



SESSION

“Starship Design”

LOCATION

Room One

HOSTED BY

[TF] Kaede Kayano (Theta Fleet)

[TF] Qazzy (Theta Fleet)

TIME

4pm GMT

(all times presented in CST [UTC-6])

[BF] aio, 10:01:24 AM

== ^ == ^ == ^ == EVENT: STARSHIP DESIGN == ^ == ^ == ^ ==

Zangetsu, 10:01:42 AM

Let's get this show on the road!!! <:rooRage:393983809370062848>

[SB118] Groznin Smith, 10:02:35 AM

Yeah boi!

[TF] Kaede Kayano, 10:02:36 AM

Good Morning, Afternoon, Evening everyone. Welcome to the Starship Design panel! Today you're wonderful hosts are me, Commodore Kaede Kayano of Theta Fleet. You may also know me as Will, I'm pretty well known and I am also "Ritsu" from Anodyne Productions making skins etc for you all. My awesome co host is @[TF] Qazzy known as Leland, or Captain Alistair McKeon also from Theta Fleet. Today we've got a few things lined up for you all.

We're going to cover the following here:

The Basics of Starship Designs including roles, and starship layouts

Specifications of Starships

Starship Abilities

We'll also be releasing some of our own Specs for you all to use, to update some of our ageing classes of ships. And we'll also do a General Question and Answer session. So shall we get this ship upto warp speed?

Zangetsu, 10:03:24 AM

Preferrably not, take it nice and slowly!

[OF][TFCO] Deletham, 10:03:58 AM

Looking forward to it

[SB118] Groznin Smith, 10:04:03 AM

Sweet

Billy, 10:04:04 AM

Sits sipping on his third cup of coffee

[BF] BlackWolf, 10:04:10 AM

secretly an Engineer by heart <3

[TF] Kaede Kayano, 10:04:12 AM

@[TF] Qazzy, the floor is yours to introduce yourself and say hi!

Zangetsu, 10:04:14 AM

THIRD O_O

Wolf626, 10:05:11 AM

Hello I'm Wolf626 here from SARP.

[TF] Qazzy, 10:07:03 AM

Hey everyone, I'm Qazzy. In addition to helping @[TF] Kaede Kayano out with Theta Fleet's R&D and coming up with new ship classes I've also taken the time to update some of our older classes, some of which we'll present to you guys later. I'm hoping that everyone will enjoy our presentation today

[TF] Kaede Kayano, 10:07:23 AM

Ok cool! So we'll start with a look at the basics of starship design!

Just for reference, and for your information. I am working this panel from using the official technical manuals that have been released over the years.

As you all most likely know, Federation Starships usually are formed of a Saucer Style Section, Secondary Hull and Warp Nacelles. Usually Warp Nacelles comes in sets of two, however we have seen ships with 1 and in some cases of kitbashes, 3.

However, it should be noted that the number of Warp Nacelles does not determine a ships speed, or how stable its Warp Field is.

Zangetsu, 10:10:03 AM

nods On with it please.

Marty, 10:10:30 AM

answer when convenient @[TF] Kaede Kayano what does number of warp nacelles determine?

[TF] Kaede Kayano, 10:10:35 AM

Moving on, from this little intro. I'm going to go over the certain classes of ships, and by that I don't mean Galaxy, Intrepid, Constitution etc.

@Marty Sometimes it depends on how powerful the ships warp core is, and how big the ship is.

The classes I want to address are more simple.

[TF] Qazzy, 10:11:38 AM

@Marty Also stability of the warp field compared to size of the ship

[OF] du Lac, 10:12:07 AM

Nacelles determines the warp field geometry along with the shape and size of the hull

[TF] Kaede Kayano, 10:12:24 AM

Yes, although it is stated in the TOS Technical Manual by Gene Roddenberry that it is recommended to have a minimum of 2 nacelles to guarantee the stability of the warp field around the ship.

So the classes we have could be defined better as roles for the ships in Star Trek. Battleship, Cruiser, Destroyer, Science Vessel, Explorer etc. All of which have different roles in Starfleet and can do different things.

Which one would you guys like to start with?

