

Orion & Barrier Alliance Vessels

In *Active Service*: 2250-2300



CREDITS & SOURCES

Razorhawk class by Jim Borsaw, 1994.

Borzan class by Jim Eaves, 1994.

Mortyra class by Filmation, 1972, and Randall Landers, 2008.

Blockade Runner class by FASA, 1985.

Orion Logo based on a design by Filmation, 1972, developed by Randall Landers, 2008.

NOTES

The Orion race is one of the oldest space-faring civilizations in the galaxy (Orion ruins have been dated as far back as 10 million years). Unfortunately, their civilization fell into decline tens of thousands of years ago. As a result, little of their technology is innovative. Most appears to have been either adapted from older designs, but they appear to understand little of how it functions. Orion ships vary from design to design that they're virtually unrecognizable as being from the same shipwrights. They even have been known to purchase or salvage vessels from other races (most notably the Klingon D-7 battlecruisers) which they refit for their purposes.

Orion ships are primarily designed for shipping, however, many of them were involved in piracy, bootlegging and even slavery. Most of them are armed with phasers, disruptors, photon torpedoes and/or plasma torpedoes, often with more than one similar weapons system. Although Orions try to maintain a veil of neutrality, the true nature of the Orions has been known since 2267 which led to Babel Resolution A-12 which allows Federation starships to board and inspect any suspicious vessel. Their skullduggery was unofficially sanctioned by the Orioni Worldlords until 2285 when the Orioni Worldlords decided to join the United Federation of Planets to put an end to the hostilities between the Barrier Alliance, the Gorn Confederation and the Federation (and, most would admit, because the Tholian Assembly was encroaching into their territory and they needed as many allies as they could get).

Prior to 2285, the Orions dominated the Barrier Alliance, a collection of independent worlds with which they conducted business. The Barrier Alliance was merely a front for the Barrier Alliance Consortium, a criminal organization engaging in piracy, bootlegging and slavery throughout the Orion arm of the galaxy. The Barrier, in fact, was a blockade set up by the Federation to prevent the Orions from conducting these illicit activities in Federation space. The Consortium was under control of The Director, a ruthless villain known for several crimes against many sentient beings throughout the quadrant. Once the Orions joined the Federation, the Consortium was forced underground and became known as the Orion Syndicate. They still are involved with various illegal activities, and the former Barrier Alliance members and Orions often will turn a blind eye to their nefarious deeds.

It should be noted that the primary weapon system of Orion ships are plasma-based, both disruptors and torpedoes. However, some of their vessels have been equipped with low-level phasers and photon torpedoes, presumably taken as "salvage" from missing Federation vessels. Klingon equipment has also been detected in use by the Orions, even their cloaking devices by some Orion Syndicate vessels in the late 2280's.

The crew of Orion ships operate as pirate vessels, with their commanders usually addressed as commander or captain. The second in command is the loadmaster, the officer in charge of the ship's cargo and manifest. The ship's engineer is usually the third in charge (usually called "lieutenant"), followed by weapons officer, helm officer, navigation officer and communication officer, all of which are regarded as "ensigns." Like pirate vessels of ancient Earth, officers can advance by assassination, but usually this is very risky. Captains of Orion ships are usually the favorite sons of Orioni worldlords, and killing their sons often results in one's own execution.

Orion vessels of the same class serve as different types of vessels. For example, a Mortyra-class ship could be either a cruiser or amarauder depending on its use and its weaponry. Borzan class ships can be either freighters, transports or passenger liners. Razorhawks can serve as scouts, raiders or corsairs. Blockade Runners are usually designated as warships or frigates.

All Federation starships are cautioned to remember that even though they are Federation-members, Orions are masters of deception and of deals. One must always take care when making contact with an Orion vessel or its crew.

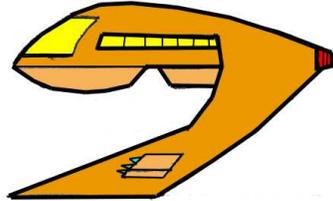
DESTROYERS, CRUISERS & DREADNOUGHTS

RAIDER/SCOUT RAZORHAWK CLASS

First Sighting in 2250

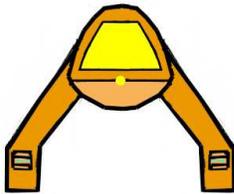
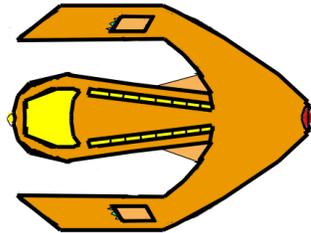
Ship's Dimensions:

Length: 24.0m
Width: 20.5m
Height: 19.5m
Speed: Warp 5



Ship's Complement:

Officers: 2; Crew: 6



Weaponry:

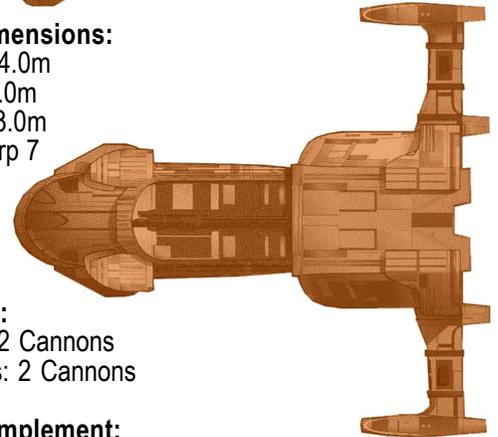
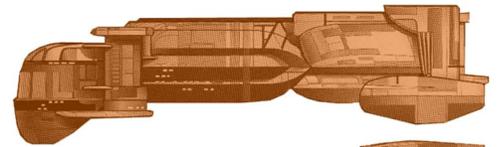
Disruptors: 2 Cannons
Photon Torpedoes: 1 Tube

FREIGHTER/TRANSPORT BORZAN CLASS

First Sighting in 2262

Ship's Dimensions:

Length: 84.0m
Width: 45.0m
Height: 33.0m
Speed: Warp 7



Weaponry:

Phasers: 2 Cannons
Disruptors: 2 Cannons

Ship's Complement:

Officers: 2; Crew: 19
Passengers: 150-300

MAURADER/CRUISER MORTYRA CLASS

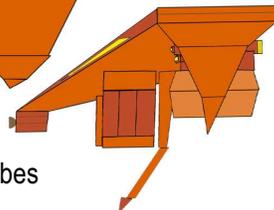
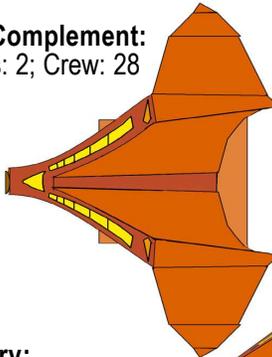
First Sighting in 2268

Ship's Complement:

Officers: 2; Crew: 28

Ship's Dimensions:

Length: 84.0m
Width: 45.0m
Height: 33.0m
Speed: Warp 8



Weaponry:

Phasers: 2 Cannons
Disruptors: 2 Cannons
Plasma Torpedoes: 2 Tubes

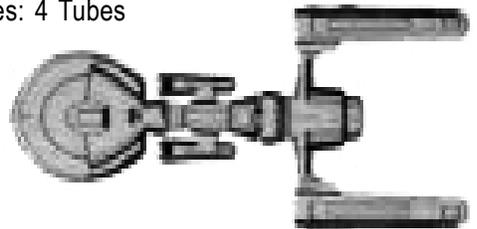


FRIGATE BLOCKADE RUNNER CLASS

First Sighting in 2248

Weaponry:

Disruptors: 4 Cannons
Torpedoes: 4 Tubes



Ship's Complement:

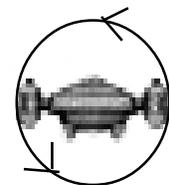
Officers: 6; Crew: 102

Note: The engine nacelle section rotate/spins along the ship's axis during warp flight.



Ship's Dimensions:

Length: 195.0m
Width: 66.0m
Height: 19.0m
Speed: Warp 9



KNOWN NAMED ORION VESSELS

Name of Ship	Flag	Type	Class	Source	Year	Destroyed	Commanding
<i>Conqueror</i>	Orion	cruiser	Mortyra	OAH	2294		Ostyr Tyro
<i>Deathwatch</i>	Orion	marauder	Mortyra	OAH	2294	2294	Cestyr Tyro
<i>Destroyer</i>	Orion	corsair	Razorhawk	OAB	2267	2267	Roos
<i>Lakul</i>	Orion	liner	Borzan	OAH	2294	2294	
<i>Predator</i>	Orion	raider	Razorhawk	OAB	2269		Max Drage
<i>Robert Fox</i>	Orion	liner	Borzan	OAH	2294	2294	
<i>Slaughter</i>	Orion	slaver	Borzan	OAH	2294		Athys
<i>Star of Acadia</i>	Orion	liner	Borzan	OAE	2276	2276	
<i>Tesla</i>	Orion	raider	Razorhawk	OAA	2258		Garon (until 2258)
<i>Vagabond</i>	Orion	scout	Razorhawk	OAD	2273		My'Yang
<i>Vr'cla</i>	Orion	maruader	Mortyra	OAE	2276	2276	Golar
<i>Wish-Kill</i>	Orion	battlecruiser	Klingon D-7	OAB	2266		Scotus