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Romulan Imperial Senate Simulation

This simulation is inspired by the events leading up to and including the opening scene of *Star Trek: Nemesis*. The scenario below is based on canonical information, but the proposal to be debated itself is both extrapolated from incomplete information in the *Star Trek* universe and devised with 21st-Century Earth issues.

This simulation is designed for all participants, whether you are familiar with *Star Trek* or not. The information contained within this packet provides you with all the context you need.

Most importantly, this simulation will be closely moderated so if there is anything in this packet you do not understand, don't worry! The moderator, who will also play the role of the praetor (head of the Romulan Senate), will guide everyone every step of the way.

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Section 1: Background information



The year is 2379 and the Romulan Empire is at a crossroads. The star in the Hobus system, in the far reaches of Romulan space has been exhibiting massive fluctuations in radiation output, which has had severe environmental impacts on the planet Remus. Remus is the third planet of the Romulus system and the homeworld of the Remans, a slave race of the Romulan Empire. Remus is a unique planet in that one hemisphere always faces the Romulan sun, and the other always away, in perpetual darkness. Remans live on the night side of the planet due to the extreme temperatures on the day side and, as a result, have photosensitive eyes capable seeing in dim lighting conditions.

Remans have historically been used as cannon fodder during the most violent encounters of the Dominion War and as miners in the hazardous dilithium mines on Remus. As a slave race, Remans are not allowed to participate in Romulan society and are subjected to harsh and dangerous treatment. Remans as a species possess great physical strength and agility, and are also noted for their telepathic abilities. However, those telepathic abilities are not particularly well understood and are often feared and mistrusted, especially by the Romulans.

The Remans have reached a tipping point with their circumstances. Though they play an important role in the Romulan military and economy, their status as a slave race coupled with the increasingly harsh conditions on the surface of the planet has left the Reman people searching for new leadership and a voice. Amid rising tensions between Romulus and Remus, and widespread feelings of disaffection, the new leader of the Reman people laid out a new vision for the future of Remus, which is detailed in the following proposed peace plan and military alliance. The new Reman leader, not himself a Reman by birth, was previously exiled by the Romulan Empire to the mines on Reman.

The proposal does have the potential to create an alliance between the Romulans and Remans that would outmatch any enemy in the quadrant, including the United Federation of Planets (aka the Federation). At the same time, the Reman leader has threatened a coup d'état against Romulus if the Romulan Senate does not accept his proposal.

Section 2: Proposal from the Reman leader to the Romulan Senate



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Q67 QEE Q3 Q30340 04 Q3 Q43006 Q3447E Q36773.

(The following terms are being presented by the leader of the Reman people to Praetor Hiren, the proconsul, vice-proconsul, and all the members of the Romulan Imperial Senate.)

SECTION 1. TERMS OF A PEACE ACCORD BETWEEN REMUS AND ROMULUS

- (a) Romulus shall give up its claims to the planet Remus and declare Remus a sovereign planet
- (b) The Romulan Senate will immediately ban the enslavement of the Reman people and cede control of all Reman mines to the Reman people and a new sovereign Reman government.
- (c) Remans shall have an equal number of senators in the Romulan Imperial Senate as their Romulan brethren.
- (d) Any Reman environmental, economic, or other refugee shall be granted asylum on Romulus and granted the opportunity to find employment.
- (e) All Reman emigres shall be considered Romulan citizens and granted the full privileges, honors and rights as all other Romulan citizens.
- (f) Romulus will create environmental protection zones on Remus to protect the Reman people from ongoing solar radiation fluctuations.

SECTION 2. TERMS OF A MILITARY ALLIANCE BETWEEN REMUS AND ROMULUS

- (a) This alliance is for the purpose of furthering the common interests of both Romulus and Remus. For that reason, an armed attack by any enemy on one planet shall be considered dangerous to its own peace and safety and therefore considered an attack against both planets.

