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Olympic Class Mod Pack v.1.0

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Modding Date: 10/04/2012, 10/05/2012, 06/03/2013, 06/13/2013, 05/28/16

Original Model & Hardpoint Author: CInqnic\Clperkins

Modding Tool: Adobe Photoshop CS6

Olympic Class Registries, Scripting, Hardpoints, Modpack Assembly: Blackrook32

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Mod Description:

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This Olympic Class Mod Pack will not overwrite any Olympic Class model or the USS Pasture\_Olympic Class v.1.0 model by Clnique.

The Olympic Class is a Military Hospital ship that doubles as a Colony transport, Medical research vessel, Medical supply ship and First responder rescue vessel. The ship is armed with 75 Photon and Quantum torpedoes each.

The Olympic Class is outfitted with Auto-targeting phasers, Ablative Armour, Reflective and Regenerative shielding. These are defensive weapons, installed to ensure the survival of the wounded.

I've equipped the Olympic Class with FTech upgrades being balanced with the Galaxy Charts v.2's RDF feature.

In theory, races such as the Klingons, Romulans, Cardassians, the Dominion and the Breen, will attack non-combatant ships as a means of demoralization and psychological warfare. The Olympic Class can support a Crew Compliment of 350, Maximum capacity 1350.

\*\* This Olympic Class is NOT a God ship, but the added tactical features, will augment your Quickbattle senarios.\*\*

As for the hardpoints, they are a variation of the original base by Clnique. Each of the sister ships will be unique, its power confiiguration; think of it as each ship's chief engineer tweaking thier ships in the field. This little "wild card" will show in Quickbattle; So, out of 22 variations, I'm sure you will find a favorite. ;-)

This pack was made to compliment; DS9FX Xtended, Galaxy Charts v.2.0 and Quickbattle Autostart |QBA v.0.91

Olympic Class Torpedo/Phaser Specifications:

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2 Torpedo Choices (varied for each sister ship)

\* Canon Phaser Pre-Charge Arc(s) \*

\* Phaser Array adaptability to damage \*

\* (FTech) Augmented Tactical Compatibility \*

Canon Hardpoints and Subsystems

Ventral Phaser Banks (2)

Dorsal Phaser Banks (2)

Ventral Phaser Strip (2)

Dorsal Phaser Strip (5)

Forward Torpedo Launchers (2)

Aft Torpedo Launchers (2)

Tractor Beams (1) Fore (1) Aft

Improved Firing Arcs

Improved Phaser Alignments (Phaser Bank Glide FX)

\* Running Lights compatible with NanoFX v.2.0 (Beta)

\* Shuttle Launching .py scripts included for each of the Olympic Class Fleet

\* Regenerative Shielding, Reflective Shielding, Auto-Targeting Phaser ((FTech Only))

\* Olympic Class Fleet Registries:

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MK I Prototype Medical EFR

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U.S.S. Acesco \* NCC-72042

U.S.S. Christine Chapel \* NCC-82008

U.S.S. Clara Barton \* NCC-51861

U.S.S. Hippocrates \* NCC-370-A

U.S.S. Hope \* NCC-57321

U.S.S. Jonas Salk \* NCC-81995

U.S.S. Marie Curie \* NCC-78013

U.S.S. Olympic \* NCC-57361

U.S.S. Pasteur \* NCC-58925

U.S.S. Phlox \* NCC-72152

U.S.S. Tristan Adams \* NCC-58170

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MK II Prototype Medical EVC

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U.S.S. Angitia \* NCC-82138

U.S.S. Charles Drew \* NCC-71950

U.S.S. Elisabeth Blackwell \* NCC-71821

U.S.S. Frederick Banting \* NCC-71941

U.S.S. Katherine Polaski \* NCC-83114

U.S.S. Leonard McCoy \* NCC-61999

U.S.S. M'Benga \* NCC-54123

U.S.S. Nightingale \* NCC-60805

U.S.S. Noble \* NCC-55012

U.S.S. Pierre Curie \* NCC-78012

U.S.S. Roger Korby \* NCC-71966

75 Type I Photon Torpedoes

75 Type I Quantum Torpedoes

**\* Warp Speed**

Cruising Speed: 7.5

Maximum Warp: 9.5

**\* Crew Compliment**

Officers & Crew: 360

Maximum Capacity: 1360

FTech Enhancements:

