

Other Starships Deck plans and Details

(All Premised none have been developed beyond a baisic history, spec and deck plan)

Free For Usage.

Valkyrie class - Rp Ship Premise (needs developing)(Possible Elite Cadet Ship)

Deck Description

- | | |
|---|---|
| 1 | Captain's quarters, VIP quarters, Shared quarters, Sickbay, Lounge |
| 2 | Bridge, Ops/Security Office and Holding Cell, Ready Room, Storage Closets |
| 3 | Engineering, Cargo Hold, Emergency Shuttle |

NOTE: The Valkyrie class is actually only two decks in height. Deck 1 and 3 comprise the majority of the vessel, while the "Bridge Area", also referred to as "Deck 2" is located at the bow of the ship situated with its mid-point halfway between decks 1 and 3. In effect, the vessel has a split level design.

Classification: Valkyrie-class Defensible Transport Vehicle

Accommodation: 10 (2 Officers, 8 Enlisted Crew)

Hull: Heavy ablative hull armor. Duranium-Tritanium composite with micro-fiber reinforced ablative armor over critical compartments.

Number of Decks: 3 Total (see note under deck layout section)

Propulsion:

- 2 LF-70 Advanced Linear Warp Drive Units
- 2 FIG-7 Subatomic Unified Energy Impulse Units
- 1 Experimental Active Mode Transwarp Drive

Velocity:

- Warp 7.0 Standard Cruising Speed
- Warp 9.9 Maximum Cruising Speed
- Warp 9.99 Maximum Attainable Speed (48 hours)
- Transwarp Short Hop Capability Only

Phasers:

- 4 Type XVI Collimated Phaser Arrays

Torpedoes:

Compliment: 10 Quantum, 20 Photon, 5 Tricobalt, 5 Transphasic

1 MK 100 Burst Fire Torpedo Launcher (Photon/Quantum/Transphasic)

1 MK 85 Direct Fire Photon/Quantum/Tricobalt Torpedo Tubes

Shields:

FSQ-8 Primary Shield and Deflector Control System

FSQ-4 Secondary Shield and Deflector Control System

History:

Designed as a transport vehicle, the Valkyrie-Class is small enough to fit precisely into the Insignia-class carrier variant's modified hanger deck. An easy go between a Runabout and a Defiant-Class starship, the Advanced Starship Design Bureau have officially classified this vessel as a starship craft, despite arguments that the Valkyrie-Class is more of a support vessel.

Missions Specification:

The primary goal for such a craft is for the fast and easy transport of goods and personnel between great distances, as well as an additional platform to bring an impressive array of tactical & defensive systems to bare in defense of her assigned Insignia class variant.

Prometheus Class - RP Ship Premise (needs developing)

History:

The Prometheus Class is the latest in a series of designs by the Advanced Starship Design Bureau (ASDB) to increase the response

times of ships in high-danger situations and increase survivability. Their primary defense classification is Attack Cruiser,

reflecting their capability to split into effectively 3 semi-independent starships of high strength. The Hades is capable of

causing a massive amount of damage to an enemy vessel or installation, followed by a quick return to Federation-controlled space

if need be. The vessel has been designed with high-yield advanced weaponry to fit its assignment as an Attack Cruiser and the

cutting-edge of defenses to ensure maximum crew survival during combat.

The Prometheus Class Design Project was begun soon after the launch of the Keltoi class to be the centerpiece of the Starfleet

combat fleet. The design team incorporated many changes to the prototype and because of its unparalleled success on the

battelfield it led to the creation of the Indefagitable class Battleship, the first combat variant of the Prometheus Class was

launched two years later under heavy secrecy. The Prometheus class has however proven to be an excellent main-line warship and the

Attack Cruiser while smaller than the Indefagitable class is no less deadly a foe and with its tri-vector assault capability,

heavy weaponry and hardened defenses. Many a foe has sailed into combat against these "Lone" starships and quickly found

themselves overmatched, even having backup is no guarantee of success as the one ship can become two or three, causing the same

problems to those arriving to give aid to their stricken fellows.

Tri-Vector Assault Mode Notes:

The Prometheus Class ship is a Tri-vector Assault vehicle, it separates into three fully-capable sections while in Vector-Assault

mode. All three sections maintain power, supplies and crew for operations of up to 1 year in the event that the other sections are

destroyed in combat, and all contain the necessary command functions (bridge, engineering, etc) to retain full autonomy.

General Specifications:

Dimensions:

Length: 415 Meters.

Height: 88 Meters.

Decks: 24.

