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ROMULAN
SHUTTLE

ROMULAN SHUTTLE

LAUNCHED: 24th C

LENGTH: 24.23 METERS

MAX SPEED: WARP 9.6

ROMULAN SHUTTLE

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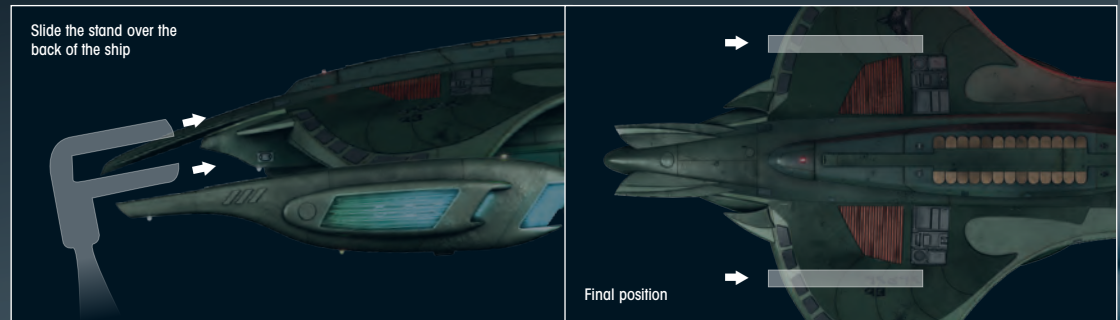
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ROMULAN SHUTTLE

SPECIFICATION



OPERATED BY: ROMULAN STAR EMPIRE

TYPE: LONG-RANGE SHUTTLE

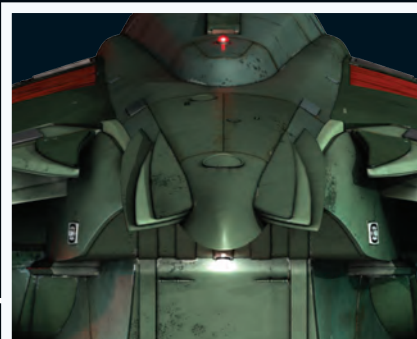
IN OPERATION: 2370s

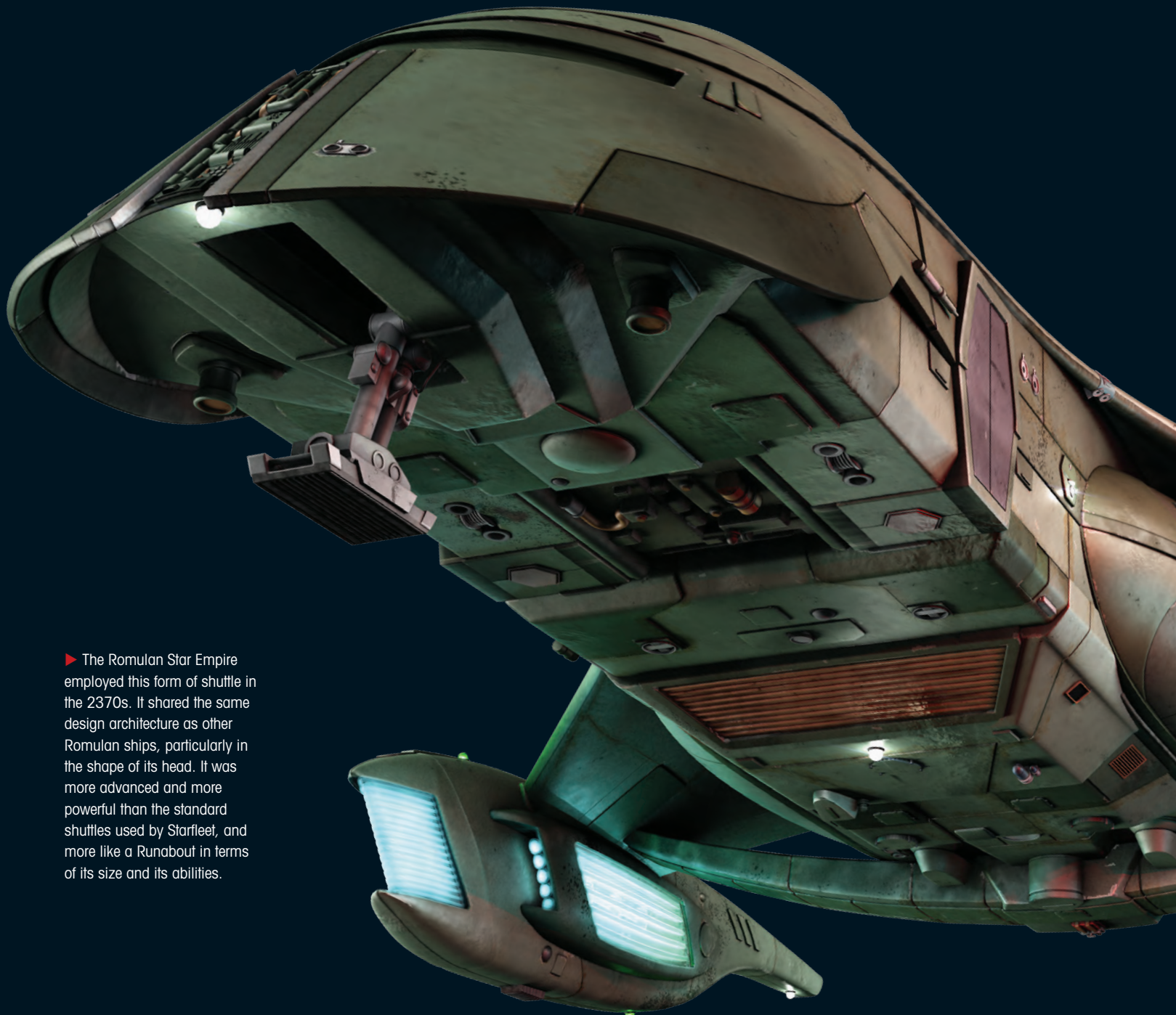
LENGTH: 24.23 METERS

TOP SPEED: WARP 9.6

WEAPONRY: SIX DISRUPTORS, TWO PHOTON

TORPEDO LAUNCHERS





► The Romulan Star Empire employed this form of shuttle in the 2370s. It shared the same design architecture as other Romulan ships, particularly in the shape of its head. It was more advanced and more powerful than the standard shuttles used by Starfleet, and more like a Runabout in terms of its size and its abilities.

