful weapon the Romulans had to offer at the time. She also carried the famed Plasma Weapon, and 6 of the RP-3 torpedo system. She carried the best the Romulans had to offer in the line of defense. During combat trials, she not only could dish it out but take it in return. The Romulan High Command was very pleased with the new ship; even the

BATTLESHIP

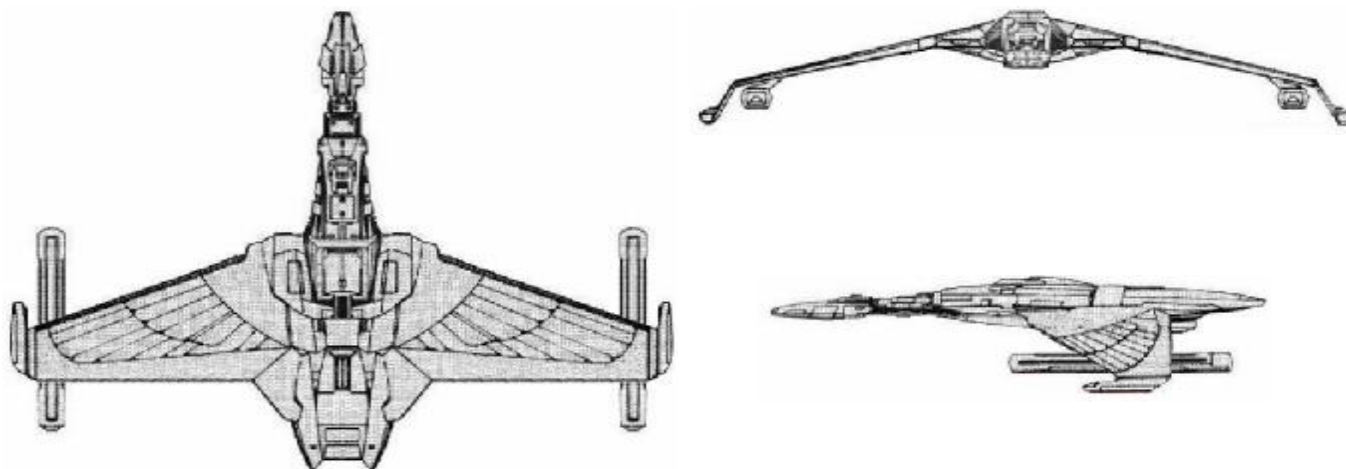
Tal Shiar was pleased. It was decided to send the new ship to the boarder of the Romulan/ Federation space.

On the first madden voyage of the Valdore the Imperial battle fleet was near the planet Iccobar. They were getting ready for a normal routine setup as if they were preparing to invade the Federation. The Federation seeing this was alarmed and sent in a small fleet as well. On the side of the Romulans they not only had the Valdore but 1 Z-1 Nova, 6 V-19 Stellar Winds and 6 V-7 Whitewinds, and 12 T-25 Deathwings. It was a small fleet but the high command did not think they would need very much. The Federation on the other hand was more worried. They had sent in 4 of the new Excelsior Classes along with 4 Forbin Class Cruisers and 6 Demon Class Cruisers and 6 Thunder Class Battlefrigate. At first the Federation could not believe what they saw. Two battleships! They were amazed. As both fleets engaged, the battle was long. The advantage went to the Romulans. As the three Excelsior vessels engaged the Valdore, they were out gunned and out matched. As the other cruisers and destroyers engaged each other the Forbins and the Excelsior's had to take the battleships on. It was a losing battle for the Federation. The Federation lost all the ships they had sent in. The Valdore sustained damage, but the backups and the redundant systems kicked in like they were suppose to. After the conflict the Valdore came back for repairs, it was then decided to check it out and to see if there was any need to make any changes to the ship. Though back at Starfleet, after receiving scans of the Valdore Class Battleship, Starfleet high Command was amazed at the Valdore. They tried to get as much information on the new ship as possible.

As time progressed there was a small need to improve on the Valdore, so the Mark 2 was introduced. With the Mark 2 it had incorporated two impulse engines; this was not only for maneuverability but for extra power production. Also the incorporation of two computers on a ship instead of one. Which the Romulans had pioneered with this technology; even before the Federation or the Klingons. The Mark 2 was a big improvement on the Mark 1. The Mark 2 had more firepower, with better weapons emplacements and incorporated the new RPL-4, this plus the other weapons is what called for the extra computer on the ship. The Mark 2 saw some action along the frontiers against the Klingons as well as the Federation. Later it was decided to make a small improvement to the Mark 2 by adding an additional plasma weapon. When the new RB-16 came out it was decided to add them to the new Mark 4. The Mark 4 was more like a Dreadnaught then a Battleship. The Mark 4 not only had the new RB-16s but 4 plasma weapons, the new RP-8 and 3 warp engines, as well as the an additional impulse engine. This not only gave it the firepower but the speed it needed for combat. The Mark 4 was the heaviest of any Romulan ship in the Imperial Navy.

The Mark 4 saw some combat action against the Klingons near the planet Carraya, which is in Federation space. The Klingons were doing their usual raids along the boarders and harassing the Federation fleet. As the Klingons were near the Carraya system, they were stopped by the 25th Romulan Imperial Task Force. Their job was to find the Klingons who were harassing the Romulan planets along the boarder and put a stop to them once and for all. This time the Klingons had with them 4 L-24s and a dozen D-7s, along with 6 D-21s and a dozen D-12 cruisers. The Romulans had in their fleet 2 Valdores, 12 V-7 Whiteiwnds, 6 V-26 Firewings, and 6 V-29s. This engagement was what the Federation needed to catch up with the Klingons. As the Federation fleet finally arrived, what they saw was incredible. The New Romulan battleship was holding on to its own. As the Federation fleet came closer, they too started to engage the Klingon fleet. It was a 2 to 1 in favor of the Federation/ Romulan fleet. The Klingons could not win. The Romulans seeing victory broke off the attack so the Federation could finish the job. After the battle and the Federation fleet returned and the crew told of the story, no one believed them, but the scans and logs were otherwise convincing. Starfleet was amazed at what the Valdore could do, and then they got the word that the Romulans are increasing production of the Mark 4. The Klingons too have taken note of this increase and has started to increase patrols along the Klingon/ Romulan boarder, as well as the Federation along their respected boarders. The production of the Valdore class has increased from 4 per year to 8 per year, making some in Starfleet and the Klingon Imperial Navy wondering if the Romulans are planning on some kind of attack on either of their respective boarders.

3 Views:



	Registry	Ship Name	Type	Disposition
I - Inactive				
D - Destroyed				
Sc - Scrapped				
R2 - Refit to Mark II				
R3 - Refit to Mark III				
R4 - Refit to Mark IV				
Dec - Decommissioned				
T - Training Vessel				