

# GALAXY-X

Entered Service: 2266

**Overview:** In the early years of the 24th Century, the Terran Empire faced defeat after defeat, being driven back to their core system at the hands of the Klingon-Cardassian Alliance. The outer colonies were isolated and conquered, and the remaining Terrans enslaved. Many of these distant occupied sectors wholly believed the Alliance's propaganda that the Empire had been entirely eliminated. But the Empire persisted and never ceased its attempts to reclaim lost territory. While the technological lead the Empire gained from the *U.S.S. Defiant* had shrunk over the decades, Terran science was still two or three decades ahead of the Alliance. In the 2360s, the Terrans focused their efforts on a new class of warship. This led to the *Galaxy*-class, the largest ship ever constructed for the Imperial Starfleet (excluding the *I.S.S. Charon*).

**Capabilities:** Much of the interior space of a *Galaxy*-class was modular, with mission specific sections able to be installed at Earth's Starbase. Often the branch of the vessel's soldiers would dictate what kind of military facilities would be installed. As an example, infantry would request drop pods launchers installed to enable rapid deployment onto a planetary surface while MACO teams prefer additional targeting ranges and prisoner storage for live fire exercises. This adaptability and capability for expansion also meant that these large vessels often ended up with a specialist for any terrain, environment, or method of engagement, and conscripted specialists whose expertise the Empire required would receive further space consideration for their on board facilities. The class came equipped with several holodecks that could be used for training operations. Often, these were used to assess the loyalty of officers, and it was standard procedure to surreptitiously transport two or three sleeping officers into the holodeck for loyalty testing scenarios. Each *Galaxy*-class vessel had the largest warp core then produced by the Empire and designed by the Theoretical Propulsion Group of Mars. This power plant provided the massive starship with the capability to sustain continual fire from phaser arrays on the ventral and dorsal sides of both hulls while still allowing the ship's large main phaser bank to fire. However, the high fuel requirements of the ship can deplete the ship's allotment of antimatter, forcing it to supplement photon torpedo stores with older spatial torpedoes or nuclear weaponry. Three identical isolinear computer cores with FTL processing capabilities tie the wide variety of targeting sensors and electronic warfare suites together. These cores could each take over all computer needs on the ship in the case of the destruction of the other two. This permitted the ship to continue fighting despite heavy losses to the crew and otherwise crippling structural damage. Unlike most Imperial Starfleet vessels before it, the *Galaxy*-class was designed with the ability to separate and reattach its saucer without the need for a return to dry dock, for use in tactical engagements such as when *U.S.S. Excalibur* NCC-1664-B rammed a Romulan warbird with the saucer allowing the secondary hull to finish off the ship. Auxiliary assault craft are located in three separate shuttle bays, and typically include twenty-five Type VI I fighters and seven Type VI-a bombers.



## SYSTEMS

COMMS 09 ENGINES 12 STRUCTURE 11

COMPUTERS 10 SENSORS 09 WEAPONS 11

## DEPARTMENTS

COMMAND +1 SECURITY +1 SCIENCE -

CONN - ENGINEERING - MEDICINE +1

SCALE: 6

### WEAPONRY:

- Phaser Arrays
- Photon Bank
- Photon Torpedoes
- Tractor Beam (Strength 5)
- Improved Warp Drive
- Redundant Systems
- Saucer Separation

### TALENTS

*Galaxy-X* starships have the following Talents:

