

Motherlode Class City-Ship



Construction Data

Model Numbers	A
Date Entering Service	2192 (1/35)
Number Constructed	6 (see Editor's Note)

Hull Data

Superstructure Points	550
Damage Chart	C
Size	
Length	3,000 m
Width	1,040 m
Height	640 m
Weight (dry)	10,800,000 mt

Cargo

Cargo Units	7,893,600 SCU
Cargo Capacity	394,680,000 mt
Landing Capability	None

Equipment Data

Control Computer Type	Multiple Inter-linked Cores
Transporters	
standard 9-person	216
emergency 30-person	130
cargo, small	280
cargo, large	421

Other Data

Crew	5,980
Passengers	14,120
Shuttlecraft	75
Other Small Vessels	up to 50

Engines and Power Data

Total Power Units Available	331
Movement Point Ratio	150/1
Warp Engine Type	OMAPG-M1
Number	3
Power Units Available	97 ea.
Impulse Engine Type	OIPG-M1
Number	4
Power Units Available	40 ea.

Weapons and Firing Data

Beam Weapon Type	OD-11
Number	20
Firing Arcs	10 f/p/a, 10 f/s/a
Firing Chart	U
Maximum Power	8
Damage Modifiers	
+1	(1-12)
Beam Weapon Type	OD-2
Number	20
Firing Arcs	10 f/p/a, 10 f/s/a
Firing Chart	J
Maximum Power	3
Damage Modifiers	
+2	(1-5)
+1	(6-10)
Missile Weapon Type	None

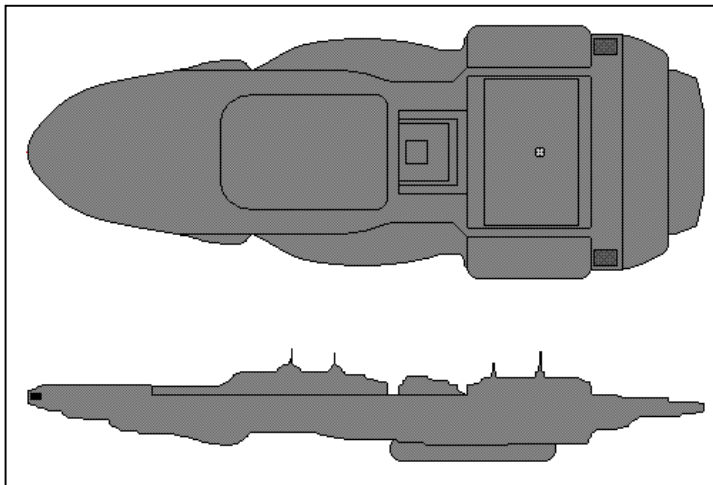
Shields Data

Deflector Shield Type	OOSG-M1
Shield Point Ratio	1/2
Maximum Shield Power	20

Combat Efficiency

D--	824.3
WDF--	66.0
CE--	544.0

Ship design, schematics and text by Kevin Oyer. Ship statistics by Lee Wood. Ship Construction Manual, 2nd edition by FASA consulted. Version 2.1. Statistics generated with the Charless Construction System (http://games.groups.yahoo.com/group/Morona_Shipyards).



Notes:

Known Sphere of Operation: Orion Neutrality Zone

Data Reliability: A

Major Data Source: Repeated physical examinations and scans

The *Motherlode* class city-ship is a huge construct that is uniquely Orion. Whether it's a ship or a station is really up for debate; it all depends on one's point of view. It is like a city in space with a population of about 20,000, excluding the mining fleet which travels with it.

At 3,000 meters long (give or take a meter), the vessel can only achieve about Warp 0.1 on its own motive power. A trip, for instance, from Mars to Jupiter would probably take the *Motherlode* just under a year, but in an asteroid belt, the *Motherlode* is more than quick enough to move from one asteroid to another, and when orbiting a planet it's just wonderfully fast enough!

The city-ship always travels with six warp-capable cargo tugs, such as the *Branco* class, which can move it from place-to-place when needed. Operations commence when the city-ship arrives at its destination. Most often the city-ship is towed to an uninhabited system's asteroid belt or mineral rich planet. Once on location, mining operations begin. The onboard factory refines ores and even produces merchandise. The goal: big profits for everyone!

The tugs can also tow container pods full of cargo when there is no demand to move the *Motherlode*. It's not unusual to see one of these tugs load up with cargo and warp off to a home world full of finished product, only to be replaced by one warping in full of luxury items and needed supplies. The class also travels with a fleet of mining and support vessels – up to 60 major working starships and numerous smaller craft.

There are six *Motherlode* class city-ships in existence. If one is destroyed or rendered useless, another *Motherlode* can construct a replacement. To date only one *Motherlode* has ever been destroyed. The *Shal's Glory* was working in a high velocity asteroid field when a catastrophic, cascading power failure caused the loss of shielding while it was working. The subsequent withering barrage of asteroids destroyed the vessel and all hands were lost.

Two other *Motherlode* city-ships simply lived to the end of their effective service lives of 70 years and have been replaced. Two of the three that have been replaced were built in Orion space by shipyards, but the honor of building the new vessel to replace the *Shal's Glory* was reserved for the OML *Indirax* which was, at the time, the most successful and profitable vessel of the *Motherlode* class. Today, if one of the class were to be lost, that honor would fall to the *Heart of Rigel*.

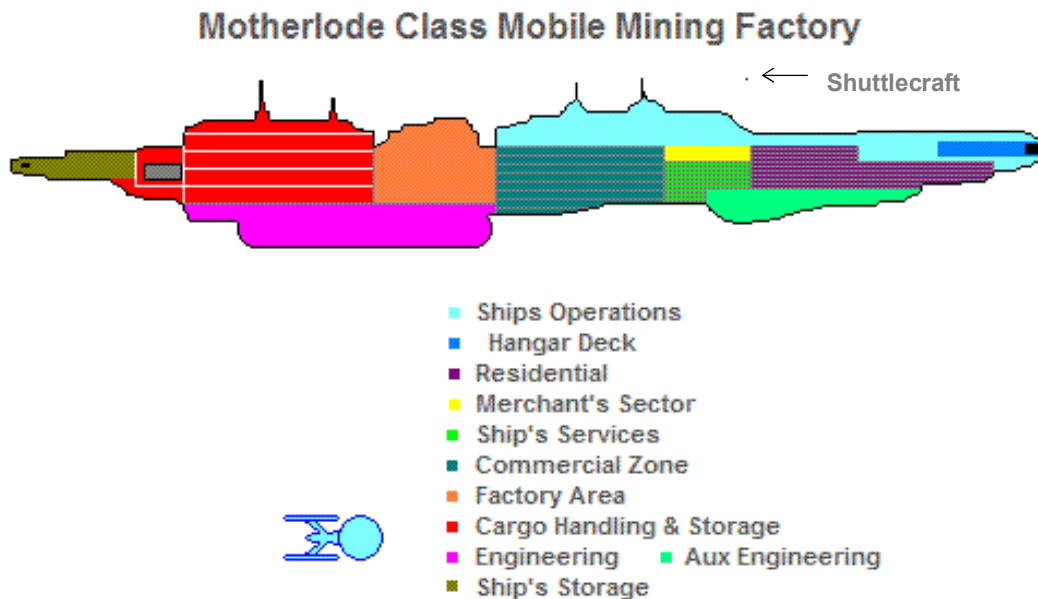
Ship Layout:

Ship's Operations:

The captain of a *Motherlode* class is responsible for operations of both his vessel and the mining operations being conducted from it. Ship's Operations houses more than just the Command Bridge and Mining Operations Control Center, however. Security and laboratory facilities are major clients that operate from this area. There are also amenities for the crew and their families, from holosuites to bowling alleys, theatres to Zero-G athletic courts. This area also contains a large hangar deck capable of accommodating some 50 *Mission* class-sized vessels without affecting landing and takeoff operations, or the maintenance and repair bays. Everything from large ships to small craft can find parts and repair facilities here.

Hangar Deck:

The gargantuan hangar deck is capable of accommodating some 50 *Mission* class-sized vessels without affecting landing and takeoff operations, or the maintenance and repair bays. Everything from large ships to small craft can find parts and repair facilities here. The hangar deck also can house a slew of shuttles and smaller craft and provide maintenance, repair and parking for these vessels. Even several *Wanderers* might be found inside.



Residential:

The Residential Area is where the crew and their families live. There are some courtyard areas and even trees scattered throughout.

Merchant's Sector:

The Merchant's Sector is like a "Wonder Mall" and a shadow market all rolled into one.

Ship's Services:

Food is grown here in several greenhouses. Water and oxygen are reclaimed or "recycled" from waste. Recreational areas for the residents are maintained here, as well as additional medical and life support facilities.

Commercial Zone:

The Commercial Zone is the "downtown" or business district of this city in space. There are medical facilities, commercial office spaces (there are seldom any vacancies), courtrooms, banks, company stores, and most all the things one would expect to find in a city.

Factory Area:

The Factory Area contains a refinery for ores and raw materials, as well as facilities for the manufacture of commercial goods of all kinds.

Cargo Handling and Storage:

The Cargo Handling and Storage Facility has a hole right through it big enough to drive a *Jessup* class freighter through, and that's exactly what it is for. As the freighters move through the "tunnel," bulk transporters unload and analyze the ore and store it for refining and processing later. Large warp-driven freighters from the fleet can pull up alongside the facility to be loaded up before they warp off with cargoes of refined metals and finished products built at the factories.

Engineering:

Engineering contains the massive power generators that provide power for the mammoth sub-light engines, as well as to the shield generators, tractor beams, sensor arrays, and cutting lasers mounted all about the ship.