Propulsion and Power Systems:

Warp Drive Systems:

Type: Mark IV Prototype Warp drive

Power: Matter/Antimatter with Triad Reactant Injector System (TRIS)

2 Mark IX Fusion Reactors (For the Saucer during Separation)

Normal Cruising Speed (non-vector): Warp 8.

Maximum sustainable cruise speed (non-vector): warp 9.8

Emergency Speed (non-vector): Warp 9.975 (For 12 hours)

-Normal Cruising Speed (Vector Attack Mode): Warp 6.

-Maximum sustainable cruise speed (Vector Attack Mode): warp 8

-Emergency Speed (Vector Attack Mode): Warp 9.5 (For 12 hours)

Impulse Drive Systems :

Type: Type II Hyper Impulse Propulsion System (HIPS)

Defensive Systems:

Phaser Type: XII phaser strips Phaser Locations: 12 spread along various locations (4 on the Saucer, 4 each on each Engineering

Section)

Quantum Torpedoes Locations: 2 Fore, saucer section, pulsefire. Quantum Complement: 400

Primary Shields: Auto-Modulation Regenerative Shields

Secondary Shields: Standard Type IV shields.

Tertiary Shields: Standard Type 2 navigational Shields Armour: Heavy Duranium/Tritanium double hull plus 18 cm Ablative Armour.

Tractor Beams: 1 Aft, all aspects

Transporter Systems:

Personnel Transporters: 5.

Emergency: 12.

Cargo Transporters: 4.

Crew Information:

Officer Complement: 175.

Enlisted Crew: 400

Maximum Life Support Capacity: 1080 (non-vector only).

Holographic Systems : Tactical Holographic Interface System

Cloaking Device: Type IV Federation Phase-Cloaking system (non-vector only)

Medical Hologram: Mark II EMH.

Holodecks: 4

Deck plans:

The Saucer Section:

-10 Decks

-Powered by 2 experimental fusion reactors

-Warp capable

The Engineering Sections

-Upper Engineering has 8 Decks

-Lower Engineering has 6 Decks

-Both are warp capable.

Deck 1: Main Bridge, Captain's Ready Room, Conference Room

Deck 2: Officers quarters, First Officer's office

Deck 3: Officers quarters, Docking ports, Rec Decks (entertainment centers)

Deck 4:Primary Impulse Engines , Cargo transporters, Lifeboats, Saucer engineering (level One), Fore Photon & Quantum Launchers

(2), Torpedo Magazine.

Deck 5: VIP Guest Accommodations, Transporter Rooms 1 and 2, Saucer Engineering (level two), primary impulse engines, Upper

primary computer core, Emergency Sickbay, Deployable Warp Nacelle (Rear of the section).

Deck 6:Crew Quarters, Chief Operations officer's office, Chief Science officer's office, Transporter Rooms 1,2, High Energy

Biophysics Lab, Atmospheric Physics lab, Astrometrics lab, Science Labs, EPS Support, Main computer core (level 2)

Deck 7:Crew Quarters, Mess Hall, Chief Tactical Officer's office, Chief Security officer's office, Brig, Chief Conn officer's

office, Fusion reactor

Deck 8:Crew Quarters, Crew lounges, Counseling department, Holodecks 1-2, Hull spine conduits, EPS support

Deck 9:Contingency crew quarters, Junior officers quarters, Consumables storage, RCS Thruster Quads, , Operations support systems,

Rear Quantum Launcher, Torpedo Storage.

Deck 10:Ten Forward, Junior officer quarters, Sickbay, Medical labs, CMO's office, Gymnasium, Consumables transfer conduit,

Recycling center, Waste extraction, Upper reactant loader, Torpedo storage magazine

Deck 11: Stellar Cartography, Hydroponics labs, Captain's arboretum, Cargo bays 1-3, Engineering systems programming office,

Deflector control systems, Docking port, Auxiliary fusion reactor, Forward Quantum & Photon Torpedo launcher (2), Captains yacht

Deck 12:Primary Engineering/Saucer Umbilical Systems. RCS Thruster Ports, Temporary Crew Quarters, Battle Bridge

Deck 13:Engineering crew accommodations, Cargo loading doors, Entry airlock, shuttlebay (upper hangar), Transporter Room 3

Deck 14:Engineering support offices, Engineering crew accommodations, Sensor maintenance, Main Engineering, Antimatter Pod Storage

& Secondary Control Systems, Shuttlebay (Lower Hangar)

Deck 15:Primary Deuterium tank, Deuterium control systems, Consumables storage, Secondary Computer Core (level One), Main

