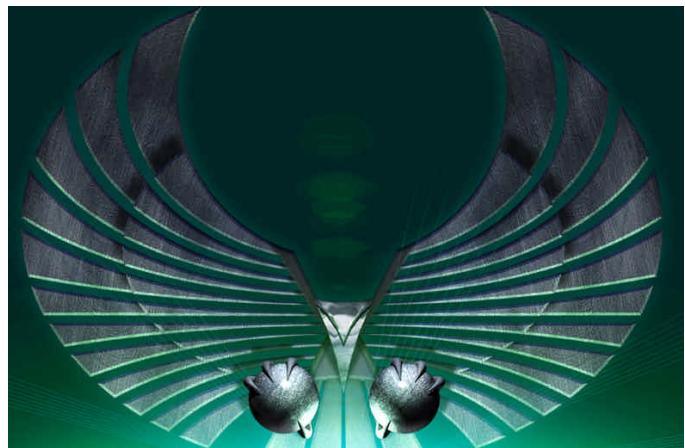


**XR-30: The Rihansu Empire and their Ground Forces
The Reman Factor**

"ch'Rihan and ch'Havran: Social Political and Military Histories and Distinctions"



By

**General Scott A. Akers, SFMC
Commandant, Starfleet Academy**

DATA: The Remans themselves are considered an undesirable caste in the hierarchy of the Empire.

RIKER: But they also have the reputation of being formidable warriors. In the Dominion War, Reman forces were used as assault troops in the most violent encounters.

**From the Logs of the USS Enterprise, NCC-1701-E
(From Star Trek X – Nemesis)**

Klingons, Romulans, Gorn, Cardassians, Borg, Breen, Jem'Hadar, and now the Remans. For centuries the troopers of the Starfleet Marine Corps have faced innumerable enemies of the Federation on the surface of the planets, on their seas, in the skies, and often even in orbit above. Where the Fleet cannot go, they send the Corps, and the Corps will go again and again and again. But going blindly into combat is as criminal of a waste as it is stupid. The resources, the equipment, and most importantly the marines entrusted to the Corps by their planets, their families, and the spirit of the Federation Charter demands that the Officers and Generals of the Corps know their enemies, so as best to defeat these enemies, and bring the marines home again.

It is this author's belief that the SFMC must be prepared to deal with ground combat situations involving Reman troops, either deployed with tacit approval of the Romulan Senate, or as rogue elements without said approval. To understand the Reman Warrior, his Equipment, his Tactics, and his Skills is the basis of the most essential of SFMC strengths "Know thy enemy".

To do this, we will look at Reman Combat capability, in three areas: As individual warriors, their equipment, and their tactics. We will follow this with a comparison with other "threat" forces: namely the Dominion, Borg, and traditional Romulan forces. Finally we will recommend the SFMC response to the Reman threat, specifically equipment, tactics, and training. In closing we review these three areas, reconsider our thesis, and close with a paraphrased quote from a Deep Space Nine resident.



I. Reman Capabilities

As individuals the Remans are a fascinating species and an example of how form fits function. It is conjectural but most likely that the Remans are NOT an evolutionary splintering of the Romulans race. With it an accepted fact that the Romulans (known to themselves as Rihannsu) having arrived on Romulus a mere two thousand years previously, there is/was simply not enough time for such a evolutionary change. What has become apparent both from Dominion War intelligence reports, and from an analysis of the logs of the Enterprise-E after the Nemesis Incident is the following.

The Remans stand between 1.9 and 2.1 meters, and massing a surprising 150 to 175 kilograms, with a body-fat of about 12% by mass, but peculiarly as dense as muscle tissue. Unlike the Romulans, their blood chemistry is not based on copper but on Zinc. This discovery at a M.A.S.H. during the Dominion War led the allies to inquire of the Romulan High Command, if the Remans were indeed not related to the Romulans. The shocked and disgusted replies from the Romulans answered the question quickly. Interesting enough, Romulan blood transfusions though based on Copper were able to keep Reman warriors alive long enough to get them to rearward medical facilities were proper Zinc based blood was made available. In addition zinc based blood would give a grayish colored blood and pigmentation, and would bond better with available oxygen than either iron, cobalt, or even copper. For the Reman this gives them higher endurance in aerobic combat situations, and allows them to operate in sub-par atmospheres. Contrary atmospheres that are too high in oxygen would in the long term give the Remans symptoms of drunkenness, nausea, and extreme vertigo.

With a higher muscle mass than most humanoids, and with even body fat (with its long term energy stores) as dense as the muscles, the Remans are kilo for kilo stronger even than most Vulcanoids, Klingons and much more so than Humans. Resembling Saurians in their strength, and with their high endurance mentioned above. The Remans are a fierce enemy, and as mentioned by Commander Riker, the Empire used them as shock troops against the Jem'Hadar.

Remans are by nature of their hostile world, a social people, and cooperative work, and teamwork even under combat situations is higher than Romulans. In addition high casualty rates does not deter them, as they are used to seeing death strike down their people indiscriminately while maturing. However a large share of Remans have psionic skills much like Vulcans and many are active ESPers. Another trait of the Remans is their near fanaticism of never leaving a fellow Reman behind, if they know he is still alive. Nothing is currently known about Reman females, none have been seen in Reman combat units (that we know of) but from the few wounded Remans that were treated in allied M.A.S.H. facilities during the Dominion War, their "males" meet Humanoid standard for "male" of the species. The camaraderie and loyalty of the Remans warriors towards each other, quite strikingly resembles that of Humans combat personnel. Thus their teamwork resembles that of the model used by the SFMC based on ancient Human – USMC organization structures.