- (b) The Reman Imperial Division may maintain its own fleet of starships under its own command authority structure including imperial warbirds, scorpion fighters, and other craft, independent of the Romulan Star Empire.
- (c) Romulus will remain neutral in Reman military actions against other planets and allow Remans to maintain their own spheres of influence within the galaxy.
- (d) Neither planet will relinquish their planetary interests by participating in joint operations against declared or undeclared enemies.
- (e) Romulus shall share all military intelligence with the Reman military organization.

SECTION 3. INVASION OF EARTH AND THE UNITED FEDERATION OF PLANETS

- (a) This military alliance shall maintain as its primary objective, the invasion of the planet Earth and the annihilation of the United Federation of Planets.
- (b) The Romulan Empire will provide any and all assets required to the Reman Imperial Division including warbirds, soldiers, and weapons.
- (c) The Reman Imperial Division shall be authorized to use its thaloron biogenic weapons to exterminate all life on Earth and therefore cripple the United Federation of Planets.
- (d) The Imperial Romulan Warbird Scimitar, under Reman control, shall become the flagship of the Romulan Star Empire.

LCARS INTERFACE - ONLINE

LCARS-3004

ONLINE

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2112545	48823		•	2888	•	45	23	12	7853	•		345	2143				98895	322	21387	21
343285	334	2332545	•	235743	•	23			4325	•		2304878	778	8888	•	023	238177	351	32423	377
124833	124	34235878	•	123312	•	08	33	57	3487	•	•	34266	545	7788	•	21356	34267	312	23488	544

378-212

FEDERATION INTELLIGENCE MEMORANDUM

The following organizations are believed to be testifying before the Romulan Imperial Senate on the matter of peace talks with the planet Remus. The United Federation of Planets will present testimony if allowed to do so, but no human has ever set foot in the Romulan Senate chamber.

MODE SELECT

Romulan Central Command

Central Command is the entity that coordinates and controls the Romulan military and also maintains direct authority over the Reman Imperial Division. Central Command is headed by a Chairman and Vice-Chairman, who report directly to the Praetor. It is not unusual for the Chairman and other high-ranking officers to be appointed to the Romulan Imperial Senate.

VIEW

Reman Imperial Division

The Reman Imperial Division is a branch of the Romulan military reserved for Reman soldiers. Remans are not allowed to hold officer ranks in the division, as it is led by Romulan officers. Reman soldiers are kept segregated from their Romulan counterparts. Due to their reputation as fearless and the Romulan belief they are expendable, Reman troops are typically sent to the forefront of combat during dangerous military operations in space. It is notable that many Romulan senators and wealthy private citizens employ former members of the division as their personal bodyguards.

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LCARS INTERFACE - ONLINE

LCARS-3004

ONLINE

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MODE SELECT

VIEW

LCARS - 290450

Tal Shiar

The Tal Shiar is the intelligence gathering agency of the Romulan Star Empire and is evolving to become very nearly its primary military force. The agency basically serves as a means of projecting the supremacy of the Romulan government, power, and military internally and externally. As such, the Tal Shiar is notoriously ruthless and secretive, stopping at nothing to defend the Empire's interests.

Unificationists

The Vulcans were once an extremely violent and emotional people, waging almost constant warfare on each other. As their level of technology improved, the Vulcans' violent nature threatened the species with extinction. Around 370 AD, the philosopher Surak led his people in a great reformation to reject their emotions in favor of a philosophy that embraced pure logic. A group of dissenters did not accept Surak's teachings, and left Vulcan at this time. This group later settled on the planets Romulus and Remus and become the Romulan species, eventually forming a vast and powerful interstellar empire. Since the 22nd century, Unificationists, both officially and unofficially, sought reunification between the Vulcan and Romulan people.

