

ORION COLONIES

(Version 1.0)

This document is for designing Orion starships for use in the FASA *Star Trek Starship Tactical Combat Simulator Game*. Presented in this document is the statistics and game data for the warp engines, impulse engines, ship's computer, shields, hulls, and the superstructure requirements for the Orion starships of the Star Trek universe. All information compiled from various editions of the *Ship Construction Manual* from FASA, and other FASA game materials.

CONTROL COMPUTER SYSTEM TYPES						
Control Computer Type	System Mass (mt)	Appropriate Ship Classes	SS Requirement	Maximum WDF Allowed	Availability	Cost (MCr)
Mark I	40	I-III	0.1	2	LLL/68	3
Mark II	320	II-VI	0.3	8	LLL/63	9
Mark III	860	II-X	0.5	22	LLL/59	22
Mark IV	2750	III-X	1.0	40	LLL/52	50

WARP ENGINE TYPES							
Single Engine Use							
Warp Engine Type	Total Mass (mt)	Power Units Available	Control Computer Required	Stress Column (Eng/SS)	SS Requirement	Availability	Cost (MCr)
OWA-1	6,000	15	Mark III	E/D	0.5	RRR/55	65
OWA-2	6,000	17	Mark III	F/D	0.5	RRR/50	85
OWB-1	1,400	8	Mark I	C/D	0.2	RRR/65	20
OWC-1	3,000	6	Mark I	E/E	0.4	RRR/60	38
OWD-1	10,000	12	Mark II	J/L	1.0	RRR/57	200
OWE-1	8,000	10	Mark II	J/K	0.8	RRR/54	175
Tandem Engine Use							
Warp Engine Type	Total Mass (mt)	Power Units Available	Control Computer Required	Stress Column (Eng/SS)	SS Requirement	Availability	Cost (MCr)
OWA-1	12,000	15ea	Mark IV	G/F	1.0	RRR/55	145
OWA-2	12,000	17ea	Mark IV	G/F	1.0	RRR/50	180
OWB-1	2,800	9ea	Mark III	D/F	0.4	RRR/65	45
OWC-1	6,000	6ea	Mark II	E/F	0.8	RRR/60	80
OWD-1	20,000	12ea	Mark III	K/M	2.0	RRR/57	440
OWE-1	16,000	10ea	Mark III	K/L	1.6	RRR/64	390

MOVEMENT POINT RATIO TABLE: SINGLE WARP ENGINES					
Movement Point Ratios					
Ship Class	1/2	1/1	2/1	3/1	4/1
I	OWB-1 23 5/8	OWB-1 11.5 4/7	OWB-1 5.5 4/6		
	OWC-1 12 7/8				
II		OWA-1 21.5 8/10	OWA-1 10.5 8/9		
		OWA-2 24.5 8/10	OWA-2 12 7/9		
		OWC-1 8.5 6/7	OWB-1 5.5 4/6		
III			OWA-2 12 7/9	OWA-1 7 7/8	
			OWC-1 4 5/7	OWA-2 8 6/8	
			OWD-1 8.5 6/8		
			OWE-1 7 6/7		
IV				OWA-2 8 6/8	
				OWD-1 5.5 6/7	
				OWE-1 5 6/7	
V				OWD-1 5.5 6/7	
				OWE-1 5 6/7	
VI					OWD-1 4 5/6
					OWE-1 3.5 5/6

MOVEMENT POINT RATIO TABLE: TANDUM WARP ENGINES				
Movement Point Ratios				
Ship Class	1/1	2/1	3/1	4/1
I				
II	OWC-1 17 7/8	OWB-1 13 6/9		
	III	OWA-2 46 8/10	OWA-1 21.5 8/10	OWA-1 14.5 8/10
		OWA-2 24.5 7/9		
		OWB-1 13 6/9		
		OWC-1 8.5 6/8		
IV		OWA-2 24.5 6/8	OWA-1 14.5 8/10	OWA-1 10.5 7/9
		OWD-1 17 6/8	OWB-1 8 5/8	
		OWE-1 14 7/8	OWC-1 5.5 5/7	
V		OWD-1 17 6/8	OWA-2 16 7/8	OWA-1 10.5 7/9
		OWA-2 24.5 6/8	OWE-1 9.5 6/7	OWB-1 5.5 5/7
VI		OWD-1 17 6/8	OWD-1 11.5 6/7	OWA-2 12 6/7
			OWE-1 9.5 6/7	
VII			OWD-1 11.5 6/7	OWE-1 7 5/6
VIII			OWD-1 11.5 6/7	OWE-1 7 5/6
IX			OWD-1 11.5 6/7	OWD-1 8.5 5/7
	X			OWD-1 8.5 5/7