[NDF] Cael Maz, 10:14:13 AM

Science! 😊

[BF] Leah, 10:14:14 AM

Wouldn't mind starting with the Battleship that be very interesting

[BF] BlackWolf, 10:14:21 AM

Science

[OF] du Lac, 10:14:22 AM

I'd like to explore the difference between Light Cruiser and Heavy Cruiser

Billy, 10:14:22 AM

Destroyer

Wolf626, 10:14:24 AM

Destroyer

[SB118] Groznin Smith, 10:14:26 AM

Destroyer

Numen, 10:14:35 AM

science vessel

[STF] JoeP, 10:14:36 AM

Do you actually use those terms in a meaningful way?

Trem, 10:14:39 AM

Destroyer

[TF] Kaede Kayano, 10:14:40 AM

Ok. I'll Cover Science, then Battleships. Look a Cruisers and then Destroyers.

They can be used in a good way to determine what sort of ship is best for you, and so you don't do what your ship isn't capable of.

[BF] Leah, 10:15:04 AM

Well do Destroyers before battleship since that had more of a vote 😊

[TF] Kaede Kayano, 10:15:15 AM

Ok. Science Ships.

So, a Science Ship is basically what it says on the tin. You get what you paid for. Such classes that can come under Science Ships include Nova, Intrepid and even Oberth Classes.

You'll often find they will have good sensors, rather strong shields and in the case of the Intrepid and Nova Classes, landing Capabilities for planetary missions and surveys.

Science in Starfleet is spread throughout the fleet, however a designated Science Ship will often be dispatched to deal with a certain mission/anomaly for example for long term or short term study.

However, a science vessel might not always be heavily armed. You wouldn't expect a Science Class ship to be on the front lines, but it may be providing support from the rear in tactical or fleet engagements.

Zangetsu, 10:18:33 AM

Thought Oberth was a mix between cargo & science.

[BF] BlackWolf, 10:19:00 AM

And intrepid can be modified into a stronger shielded vessel

[BF] Leah, 10:19:01 AM

Oberth could also pass for a Medical ship as well

[TF] Qazzy, 10:19:04 AM

Oberth was a dedicated science class

[TF] Kaede Kayano, 10:19:09 AM

Oberth is classed as a Science Vessel too yes. Although it has a multi-functional role and can be adapted to do what it needs to.

[TF] Qazzy, 10:19:35 AM

Keep in mind that Starfleet can modify certain ships of a class to fit other roles as well

[NDF] Cael Maz, 10:19:48 AM

Nebula with science pod serves the same purpose.

[TF] Kaede Kayano, 10:20:08 AM

Yes, for example the pod on a Nebula Class Starship can be modified to a different one depending on the mission. The same rule applies to the Luna Class.

Ok, any questions on Science Ships you guys want me to address?

Billy, 10:20:53 AM

Wasn't the Miranda class a dedicated Science Vessel as well?

[TF] Kaede Kayano, 10:21:18 AM

The Miranda Class was classed originally as a Light Cruiser. I'll cover that in the Cruisers section 😊

[BF] BlackWolf, 10:21:43 AM

What would be a no go on a Science vessel when constructing one?

[TF] Kaede Kayano, 10:22:03 AM

If you want a science vessel, stick to science, speed and don't go for all the weapons.

Zangetsu, 10:22:06 AM

Weaponery

[TF] Kaede Kayano, 10:22:14 AM

Don't expect a Nova Class to be taking out a Borg Tactical Cube.

Zangetsu, 10:22:17 AM

or rather too powerful

[TF] Kaede Kayano, 10:22:44 AM

Technically, Voyager shouldn't have done that well against The Borg... but thats a different conversation all together.

[BF] BlackWolf, 10:23:25 AM

So it is important by ship construction to balance it on the category you are building on and have it weakness and strengths if I understand correctly?

Marty, 10:23:26 AM

I'd think Luna class was dedicated science but yes any vessel can be repurposed

[16th] Admiral Teagarden, 10:23:34 AM

Voyager the ubership

[TF] Kaede Kayano, 10:23:39 AM

@[BF] BlackWolf Yes Exactly.

Marty, 10:23:44 AM

not warship Voyager LOL

[TF] Kaede Kayano, 10:23:56 AM

Now for Battleships.

[BF] BlackWolf, 10:23:59 AM

Good, then I am on the good route when building ships haha

Billy, 10:24:00 AM

Question

[TF] Qazzy, 10:24:24 AM

It's fair to say that Starfleet ships are all well rounded and designed to take on multiple roles,

Billy, 10:24:29 AM

In Starship Creator we see the Intrepid class holds a larger crew...why is this arguable

Numen, 10:24:56 AM

There is any general design for saucers and such when you design a science vessel? Having in mind graphics here

[TF] Kaede Kayano, 10:25:09 AM

There is no specific design for any starship.

