

# Orieni Seeker Reconnaissance Corvette

## SPECS

Class: Medium Ship  
In Service: 1793  
Point Value: 385  
Ramming **Value**: 50  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1/2 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3 Thrust  
Roll Cost: 2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 14  
Engine Efficiency: 2/1  
Extra Power: +0  
Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

## HANGAR

0 Fighters  
1 Shuttle: Thrust: 3  
Armor: 0 Defense: 11/11



## ARMOR REFIT

System	1793	2007
Gauss Cannons	1	2
Center Retro Thrust	1	2
Center Main Thrust	1	2
Gatling Railguns	1	2

## WEAPON DATA

### Gauss Cannon

Class: Matter  
Modes: Standard  
Damage: 1d10+10  
Range Penalty: -1 per hex  
Fire Control: +2/+1/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### Gatling Railgun

Class: Matter  
Modes: Standard  
Damage: 2d6  
Range Penalty: -2 per hex  
Fire Control: +0/+2/+4  
Intercept Rating: -1 (Ballistic Only)  
Rate of Fire: 1 per turn  
**RAPID Gatling RAILGUN**  
Rate of fire: 2 per turn

## FORWARD HITS

1-6: Retro Thrust  
6-9: Gauss Cannon  
10-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8-9: Gatling Railgun  
10-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

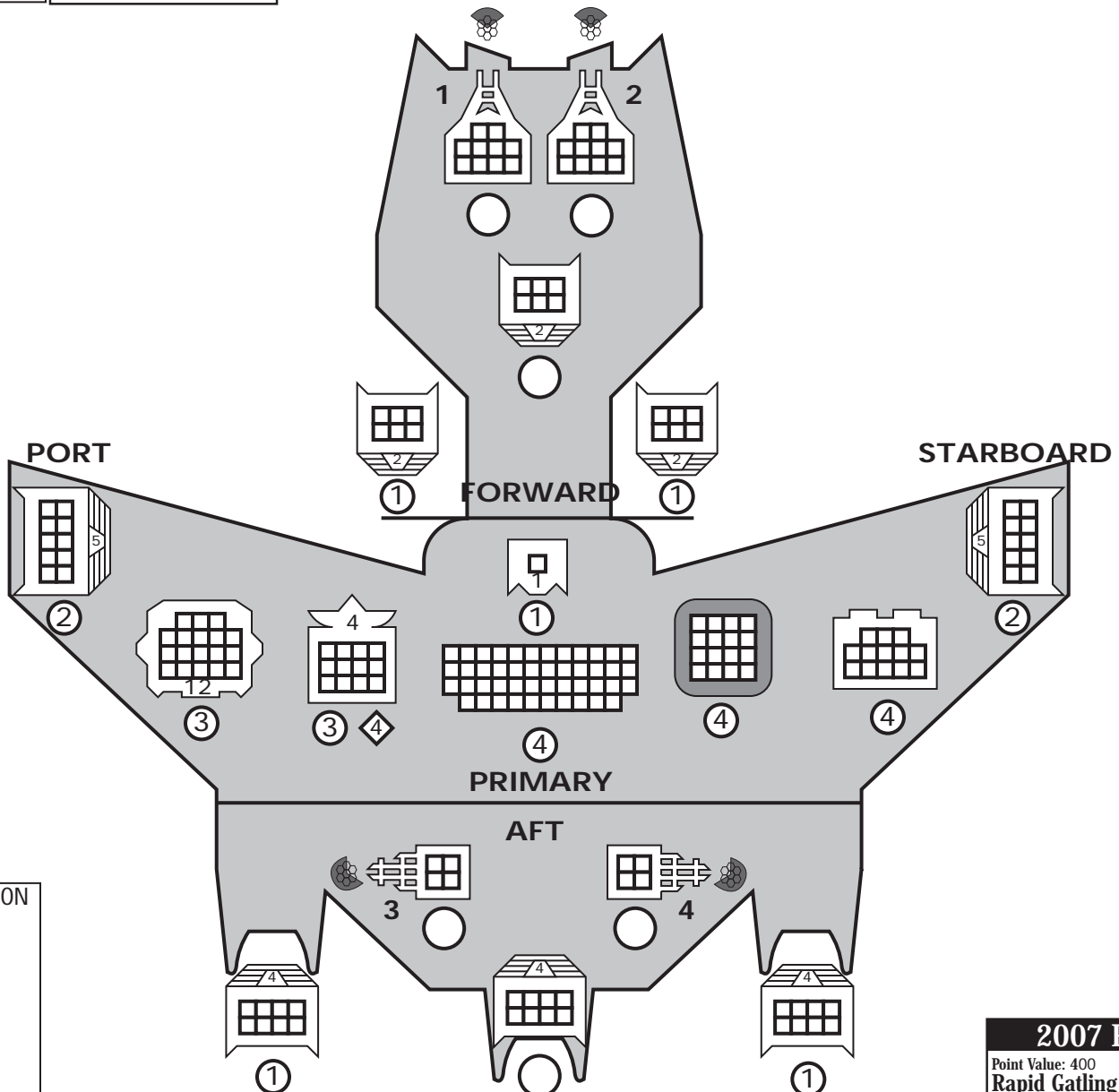
1-8: Port/Stb Thrust  
9-11: Sensors  
12-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

ELINT Vessel  
Agile Ship  
Atmospheric Capable

## SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Gauss Cannon
- Gatling Railgun

## 2007 Refit

Point Value: 400  
**Rapid Gatling Railgun**  
Replace all Gatling railguns with rapid Gatling railguns. Armor and firing arcs remain unchanged.