ROMULAN SHUTTLE

This well-armed shuttle was equipped with a cloaking device and mainly used for diplomatic duties.

The Romulan shuttle was a moderately-sized, long-range vessel used by the Romulan Star Empire in the latter half of the 24th century. It was 24.23 meters in length, making it slightly larger than a *Danube*-class Runabout, and it could easily accommodate 15 personnel.

The front of the Romulan shuttle was a similar basic shape to many other Romulan vessels of this era, featuring a cowled, helmet-shaped head that contained the cockpit. The frontal area also featured the navigational deflector just below the wraparound cockpit window.

The main passenger compartment was in the pod-like structures in the center of the vessel between the nacelle struts. Various sensor arrays

were positioned on the backbone of the ship on the dorsal side, while there were landing pads on the ventral side that allowed the shuttle to make planetary landings.

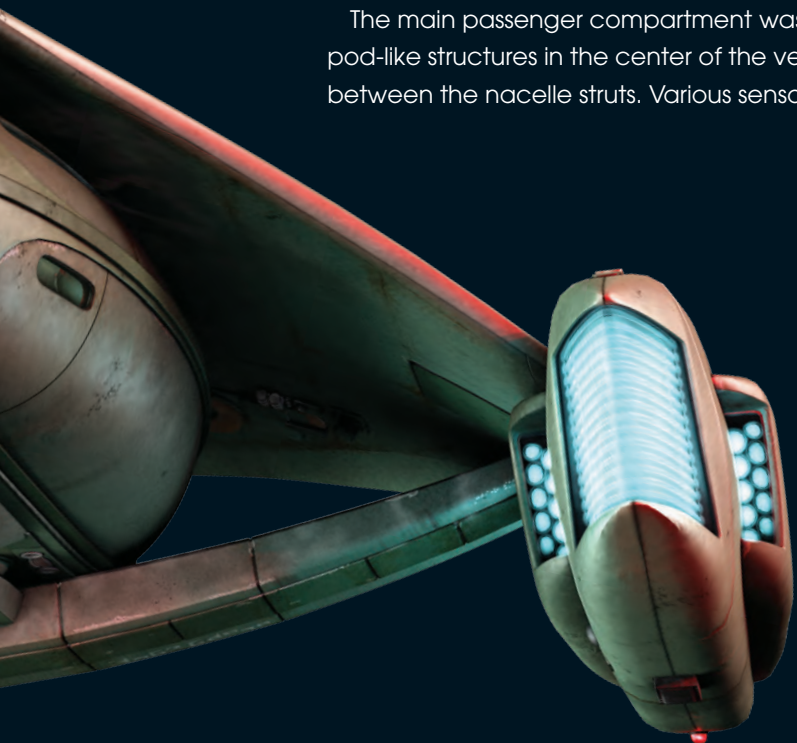
POWER SOURCE

Despite its relatively small size, the shuttle was powered by an artificial quantum singularity, like other Romulan vessels. This was in effect a miniature black hole and it generated superheated plasma that fed the warp nacelles. This was capable of powering the shuttle to a top speed of warp 9.6 for short periods.

The shuttle was well-armed for such a compact ship, featuring six disruptors and two photon torpedo launchers. It was also fitted with a cloaking device, making it invisible both to the naked eye and sensors. Like other Romulan vessels, its shields could not be raised and weapons could not be fired while the shuttle was cloaked, and the top speed was limited to warp 6.

The Romulan shuttle was a multipurpose vessel, mainly used for diplomatic duties, but it could also be used as a long-range personnel and cargo transport, or as a mobile defense platform or a high-speed reconnaissance vehicle.

In 2374, a Romulan shuttle was used to transport Senator Vreenak and his entourage to a secret meeting with Captain Sisko. Vreenak had been on a diplomatic trip to meet Weyoun on the planet Soukara, which was in Dominion-controlled space, but on his way back to Romulus, he was persuaded to make a detour to *Deep Space 9*.



DATA FEED

The Dominion developed several ways of detecting cloaked Romulan ships, including a long-range tachyon scanner and an antiproton beam.

◀ Captain Sisko persuaded Senator Vreenak to meet with him on *Deep Space 9*. Once the Romulan shuttle had transported Vreenak to the space station, the two men met in the wardroom where Sisko tried to convince the senator that the Romulans should join the Allied forces in the war against the Dominion.



◀ In addition to the shuttle, the Romulans also operated a larger scout ship in the 24th century. This was rarely seen outside of Romulan space, and could be operated by just one person, if necessary.

▶ Grathon Tolar was renowned for his skills in holographic forgery, and he was used to create the fake recording of the Dominion's plans to attack Romulus. After the forgery was exposed, Garak killed Tolar.



▶ The Romulan shuttle touched down on a landing pad at Deep Space 9 while still under cloak. The pad lowered into a docking bay before the shuttle decloaked and the senator and his attendees emerged, as it was vitally important that they were not seen.



▲ Elim Garak was disingenuous at the best of times, and no one was ever sure what he was really planning. When Sisko asked him to help fabricate evidence that the Dominion was planning an invasion of Romulus, he knew it could lead to trouble – and so it proved.

Vreenak's shuttle entered one of the station's shuttlebays while still under cloak before shimmering into view once it had landed.

Over drinks, Sisko tried to persuade Vreenak that it would be in the Romulans' best interests to join the Allied forces in their battle against the Dominion. He argued that while the Dominion may leave the Romulans alone for the time being, if they defeated the Federation and the Klingons, it would surely not be long before they turned their military might on the Romulans.