Zangetsu, 10:25:14 AM

the more detail the better!

[TF] Kaede Kayano, 10:25:21 AM

And when it comes to crew, you need to be realistic on how big your ships internal space is.

Billy, 10:25:36 AM

okay that makes sense

[TF] Kaede Kayano, 10:26:00 AM

Now battleships, such classes under this category can include, Galaxy, Sovereign and Excalibur Classes.

[OF] du Lac, 10:26:26 AM

point of order if I may?

[TF] Kaede Kayano, 10:26:28 AM

You'll expect to find Battleship class starships may also be explorers, or capital ships. Usually commanded by a Captain or higher.

[OF] du Lac, 10:27:01 AM

but you answered it, carry on 😊

Zangetsu, 10:27:24 AM(edited)

Thought Starfleet didn't believe in anything war related....

[TF] Kaede Kayano, 10:27:51 AM

In Deep Space Nine, the Galaxy Class Starships were categorised as "Battleships" by Starfleet as they had an impressive arsenal at their command. However they also could become mobile command centers.

[16th] Admiral Teagarden, 10:28:03 AM

Defiant is a warship, as is Prometheus

[OF] du Lac, 10:28:13 AM

but their primary designation is Explorer

[TF] Kaede Kayano, 10:28:17 AM

I'm using Navy terms to make it easier to explain the roles of Federation Starships.

[OF] du Lac, 10:28:20 AM

Gal's that is

[BF] greenfelt22, 10:28:48 AM

Let's avoid the Starfleet is/isn't a military argument please.

[TF] Kaede Kayano, 10:29:05 AM

Worf does refer to the Enterprise D as a battleship in the episode where they all wake up and don't remember who they are.

The name of the episode eludes me.

[TF] Qazzy, 10:29:20 AM

Starfleet is designated as the Federation's explorative and defensive arm in legal terms

[16th] Admiral Teagarden, 10:29:23 AM

Conundrum

[PF] AlexM, 10:29:30 AM

Save the is/isn't a military for my discussion later.

[STF] JoeP, 10:29:35 AM

Because he's a Klingon and thinks that he's the war captain to blow everything up

[16th] Admiral Teagarden, 10:30:08 AM

The video games do assign military terms to the ships

[TF] Kaede Kayano, 10:30:20 AM

Yes, but on seeing that the Enterprise D has 250+ torpedoes and an impressive phaser array, one could assume it was a battleship. As most ships with "heavy" armaments were used in this fashion.

[16th] Admiral Teagarden, 10:30:32 AM

Starfleet Command, for example, identifies it as such

[STF] JoeP, 10:30:55 AM

So I have a non-war related question that might be tedious and difficult to answer but might also be definitionally useful

[BF] greenfelt22, 10:30:56 AM

I'm gonna classify "battleship" as part of the military argument. Stay on topic please. Let's not derail the panel.

Billy, 10:30:57 AM

So question? Why isn't the Ambassador Class a Battleship anymore ?

Zangetsu, 10:30:58 AM

And yet it is as weak as a paper plane when fighting a BoP

[TF] Kaede Kayano, 10:31:04 AM

The Sovereign on other hands, I personally feel is more like a Battlecruiser. A smaller more versatile battleship style class, much like the HMS Hood from World War Two.

The Ambassador Class was a Battleship once upon a time, however due to its age it was downgraded to that of a Heavy Cruiser. Which is not uncommon in most countries modern Navy.

Zangetsu, 10:32:24 AM

Can we all agree that if the creators of the show had war in mind they would have created ships too powerful and therefore taking any entertainment out of the shows?

Billy, 10:33:05 AM

Okay that makes sense @[TF] Kaede Kayano

[TF] Kaede Kayano, 10:33:09 AM

Such ships as a Galaxy and Sovereign however were designed as Explorers and do have other capabilities other than war.

[STF] JoeP, 10:33:23 AM

The terms "battleship" "cruiser" and "destroyer" were actually meaningful distinctions in early 20th and last 19th century warships, because they described the fact that these ships were made to perform different combat roles due to their apparent weaknesses. None of these trade offs apply in space, or even in modern day naval combat, so what exactly is the meaningful difference in how you uses these terms besides "bigness"?