Remans for obvious reasons use Romulan weaponry, both their personal sidearms, as well as heavy weapons and vehicles (ground and flight capable). The newer Type Four Romulan Hand Disruptor (see picture below) is capable of being equipped with an expandable shoulder stock, making it a carbine like weapon for extended ground operations. The Shoulder stock also carries additional power cells for longer duration and/or more powerful beam settings. In addition many Reman units still use the traditional Type Two Hand Disruptor and the Type Three Two Handed Disruptor "Rifle" that are the main sidearms of Romulan forces. These two weapons with minor modifications have been the mainstay of the Romulan Empire for almost a century, and

the Empire has very little incentive to change. Many Reman Warriors also carry the Vrel nec Combat Blade (a traditional Romulan sword of about 110-120 cm in length) and/or the Neca, its dagger-sized companion. Very few Remans utilize either the Lirash (the Romulan version of the Vulcan Lirpa) or the Kailune (a bat-shaped throwing weapon). In combat with the Jem'Hadar the Remans were quite effective with the Vrel nec, and took to using an even longer version that the SFMC troopers called the Dai-vrel nec.

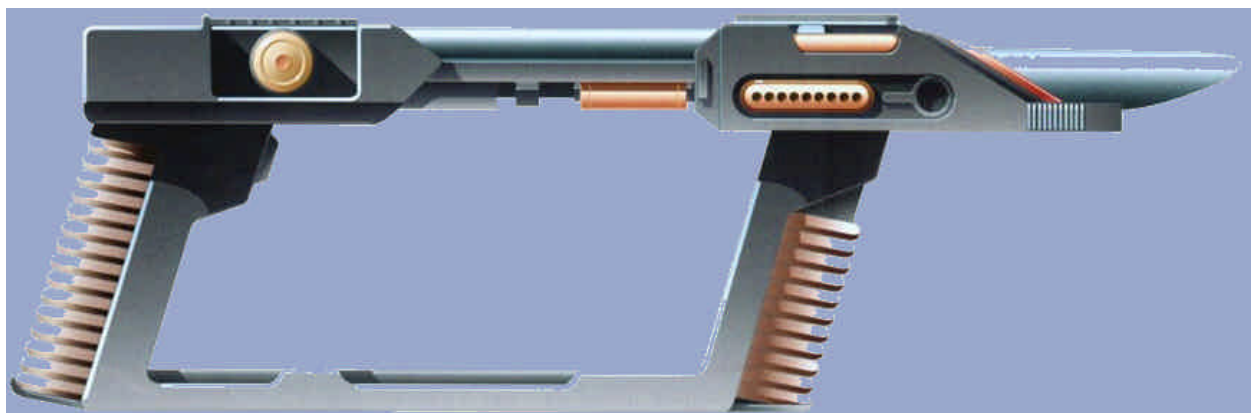
Type Four Hand Disruptor



The Older Type Two: Hand Disruptor



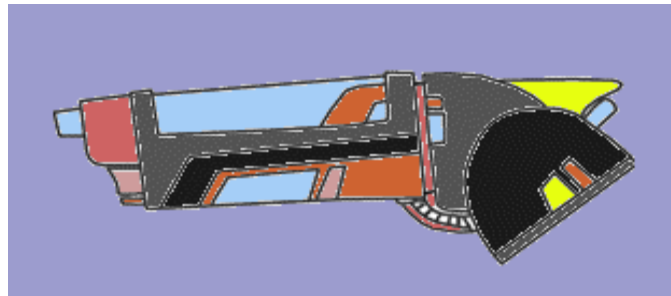
and the Type Three: Two-Handed Disruptor "Rifle".



Reman troops use the same heavy weapons as their Romulan counterparts with no known derivations. The only discernable difference being that Remans are much more likely to carry these bulky and massive/heavy weapons.

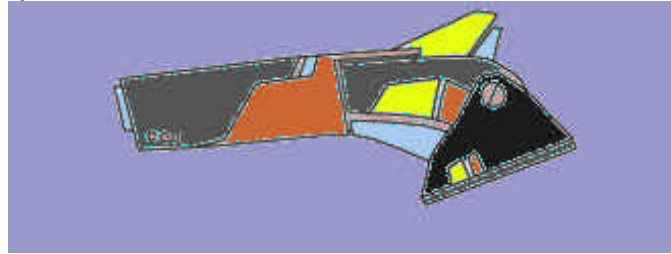
The man-portable Fire-Stinger Phaser cannon is like most Romulan Phaser weapons a rarity. Romulan production philosophy focuses on better and more powerful disruptor weapons, but even the Praetor can understand that sometimes a Phaser can do the job better than a disruptor. Based on stolen designs of the original M-2 Heavy Phaser Rifle, it has been upgraded to be nearly as powerful as the current M-2A3. Huge, even by SFMC standards, it requires a team of four Remans to carry and assemble this weapon, and is normally gyro-mounted on a tripod. The Fire-Stinger is basically the equivalent of a Type 5 shuttle-mounted phaser emitter in portable form (and as any SFMC M-2 crew will tell you, "portable" is being used loosely here). A compression phaser rifle with both beam and pulse firing capabilities, the M-2 is nearly the size of most of its operators commonly it is mounted on an APC. For all its drawbacks, however, it packs a punch well worth hauling it around.