IMPULSE ENGINE TYPES							
Engine Type	Total Mass (mt)	Power Units Available	Control Computer Required	Ship Classes Powered	SS Requirement	Availability	Cost (Mcr)
OIA-1	23	1	Mark I	I	0.1	RRR/75	10
OIA-2	23	2	Mark II	I-II	0.1	RRR/70	19
OIA-3	23	3	Mark II	I-II	0.1	RRR/68	28
OIB-1	75	1	Mark I	III-IV	0.1	RRR/70	12
OIB-2	75	2	Mark II	IV-V	0.1	RRR/65	22
IOB-3	75	3	Mark II	IV-VI	0.1	RRR/60	33
IOC-1	200	2	Mark II	V	0.1	RRR/63	26
IOC-2	200	4	Mark II	V-VII	0.1	RRR/58	32
IOC-3	200	6	Mark III	VIII-X	0.1	RRR/52	45

MOVEMENT POINT RATIO TABLE: IMPULSE ENGINES					
Movement Point Ratios					
Ship Class	1/2	1/1	2/1	3/1	4/1
I	OIA-1 3 OIA-2 5.5 OIB-1 3	OIA-1 1.5 OIA-2 3 OIB-1 1.5	OIA-1 0.5 OIA-2 1.5 OIA-3 2 OIB-1 0.5		
II		OIA-2 3 OIB-1 1.5	OIA-2 1.5 OIA-3 2 OIB-1 0.5		
III		OIB-1 1.5	OIB-1 0.5	OIB-1 0.5	
IV			OIB-1 0.5 OIB-2 1.5 OIB-3 2	OIB-1 0.5 OIB-2 1 OIB-3 1.5	OIB-2 0.5
V			OIB-2 1.5 OIB-3 2 OIC-1 1.5 OIC-2 3	OIB-2 1 OIB-3 1.5 OIC-1 1 OIC-2 2	OIB-2 0.5 OIB-3 1 OIC-2 1.5
VI			OIB-3 2 OIC-2 3	OIB-3 1.5 OIC-2 2	OIB-3 1 OIC-2 1.5
VII				OIC-2 2	OIC-2 1.5
VIII				OIC-3 3	OIC-3 2
IX				OIC-3 3	OIC-3 2
X					OIC-3 2

SHIELD GENERATOR TYPES						
Shield Generator Type	Total Mass (mt)	Control Computer Requirement	Shield Efficiency Rating	SS Requirement	Availability	Cost (MCr)
OSA	60	Mark I	1	0.2	LRL/60	1
OSB	85	Mark I	2	0.5	LRL/55	2
OSC	125	Mark II	3	1.0	LRL/47	8
OSD	100	Mark I	1	0.2	LRL/59	2
OSE	140	Mark I	2	0.6	LRL/54	3
OSF	205	Mark III	3	1.8	LRL/46	10
OSG	185	Mark I	1	0.4	LRL/58	3
OSH	255	Mark II	2	1.0	LRL/53	4
OSI	365	Mark III	3	2.0	LRL/45	15
OSJ	480	Mark IV	4	2.5	LRL/44	25

MAXIMUM SHIELD POWER										
Shield Types/Shield Point Ratios										
Ship Class	1/1			1/2			1/3			1/4
	OSA	OSD	OSG	OSB	OSE	OSH	OSC	OSF	OSI	OSJ
I	4	6	8	7	8	8	8	8	12	12
	5.5	8.5	11.5	5	5.5	5.5	4	4	5.5	4.5
II	4	5	6	6	7	8	7	7	11	12
	5.5	7	8.5	4.5	5	5.5	3.5	3.5	5	4.5
III	3	4	5	5	6	7	6	6	9	10
	4.5	5.5	7	3.5	4.5	5	3	3	4.5	3.5
IV	2	3	4	3	5	7	5	6	8	8
	3	4.5	5.5	2	3.5	5	2.5	3	4	3
V	1	2	3	2	4	6	4	5	7	8
	1.5	3	4.5	1.5	3	4.5	2	2.5	3.5	3
VI	-	1	2	2	3	5	4	5	7	8
	-	1.5	3	1.5	2	3.5	2	2.5	3.5	3
VII	-	-	1	1	2	3	3	4	6	7
	-	-	1.5	0.5	1.5	2	1.5	2	3	2.5
VIII	-	-	-	-	1	2	1	3	6	7
	-	-	-	-	0.5	1.5	0.5	1.5	3	2.5
IX	-	-	-	-	-	1	-	2	5	6
	-	-	-	-	-	0.5	-	1	2.5	2
X	-	-	-	-	-	-	-	1	4	6
	-	-	-	-	-	-	-	0.5	2	2

DISRUPTOR BEAM WEAPON TYPE											
Disruptor Weapon Type	Total Mass (mt)	Maximum Beam Power	Damage Modifiers			Maximum Range (hex)	Firing Chart	Weapon Damage Factor	SS Requirement (single/bank)	Availability	Cost (MCr)
			+3	+2	+1						
OD-1	60	3	N/A	N/A	N/A	8	E	0.6	0.2/0.3	RRR/72	9
OD-2	80	3	N/A	(1-5)	(6-10)	10	J	1.9	0.4/0.6	RRI/68	12
OD-3	150	4	N/A	N/A	(1-16)	16	R	3.0	0.8/1.5	RRI/63	23
OD-4	180	6	N/A	(1-18)	N/A	18	T	5.2	1.2/2.0	RRI/58	27
OD-5	210	7	N/A	(1-10)	(11-20)	20	U	5.8	1.8/3.0	RRI/54	32

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