FASA STARSHIPS

SHIP RECOGNITION MANUALS

FASA's *Ship Recognition Manuals* for the 1980s *Star Trek* line of products contain hundreds of ships. Many of these stat blocks are archived (and expanded upon with new ships for later shows) on the web. This short guide describes how to convert a FASA starship stat block to a WOIN one.

We recommend the excellent **www.ststcsolda.space** for those who do not have the original books.

CONVERSION

Hull Class. Hull classes are exactly the same in both systems, as are the requisite tonnages. Dimensions (length, width, height) are also given.

Cargo Units. Again, these figures are exactly the same. Use as-is.

Crew. Use the figure given in the FASA stat block.

Troops & Passengers. Simply refer to the FASA stats. FASA does not distinguish between luxury and standard passengers; a good ratio is to make 10% luxury.

Computer. FASA doesn't report computer stats in its stat block, although if you have its *Starship Construction Manual*, CPU is equal to WDF, and E-DEFENSE is WDF/3 (min 10). See the table below for a list of computers.

Sensors. FASA doesn't report sensors. Use the computer as the name. Take the longest weapon range increment (below) as the sensor range increment. Checks are +1d6 for Federation ships.

Subluminal. This is the Impulse Engine. Use the Warp Engine cruising speed for SPEED.

You can extrapolate power by multiplying that by class.

FTL. These figures correspond exactly. Use the Emergency Speed. You can extrapolate power by multiplying that by class and dividing by the number of engines.

Operational Range. Not noted in a FASA ship. Use standard WOIN cubed-class value.

Superstructure. Double the SS of a FASA ship.

DEFENSE. Derived as normal from hull class (21-class). Minimum 10.

E-DEFENSE. Equals WDF/3. Minimum 10. See table below.

Armor. FASA doesn't use armor.

Shields. Take the Maximum Shield Power as the SOAK. FASA ships have six shields.

Point Defenses. FASA does not use point defenses.

Weapons. Use the firing chart and the table below to get the range increment. Damage uses the tables below. The highest range increment also gives the sensor range increment.

LUXURY. FASA does not use this value. Assume adequate (100%).

Facilities. The stat block notes transporters; assume sickbay and messhalls of 10% crew, one cabin per crew.

Other Items. FASA stat blocks don't tend to itemise sickbays, mess halls, and so on. You may need to read the description or just make this up. FASA doesn't note tractor beams, so select an appropriate one.

Shuttles/Fighters/Vehicles. These are noted where appropriate.

Market Value. This value is Defense Factor x WDF in MCr.

Constitution Mk 1 Class XI Cruiser

Weight 162,425 tons; **Cargo Units** 380 available (19,000 tons)

Hull Class XI (INIT -2d6)

Crew 4; **Troops** 410; **Passengers** 80 (82 standard / 8 luxury)

Command & Control Systems

Computer M-3 (CPU cycles 50; checks +1d6)
Sensors M-3 (range 7; check +1d6)

Engine & Power Data

Subluminal FIB-2 impulse engine (power 66; SPEED 6)
FTL 2x FWC-1 warp engines (power 44 ea; FTL-8)
Operational Range 1,331 parsecs

Defensive Data

Superstructure 40; **DEFENSE** 10; **E-DEFENSE** 17
Armor -
Shields 6x FSG (SOAK 9)
Point Defences -

Weapons Data

6 x FL-6 phasers (2d6 damage; range 7)
2 x FAC-3 photon torpedoes (4d6 damage; range 5)

Facilities

Luxury 100% (adequate; +0d6)
Facilities messhall (20), sickbay (20), personel transporters (24), cargo transporters (44)
Other Systems -
Shuttles 10; **Fighters** 0; **Vehicles** 0

Market Value 801 MCr.

Computers & Sensors

Use the following table to get the necessary computer stats. All should be +0d6, except Federation which are +1d6.

Don't worry about the components matching the CPU budget. Assume slightly different rules of operation.

Computer	CPU	E-DEFENSE	Checks
L-12	2	10	+1d6
L-13	5	10	+1d6
L-14	10	10	+1d6
M-1	30	10	+1d6
M-2	40	14	+1d6
M-3	50	17	+1d6

Computer	CPU	E-DEFENSE	Checks
M-4	70	23	+1d6
M-6	90	30	+1d6
M-7	150	50	+1d6
ZD-1	2	10	
ZD-2	7	10	
ZD-3	16	10	
ZD-4	25	10	
ZD-5	40	13	
ZD-6	60	20	
ZD-7	80	26	
ZD-8	140	46	
R1M	3	10	
R2M	8	10	
R3M	25	10	
R4M	50	16	
R5M	75	25	
R6M	105	35	
Mark I	2	10	
Mark II	8	10	
Mark III	22	10	
Mark IV	40	13	
1AG	5	10	
1BG	10	10	
1CG	20	10	
1DG	40	13	
1EG	80	26	

Weapon Ranges

The firing chart in the FASA stat block gives you the weapon's maximum range and any check bonuses. Note that WOIN ranges tend to be longer; half max range in FASA is a range increment in WOIN.