Fire-Stinger Phaser cannon



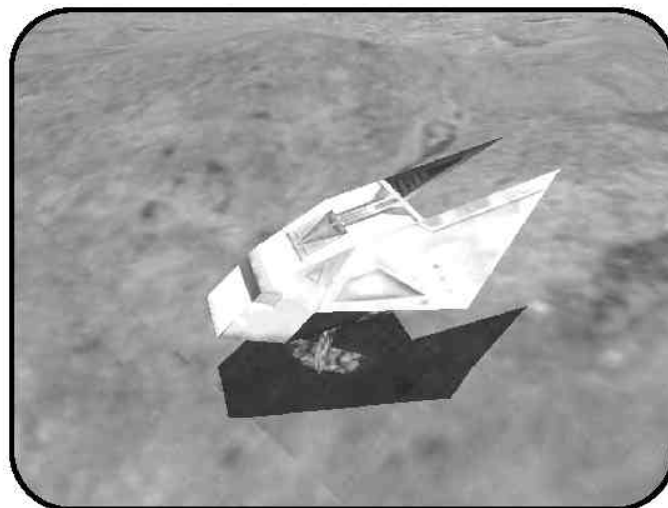
The other Heavy (Man-Portable) Weapon of the Reman inventory is the Venom-Stinger Disruptor cannon. The Venom-Stinger is an essential part of any Reman ground combat equation, smaller than the Fire-Stinger; it can actually be manipulated by one Reman, while serviced/protected by the rest of the combat team. Positioned around the perimeter of a Reman/Romulan ground unit the Venom-Stingers are integrated into a defense network guided by the Company Level command and its mobile tactical computers and are powered directly from a portable power cell. The Stinger can deliver an exceptional volume of fire in defense of its unit, there are credible claims concerning the system's over-powered sensor arrays and field generators because it has been observed that the power curve of the system does not match the firepower delivered on target, Of note is that the weapon system supposedly designed to combat enemy strikes has such a relatively low top-end shot strength and such a powerful short-range sensor grid.

Venom-Stinger Disruptor cannon

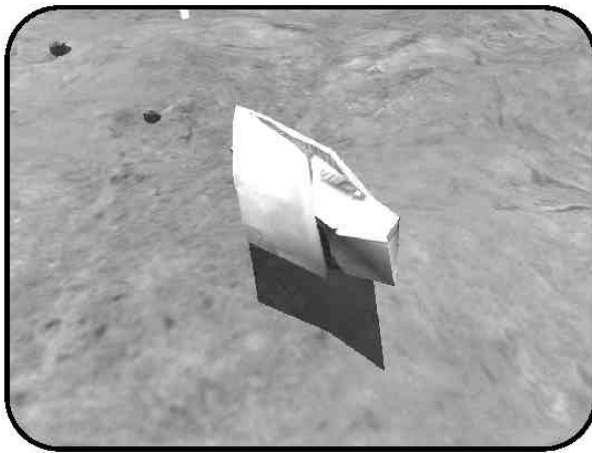


Like the Heavy weapons systems, Remans use standard Romulan Combat Vehicles, however, they are usually assigned equipment that is considered antiquated by today's standards, part of which is the conservatism of Romulan weapons development, and part of which is the reluctance of the Imperial Senate to give the most modern systems to a "subject" race. As the Tal-Shiar retains control of the most modern equipment, the Remans are relegated to using systems that are descended from Romulan equipment of the last century. These Post-Khitomer systems are still however, quite effective against all but the most modern foes.

PREYSEEKER CLASS: Romulan dogma states that military intelligence is the most powerful weapon on any battlefield, and the PreySeeker class Scout unit is the physical incarnation of this belief. As a vehicle it stresses power, mobility and scanners above all else - even a cloak or defensive weaponry. But in order to maintain as positive power to weight ratio as possible most of the normal radiation shielding has been dispensed with. The rear fins house the main scanner antenna, which works in conjunction with a secondary array, mounted in the nose section. Again, most of the normal EMF shielding has been dispensed with in order to save weight. The craft's pilot sits in a small cabin above the secondary array. As the Scout uses as little armor as possible, it is vulnerable to attack. However in order to be killed it first has to be caught, and with its powerful scanners, exceptional top speed and incredible maneuverability the Scout can elude even the most determined of hunters.



BLOODWOLF CLASS: The BloodWolf class Carrier is a troop-deployment vehicle that is deployed on many Romulan colonies. The Carrier's shield and power system is second to none, offering this light vehicle excellent protection and a powerful propulsion system ensures that it can outpace most other planetary craft. Although small, a cabin-mounted disruptor system packs a lethal punch. The Carrier's constituent parts do not however coalesce into one coherent whole and the craft's overall performance is actually hampered by its own excellence. The power demands made by the shields, disruptor and propulsion system can often threaten to overload the vehicles power-flow regulators, which often results in the unit running at critical levels for a large proportion of its operational life-span. Despite this problem, engineers have tweaked and modified the Carrier into a most coherent and deadly foe.



BloodWolf



DragonFire

DRAGONFIRE CLASS: The DragonFire class Battle Tank perfectly embodies the Romulan mentality, in both aesthetic quality and functionality. As an efficient first-strike and counter-attack unit it is second to none, and though it may lack the sheer offensive power of the Klingon system, its endurance and adaptability to new terrain makes it invaluable in the expansion of the Star Empire. The twin prongs that stab out from the drivers cabin contain sophisticated sensor and tracking systems – and also not accidentally convey a sense of menace – while the rear of the unit is equipped with a modified dilithium powered fusion drive. The disruptor cannon placed above the pilots cabin follows a similar line of engineering as that of the Photon Artillery unit, with a recessed barrel housed inside the turret itself.

