
Subject: The USS Enterprise-D versus the Death Star
Posted by [Aircraftkiller](#) on Thu, 17 Aug 2006 06:36:13 GMT
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<http://www.youtube.com/watch?v=hNxhrPaaCA4>

Hate Star Wars.. I hate it with a passion. Nice video editing though!

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [Blazer](#) on Thu, 17 Aug 2006 07:35:26 GMT
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Of course we all know that in a real battle, the Empire would be crushed like eggshells. This argument has gone on for decades, but it pretty much comes down to "torp at warp". Federation ships are capable of controlling their travel and weapons while at warp speed. The empire ships can only make Hyperspace jumps, that they must precisely calculate beforehand and have no control over until they complete the jump.

Several ways which the federation would own the Empire:

1. Firing weapons at warp speed. Star destroyers etc couldn't hope to hit them with their pitiful turbo lasers.
2. Antimater spread. Federation ships have the ability to fire bursts of antimatter which pretty much annihilate anything.
3. Transporter technology. Federation ships could beam some torpedoes inside enemy vessels, or beam darth vader out into space...lol
4. Superior armor. Even without their shields, there are many Federation ships like the U.S.S. Defiant, that have armor that can withstand sustained phaser fire. Heck while we are at it:
5. The U.S.S. Defiant. The defiant has superior armor, shields, and weapons. The defiant is also equipped with a cloaking device, so they could uncloak, unleash a volley of fire, and then dissappear. I would imagine that the Defiant could single-handedly wipe out the entire fleet of the Empire.
6. The Borg. The federation could just notify the Borg of where to find the Empire, and they would go to own them, especially when they found out they have a damn ROUND ship, which would surely offend the Borg with their square cubes Just kidding of course, as the borg scout vessels are spherical.

P.S. This post is in jest. I have no desire to ignite a star trek vs star wars flamefest.

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [light](#) on Thu, 17 Aug 2006 07:42:19 GMT

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Blazer wrote on Thu, 17 August 2006 19:35P.S. This post is in jest. I have no desire to ignite a star trek vs star wars flamefest.

That's like pouring petrol all over something then saying you don't intend for anyone to ignite it.

I want to see flames

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [m1a1_abrams](#) on Thu, 17 Aug 2006 11:07:08 GMT

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Hah, that was pretty cool. Must have taken quite a while to find the right dialogue.

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [warranto](#) on Thu, 17 Aug 2006 13:15:08 GMT

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Meh, it all comes down to the fact that the Star Wars galaxy uses laser technology. It was mentioned in one Star Trek:TNG that lasers couldn't even penetrate the Enterprise's "navigational shields", whatever those are.

But my post is with the same intent as Blazer's. No need to start an argument over which is better.

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [Dave Anderson](#) on Thu, 17 Aug 2006 15:17:54 GMT

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That was entertaining.

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [Jaspah](#) on Thu, 17 Aug 2006 17:07:09 GMT

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Meh, the splicing was kind of shitty... nice video though.

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [bisen11](#) on Thu, 17 Aug 2006 17:20:48 GMT

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That was pretty funny. And as for Blazer, I'm not sure why the borg would help the Federation. They'd probably end up homing in on that signal and eliminate the federation. Then it would be Borg Vs Empire with no federation in sight.

Subject: Re: The USS Enterprise-D versus the Death Star

Posted by [Dover](#) on Thu, 17 Aug 2006 18:53:17 GMT

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Star Trek, but not because of any technology.

Jean Luc Picard > Any StarWars character.

And Data. Data FTW.

Subject: Re: The USS Enterprise-D versus the Death Star

Posted by [PlastoJoe](#) on Fri, 18 Aug 2006 21:30:17 GMT

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Blazer wrote on Thu, 17 August 2006 02:35 Of course we all know that in a real battle, the Empire would be crushed like eggshells. This argument has gone on for decades, but it pretty much comes down to "torp at warp". Federation ships are capable of controlling their travel and weapons while at warp speed. The empire ships can only make Hyperspace jumps, that they must precisely calculate beforehand and have no control over until they complete the jump.

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You forgot the trump card.

Q

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [reborn](#) on Fri, 18 Aug 2006 21:48:12 GMT
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OMG, the Empire would pwn the Federation. Who cares about the superior technology that the Federation has... You under estimate the power of the force. Dam the Emporer and darth would just own em up with mad micro skillz and n00berfy them.

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [cmatt42](#) on Fri, 18 Aug 2006 21:51:12 GMT
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Reborn wrote on Fri, 18 August 2006 16:48OMG, the Empire would pwn the Federation. Who cares about the superior technology that the Federation has... You under estimate the power of the force. Dam the Emporer and darth would just own em up with mad micro skillz and n00berfy them.

