

CHIMERA-CLASS

Entered Service: 2409

Overview: One of the last ships launched in the XXV Initiative was the *Chimera*-class. Categorized as a "heavy destroyer", the *Chimera* was designed for extreme combat situations against the increasing number of foes bearing down on the Federation. The design was one of the few pure warships designed by Starfleet. The *Chimera* project was heavily classified, and during its construction access to the entire Utopia Planitia Fleet Yards was restricted. Several isolated teams from the Advanced Starship Design Bureau were tasked with designing different elements and prohibited contact with the other teams so leaks could be contained and limited. This resulted in a final design that received a mixed reception from the Admiralty and Captains, and many considered the ship's appearance and unfortunate "hodgepodge" of design elements. Regardless of the class' appearance, it proved effective in battle, and frequently operated at the vanguard of squadrons comprised of *Mercury* and *Tempest* destroyers.

Capabilities: The *Chimera's* design includes an integrated saucer-shaped primary hull. Extending from the top of the primary hull was the torpedo-shaped secondary engineering section that ends with its the ship's variable geometry warp pylons. When preparing to accelerate to high warp, the nacelles shift upward to form a less disruptive warp field and avoid any damage to subspace. *Chimera* classes have two sets of twin warp nacelles, providing redundancy in the event of damage. Protruding from the base of the ship was the *Chimera's* distinct arch-shaped deflector dish, and behind this large subsection was the ship's shuttlebay. The signature feature of *Chimera* is its Dynamic Tactical System, which enables the ship to transform for battle. Activating the DTS causes the saucer to split and sections shift down, revealing hidden phaser lotus array, while the nacelles angle downward into a more defensive position. Meanwhile, additional power was automatically transferred to the weapon systems. Large for an destroyer-type ship, *Chimera* vessels required a sizable crew of 750, with redundant personnel able to take over when automated systems fails and quickly respond to damage.

DYNAMIC TACTICAL SYSTEM

REQUIREMENTS: 2409 or later

This vessel allows a ship to alternate between its regular cruising mode and a special Tactical Mode. Activating Tactical Mode is a Minor Action that reduces the ship's Science Department by 1 and increases its Security by 1. Returning the ship to cruising mode is another Minor Action that returns the departments to normal.

SYSTEMS

COMMS 09 ENGINES 12 STRUCTURE 11

COMPUTERS 10 SENSORS 08 WEAPONS 13

DEPARTMENTS

COMMAND - SECURITY +1 SCIENCE +1

CONN - ENGINEERING +1 MEDICINE -

SCALE: 5

WEAPONRY:

- Phaser Arrays
- Photon Torpedoes
- Tractor Beam (Strength 4)

TALENTS

Chimera-class starships have the following Talents:

- Ablative Armour
- Dynamic Tactical System
- Improved Damage Control
- Redundant Systems