THUNDERLIZARD CLASS: Romulan Photon Artillery is one of the most feared units encountered on the battlefield. Its reputation is based on a blend of fearsome weaponry and technical sophistication. Its most notable feature is that the entire photon shell launching system is housed internally, within the center of the unit. This gives the vehicle an increased turn rate and overall stability, which in turn provides an excellent arc of fire for the photon artillery shells – which are more powerful than either the

Klingons or Federation. The front of the Artillery houses state-of-the-art antigrav systems and sensor equipment. Together they give the unit the ability to move into position, strike at long range and be back on the move before defenders can respond. This 'raiding' tactic allows them to strike at will, and when combined with support from cloaked tanks adds the advantage of surprise. Klingon and Federation strategists agree that the ThunderLizard class has only one major flaw: its weak shielding system – an unfortunate side effect of the internal weapons housing.



THUNDERLIZARD



DRAGONWRAITH

DRAGONWRAITH CLASS: The DragonWraith class Cloaking Tank is a unit that stresses stealth above brute force. Available only to an advanced colony, it is armed with a moderately powered disruptor and relatively weak shields. Its value however lies in its ability to cloak, and that makes it a truly deadly battlefield opponent. And despite being quite basic, the Tank's cloak is strong enough to ensure that it's effectively invisible to scanners and the naked eye. However, cloaking requires a vast amount of power, so the Tank must waste valuable seconds lowering its cloak and re-establishing its power-flow systems before its disruptors can be armed & fired. During these brief moments of transition the unit is incredibly susceptible to enemy attack. Even with this weakness however, the unit has proved itself time and time again as an excellent medium range attack weapon and a superb insurgency unit.

CLOAKING ASSAULT VEHICLE - SHADOWVEIL CLASS: Originally conceived as a stealth strike unit, the Assault Vehicle used a retro-fitted APC chassis combined with tank grade armor shielding and cloaking generator. However, the ShadowVeil class Cloaking Assault Vehicle has been retired from active colonial status, although its development files have been left available for colony access should the Commander chose to manufacture them. The decision to retire the unit came about after field trials revealed that its cloaking generators could not be run in parallel with its disruptor weapon systems – as was originally intended. This flaw forces the unit to disengage its cloak before it can attack, rendering it susceptible to enemy fire. Its great strength, firepower and cloaking abilities are still valuable assets, one of the primary reasons why it has been left in the colony databanks.

REMAN TACTICS:

Reman tactical doctrine can be divided into three areas: Small unit tactics (teams, squads, and platoons), Medium sized unit tactics (companies and battalions), and Combined Arms tactics (regiments or larger usually in conjunction with traditional Romulan units). Reman Small unit tactics can be best described as using a Shock-Wedge technique. The Reman equivalent to a fire team, has 5 warriors, the team leader unlike SFMC tactics takes point with two warriors flanking him on each side in a short wedge. The team leader will also carry the team's heaviest weapon. The idea for the team is to bull their way through with massive firepower and speed. The unit leader is given point, as he is the most equipped with communications gear and is best able to follow the plan generated from above. Reman Squads have two of their fire teams, which work in the standard leap frog movement, but again with only ten warriors as opposed to the SFMC twelve. In addition the senior team leader also serves as the squad leader. Finally Reman platoons called Maniples have 6 squads or 60 Warriors. A Reman Officer called the Optio resides in one of the Squads with the Maniple's Senior NCO, the communications specialists, medic, and a team of five heavy weapons specialists often armed with either phaser or disruptor cannons. The five other squads are again used in the Shock Wedge format just as per the team itself.

In Medium level tactics, the Reman company level unit operates completely different than the SFMC version. Having two subordinate units, the Maniple listed above and the Shanipa or Combat Support Unit, with four squads, two Fire Support Squads with anti-grav portable heavy weapons, a Sapper Squad, and an HQ Squad along the same lines of the Maniple command squad. This unit known as the Centuria is commanded by a Centurion, and is the next to highest honor/rank bestowed upon Remans serving within the Romulan Empire. The next larger unit and equivalent to the SFMC Battalion is the Cohort. With three Combat Centuria and a Command/Support Centuria, the Cohort has four hundred warriors under the command of a Pilus Priori (equivalent to the Naval rank of Commander), outside of the Romulan Race itself, the Remans are the only subject race honored with the rank of Pilus Priori. Cohorts operate again much like the SFMC's own Battalions with individual Centuria operating as distinct individual units, with fire and combat support from the Command Centuria.

Larger units, including Legions and Armies were always commanded by Romulans and operated according to standard Romulan doctrine. Reman Cohorts were used as shock troops, leading the rest of the Legion into battle, or when equipped with armored vehicles as flanking cavalry, their endurance and ferociousness in battle often making the day for the Legion even when facing overwhelming opposition. Legions were led by officers known as Legates appointed by the Imperial Senate, and were assisted by younger officers known as Tribunes, sons and daughters of the senatorial class, fulfilling their obligation of citizenship, many of whom choose to continue service as either Sub-Legates or after time receiving command of their own Legions. Army commanders of multiple legions are called Generals as per universal usage in the Alpha and Beta quadrants.