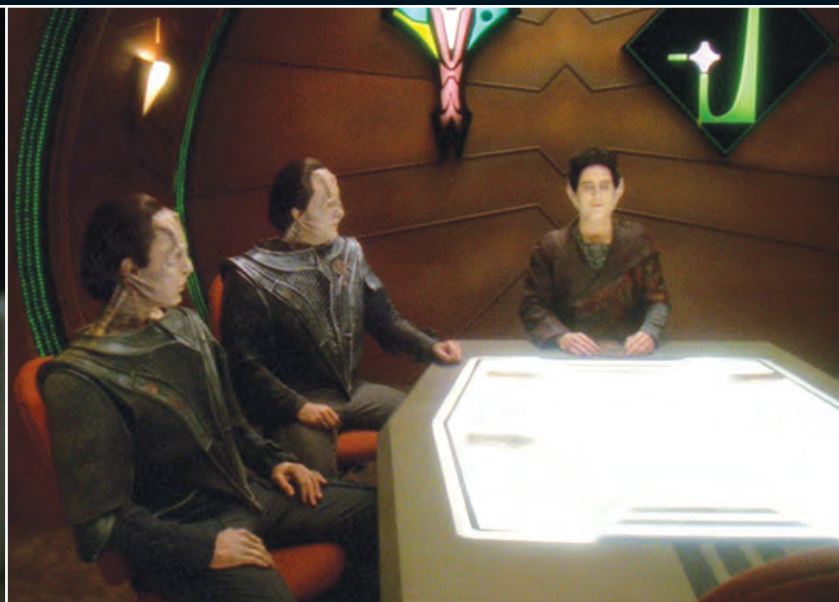
Vreenak was unconvinced, however, and Sisko was forced to employ a duplicitous plan he had been working on with the Cardassian Elim Garak. They had engaged the services of a criminal named Grathon Tolar to fabricate a recording of a secret, high-level meeting in which Dominion

and Cardassian officials supposedly discussed a plan to conquer the Romulans. The meeting was recorded on a Cardassian optolythic data rod, a technology that had the reputation of being impossible to counterfeit.

CAUGHT IN A LIE

Once Vreenak had seen the evidence he was perturbed to say the least, but he wanted to check the veracity of the data rod as Sisko knew he would. After Vreenak had checked the authenticity of the rod, he concluded that it was a fake. He was outraged that Sisko had tried to manipulate him and the Romulans in such a way. He quickly departed the station in his shuttle to head back to his homeworld.

Sisko knew he had blown it, and instead of



► For its size, the Romulan shuttle was an impressive ship. In many ways, it was like a miniature Warbird in that it shared many of its design characteristics. It was also equipped with an impressive arsenal, including six disruptor cannons and two photon torpedo launchers.



▲ The simulated meeting of the high-level Dominion discussions that was recorded on the optolythic data rod featured Weyoun talking to the Cardassians. In order to make it more convincing, Damar argued that it was too soon to invade Romulus, but he was overruled by Weyoun, who told him that the Founders had made their minds up.

turning the Romulans against the Dominion, he had only drawn them closer together.

Two days later, however, Sisko received some very unexpected news. While travelling back to Romulus, the senator's shuttle had exploded, killing everyone aboard. The Romulan secret police, the Tal Shiar, had investigated the cause and concluded the Dominion were responsible.

In fact, Garak had planted a bomb on the shuttle during the meeting between Sisko and Vreenak. He feared that the rod would not pass inspection, so he came up with an alternative plan. Sisko was deeply unsettled by the deception, but Garak had no such qualms. He felt that the deaths of a few Romulans – plus the troubled conscience of one Starfleet officer – was a small price to pay if it helped defeat the Dominion.

DATA FEED

Senator Vreenak was Secretary of the War Plans Council, Vice-Chairman of the Tal Shiar and one of the most trusted advisors to Proconsul Neral, the second in command of the Romulan Empire. Vreenak had also personally negotiated the non-aggression pact with the Dominion, so Sisko knew that if he could persuade Vreenak that the Romulans were under imminent threat from the Dominion, then the rest of his people would listen to him and join the Allies.



OPTOLYTHIC DATA ROD

As part of the plan to manipulate the Romulans into joining the war against the Dominion, Garak managed to procure an optolythic data rod. This was a Cardassian technology used to store information. They were only produced on an as-needed basis, and data could only be inscribed on them once, which meant they were nearly impossible to counterfeit.

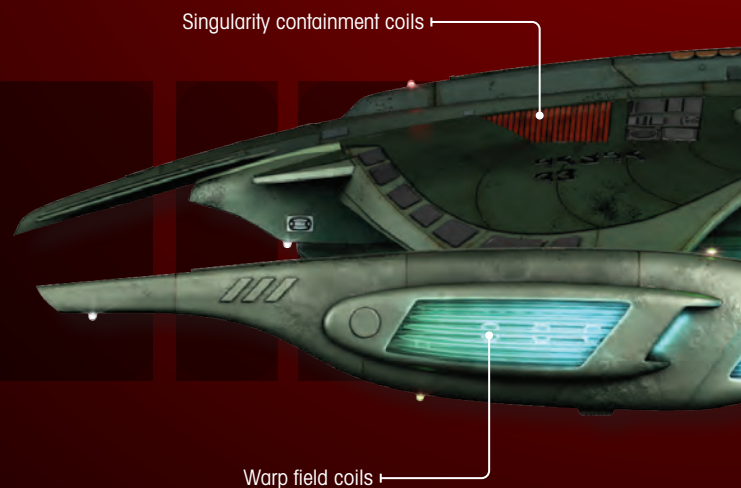
Unfortunately for Captain Sisko, the secure reputation of the technology proved to be justified as Senator Vreenak discovered that the data had been faked. He left *Deep Space 9* in his shuttle, but before he could tell anyone of Sisko's subterfuge, his ship exploded. Amid the wreckage, the Romulans found the burnt out remains of the optolythic data rod. They did not suspect that it was a fraud, as any imperfections they found appeared to be the result of the explosion. As far as they were concerned, the rod provided definitive proof that the Dominion were about to launch an attack on Romulus, and they joined the war on the side of the Federation Alliance.

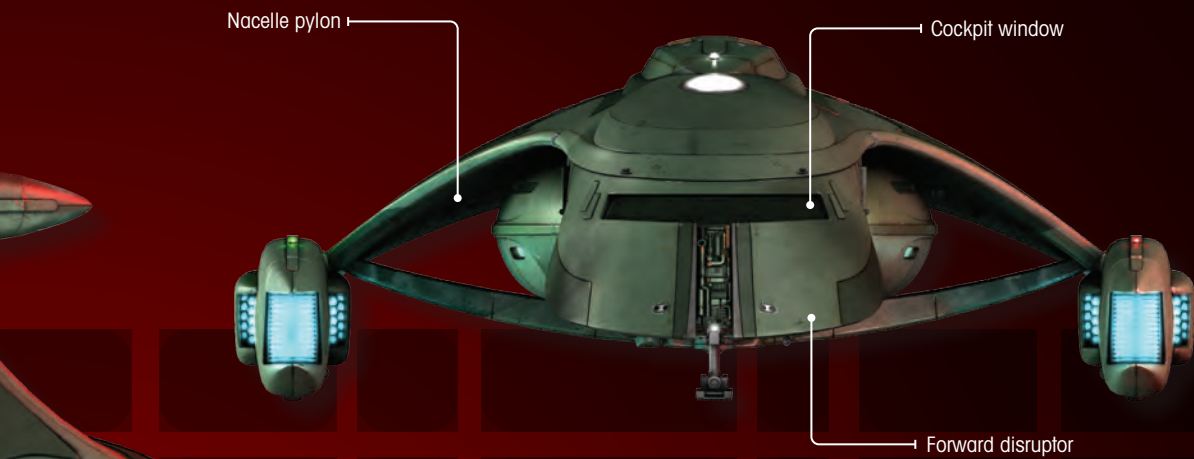


▲ Captain Sisko prepared to hand over the optolythic data rod containing a recording of the Dominion's plans to invade Romulus to Senator Vreenak, but the Romulan discovered it had been fabricated.

DATA FEED

Romulan ship disruptors left behind residual antiproton particles that could still be detected several hours after an attack.





Nacelle pylon

Cockpit window

Forward disruptor



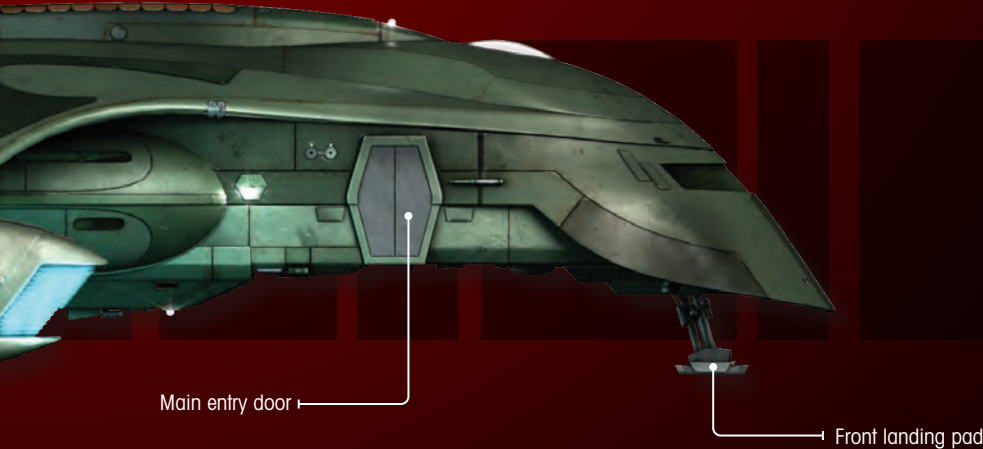
Deflector array

Sensor dome



Dorsal sensor arrays

Passenger compartment



Main entry door

Front landing pad

DEFECTOR SHIP

The Romulan shuttle was the first new Romulan ship to be seen since the small Romulan scout ship that Admiral Jarok used in 2366 to cross the Neutral Zone in an attempt to defect to the Federation.

PUNGENT DRINK

Senator Vreenak enjoyed drinking the Romulan beverage kali-fal. When Captain Sisko offered him a replicated version of it, Vreenak noted that it was "lacking in aroma," and should "forcibly open one's sinuses well before the first sip."

DOMINION PACTS

Senator Vreenak negotiated a non-aggression pact between the Romulans and the Dominion in 2373. The Dominion also signed non-aggression pacts with the Tholians, the Miradorn and the Bajorans as part of making inroads into the Alpha Quadrant.



DESIGNING THE

III

ROMULAN SHUTTLE

The Romulan shuttle was designed by Doug Drexler, who used previous Romulan ships and his pet parrot to inspire its creation.