Firing Chart	Range	Accuracy
A	2	
B	5	+1d6
C	3	
D	3	
E	4	
F	4	
G	5	
H	5	
I	6	+1d6
J	5	
K	7	+1d6
L	6	
M	7	
N	6	
O	7	
P	9	+1d6
Q	7	
R	8	
S	8	
T	9	
U	10	
V	10	+1d6
W	10	
X	11	
Y	12	+1d6

FASA Damage	WOIN Damage
1-4	1d6
5-7	2d6
8-11	3d6
12-14	4d6
15-18	5d6
19-21	6d6

Klingon K-22A "Bird of Prey" Class V Scout

Weight 46,300 tons; **Cargo Units** 5 available (250 tons)
Hull Class V (INIT -?)
Crew 12; **Troops** 0; **Passengers** 0 (0 standard/0 luxury)

Command & Control Systems
Computer ZD-4 (CPU cycles 25; checks +0d6)
Sensors ZD-4 (range 10; check +0d6)

Engine & Power Data
Subluminal KIB-1 impulse engine (power 35; SPEED 7)
FTL KWC-3 warp engine (power 40; FTL-8)
Operational Range 125 parsecs

Defensive Data
Superstructure 20; **DEFENSE** 16; **E-DEFENSE** 10
Armor -
Shields 6x KSC (SOAK 10)
Point Defences -

Weapons Data
2 x KD-8 disruptors (2d6 damage; range 10)
1 x KP-5 photon torpedo (3d6 damage; range 7)

Facilities
Luxury 100% (adequate; +0d6)
Facilities messhall (2), sickbay (2), personnel transporters (6)
Other Systems KCB cloaking device
Shuttles 0; **Fighters** 0; **Vehicles** 0

Market Value 810.7 MCr.

Damage Values

Damage values in FASA are static. Covert them to d6s as follows.

WORKSHEET

WOIN	TRAVELLER	Note Result
Hull Class	Hull classes are exactly the same in both systems, as are the requisite tonnages. Dimensions (length, width, height) are also given.	
Cargo Units	Again, these figures are exactly the same. Use as-is.	
Crew	Use the figure given in the FASA stat block.	
Troops & Passengers	Simply refer to the FASA stats. FASA does not distinguish between luxury and standard passengers; a good ratio is to make 10% luxury.	
Computer	FASA doesn't report computer stats in its stat block, although if you have its *Starship Construction Manual*, CPU is equal to WDF, and E-DEFENSE is WDF/3 (min 10). Otherwise, see the included table in this article.	
Sensors	FASA doesn't report sensors. Use the computer as the name. Take the longest weapon range as the sensor range. Checks are +1d6 for Federation ships.	
Subluminal	This is the Impulse Engine. Use the Warp Engine cruising speed for SPEED. You can extrapolate power by multiplying that by class.	
FTL	These figures correspond exactly. Use the Emergency Speed. You can extrapolate power by multiplying that by class and dividing by the number of engines.	
Operational Range	Not noted in a FASA ship. Use standard WOIN cubed-class value.	
SS	Double the SS of a FASA ship.	
DEFENSE	Derived as normal from hull class (21-class). Minimum 10.	
E-DEFENSE	Equals WDF/3. Minimum 10. See table above.	
Armor	FASA doesn't use armor.	
Shields	Take the Maximum Shield Power as the SOAK. FASA ships have six shields.	
Point Defenses	FASA does not use point defenses.	
Weapons	Use the firing chart and the table above to get the range increment. Damage uses the tables above.	
LUXURY	FASA does not use this value. Assume adequate (100%).	
Facilities	The stat block notes transporters; assume sickbay and messhalls of 10% crew, one cabin per crew.	
Other Systems	FASA stat blocks don't tend to itemise sickbays, mess halls, and so on. You may need to read the description or just make this up. FASA doesn't note tractor beams, so select an appropriate one.	
Shuttles/Fighters/Vehicles	These are noted where appropriate.	
Market Value	This value is Defense Factor x WDF in MCr.	