II. Comparative Capabilities

In comparing the Remans to other threat forces, we have chosen the combat troops of the Dominion – the Jem'Hadar, the Borg, and traditional Romulan Marines the Tal Shava. As we look at these three bodies of warriors, we will compare individual warrior versus warriors, equipment, and tactics.

First the Dominion: the Jem'Hadar warrior is a cloned creature bred and trained for only one purpose. WAR. For the Jem'Hadar the mantra "Victory is Life" is more than just words, but part of their genetic hardwiring. The Founders as a race were and are masters of genetic manipulation and the Jem'Hadar warrior is as he ages nearly the perfect combat humanoid in the galaxy. From the Xenoarchaeological Database (1):

Jem'Hadar [Quadrant of Origin: Gamma]

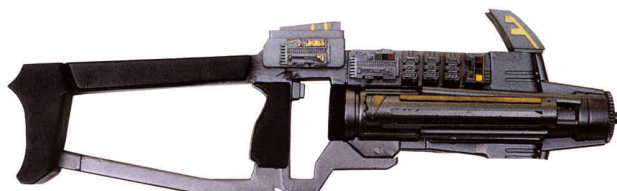
The Jem'Hadar are a genetically engineered species from the Gamma Quadrant whose sole purpose and entire social dynamic is to fight for the preservation of The Dominion.

Jem'Hadar are male life forms bred in special birthing chambers and engineered to:

- be chemically dependent on a key isogenic enzyme known as "ketracel-white" (this enzyme is provided by the Founders through the Vorta as a way to maintain obedience in the Jem'Hadar)
- be rapid agers, combat ready just 3 days after birth
- be socially programmed to fight
- be naturally camouflaged through a biologic characteristic of natural (visual) cloaking
- Jem'Hadar require neither food nor sleep.

As you can see the Jem'Hadar are fierce, deadly, and dangerous. One on one against the Reman warrior, the Jem'Hadar will win. However, as the war progressed and older, mature and tactically savvy Jem'Hadar became fewer and fewer, the Remans gained the edge in combat. Both species fought ferociously and the casualty numbers when units of both came into contact were dreadfully high.

The Jem'Hadar use a variety of portable weapons with the unique characteristic of firing beams with anticoagulant properties (causing opponents to bleed to death from the energy-induced wounds, rather than the normal cauterizing effect such normally have.) Below are images of Jem'Hadar side arms.



Jem'Hadar tactics are based on teams of three, squads of nine and platoons of twenty-seven. This essentially triad based small unit system, moves and fights as a series of self-supporting triangles of warriors. Each team of three has a "First", "Second", and "Third", when formed as a Squad, the Jem'Hadar are identified as First through Ninth, the First, Second, and the Third being each one of the team First. These units operate with both speed and concealment, using the Jem'Hadar's natural shroud ability, as well as their great reflexes and movement. Fierce unto death, the Jem'Hadar are masters of all weapon systems as well as bladed, blunt and hand-to-hand combat. As mentioned above as the Dominion's available forces within the Alpha Quadrant were whittled down, their ability to utilize older (5 years or more) Firsts was decreased. This led to Jem'Hadar units and triads fighting with more ferocity but with less precision, coordination and tactical acumen. The Remans having been integrated into the Romulan combined arms forces for centuries, were able to maintain composure and fight within the organized team model that had worked for them for that time.

Second the Borg Collective: the Borg drone is a member of a cybernetic species, controlled by a collective hive mind. Again from the from the Xenoarchaeological Database (1):

Borg [Quadrant of Origin: Delta]

The Borg is perhaps the most dangerous enemy the Federation has ever encountered. The Borg are a race of cybernetic beings that both reproduce and 'grow' as a 'culture' through the assimilation of other species into a collective consciousness.

The Borg function as a hive mind, controlled (at least in part) by an entity known as a 'queen' (and there appear to be multiple potential queens, members of a race identified as Species 4) that oversee the actions of hive 'drones' that function in groups known as 'unimatrices.'

The Borg encompass thousands of species from thousands of worlds - drones are biologic entities that have been altered through the use of several advanced cybernetic technologies:

- advanced mechanical implants
- nanotechnology that is used both to assimilate species and create the cybernetic implants
- advances in adaptive technology that allow the Borg to resist attack (including the regeneration of damaged or deceased drones)

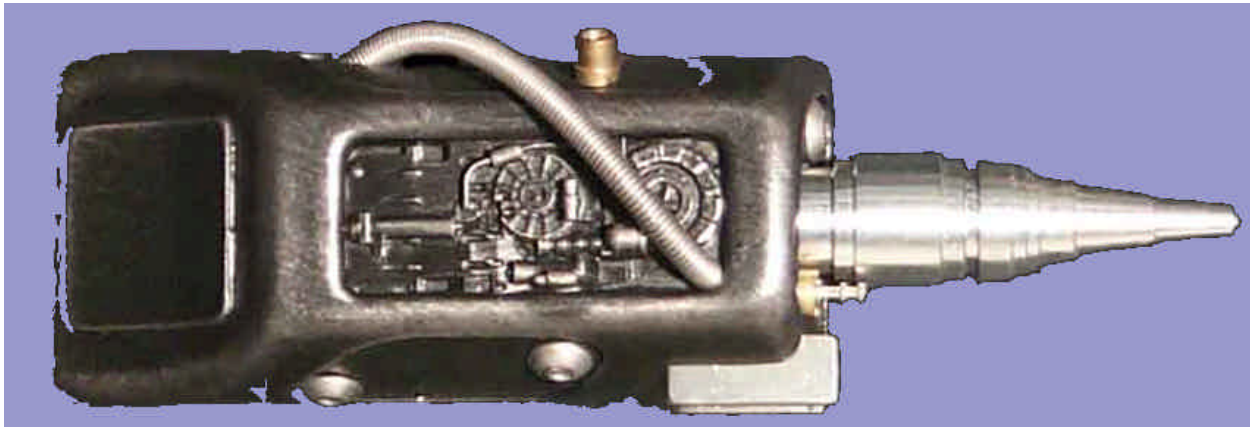
Several weakness have been identified in the Borg collective, however:

- Borg separated from the collective are capable of redeveloping individual thought
- The Borg are susceptible to several forms of biologic attack (as noted from their interaction with Species 8472)
- The Borg cannot defend themselves against species they cannot assimilate (as noted from their interaction with Species 8472)

While not specifically strong, or "fierce", the Borg Drone is essentially mindless and incapable of independent thought. Impervious to the effects of pain, Borg drones will continue to fight on even with limbs detached and nearly dead. Their nano-probes are

also “live” weapons, even after the body is long dead. Borg drones equipped with a variety of attached weapons, in addition to the aforementioned nano-probes, are also equipped with an adaptive shield system. Phaser technology even when equipped with randomly rotating frequencies can be adapted too, and the drone would then be made impervious to them. However drones are susceptible to edged weapons, if the wielder is willing to come that close to the drone and their nano-probes. In addition they are also vulnerable to kinetic weapons. The report of the Enterprise-E’s commanding Officer, Captain Picard (he does get around), killing several drones with a holo-deck generated Thompson Machine Gun, showed that vulnerability. It has also been hypothesized that a high-speed kinetic round would also be able to eliminate a drone, regardless of what shielding he has. This hypothesis will be examined later in this author’s XB-30 Thesis.

Borg Sidearm Weaponry:



The Borg Phaser is essentially a standard phaser except that its major settings are very powerful stun settings to help drones incapacitate then assimilate potential victims. With a slow recycle capability, drones do not use their phasers for high intensity combat such as was seen during the dominion war, but in their standard plodding and unceasing advance against their victims it serves their needs quite well.

Borg Ground and Boarding Party tactics are remarkably dull, and usually attempt to take advantage of their ship’s overbearing firepower superiority to disrupt enemy lines of defense. As many drones as are available answer the collective direction to advance on the target, firing their phasers or any additional weapons implants, including heavy phasers and photon grenade launchers. The main aim is to stun any opposition, inject them with nano-probes and continue to move on to whatever objective is assigned. Against Remans, the Borg is hypothesized to be able to stand up in a one on one fight however Reman much like Romulans and Klingons will be able to resort to bladed weapons and thus neutralize the shield advantage of the Borg, while because of their constitution be able to stand up to one or more stun blasts from the hand held phasers. Once the link with the hive collective is severed (if it is), or more often with the local unimatrix the drones become confused, act in an uncontrolled manner, and are easily defeated.

Third the Romulan Marines: the Tal Shava. The Tal Shava, the Romulan Marine or Ground Force Army is composed of ten Legions spread throughout the Empire, and is closely monitored by both the Tal Shiar and the Tal Prai'ex (the Praetorian Guard). From the Xeno-Studies Romulan Sourcebook (2)

Rihannsu blood chemistry is significantly different from that of Terrans. Like their Vulcan ancestors, the Rihannsu have copper based blood, which is green rather than red. The Rihannsu physiology is not identical to that of Vulcan however, since the two races have had two millennia to evolve in different directions.

Living on the planet ch'Rihan (Romulus – ed.), which is somewhat colder and a good deal wetter than Vulcan, the Rihannsu have undergone a few changes. Their long pointed ears, used by Vulcans to radiate excess heat, have shortened somewhat. Rihannsu have slightly more exterior insulating body fat, and lack the gaunt look of Vulcans. Rihannsu skin is a slightly lighter shade of green than Vulcans, since they do not need the extra sun protection provided by excess skin pigmentation. Romulans are usually both larger and stronger than Terrans. The average height for a 30-year old male Romulan is 6'1" and 2-3 times stronger, while the average height for a 30-year old female Romulan is usually 5'9 98-110Lbs and the Romulan is equal in strength to the Terran. Romulans, as a people, are extremely intelligent. This is highly due to an advanced cerebral cortex. Romulans also tend to be on the aggressive side. They are, in fact, the exact opposite of their cousins, the Vulcans. Vulcans are very logical, and reject aggression. Also, Vulcans are usually very small in stature. The most noticeable features of the Romulan are slightly green skin, pointy ears, and two bones located on the forehead.

Romulan equipment is essentially the same as noted above, however Romulan Cohorts are always equipped with the latest models of Heavy Weapons and Vehicles, and most if not their entire Scout and Battle tank vehicles are Cloak capable. The notable difference between Romulan Cohorts and those of the Remans had been up to the short lived coup of Shinzon the lack of Tal Shiar and Tal Prai'Ex monitors within those units. It had been believed that the Remans were incapable and not wanting of seizing power in the Empire. This has since been rectified with the official placement of at least one Tal Shiar and Tal Prai'Ex operative in each Reman Cohort, and the knowledge that more are observing the unit, as well as the knowledge that there are some Reman agents operating on behalf of the Tal Shiar.