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***\* Reflector Shielding*** *(aka Corbonite Shields): Reflector shielding will send torpedoes back where they came and pulse weapons flying. But reflecting puts a mild strain on your shields. Which is 10% of the damage done by the torpedo or pulse weapon.*

***\* Auto Targeting:*** *This gives any ship a decisive advantage in Quickbattle. 100% Accquracy. Also the auto-targeting is set for a 6 to 1 ratio hit, on enemy sub-systems; in order of importance.*

***\* Regenerative Shelding****: The shields regenerate 100% faster (as calibrated for this pack). This also depends on the enegy reserves of said ship, while in combat. This does NOT a god ship make; it prevents a shield vector from completly collapsing, from a direct sustained bombardment.*

***\* Torpedo Compliment****: As stated, the Fleet has a choice of three as a base. But not all ships follow the standard guidelines. So those are the 'easter eggs'! :)* ***You will need to install Elminster's Common Weapon pack v.3.6***

***\* Stand Alone Ships:*** *Basically, the "OCMP" labled on all the ship scripts, prevents the scripts from overriding anyone elses works. As mentioned in the mod descriptions.*

***\* High Resolution Textures:*** *These are .tga or targas; If you are running Bridge Commander on an medium or low setting? The textures will* ***NOT*** *show up in game.*

***\* NO NanoFX Running Lights:*** *Though I love the mod, I've always gotten complaints after a mod release, most common;* ***My Ship has "Squares" .*** *So, I just didn't add them to this pack. Though, if your not using NanoFX? Really, your are missing out, just saying....*

**Manual Installation:**

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**1. Unzip all files.**

**2. Open your Bridge Commander folder directory.**

**3. Copy and paste the OCMPv.1.0's data\scripts\sfx folders into the Bridge Commander main directory .**

**4. If prompted to overwrite any files? Select "Yes".**

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Modding Notes:

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This Modification has been tested with BC Patch v.1.1, DS9FX Xtended, Galaxy Charts v.2, NanoFX2b, GravityFX, Bridge Core Plugin (Gold), EF2 Bridge Crew v.1.0, BCS-TNG: The Beginning, QBAutostart v.9.1 & WalkFX.

\* Torpedo Compliment: As stated, the Fleet have a choice of two as a base; but not all ships follow the standard guidelines, so those are the 'easter eggs'! :-)

\* You will need to install Elminster's Common Weapon Pack v.3.6

<https://www.dropbox.com/sh/2iqjkr7vml29t2q/AAAUWMW_AieBLxz6gYqnrPERa/Modifications/Weapons_Mod/elminsters_common_weapons_packv3.rar?dl=0>

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Modding Credits:

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\* Original USS Pasture\_Olympic Class v.1.0 : CInqnic\Clperkins

\* Model Regestries/Hardpoint Variants/Conversion Pack Scripting/Packaging: BlackRook32

\*\* Special Thanks to the following Modders \*\*

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\* CInqnic\Clperkins for the USS Pasture\_Olympic Class v.1.0

\* Federation Torpedoes from DKealt's Torpedo Pack v.2.0 by DKealt (Unmodified)

\* MLeo for FTech- ((Finally got around to using it, lol)) :-P

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\* \* Mod Projects W.I.P.\* \* (BlackElm Productions)

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\* New Orleans Class Mod Pack v.2.0

\* Steamrunner Class Mod Pack v.1.0 (w/ Custom Bridge Retexture)

\* Nebula Class Mod Pack v.1.1 (Generational Tech)

\* Excalibur Class Mod Pack v.1.0 (Slipstream Enhanced)

\* Akula Class Mod Pack v.1.0 (MK I and MK II Variants)

\* Bridge Commander: Generations v.1.0

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Thanks to the BC Community for your support with past projects....

Just install in the game, start it up and Rock On!!

BlackRook32