[TF] Kaede Kayano, 10:33:34 AM

You'll find whole communities on them, much like modern Air Craft Carriers which can be argued to be the "Battleship's" of today.

For example, the USS Missouri in Pearl Harbor is classed as a battleship. It has on board everything its crew needs for extended runs at sea, including medical suites, entertainment areas as well as the normal areas you'll expect to find on a military ship. The crew of that ship was also very large, and considering a Galaxy Class has over 1000 Starfleet Personnel on it, it matches up in its own way.

These types of ships can do the tactical and science stuff, but don't expect them to be as quick or as nimble as an escort or science vessel. A big ship means you've got a lot of weight to pulla round.

Want me to move on?

[BF] Leah, 10:37:00 AM

Yes please

[STF] JoeP, 10:37:06 AM

No, I want to expand on your example

If it's not too annoying

[TF] Kaede Kayano, 10:37:28 AM

Go ahead. Open discussion is welcome here.

[STF] JoeP, 10:38:09 AM

The reason that the Missouri is classed as a battleship is because it has really big guns that are meant to be aimed at other really big ships...

Said really big guns are hard to aim at small, fast boats, so that's why it's followed by destroyers... to hunt down small boats and submarines...

Marty, 10:39:01 AM

considering specs a measured against the galaxy

[STF] JoeP, 10:39:32 AM

... phasers don't have this problem, so what's the meaningful distinction between a destroyer and a battleship besides size?

[TF] Kaede Kayano, 10:39:56 AM

A galaxy class would have more powerful phaser banks than an Intrepid for example.

Marty, 10:40:18 AM

size matters lol

[PF] AlexM, 10:40:20 AM

Or likely it's just going to have more.

[TF] Kaede Kayano, 10:40:28 AM

And a Galaxy Class has way more torpedoes than an Intrepid etc.

[PF] AlexM, 10:40:34 AM

Bigger ship means more room for power generators and the like.

[TF] Kaede Kayano, 10:40:51 AM

Yes agreed.

Cruisers anyone?

Billy, 10:41:06 AM

YES

Billy, 10:41:17 AM

Miranda class

[BF] Leah, 10:41:22 AM

yes please as there is 20 mins left of the panel 😊 don't really want to miss anything 😊

[TF] Kaede Kayano, 10:41:24 AM

Ok, so you've got Light and Heavy Cruisers.

Light cruisers can include such ships as Miranda Class, Cheyenne Class and Steamrunner Class.

Heavy Cruisers are pretty much the same, but bigger and will most likely be older battleships, or designed as explorers. These can include, Nebula Class, Excelsior Class and Constitution Class.

Cruisers are your 'bread and butter' of the fleet, much like they were in WW2 and are today.

They will be able to deal with pretty much anything you throw at them, and have multiple uses and capabilities. They are the most versatile ships in Starfleet and can be modified and sent on a variety of missions and tasks.

One thing to note, is that a Light Cruiser won't be as heavily armed or as equipped as a Heavy Cruiser.

For example, a Miranda Class does not have the same capabilities as an Ambassador Class.

[OF] du Lac, 10:45:02 AM

(also far older)

Billy, 10:45:30 AM

Miranda class starship is heavily armed for a light cruiser

[TF] Kaede Kayano, 10:45:54 AM

She does have some impressive armaments yes, however they wouldn't be as powerful as a larger ships.

A light cruiser would focus more on speed and tactics.

Each of them however, would be able to do science missions as well.

[TF] Qazzy, 10:46:33 AM

Something I want to note @[TF] Kaede Kayano

[TF] Kaede Kayano, 10:46:49 AM

Over to @[TF] Qazzy

Griff, 10:48:53 AM

In some respects, the classification of a ship is a judgement call. The Miranda is a “light cruiser” because it is much smaller and somewhat less capable than the Constitution, which is a “heavy” cruiser. However, classifications can change over time. While the Excelsior is a “battleship” by the standards of when it was built, it operates as a heavy cruiser by the time of TNG. Classifications can and do change.

[TF] Kaede Kayano, 10:49:13 AM

Yes they do @Griff

Billy, 10:49:52 AM

So What about the New Orleans Class ship? I see it listed as a Heavy Frigate and the Miranda listed as a light cruiser when the New Orleans is a more advanced ship?

