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LCARS 03-4900
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Starfleet Galaxy-class [X-type Refit]

Dreadnought; Refit: 2383

Hull Data

Structure: 40 [119 space][0 space remains]
Size/Decks: 8/42
Length/Height/Beam: 641/150/467.1 m
Complement: 1,000 + 5,000 tactical personnel

Tactical Data

Phasers: Type XII (x5/E) [-35]
Penetration: 9/4/4/0/0
Torpedo Launchers: Mk 95 DF (x3/E) [-21]
Quantum Penetration: 7/7/7/7/7
Deflector Shield: FSS-3 (F) [-17]
Protection/Threshold: 18/6

Propulsion Data

Impulse System: FIG-5 (.92c) (D) [-6]
Warp System: LF-41 (6/9.2/9.6 MCU) (D) [-5]
FTL System: Quantum Slipstream (9.99999 MCU) (F) [-16]

Operational Data

Atmosphere Capable: No [0]
Cargo Units: 80 [0]
Life Support: Class 4 (E) [-8]
Operations System: Class 4 (E) [-8]
Sensor System: Class 4 (+4/+3/+2/+1/0/E) [-4]
Separation System: No [0]
Shuttlebay: 3 a [-6]
Shuttlecraft: 24 size worth
Tractor Beams: 1 fv, 1 av [-1]
Transporters: 4 standard, 4 emergency, 4 cargo [0]

Miscellaneous Data

Maneuver Modifiers: +4C, -3H, +4T
Traits: Intricate System (Phaser Lance x3) [+15]
Phaser Lance [-5]
Prototype (+1 Beam) [-2]

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Mission

The Galaxy-X, as it is most commonly termed, is a pure, unadulterated warship.

Features

The Galaxy-X is the third and final refit to the Galaxy-class frame, with its most substantial physical difference being the addition of a third nacelle, allowing the vessel to achieve quantum slipstream velocities.

The installation of the prototype Phaser Lance weapon system has increased the vessel's firepower by 150% at point blank range. The Galaxy-X's long-range firepower was significantly upgraded with the addition of a full complement of quantum torpedoes. Defensively, the ship features the latest regenerative shield grid, though no ablative armor was installed as technical difficulties would have meant a reduction in the ship's offensive capabilities.

The ship's internal layout remains roughly the same, though gone now are the spacious quarters for civilian families. In their place, cramped barracks allow the Galaxy-X to easily carry 5,000 Federation soldiers as part of its regular complement.

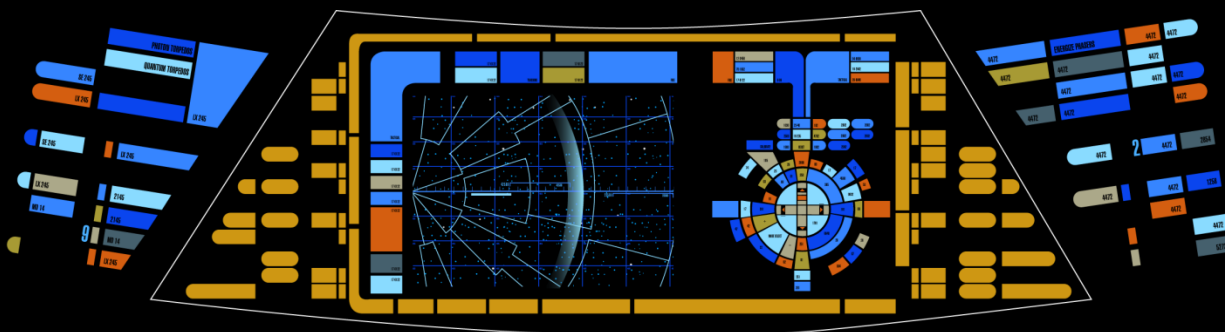


Background

The emergence of the Typhon Pact in the years following the Dominion War and Borg invasion, coupled with the secession of the Andorian Empire from the Federation, shocked Starfleet's Admiralty. Faced with multiple threats both within and without,

Starfleet R&D was tasked with the production of starship classes with extremely-high weapons payloads. Though powerful, the Defiant-class starships were not considered up to the task of confronting the Typhon Pact's most powerful capital ships, and the Sovereign and Vesta classes were both too expensive to produce in large numbers.

R&D's solution was, in part, due to Captain Jean-Luc Picard's encounter with Q, wherein the Enterprise-D was able to take scans of an alternate timeline's Galaxy-X refit. Using these scans, R&D was able to reverse-engineer several technologies, primarily the phaser lance system, and by the early 2380s Galaxy-X starships began to be produced in earnest.



Ships in Service

LCARS 03-4900	Name	Registry	Notes
00-23892	U.S.S. Enterprise	N.C.C. 1701-D	Commanded by Admiral Riker in an alternate timeline (2395) (Class 3 Cloak, Vulnerable Systems (Operations, Sensors)).
05-30902	U.S.S. Kwon Do	N.C.C. 71093	The first Galaxy-class starship to be refitted to X-type specifications, disabled Typhon Pact incursion fleet of three hijacked Cardassian Galor-class warships (2384).
03-29093	U.S.S. Yamato	N.C.C. 71807-A	Named in honor of the original Galaxy-class <i>U.S.S. Yamato</i> . Under the command of Captain Seamus McGill, engaged and destroyed two Typhon Pact warships in the Delta Rana system (2384).
09-38988	U.S.S. Raleigh	N.C.C. 77609	Destroyed prototype Typhon Pact warship (2385).
07-38948	U.S.S. Roanoke	N.C.C. 77646	Discovered micro universe encased in a protomatter nebula at the edge of Breen space (2386).

