

Orieni Seeker Reconnaissance Corvette

SPECS

Class: Medium Ship
In Service: 2007
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	2007	2239
Gauss Cannons	2	3
Centre Retro Thrust	2	3
Centre Main Thrust	2	3
IGRG	2	3

WEAPON DATA

Gauss Rifle
Class: Matter
Modes: Standard
Damage: 1d10+15
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/-6
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Improved Gatling Railgun
Class: Matter
Modes: Standard
Damage: 2d6+2
Range Penalty: -2 per hex
Fire Control: +3/+4/+6
Int. Rating: -1 (ballistic only)
Rate of Fire: 2 per turn

FORWARD HITS

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

AFT HITS

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

PRIMARY HITS

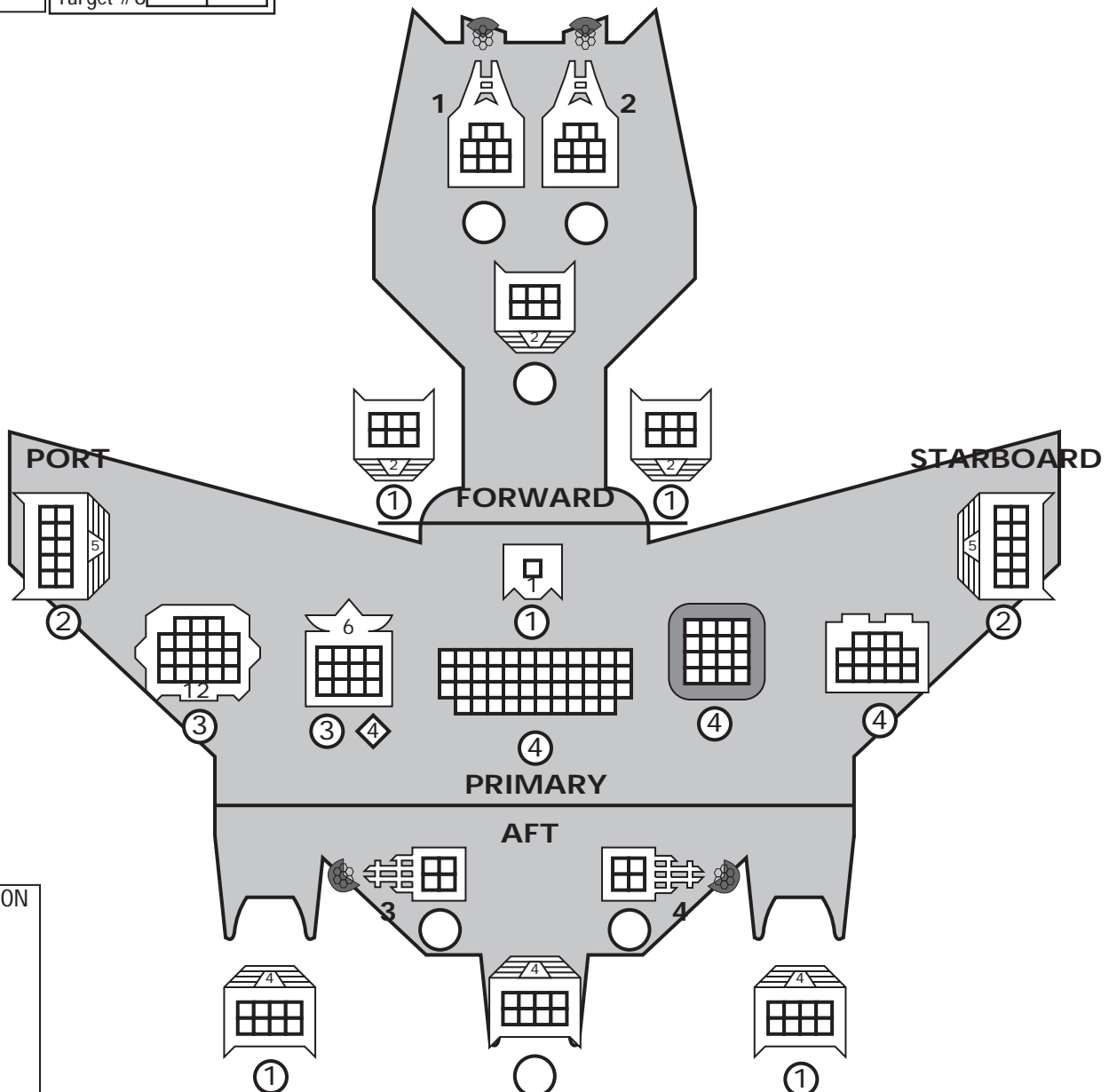
1-8: Port/Stb Thrust
9-11: Sensors
12-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

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