Deflector Dish (Level One), Main deflector field emitter

Deck 16:Upper Engineering, Deuterium injectors, secondary computer core (Level 2), Tactical planning, Phaser range, MIE Auxiliary

Access, Structural Integrity field systems (SIF), Emergency response/Damage control teams, Primary Environmental controls, Main

Deflector Dish (Level 2), Upper Warp Nacelle Access

Deck 17:Upper Engineering support, Junior officers quarters, Primary Inertial Dampening & Structural Integrity systems, Main

Deflector Dish (Level 3) , computer core monitoring systems, EPS Node monitoring, Deflector signal processing, Primary

Navigational Control

Deck 18:Engineering support, Primary Main Engineering, Chief Engineer's office, Engineering labs, , Contingency crew

accommodations, Fire suppression systems, Sensor maintenance, Power transfer conduits, EPS Main power distribution center

Deck 19:Lower Engineering, Phaser maintenance, Sensor monitoring suites, Transporter rooms 4, Systems monitoring suites, Emergency

Sickbay, Lower Warp Nacelle Access

Deck 20:Secondary Deuterium Storage Tanks and Control Systems, Lower Engineering Impulse Control, Cargo operations, EPS node

monitoring, Secondary Computer Core (level 1), Battle Bridge

Deck 21: Cargo Operations, High energy biophysics labs, Computer relay monitoring stations, Contingency crew accommodations, Cargo

bay entry doors, Security section, Weapons storage, Secondary Cargo Bay, Secondary Computer Core (level 2), RCS Thruster Quads

Deck 22: Primary Antimatter storage pods, Anti matter supply manifolds, Environmental systems monitors, Forward Photon and Quantum

Launchers (2), Torpedo Magazine.

Deck 23: Primary Antimatter loading ports, Antimatter generator, Primary Antimatter injection systems, Antimatter pods jettison

hatch, Primary Warp reactor core jettison hatch, Tractor beam emitter, Aft Torpedo launcher

Aux Shuttlecraft:

Type-9 Personnel Shuttlecraft:

The Type-9 Personnel Shuttle is a long-range craft capable of traveling at high warp for extended periods of time due to new

advances in variable geometry warp physics. Making its debut just before the launch of the Intrepid-class, this shuttle type is

ideal for scouting and recon missions, but is well suited to perform many multi-mission tasks. Equipped with powerful Type-VI

phaser emitters, the shuttle is designed to hold its own ground for a longer period of time.

Carried: 2

Type-10 Personnel Shuttlecraft:

Developed specifically for the Defiant-class starship project, the Type-10 Personnel Shuttle is the largest departure from the

traditional role of an auxiliary craft that Starfleet has made in the past century. Short of a dedicated fighter craft, the Type-

10 is one of the most powerful auxiliary ships, with only the bulkier Type-11 being more heavily equipped.

Carried: 2

Captain's Yacht:

The Sovereign Class captain's yacht was a large auxiliary craft which normally docked on the ventral side of the saucer section, opposite the bridge, and immediately below the saucer torpedo launcher.

Carried: 1

Insignia Class RP ship Premise (needs developing)

Key Features:

1. LCARS 10 (The screens are no longer as static as previous incarnations of the system and the color scheme has been changed to subtle greens and blues. See image. The CO's chair has 2 miniature LCARS displays which open from the armrests.)
2. Safety Restraints (Built into all chairs in major areas of the ship. Two retracting arms activate at the press of a button, emerging from the seat sides to harness the individual down for safety.)
3. Holographic Bridge Screen (Although previously used aboard Sovereign-class vessels, Discovery's screen stretches across the entire front half of the bridge, providing a 180 degree view.)
4. Independent Power Systems (Protected power backups are located throughout the ship as a means of combating dampening fields, both natural and technological. Although not resistant to all dampeners, they are installed in systems which would benefit most: Bridge, Shuttlebay Doors, Brig, Astrometrics, etc).
5. Class 4 Holodecks (Not new technology, but still not fully phased into Starfleet. The computer codes of holographic characters are deleted after their use to prevent true Artificial Intelligence. The upgrade was a response to the Holographic Rights Movement.)