Zhat Vash

The Zhat Vash is an ancient and highly secretive Romulan group of Tal Shiar operatives (the organization actually predates the Tal Shiar). Their name refers to the dead, as they are the only reliable keepers of secrets. They are so secretive that they are thought to be a myth, and even members of the Tal Shiar dismiss them as a rumor. The Zhat Vash operate without regard for treaty or jurisdiction if it serves their purposes, and do so beyond Romulus. Their original and enduring mission is the elimination of all synthetic life forms, but they also are very distrustful of the unknown or inexplicable and are highly xenophobic.



Section 4: Logistics for the simulation

Background

This simulation is inspired by and loosely based on the events up to and including the opening scene of *Star Trek: Nemesis*. Participants will debate the merits of a proposal put forth to the Romulan Imperial Senate by the leader of the Reman people for a peace accord and military alliance. The scenario facing the senate is based on canonical information, but the proposal itself is extrapolated from incomplete information from the *Star Trek* universe and combined with 21st-Century Earth issues. As such, you are encouraged to use information, anecdotes, and data from both the *Star Trek* universe, as well as the world in which we live to build your arguments for or against the proposal.

The Romulan Senate is typically represented by its leader, the praetor, a proconsul, vice-proconsul, and senators. For the purposes of this simulation, there will be just the praetor, proconsul, and vice-proconsul. These members of the senate will listen to participants deliver prepared testimony and then cross-examine them.

Participant Preparation

Participants will be assigned to an interest group (Romulan Central Command, Reman Imperial Division, Tal Shiar, Unificationists, or the Zhat Vash) that will be in favor of or opposed to the proposal. Based on the briefing information, it should be fairly evident which groups would be in favor of or opposed to the proposal. Each group will be given up to 30 minutes to read the proposal and prepare a 5-minute testimony that they will deliver to the committee as witnesses **from the perspective of their organization**. During the 30 minutes, you will conduct research and write your testimony. Your testimony has to incorporate information (facts, beliefs, codes, etc.) that you find in either the *Star Trek* universe or the real world. The testimony needs to avoid assertions, and you must be prepared to back up what you say with evidence and facts (be it *Star Trek* or real-world facts).

Testimony

The simulation will be directed the praetor. The praetor will call each group forward one at a time, serve as the official timekeeper and moderate the cross-examination. Moderating the cross-examination basically means he will call on the members of the senate whose turn it is to question the group. Think of the praetor as the MC of the simulation.

Each group will be called up to deliver their 5-minute oral testimony. The group (or spokespersons appointed to represent the group) will stand before the Romulan Imperial Senate and have up to five-minutes to read what they have prepared.

Cross-examination

Following a group's 5-minute statement, the senators will cross-examine that group for 5-7 minutes (target 5 minutes but the praetor may allow for a little extra time depending on the quality of the conversation).

The praetor will lead the questioning off for each group and then recognize the proconsul to question the witnesses. The praetor will then recognize the vice-proconsul. The praetor will grant roughly equal time to the proconsul and vice-proconsul (approximately 2 minutes each) but will favor whichever individual is in line with his own views with extra time.

Expect the questioning to reflect a senator's own views of the bill.

- If a member of the senate is in favor of the proposal, they will want to ask leading or easy questions to a group that is in favor of the bill in order to make the proposal look more favorable.
- Conversely, if a member is in favor of the proposal and is questioning a group that is in opposition to the bill, they will do everything they can to trip them up, question their credibility, and discredit their position.
- The opposite is true as well. Thus if a member of the senate is in opposition to the bill and questioning an organization that opposes the bill, they will ask easy questions that make the proposal look worse. And if that senator is questioning an organization in favor of the bill, they will do everything they can to discredit their position.

A note about tone: Romulan senators are known to be arrogant, self-important, and haughty towards people with whom they disagree and flattering towards those with whom they agree. To that end, do not be surprised if the mock senators adopt those qualities into their cross-examinations. They may be rude and dismissive towards those organizations opposite their views and highly complimentary towards those organizations in line with their views.