[OF] du Lac, 10:50:01 AM

10 minute warning @[TF] Kaede Kayano

[TF] Qazzy, 10:50:05 AM

Before it was mentioned that the Intrepid class is set as a science ship, but there are a lot of sources and fleets that have it marked as a light cruiser or even as a science cruiser. Please keep in mind that individual ships of a certain class can be built for roles outside the norm for their usual class setup. Also, what Starfleet would consider a battleship in the 23rd century would be demoted to a different status by modern standards by the late 24th century

[TF] Kaede Kayano, 10:50:25 AM

Ok. So I'm going to leave the classifications there for now as we only have 10 minutes left.

Griff, 10:50:42 AM

Even in real life, these terms are somewhat flexible. Modern destroyers can be as big as or even bigger than cruisers.

[TF] Kaede Kayano, 10:50:54 AM

Now this is not meant as a recruitment statement, but I am today going to be sharing some refit upgraded specs to you all.

Billy, 10:51:04 AM

awesome

[TF] Kaede Kayano, 10:51:18 AM

I am happy for each of you to use them in your respective fleets, as long as the specs, history and credit remains intact.

[NDF] Cael Maz, 10:51:44 AM

bows humbly

[TF] Kaede Kayano, 10:51:45 AM

Me and @[TF] Qazzy have been working on updating some of the 24th Century Starfleet Ships which are now becoming "old" to more advanced styles.

We have refit variants for the Galaxy, Intrepid and Sovereign Class Starships.

I have also adapted and written from scratch, with research specifications for the Armitage and Pathfinder Class Starships from Star Trek Online.

Marty, 10:53:06 AM

remember you don't need to change the appearance of those classes just upgrade specs 😊

[OF] du Lac, 10:53:42 AM

as a Fleet CO and a host I would remind visitors that "old" is relative to the timeline of your Fleet/Sim/Club/Group so what may be old here may not be old IC

so check that before asking your R&D 😊

[TF] Kaede Kayano, 10:54:21 AM

<https://thetafleet.net/index.php?option=shipdb&sclass=67> - Galaxy II Refit

<https://thetafleet.net/index.php?option=shipdb&sclass=115> - Intrepid II Refit

<https://thetafleet.net/index.php?option=shipdb&sclass=123> - Sovereign II Refit

<https://thetafleet.net/index.php?option=shipdb&sclass=116> - Nova II Refit

<https://thetafleet.net/index.php?option=shipdb&sclass=118> - Armitage Class (STO- Akira Redesign/Refit)

<https://thetafleet.net/index.php?option=shipdb&sclass=114> - Pathfinder Class (STO - Intrepid Redesign/Refit)

And yes @[OF] du Lac is right, depending on your timeline they can be old or new.

These specs are only updated to be in line with the simming year 2395.

Also, for your enjoyment, and should you need them. I am using Technical Manuals which can be downloaded from here for free: <http://engineering.thetafleet.net/manuals.html>

[BF] Leah, 10:55:51 AM

Alright 5 mins left until next panel please start moving over to #overflow-one

[TF] Kaede Kayano, 10:55:53 AM

Ok, 5 minutes.

[BF] Leah, 10:56:04 AM

if you feel it needs more discussion 😊

[TF] Kaede Kayano, 10:56:05 AM

Any questions?

Marty, 10:56:19 AM

Thankies @[TF] Kaede Kayano and @[TF] Qazzy for panelling 😊

[BF] BlackWolf, 10:56:34 AM

Thanks for the panel :3

[STF] JoeP, 10:56:37 AM

What's the one sentence summary of a destroyer?

And thank you

[SA] Wes of Star Army, 10:56:54 AM(edited)

"A ship that hunts submarines"

Rich, 10:56:58 AM

Re do the innards, new paint outside

[TF] Kaede Kayano, 10:57:01 AM

Quick, hit and run vessel that likes to deal damage but is used for sneak and stealth missions. Centaur Class for example.

[TF] Qazzy, 10:57:09 AM

Or Defiant

Marty, 10:57:10 AM

So an extra nacelle can be used should one fail or be irreparable?

[TF] Kaede Kayano, 10:57:29 AM

Ships can run on 1 nacelles if necessary. Voyager and the Enterprise D did it once.

Rich, 10:57:45 AM

I figured so saucer could warp if necessary. Gal refit

[OF]Harrington, 10:57:52 AM

3 Minute warning.. 😊

[BF] Leah, 10:58:00 AM

Alright lets move over to #overflow-one 3 minutes

Marty, 10:58:01 AM

if equiped with a nacelle @Rich

[SB118] CSO Lt. German Galven, 10:58:12 AM

until what? A temporal rift opens?! 😞

[BF] aio, 10:58:19 AM

2 Minute Warning. Please move any discussion from the current panel to #overflow-one

Billy, 10:58:30 AM

I think it should be noted that while a Starship can operate on one nacelle, that warp speed is reduced as well.