Auxiliary Engineering:

Auxiliary Engineering also has a power generator that powers the ship's internal systems. This class of ship always requires some sort of maintenance somewhere and this is where the maintenance staff has their offices and equipment.

Ship's Storage:

At the back of the ship, there is a huge storage area. Most of this area contains liquid storage, and the majority of that is water and water purification facilities. There is also a massive air recycling plant and gasses are stored here to aid in maintaining the ship's atmosphere. Even commercially rare gasses are stored here for export, or for use in the factories on board. Materials and goods ready for transport off the ship are staged here.

Historical Notes:

OML Gemstone was built by the *OML Indirax* to replace *Shal's Glory*. It was the fastest build of any *Motherlode* class vessel, and that remains a point of pride for the *Indirax*. *Shal's Glory* was destroyed with all hands in an asteroid shower after a power loss caused the shields to fail. At the time, it was the newest vessel of its class.

The *OML Motherlode II* was constructed by the Jefann Shipyards of Rigel II. This vessel, like all previous *Motherlode* vessels (except *Gemstone*), was built at the Deepspace Construction Facility located in the Tugn Atugn Asteroid Belt. The *OML Forager* is the most recent build, and it is the first *Motherlode* class to be laid down in a planned fashion, being built to replace the *Blackstar*. The commissioning of the *Forager* occurred on the same day as the decommissioning of the *Blackstar*.

The *OML Opportunity* was being built to replace the *OML Heart of Rigel*. However, the *Heart of Rigel* has been found to be in sound shape and recently received a 20 year service life extension and refit. For a brief period (with the *Opportunity* complete) there would have been seven factory ships available at one time. Unfortunately, there are only currently only six mining fleets available, not seven, and construction on the *Opportunity* was halted in late 2291 (2/27).

The *Heart of Rigel* has, on at least one occasion, crossed into Federation space and conducted mining operations in a mineral-rich asteroid field in an uninhabited system. When detected, the Orion forces included 43 vessels:

- *Heart of Rigel* city-ship
- Work Fleet:
 - 2 - *Newport News* dry dock facilities (Starfleet surplus from The Four Years' War)
 - 8 - *Monon* class ore freighters
 - 3 - *Dwarfstar* class freighters
 - 3 - *Whaler* class salvage cruisers
 - 7 - *Overfield* class freighters
 - 2 - *Eicha* class freighters
 - 5 - *Dreamrunner* class freightrunners
 - 6 - *Branco* class tugs (when not towing *Heart of Rigel*)
- Defense Fleet:
 - 3 - K-27 *Deathstalker* class scouts
 - 1 - *Pathfinder* class command ship
 - 3 - *Stalker* class light raiders

Disposition:

The following list of *Motherlode* class city-ships shows their hull numbers, name date entering service and disposition. The disposition is followed by the date of occurrence.

	Laid Down	Launched	Status
<i>Motherlode*</i>	2192 (1/35)	2213 (1/56)	Scrapped (2262; 2/04)
<i>Blackstar</i>	2217 (1/60)	2228 (1/71)	Scrapped (2287; 2/23)
<i>Heart of Rigel</i>	2224 (1/67)	2236 (1/79)	Active
<i>Indirax</i>	2230 (1/73)	2240 (1/83)	Active
<i>Starlight</i>	2239 (1/82)	2245 (1/88)	Active
<i>Shal's Glory</i>	2242 (1/85)	2250 (1/93)	Destroyed (2251; 1/94)
<i>Gemstone</i>	2256 (1/98)	2263 (2/05)	Active
<i>Motherlode II</i>	2267 (2/08)	2277 (2/18)	Active
<i>Forager</i>	2279 (2/17)	2287 (2/23)	Active
<i>Opportunity</i>	2284 (2/21)	N/A	Under Construction

*Class ship

Editor's Note:

The following media report updates the disposition of the *OML Opportunity*:

June 30, 2292 (2/2806.30)

Joffre Jefann, the great grandson of Shal Jefann and current president of Jefann Shipyards, announced today that construction of the *Motherlode* class vessel *Opportunity* had been completed. The news came as a shock to many who had believed last year's announcement that *Opportunity's* construction had been halted entirely. Joffre announced that the ship would be manned only by a work crew and remain in the Rigel System, hence there was no need for an accompanying fleet. Joffre was quoted as saying, "We have a great shipyard right here and an asteroid belt right under our noses. We don't need to tow this *Motherlode* somewhere else. It's already in a perfect spot!"

The Botchok Mining Association and Orion Ores and Extractions were both quick to point out that Rigel's asteroid field was "already full of mining vessels." Orinco Shipyards chairman Lamt Dekel proclaimed, "It's brilliant! Joffre has his mammoth ship in the right place at the right time after all!"

July 1, 2292 (2/2807.01)

Stock prices soared this morning for Jefann Shipyards. The Rigellian Trade Authority posted the company's stock price at an all time high on news of the *coup de gras* of *Opportunity*.