Deck Description

- | | |
|---|--|
| 1 | Bridge Module (Main Bridge, Captain's Ready Room, Officers' Briefing Room) |
| 2 | Executive Officer's Office
Ship-to-Station Turbolift Connector
Escape Pod Access |
| 3 | Captain's Quarters
Senior Officer's Quarters
Upper Sensor Platform Subsystems |
| 4 | Triage Sickbay (For Emergencies Only)
Transporter Rooms 1 & 2 |

Torpedo Loading Maintenance

- 5 Theater
 - Gymnasium
 - Arboretum
 - Phaser Maintenance

- 6 Mess Hall
 - Forward Lounge 1
 - Upper Computer Core Access
 - Chief Operations Officer's Office
 - Crew Quarters
 - Escape Pod Access

- 7 Astrometrics
 - Stellar Cartography
 - Science Labs
 - Chief Science Officer's Office
 - Primary Shield Generators
 - Crew Quarters

- 8 Holodecks 1, 2, & 3
 - Shuttle Bay Overlook
 - Intelligence
 - Crew Quarters

- 9 Concert Hall
 - Shuttle Bay
 - Lower Computer Core Access
 - Civilian Quarters

- 10 Upper Aft Lounge ("The Torpedo Tube")
Transporter Rooms 3 & 4 (Not Regularly Staffed)
Gymnasium 2
Forward Lounge 2
Upper Marine Sector (Transporter Room, Barracks, Mess Hall)

- 11 Main Sickbay (Sickbay, Chief Medical Officer's Office, Medical Lab)
Shuttle and Fighter Maintenance Hangar
Lower Aft Lounge ("The Torpedo Tube")
Enlisted Quarters
Lower Marine Sector (Training Holodeck, Barracks, Lounge)
Escape Pod Access

- 12 Brig
Chief of Security's Office
Upper Engineering Support Area
Enlisted Quarters
Escape Pod Access

- 13 Main Engineering
Chief Engineer's Office
Counseling
Hydroponics (For Personal Use Until Needed)
Tractor Beam Control
Enlisted Quarters
Escape Pod Access

- 14 Lower Engineering Support Area
Torpedo Bay Control
Primary Maintenance Support Center
Enlisted Quarters

- 15 Upper Secondary Computer Core Access
 Environmental Support

- 16 Cargo Bay 1
 Transporter Room 6 (For Emergencies Only)

- 17 Secondary Shield Generators
 Deuterium Processing

- 18 Lower Secondary Computer Core Access
 Deflector Control

- 19 Cargo Bays 2 & 3
 Torpedo Bay Control

- 20 Plasma Relay Stations
 Additional Storage

- 21 Additional Storage
 Escape Pod Access

INSIGNIA-CLASS MISSION SPECIFICATIONS:

Pursuant to Starfleet Exploration Directives 902.3 & 914.5, Starfleet Defense Directives 138.6, 141.1 & 154.7, and Federation Security Council General Policy, the following objectives have been established for a Discovery Class Starship:

1. Replace Akira, Steamrunner, and Galaxy class starships as the primary instrument of Federation deep-space defense. Provide a mobile platform for a wide range of ongoing scientific and cultural research projects.
2. Provide autonomous capability for full execution of Federation defensive, cultural, scientific, and explorative policy in deep-space or border territory.
3. Serve as a frontline support vehicle during times of war and emergencies.
4. Provide a mobile platform for testing and implementation of mission-specific or new technology of any kind.

Details:

Design of the Insignia-class vessel series began in the late 24th century. It's original purpose was to provide a more versatile and easily produced design than that of the (then current) Galaxy-class mainline vessels, while also addressing the sub-space damage caused by warp technology.

Versatility was accomplished through a unique modular design. The Insignia-class includes six modules forming the bulk of her saucer section. These modules, which can be changed out in a matter of hours with the proper facilities, allow the ship to be customized for specific missions. They also allow for easy upgrade as new capabilities and technologies become available.

Subspace damage issues were addressed by flattening the profile. This gives her space frame a much flatter appearance than Starfleet vessels before her. The change in profile allows a much tighter, less damaging, warp-field geometry. As a bonus, the tighter warp-field geometry has also proven to greatly reduce hull stresses and allowed for a reduction in the energy requirements of warp-factor transitions.

Robust survivability was added to the list of requirements with the appearance of the Borg threat and onset of the Dominion War. Her stronger space-frame, compartmentalized internal force-field system, and nano-fiber ablative armor make the Insignia-class one of the more survivable vessels in the modern fleet.

Early versions of the Insignia-class were rushed into production for the wars, but development continued, resulting in a series of specialized vessels for both military and exploratory purposes. A combination of the two specialties resulted in the Delta Quadrant's Flagship: USS Discovery. Discovery represents the spearhead of Starfleet's diplomatic and exploration missions in the Delta Quadrant, and has served well in her role.

An updated state-of-the-art replacement to the original USS Discovery commenced duty on

June 1, 2411. Although identical in appearance, the new ship is larger and is only the second vessel to be outfitted with Starfleet's newest computer system as well as other unique features