[TF] Kaede Kayano, 10:58:30 AM

OK, overflow 1 if you have any more Tech Talk.

Thanks guys 😊

Any more Tech Questions. I can go deeper into stuff covered if you want me to.

Billy, 11:00:26 AM

The Miranda class is the successful enigma of the Star Trek universe, as it is not like the traditional ships but has managed to survive even without a deflector dish...

[TF] Kaede Kayano, 11:01:15 AM

She has a deflector grid, which is like a deflector dish. 😊

Marty, 11:01:42 AM

I think you may find the deflector on the rollbar maybe

[TF] Kaede Kayano, 11:01:55 AM

Depends on the Variant. 😊

Billy, 11:02:15 AM

That's another thing without the roll bar, how does it fire torpedoes?

[STF] JoeP, 11:02:17 AM

The rollbar has all required plot devices, unless it isn't there

[16th] Admiral Teagarden, 11:02:18 AM

I always thought the outriggers on the saucer were the deflector

Marty, 11:02:31 AM

what about those two weapon ports things on either side of the bridge?

[16th] Admiral Teagarden, 11:02:34 AM

Not all ship have torpedoes

Billy, 11:04:18 AM

So like the Saratoga in DS9 her phaser cannons would compensate for the lack of torpedoes?

[TF] Kaede Kayano, 11:04:37 AM

Most likely.

The Nebula Class is basically a larger Miranda Class when you look at it.

A multi-mission style ship which can be modified for different roles.

[TF] Qazzy, 11:05:52 AM

I just realized we forgot one of the more multimission classes @[TF] Kaede Kayano

[TF] Kaede Kayano, 11:06:38 AM

Yeah... We could have used like 3 hours lol.

[TF] Qazzy, 11:06:45 AM

yeah lol

[TF] Kaede Kayano, 11:07:17 AM

Any questions regarding the specs that myself and @[TF] Qazzy shared with you all today?

[NDF] Cael Maz, 11:09:01 AM

None that I can think of. All of them are fantastic!

Billy, 11:09:04 AM

No you guys are awesome

I wish we had more single nacelle ships...the best design created in my opinion was the Kelvin Class

Marty, 11:09:39 AM

don't worry should ask Hosts for a Ships-Bases Workshop channel

[BF] greenfelt22, 11:10:13 AM

Done

[TF] Qazzy, 11:10:23 AM

There's not a whole lot of single nacelle ships, the most common is the Akula class and of course the Kelvin

Marty, 11:10:45 AM

Freedom class

pretty much a TNG akula

Thanks @[BF] greenfelt22 for the techies who want to play hehe

[TF] Kaede Kayano, 11:11:52 AM

Muhahaha! Techies Channel! 😁

Billy, 11:12:01 AM

Challenger class

[TF] Kaede Kayano, 11:12:17 AM

I wanted to Cover some of STO's designs, but ran out of time.

[NDF] Cael Maz, 11:12:40 AM

I feel that the only thing I am struggling with is how I formatted my specs sheet for New Destiny. Think it does not fit the norm of every other fleet currently. Guess that makes me unique hehe

Billy, 11:15:03 AM

the Lexington class in STO is an awesome design (klington academy)

[STF] JoeP, 11:23:56 AM

There's an Akula class?

[TF] Kaede Kayano, 11:24:36 AM

Not in STO unfortunately. Last time I saw that was in Star Trek Legacy

[STF] JoeP, 11:24:48 AM

Ahh that's why I have no idea what it is

briefly wonders why Starfleet would name a class of ships after a Soviet ballistic missile submarine but then decides not to ponder that too much

Griff, 11:28:24 AM

Hm? The Typhoon class, you mean?

[TF] Qazzy, 11:29:16 AM

Akula was the Soviet's answer to the LA class, titanium hull, fastest submarine in the world until they were retired

[STF] JoeP, 11:29:48 AM

Griff, correct

Akula was the NATO reporting name for what Qazzy is talking about, but the Soviets called the Typhoon an Akula

[TF] Qazzy, 11:32:47 AM

Yeah, the Soviets called it the 'Shchuka' or Project 971