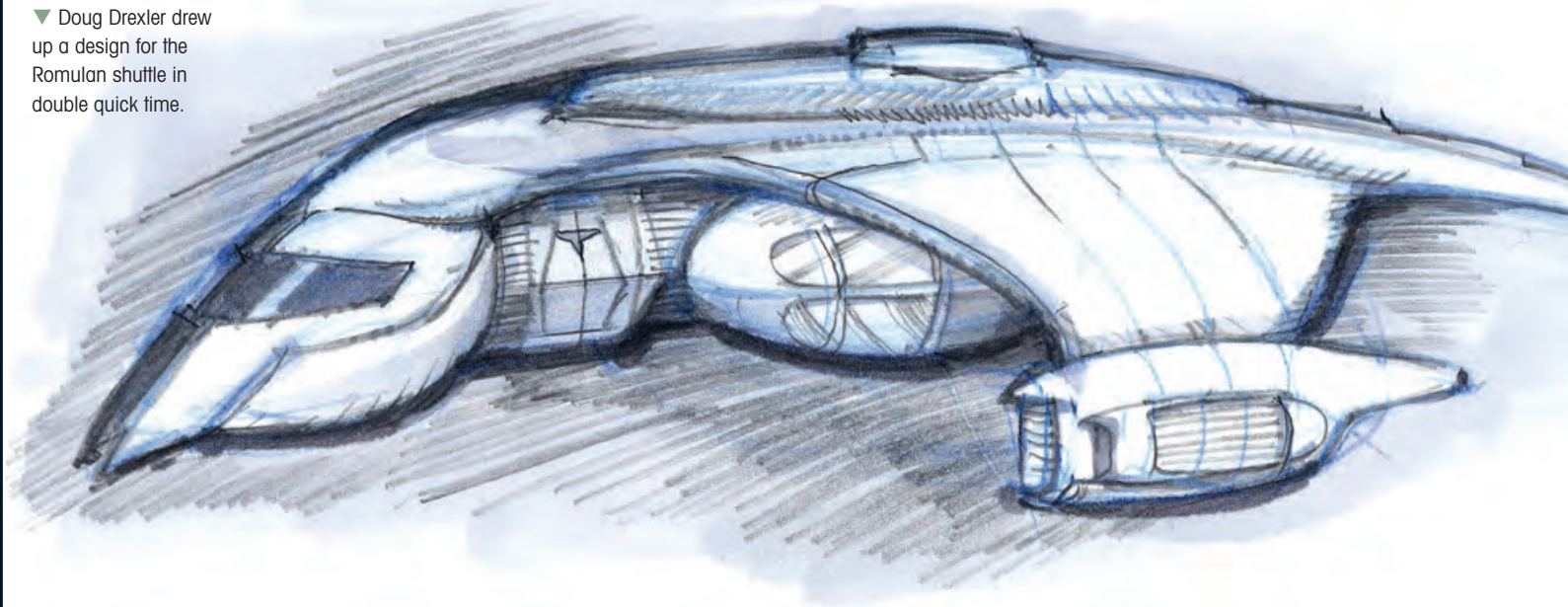
The Romulan shuttle was the first new design of Romulan ship seen since the Romulan scout ship of eight years earlier in *THE NEXT GENERATION* third season episode 'The Enemy.' The shuttle was also one of the last designs to be made into a physical studio model, as by this time CG had almost completely taken over.

The Romulan shuttle came into being because

VFX supervisor Gary Hutzler needed a shot establishing that Senator Vreenak had arrived at *Deep Space 9*. He knew that it only needed to be a brief shot, so rather than go through the usual channels of a having a new design fully drawn up, which would have cost them time and money that they did not have, he turned to scenic artist Doug Drexler.

▲ The model of the Romulan shuttle was filmed at visual effects house Image G. Stationary shots were taken of the model inside a maquette of *Deep Space 9's* shuttlebay that was also specially constructed just for this episode.

▼ Doug Drexler drew up a design for the Romulan shuttle in double quick time.



Although officially credited as a scenic artist on *DEEP SPACE NINE*, almost from the beginning Drexler also doubled as a production illustrator, turning his hand to designing props and ships when the need arose.

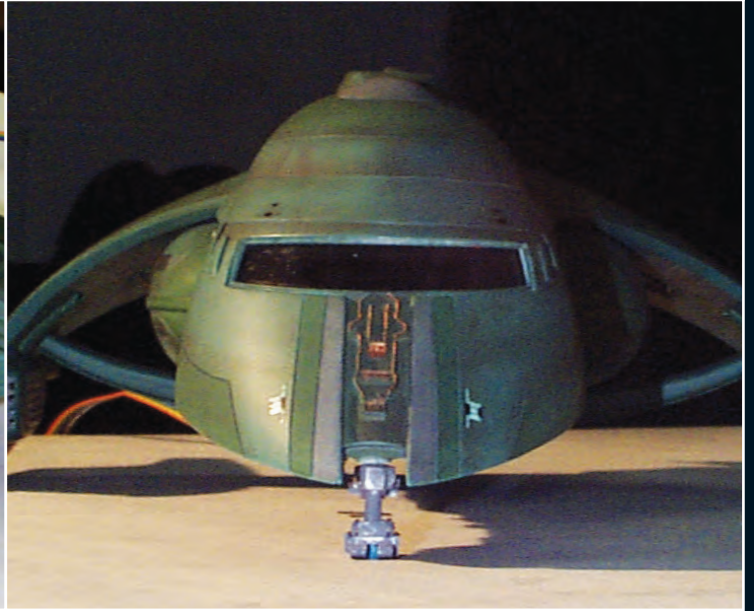
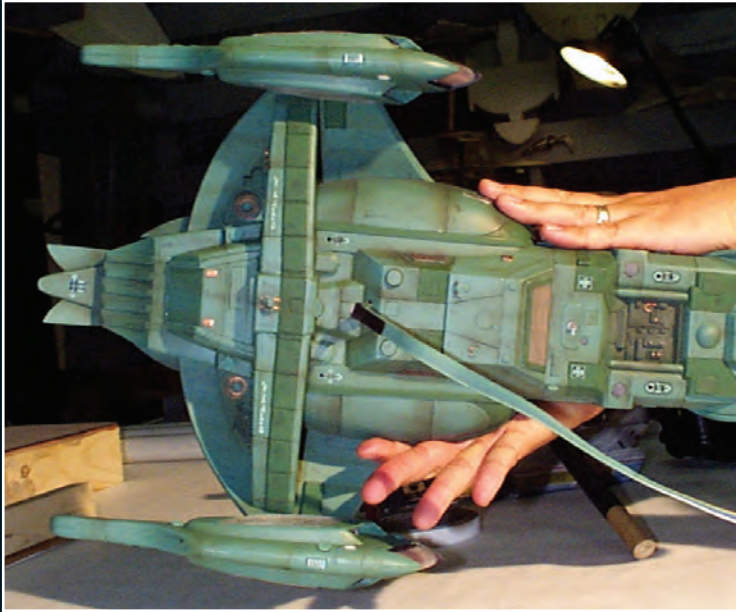
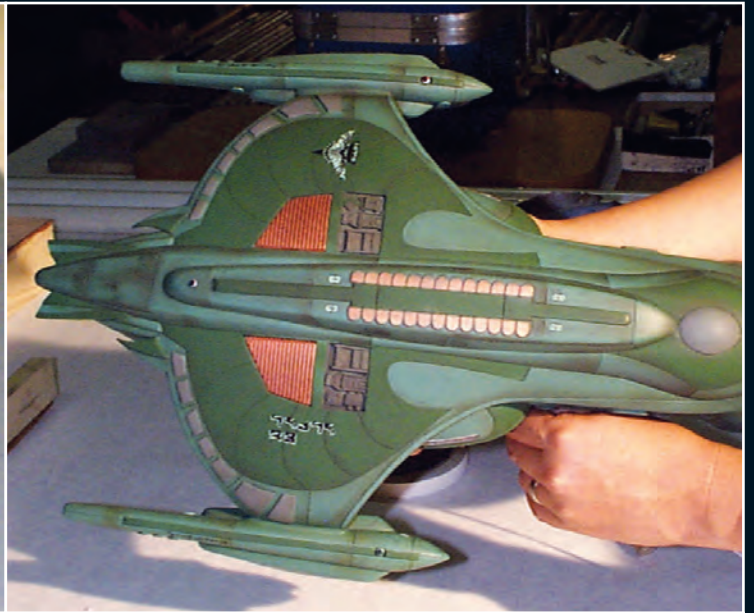
HAPPY TO HELP