SpyGuy246 wrote on Fri, 18 August 2006 23:30
You forgot the trump card.

Q

Omnipotence > the Force

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [reborn](#) on Fri, 18 Aug 2006 22:23:59 GMT
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Q is not a member of staff on the Enterprise. Granted he sometimes pretends to be, but he isn't. Even if he was on the Enterprise at the time, then who says he wouldn't turn tot he dark side ^^.

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [Aircraftkiller](#) on Fri, 18 Aug 2006 23:07:46 GMT
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Because he exists within the Q Continuum, not physical reality, which is why he can alter anything about the universe that he chooses to.

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [PlastoJoe](#) on Fri, 18 Aug 2006 23:36:25 GMT
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So I guess if the Enterprise-D and the Death Star battled, Q would win?

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [Aircraftkiller](#) on Fri, 18 Aug 2006 23:45:17 GMT
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Q's intentions are to help humanity... most of the time. This is why the Borg were introduced to the Enterprise after they were discovered 200 years prior on Earth after the events of First Contact, when assimilated Earth men sent a transmission that took (as I said) 200 years to reach the Delta Quadrant - the Borg Cube was headed to Earth and Q gave Starfleet advance knowledge of what to expect from them.

So knowing his intentions, it's entirely reasonable that he'd find some way to make the Enterprise win a battle against the "Empire" assuming the Enterprise was ever impotent against them.

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [bisen11](#) on Sat, 19 Aug 2006 00:29:37 GMT
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Captain Kurk could beat Picard anyday.

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [cmatt42](#) on Sat, 19 Aug 2006 01:42:29 GMT
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dude#1 wrote on Fri, 18 August 2006 19:29 Captain Kurk could beat Picard anyday.
Kirk.

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [Dave Anderson](#) on Sat, 19 Aug 2006 01:48:06 GMT
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I like Picard better.

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [PlastoJoe](#) on Sat, 19 Aug 2006 19:36:46 GMT

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Aircraftkiller wrote on Fri, 18 August 2006 18:45Q's intentions are to help humanity... most of the time. This is why the Borg were introduced to the Enterprise after they were discovered 200 years prior on Earth after the events of First Contact, when assimilated Earth men sent a transmission that took (as I said) 200 years to reach the Delta Quadrant - the Borg Cube was headed to Earth and Q gave Starfleet advance knowledge of what to expect from them.

So knowing his intentions, it's entirely reasonable that he'd find some way to make the Enterprise win a battle against the "Empire" assuming the Enterprise was ever impotent against them. You're talking about the episode of ST:E, right? Was Q involved in that one?

All I've ever heard is how Q hates humanity, so it's interesting that he may just have been preparing them. Though a fat lot of good it did them at Wolf-359.

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [m1a1_abrams](#) on Sun, 20 Aug 2006 01:03:41 GMT

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Everyone knows Wolf 359 was just an excuse for Starfleet to "decommission" their design mistakes. You know, the one shaped like a god damn spoon, among others...

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [PlastoJoe](#) on Sun, 20 Aug 2006 01:08:24 GMT

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And their talented commanders too. Recycled to become Borg!

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [Aircraftkiller](#) on Sun, 20 Aug 2006 15:28:22 GMT

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What design class was the spoonerific machine?

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [terminator 101](#) on Sun, 20 Aug 2006 16:42:31 GMT

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http://trekmania.net/the_fleet/utopia/others/saladin.htm

And here is larger picture:

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [m1a1_abrams](#) on Sun, 20 Aug 2006 21:53:39 GMT
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Oh no, I was talking about the Freedom Class, USS Firebrand. Greg Jein slapped together a load of weird ships for that couple of seconds in "The Best of Both Worlds", where you see the remains of the Federation fleet destroyed by the Cube. They were never seen or heard of again.

<http://www.ex-astris-scientia.org/articles/freedom.htm>

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [terminator 101](#) on Mon, 21 Aug 2006 02:34:25 GMT
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Right. Well, Saladin class looks similar to the Freedom class, and they both look like spoons, so I did not know which one you were you referring to.

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [JohnDoe](#) on Thu, 24 Aug 2006 15:44:05 GMT
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Cool thread!

Subject: Re: The USS Enterprise-D versus the Death Star
Posted by [Aircraftkiller](#) on Fri, 25 Aug 2006 20:33:31 GMT
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All it takes is one anti-science-fiction-discussion asshole such as JohnDoe to ruin a thread like this.

Of course, he's more than content to talk about strategies for a dead, horribly balanced game that takes very little skill to play. You're cool! We're all cool, man.
