

TYPHON-CLASS

Entered Service: 2377

Overview: The *Typhon*-class carrier was a one-of-a-kind mobile outpost and carrier that was able to launch waves of *Valkyrie*-class fighters. It was planned for use as a fleet flagship for use in large battles. Designed early in the Dominion War, the class was not completed until after the war's end. In addition to its role as a carrier, the *Typhon*-class was effectively a mobile starbase, complete with expansive medical and engineering facilities. Only a single *Typhon* carrier was constructed. This ship was involved in the Titan System Incident, where a number of Borg ships were encountered in Federation space. This prototype, the *U.S.S. Typhon*, also faced an invasion from the Kam'Jahtae, a species related to the Hur'q.

Capabilities: The prototype *U.S.S. Typhon* (NX-85808) was able to carry 28 *Valkyrie* fighters, which each armed with pulse phaser turrets and micro quantum torpedoes. The *Typhon* itself featured a number of pulse phaser turrets and was equipped with modular torpedo launchers capable of firing both photon and quantum torpedoes. The *Typhon* carrier features a massive single wedge-shaped hull, ringed with by a series of large hangers. Four warp nacelles (repurposed from surplus *Galaxy*-class vessels) were required to generate a warp bubble stable enough for the blocky vessel.

Jupiter-Class: Following the successful missions of the prototype, the designs of the *Typhon* was merged with the Jupiter Project, which had produced a series of experimental dreadnoughts. In short order, this refocused team produced the *Jupiter*-class carrier in the final years of the 24th century. The *Jupiter* carrier forgoes the secondary uses of the *Typhon* to solely serve as a mobile fighter-launching platform. Easily one of the largest Starfleet ships produced, it greatly sacrificed maneuverability for durability. The *Jupiter*-class has a large ovoid primary hull, with expansive shuttle bays cutting through the middle. It has four warp nacelles: the larger primary warp nacelles on the dorsal side of the primary hull and smaller secondary nacelles emerging from the ventral side.

The *Jupiter*-class is Scale 7 but otherwise has the same base Systems as the *Typhon*, increased to reflect 1-3 refits.

FIGHTER WING

REQUIREMENTS: Scale 5+

The ship contains one or more squadrons of Scale 1 fighters that can be launched to attack or harass opponents. To launch fighters, a ship's shields must be down. Each round, the carrier's commanding officer or the fighter's squadron leader can direct the wing's attack, choosing either offense or defence. On an offensive attack run, if the ship hits the fighter's target with an attack, the fighters grant you 2 bonus Momentum that cannot be saved to the group pool. On a defensive attack run, the Difficulty of attacks against the ship increase by 1. The fighters can be targeted, with the standard increased Difficulty for targeting small craft. A single breach disables a fighter, and when 3 fighters have been disabled they can no longer make attack runs.

SYSTEMS

COMMS 11

ENGINES 11

STRUCTURE 12

COMPUTERS 10

SENSORS 08

WEAPONS 08

DEPARTMENTS

COMMAND +2

SECURITY -

SCIENCE -

CONN -

ENGINEERING -

MEDICINE +1

SCALE: 5

WEAPONRY:

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

TALENTS

Typhon-class starships have the following Talents:

- Advanced Sickbay
- Command Ship
- Extensive Shuttlebays
- Fighter Wing