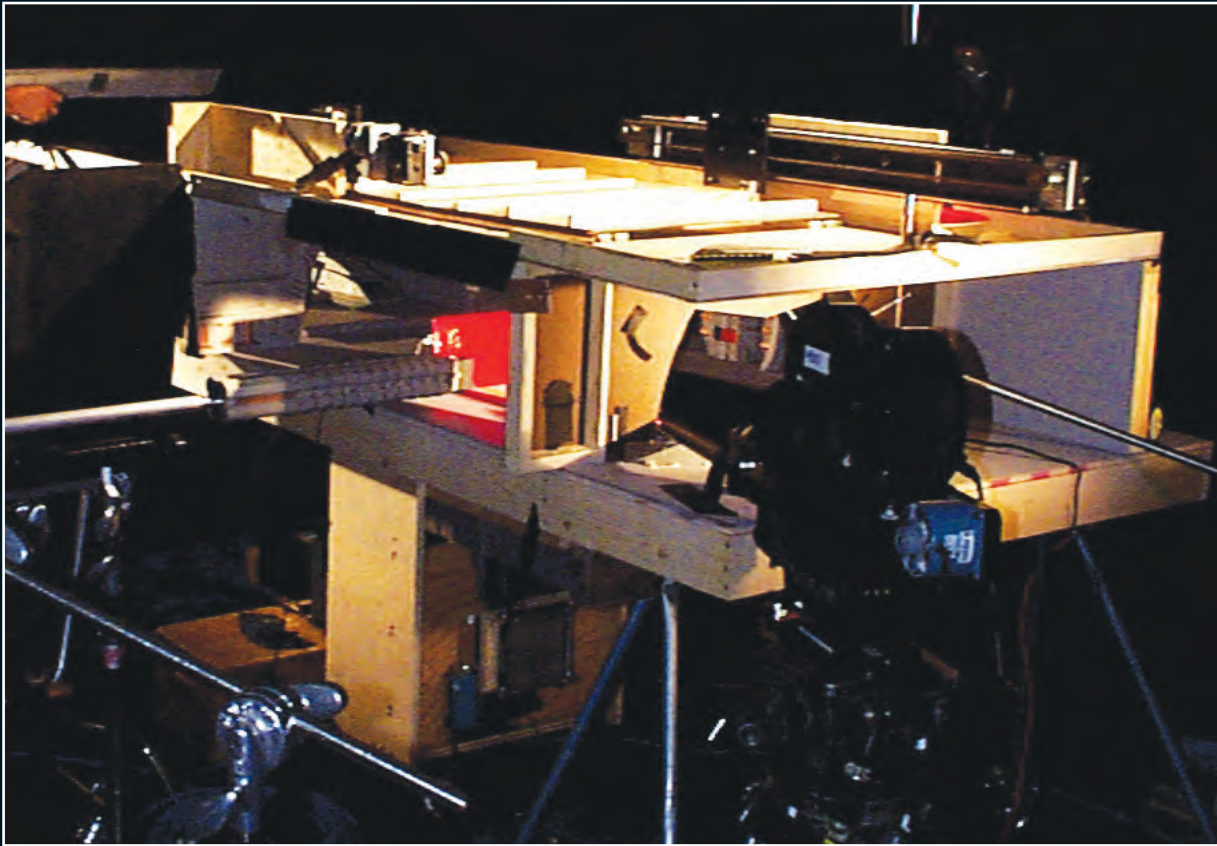
As the various departments got on so well, Drexler was only too happy to help out his friend Hutzel. In fact, they had worked up a familiar routine for times like these. "Just like when our production designer, Herman Zimmerman, would come to

me with an assignment, he used a phrase that became an art department catchphrase, 'Oh, by the way...' With Gary, it was 'Would a guy like you be willing to do something like this for a guy like me?'" said Drexler. "So, Gary trundled into the art department and asked if someone like me would... well, you can guess the rest. I was just that kind of guy. I had a couple of days to get it together."

Drexler started off making a few quick 'back-of-an-envelope' type sketches of the Romulan shuttle at home. He based the look on the

▲ The Romulan shuttle was one of the very last fully-fledged physical studio models ever built for *STAR TREK*. By this point, CG was commonly used, but in this case VFX supervisor Gary Hutzel preferred a traditional model.





◀ This picture shows how the camera was set up to film the Romulan shuttle inside the framework that was built for the shuttlebay. No motion control photography was required, as stationary shots were all that was required of the model.

aesthetic that senior illustrator Andy Probert had established for the Romulans when he designed *D'deridex*-class Warbird. He also used the appearance of his own pet Amazon parrot for inspiration. This was despite the fact that Drexler had given the parrot a Vulcan name – B'kr, or Beaker for those who don't understand Vulcan pronunciation.

The sketches were straightforward and fast, but Hutzel liked them, so Drexler drew up some more detailed drawings of a very tight side and top view in Adobe Illustrator. These illustrations were then sent to Tony Meininger who ran Brazil-Fabrication & Design, the company that had built many of the studio models for *THE NEXT GENERATION* and *DEEP SPACE NINE*.