Appearances

Series	Media
TNG	T.V. "All Good Things"; Video Games "Birth of the Federation"

LCARS

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THE ALPHA QUADRANT

61331	31	890	•	8327482	67	7887	134632874
90441	65	577	•	42334	11	4123	
65132	33	831	•	89923	32	6712	472873917
87331			•	1212132	70	7893	43849839
90434	21	787	•	4164	44	0009	436232
78221	33	443	•	90434	12	7321	11242123

SYSTEMS

455

MODE

LCARS

892

ACCESS

LCARS

412

MODE

471

901

5771	54	677
7892	78	800
5121	11	121
5422	09	113
8902	23	462
7890	22	678
3451	67	890
4311	11	124
6734	09	456
7890	41	783
4452	32	333
7892	78	800
5121	11	121
5422	09	113
8902	23	462
7890	22	678
3451	67	890
4311	11	124
6734	09	456
7890	22	678
3451	67	890

New Systems

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Starship Traits

Edge	Prerequisite	Effect
Phaser Lance	Type X Phasers; Vessel built in 2383 or later	See below

Note: When including these edges, use the rules found on page 142 of the *Star Trek RPG Narrator's Guide*

05-30902

Phaser Lance

The Phaser Lance is the next evolution in phaser technology, as powerful a step above pulse phasers as pulse phasers were to standard phaser arrays.

Restrictions: Only phasers may receive this upgrade.

Effect: Calculate the penetration value of the ship's beam weapons and increase by +2 for the point blank range category. Lower the penetration value for all other range categories by a like amount. A penetration value of 2 or less can be reduced to zero, limiting the effectiveness of the beam weapon to point blank range only.

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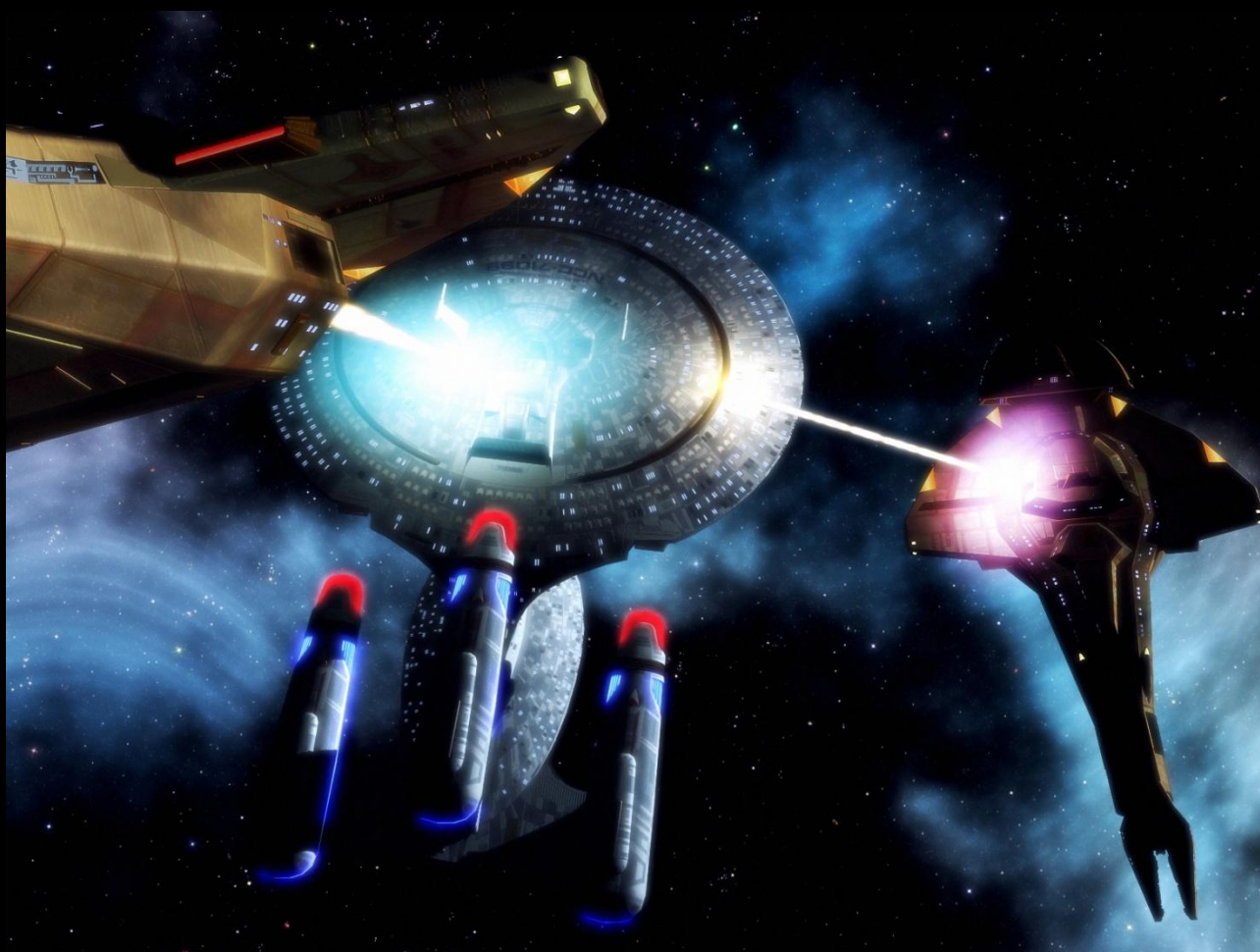
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The Kwon Do under attack by a Typhon Pact incursion fleet



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