Romulan tactics are in the great majority a large departure from that of their Reman Cohorts. While the size of the units follows the same pattern (as Reman units are patterned off the Romulan), their standard doctrine is quite different. Romulan subordinate units operate in great harmony with each other, with their small unit leaders given much discretion on how to follow their orders and fit into the overall plan. They are also much less likely to charge into a firefight, the Fire team actually reverses the Reman Wedge, and forms a flattened horseshoe, with light weapon scouts on the points, the heavy weapons in the center with the team leader. The larger and larger units follow this same concave pattern. The concept is to find the enemy, before he is aware of your presence, fix his position with light weapon fire, then destroy him with overwhelming firepower from a secure position. As the unit size grows into larger combined arm units, the same tactics persist, with lighter infantry or cavalry units on the pointed flanks, and the artillery and tanks in the center, with the support train, right behind. Turning the Romulan Flanks becomes quite difficult, and with the additional speed these units have, inverting the formation is actually quite possible with the heavy units being able to move through the support elements and face an enemy attacking from the rear with ease. Attacks that come directly from the flank, surprising the Romulan formation are the most dangerous for them to encounter and deal with.

III. SFMC Response to Reman Threat Capabilities

After reviewing the Reman ability, and how they compare and stack up versus the other threat forces the SFMC can face, we must now formulate a plan on how the SFMC can best face this new threats. To do this, this formulation must cover Equipment, Tactics, and Training of those SFMC personal who will have to face the Remans in combat situations in the future.

Our suggestions for equipment modifications will cover Personal Weapons, Heavy Weapons, and Vehicles. Personal Weapons for SFMC Personal consist of three categories: Lightweight Projectile and Kinetic Weapons, Lightweight Directed Energy Weapons, and Bladed Weapons. In combat with Reman forces, Kinetic and Projectile weapons act no differently then with other threat forces, and situations that call for the deployment and use of these weapons need no modification. Likewise since the Klingon Hostilities of 2372 and Dominion War saw the widespread use of Bladed weapons by threat forces, the SFMC has authorized personal bladed weapons by deployed forces, it is the recommendation of this author, that this practice continue and that some standardization and official training be considered in the use of such weapons. In the use of Directed Energy Weapons a.k.a. Phasers is where this paper suggests the greatest alteration of equipment. Due to Federation Doctrine to reduce mortality in combat even versus Threat Forces, many attempts have been made to utilize stun settings in combat. During the Nemesis Incident, it was observed that Reman Warriors were more resistant to stun settings then other threat forces. After some research it was determined that since this species blood was zinc based, it gave some electrical resistance to standard phaser stun settings. An easy setting adjustment by Armorers before combat with Remans will alleviate this situation. However, this then reduces the effectiveness of those same weapons versus standard Romulan troops. This solution must be used judiciously and with knowledge of what forces the marines will be facing.

Likewise Man Portable Heavy Weapons, such as Heavy Phasers will need to be adjusted if wide area stun operations will be needed, or in the case of Prisoner Operations or crowd control of "civilian" Reman populations situations. In such situations setting the phasers high enough to stop the Reman will kill them, while adjusted the phase frequency to account for the different physiology will allow Marine (and Fleet) forces to use the minimum force possible. However in situations where projectile, kinetic, or Artillery is called for, obviously no change would be required. In addition, long obsolete photon grenades would serve ideally in dealing with large Reman formations without having to destroy every warrior present.

Combat Vehicles again have the same adjustments, anti-infantry phaser mounts can be adjusted to take into account the Reman physiology, and allow the Tanks to move through infantry opposition without having to kill all of the threat warriors. This adjustment of weaponry takes into account Federation Doctrine; Reman physiology and most importantly protecting friendly forces as well as civilians on both sides of the conflict.

Our suggestions for tactics will have cover small unit situations, mid-sized unit situations, and large or combiner arms unit situations. Small unit operations for the SFMC, consists of Fire Teams, Squads and Platoons. To deal with the Reman Wedge tactics, SFMC small units need to be flexible. The Fire Team diamond, while needing to retain its shape, can be and should be prepared to shift laterally to take advantage of the flank weakness of Reman units, while being prepared to shift back to the center, in case the Reman superior Unit shifts its wedge foci upon the team, or if encountering Romulan units using the convex formation. Squads and Platoons likewise need to be flexible enough to flow around the wedge, but prepared to hammer the flanks of Romulan combined units of the same size. The importance of fire and maneuver at this

scale of combat is most important due to the variations possible with combined Romulan and Reman units.

Mid-Sized units such as Company and Battalion sized units will face Centuria and Cohorts. In a one on one face-off if Company versus Centuria, the best tactic is for the Company to use fire and maneuver either against the maneuver element of the Maniple or the fire and support element the Shanipa. Both support the other, but with the SFMC Company having three maneuver platoons, and one fire and support platoon, either unit can be made combat effective before support from the sister unit can be brought into effective play, then the maneuver platoons can turn on the unengaged unit with near impunity. When a battalion faces off against the Cohort, standard fire and maneuver is the key, however, Battalion Commanders must keep careful watch on their Company Commanders, as Romulan/Reman doctrine is to draw company sized units to overextend themselves and to enter the convex kill zone of the Cohort.

Large and Combined-Arms unit operational tactics remain the same as developed throughout the centuries of SFMC operations. Fix the enemy with long-range firepower, aerospace assets harass and immobilize the enemy and the armor/infantry team moves in and destroys his ability to fight. This LARGER operational level planning is able to ignore species-specific capabilities and allows the colonels and generals to fight the wars on their terms, while encouraging the Lieutenants, Captains, and Majors to fight their enemy in the most appropriate manner possible. How best to do this is explained below.