Just a few weeks later, Drexler was called down to Image G, the company that filmed the models, to see the finished result. "I was blown away by the work," said Drexler. "They kept my design one hundred per cent, while embellishing it with incredible sensitivity and grace. The Romulan shuttle turned into a fan favorite, even though it appeared just once, in the *Deep Space 9* hangar bay. I was tickled when Andy Probert gave the shuttle his seal of approval by painting

it into the '*STAR TREK: Ships of the Line*' calendar, on the page he did of the Warbird in drydock. Although, Andy did try and trip me up, pointing out that the hatches on the spine of the Warbird were for lifeboats, and that scale-wise they didn't work for the shuttle. I told him they were for sensor probes. He liked that!"



◀ Doug Drexler with his Amazon parrot, B'kr, which provided some of the inspiration for the design of the Romulan shuttle. The back and tail of the parrot can be seen in the lines of the dorsal and aft sides of the shuttle, while the head of the ship was modeled on a combination of the *D'deridex*-class Warbird and a Spartan's helmet.



ANDREW ROBINSON

The actor recalls how he got to grips with playing 'plain, simple Garak,' *DEEP SPACE NINE*'s most complex and capricious character.

ONE of the best episodes of *STAR TREK: DEEP SPACE NINE* was 'In the Pale Moonlight,' in which the Romulans were manipulated into the Dominion War on the side of the Federation Allies. At the heart of the episode was Garak, pulling the strings of all the characters like a master puppeteer to shape events to his will. It was a masterful scheme from the master manipulator, and chilling in its execution.

It was also a favorite episode for Andrew Robinson, who played Garak. He believed it was all about Garak teaching Captain Sisko that "You can't go to bed with the devil without having sex." This lesson certainly threw up an uncomfortable

resolution, especially for *STAR TREK*, in which the moral way normally prevailed.

Robinson elaborated further on the episode in an Italian publication in which he said, "Captain Sisko comes to Garak for help with the Romulans, and basically it exposes the American innocence that we want to do these things in the world, but we're not really willing to take the consequences of our actions. And sometimes we have to do very dirty things, and we have to hurt people, and we pretend that that doesn't exist, that Americans would never do that. We dealt with issues like that and I don't think the other (*STAR TREK*) shows really went as far as we did."

▲ Andrew Robinson pictured without his Cardassian makeup. Robinson originally auditioned for the part of Odo, but was ultimately chosen for the role of Garak instead. He loved the challenge of playing such an ambiguous character, as he felt whatever he said was not what he meant.

This episode aptly illustrated the more nuanced and ambiguous nature of *DEEP SPACE NINE*, and Garak's masterful skills at subterfuge meant he was the perfect character to explore these issues.

Although not a regular member of the cast, Robinson played a pivotal role as Garak in many episodes. He welcomed the deceitfulness behind the charming exterior from the very beginning. "I had to make my adjustment to that amoral part of him that could just pull out his phaser and kill someone," he explained.

MEETING THE CHALLENGE

Robinson did not get a detailed briefing on what the producers wanted from Garak, but found it easy to slip into his skin from the start. "The challenge of playing an alien is, 'What's an alien?'" said Robinson. "How do you play a Cardassian? Who are these people? So you have to start from your own human standards, but then there's a certain point where you have to suspend your human model, human values and morals, and move into a consciousness that is alien to ours. That was always the challenge. And I found that, given Garak's penchant for switching sides in a flash the way he did, Cardassians obviously had a very different value system than we do."

Garak was introduced into *DEEP SPACE NINE* with a specific purpose in mind. Robinson said, "I later found out that they were looking for a way to bring the Julian Bashir character more into the flow of the show – they were basically going to see if there was any chemistry between Sid (Alexander Siddig) and myself, which thankfully there was."

Being paired with an upright and thoroughly nice character meant Robinson had to play Garak's devious and evil side while at the same time making him not quite such a bad person after all. How did he get away from the nasty Cardassians we had seen before? "Well, the writers really set that up for me," said Robinson. "He was a spy, and the only way you can create mystery about someone is with subtext. There is the face of the character, there is the exterior of the character, there is the behavior of the character, there is what the character says; and then there's what's going on inside the character. Basically, it was just a question of keeping those two levels separate so that one was always working against the other.

► Garak often had a playful smile upon his lips, especially when he threatened someone. He was complicated to say the least, and the other characters, not to mention the audience, were never sure of his true intentions. Garak once claimed that all he said was true – "especially the lies," – and this summed up the enigma of his motives.

► To the casual observer, Garak appeared to be a tailor running a modest shop in the Promenade on *Deep Space 9*. Most people weren't fooled by this cover, but they also weren't sure what he was. He would lie and misdirect any attempt to ascertain the truth about him, sometimes it appeared just because he found it amusing.

► Captain Sisko knew all about the mind games Garak liked to play and usually stayed well clear of his machinations. Against his better judgment, however, Sisko involved Garak in a plot to bring the Romulans into the war on the Federation's side. Sisko soon found himself in over his head as Garak led him into giving up his principles, one by one, to make the plan work.





▲ Robinson said that he felt Garak seduced Dr. Bashir into a friendship, but by the end they had developed a true bond.

"Quite honestly, Garak seduced Bashir. Garak was a lonely man, and I felt his sexual orientation was up for grabs. My feeling was – I've used this line often – if it moves, if it breathes, go for it! That was Garak's philosophy. But he did want companionship, and of course it helped that Bashir had a great curiosity about him. But basically, Garak seduced Bashir into this friendship."

GETTING IN CHARACTER

Robinson said that not being a regular character helped with the enigma that was Garak, while he found it easy to pick up the role each time he



▲ 'Improbable Cause' saw Garak manipulate Odo into helping his mentor Enabran Tain, who later was revealed to be his father.



▲ 'The Wire' was a pivotal episode for Garak as it showed he was still prepared to obfuscate the truth even when his life was in danger.

appeared in an episode. He clicked his fingers: "Oh, it was just like that," said Robinson. "It helped that I sat in the makeup chair for two, three hours and you had plenty of time to prepare. At first the makeup freaked me out. And I never really got used to it – every time I would go and sit in the chair and get that first slap of cold glue, I'd grit my teeth. I don't miss that at all. But you couldn't have that character without the makeup."

Robinson felt the writers really got to grips with Garak at the end of the second season. He said, "That second season episode, 'The Wire,' was brilliantly written. Garak was under great duress because of this contraption that was in his brain. It acted as a drug he'd become addicted to, so you had him trying to kick this drug and saying all these things, but they were all variations on a story. So you'd have the pain and the agony he was going through, which was real, but you had him saying stuff that you didn't know if it was real or not."

UNTRUSTWORTHY

"That was the brilliant thing," continued Robinson. "Emotionally it was accurate and true and even, indeed, sympathetic, but in terms of whether you could believe him – no. That set it up, because you never could believe him. Even when he was in the most extreme emotional state, you could never trust him. Then there was an episode where he and Odo went to help Enabran Tain because Garak

believed he was in trouble, and it ended up that Tain was just trying to destroy the Dominion ('Improbable Cause'). That was excellent."

Although Garak found friendship with Bashir, there were a few other relationships Robinson would have liked. "I always thought they missed the possibility of an interesting interaction between Quark and Garak," said Robinson. "There was an episode where an old girlfriend of Quark's shows up ('Profit and Loss'), and that was the most that Quark and Garak ever had to do. It was two guys who you couldn't trust to help your mother across the street trying to make deals with each other. There was something wonderful about that, but they never picked up on it."

NO ROMANCE

Robinson would also have liked a romantic relationship, and felt the attraction between Garak and Dukat's daughter, Tora Ziyal, never quite worked. "I would have loved a romance with someone who was a dangerous, edgy, morally ambiguous person," said Robinson. "The Ziyal thing never worked. I think one of the problems was that she was such a sweet, innocent kind of person that there really couldn't have been a romance between her and Garak. They took the mentoring and the companionship as far as they could, but in terms of a romance I think it needed somebody of equal weight - someone who had been around the block a few times."

When *DEEP SPACE NINE* reached the end of season seven, Robinson found it easy to come to terms with its passing. "I felt OK about it, because Garak was such a wonderful character, and the resolution of the character was so satisfying," said Robinson. "That very final scene between Garak and Bashir I thought was very well written, and very touching. Garak felt genuine remorse when the devastation was visited upon his own planet, resulting from policies that he had supported wholeheartedly. The realization that he was as culpable as anyone else for this holocaust was, I thought, wonderful."

Despite the softer side of Garak that we occasionally saw, Robinson saw him all too clearly. "He was ruthless in his ambition," said Robinson. "He did everything that they asked him to, and he did it better than anyone else."



◀ Robinson felt that they missed an opportunity to have some fun with interactions between Garak and Quark. Both characters were renowned for their shady dealings and duplicitous nature. They did have some scenes together, notably in 'Profit and Loss' and 'Body Parts,' but it would have been entertaining to see them clash more often and see who came out on top.



◀ Garak's dark side was on full display in 'The Die is Cast.' He assisted in getting a combined Cardassian-Romulan fleet through the wormhole to destroy the Dominion. He also tortured Odo in exchange for a chance to return to Cardassia. Although he took a great deal of pride in his ability to force information from people, in the end he found he didn't have it in him to torture people he was close to any more.



◀ In the last few years, Garak lost everything. His father died in a Dominion prison camp, his beloved housekeeper and confidante Mila was killed by the Jem'Hadar, and Cardassia itself was left in ruins. Garak realized that he was as responsible as anyone else for these events, but he had survived, and he was prepared to rebuild a better Cardassia.

ON SCREEN



TRIVIA

Romulan Senator Vreenak was played by Canadian actor Stephen McHattie. His memorable delivery of the line, "It's a faaaaaake!" when he discovered that the recording of the Dominion's imminent plan to invade Romulus had been fabricated became a popular internet meme for a time. McHattie later played the disfigured foreman of a trellium mine in the Delphic Expanse in the *STAR TREK: ENTERPRISE* episode 'The Xindi.'



The outfit that was used for the holographic forgery artist Grathon Tolar was repainted and reused after it had previously been created for the character Kellan, the First Minister of Rakosa V in the *STAR TREK: VOYAGER* episode 'Dreadnought.'



The title of the episode 'In the Pale Moonlight' was taken from the 1989 'Batman' film when the Joker asks, "Have you ever danced with the devil in the pale moonlight?" In the context of the episode, it meant have you knowingly committed an immoral act even if it is for the greater good?

- FIRST APPEARANCE:** 'IN THE PALE MOONLIGHT' (DS9)
- TV APPEARANCE:** STAR TREK: DEEP SPACE NINE
- DESIGNED BY:** Doug Drexler

KEY APPEARANCES

STAR TREK: DEEP SPACE NINE **'In the Pale Moonlight'**

Captain Sisko has become fed up with posting the weekly casualty lists in the wardroom caused by the Dominion War. Knowing that this cannot go on, Sisko resolves to do whatever he can to get the Romulans to join the Allies.

To this end, Sisko enlists the help of Elim Garak to concoct evidence that the Dominion are about to attack the Romulans. Garak has just the plan, but it will involve the release of Grathon Tolar, an odious criminal currently in a Klingon prison. It will also involve the exchange of a highly-dangerous biomimetic gel for a Cardassian optolythic data rod.

Tolar makes a fake recording of Dominion plans to invade Romulus and saves it to the data rod – a technology that is nearly impossible to counterfeit.

Senator Vreenak arrives at *Deep Space 9* in his cloaked shuttle and is shown the recording. On examination, Vreenak discovers that the recording is fake and leaves in outrage.

On his way back home, Vreenak's shuttle explodes due to a bomb secretly planted by Garak. The Romulans find the rod in the wreckage and believe the Dominion were responsible. They join the war on the side of the Federation, but Sisko is deeply disturbed by his role in manipulating the Romulans.

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U.S.S. VOYAGER's AEROSHUTTLE



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- In-depth profile of the *U.S.S. Voyager's Aeroshuttle*, the executive craft that was embedded in the underside of the saucer section
- How illustrator *Rick Sternbach* came up with the design of the *Aeroshuttle* and how it would have been deployed
- An interview with production designer *Richard James*, who was responsible for the design and look of every set on the *U.S.S. Voyager*

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