Our suggestions for training will encompass Unit-by-Unit simulator training, Opor exercises, and Classroom Xeno-Studies Training. Small Units, such as Fire Teams, Specfor Teams, Squads and Platoon, can use Holodeck technology to train against simulated Remans in variety of scenarios, locales, and environments. Safety protocols as always are set pretty high, but with SFMC units, it is usually for the safety of the equipment instead of the marines. Varying threat contacts between Romulan and Remans will allow the troops to experience the difficulty of trying to stun one species and the other one shows up.

Opor exercises held on a continual basis at the New Masada Marine Training complex, allow units up to the size of a full division to train against experienced Marine and Fleet forces utilizing equipment simulating combined arms Romulan/Reman units. This will allow larger scale units to rehearse large battles while their subordinate unit commanders can work out the difficulties of unexpected unit shifts.

For all officers, and even senior non-comms, advanced classroom work in Xeno-studies will allow them to have foreknowledge of what is out there, and to practice Mental Muscle Memory in case of the often aforementioned unit shifting. It is the flexibility of our troops and their officers that will win the day for our forces. And, in an ironic shift, it is the Romulan/Reman force combination dynamic that will give Starfleet and Starfleet Marine forces a taste of the Multi-Species forces that the UFP has been able to so effectively use against threat forces for over two centuries.

To summarize SFMC Response Planning: Train, Prepare, know your Enemy, and act accordingly. SFMC has always emphasized the combination of Power and Maneuver, and this must continue even against the current enemies, of the Borg, Jem'Hadar and the Remans. But in addition to all of this is flexibility, these threat forces are not stupid, and will adapt to our tactics, and thus our troops must be prepared to think on the fly, and change their maneuver to match. Smart Troops are Successful Troops; Unprepared (Dumb) Troops are Dead Troops. It is not the policy of the SFMC to encourage our Marines to Die for the Federation, it is however the policy of the SFMC to make the Threat's Forces Die for theirs instead.

Closing

In review we have studied the Reman combat Capabilities. We have looked at the individual Reman Warrior: his strength, endurance, and his willingness to work as part of a team. We have analyzed Reman equipment: personal weapons, man-portable heavy weapons, and combat vehicles. Finally we have studied their tactics: for small units, medium sized units and large or combined arms units.

Next we made comparative analysis of the Remans in respect to other threat forces of the current era. These comprised the Jem'Hadar combat forces of the Dominion, the Borg Drones of the Collective and the Tal Shava, the Imperial Romulan Marines. In all three we looked at the individual warriors, their combat equipments, and their tactics.

Finally we looked at how the SFMC can best address this new apparent threat capability of the Romulan Empire, and what difficulties are presented the Marines when facing Reman and/or combine Romulan/Reman units.

To repeat our initial thesis: "It is this author's belief that the SFMC must be prepared to deal with ground combat situations involving Reman troops, either deployed with tacit approval of the Romulan Senate, or as rogue elements without said approval. To understand the Reman Warrior, his Equipment, his Tactics, and his Skills is the basis of the most essential of SFMC strengths "Know thy enemy"."

Because of the unique relationship of the Romulan/Reman combat team, we have repeatedly stressed flexibility within the combat units, and this flexibility comes through two sources. Training and Knowledge, the SFMC-A will teach the marine the knowledge of his enemy, and the marine's officers will train him in how best to utilize that knowledge.

In closing we remember the words of General of the Army Douglas MacArthur:

**The soldier above all others prays for peace,
for it is the soldier who must suffer
and bear the deepest wounds
and scars of war.**

Appendix One: Approve thesis outline

Intro

Quote
Thesis
Preview

I. Reman capabilities

- A. Individuals
 - 1. Strength
 - 2. Endurance
 - 3. Teamwork
- B. Equipment
 - 1. Personal Weapons
 - 2. Heavy Weapons
 - 3. Vehicles
- C. Tactics
 - 1. Small units
 - 2. Medium Sized units
 - 3. Large / Combined Arm Units

II. Comparative capabilities

- A. inre Dominion Forces
 - 1. Individual Warriors
 - 2. Combat Equipment
 - 3. Tactics
- B. inre Borg Forces
 - 1. Individual Warriors
 - 2. Combat Equipment
 - 3. Tactics
- C. inre traditional Romulan Forces
 - 1. Individual Warriors
 - 2. Combat Equipment
 - 3. Tactics

III. SFMC Response

- A. Equipment
 - 1. Personal Weapons
 - 2. Heavy Weapons
 - 3. Vehicles
- B. Tactics
 - 1. Small units
 - 2. Medium Sized units
 - 3. Large / Combined Arm Units
- C. Training
 - 1. Unit by Unit Simulator training
 - 2. Opfor Training
 - 3. Classroom Xeno Training

Closing

Review	Outline
Thesis	review
Quote	Macarthur

Appendix Two: Reference Materials

1. INSTITUTE FOR XENOARCHAEOLOGICAL STUDIES: XENOARCHAEOLOGICAL DATABASE, Commodore Dave Klingman, 2000
2. XENO-STUDIES ROMULANS COURSE BOOK, 1st Lt. Dustin Roudenbush, 2003
3. NEW WORLD INSTRUCTION MANUAL, Interplay Entertainment Corp., 2000