

Orien Virtue Strike Force Corvette

SPECS

Class: Medium Ship
In Service: 1783
Point Value: 395
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: +2
Initiative Bonus: +14

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	1783	2004	2007
Fwd Gatling Railguns	1	2	2
Gauss Cannon	1	2	3
Center Retro Thrust	1	2	2
Main Thrust	1	2	2

SENSOR REFIT

Sensor Rating	6	6	7
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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

1-5: Retro Thrust
6-8: Gauss Cannon
9-11: Gatling Railgun
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Aft Engine
9-10: Gatling Railgun
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

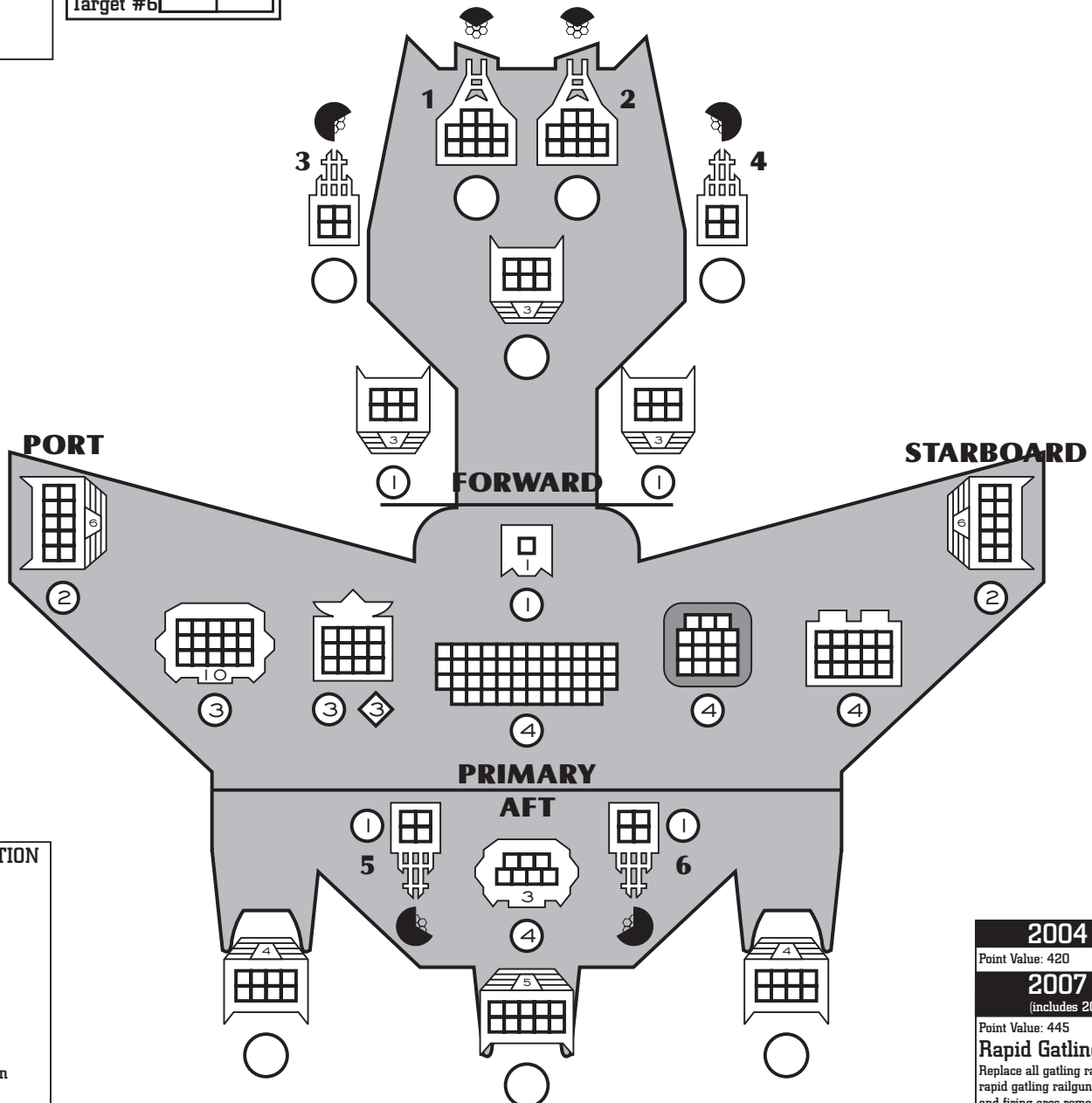
1-8: Port/Stb Thrust
9-11: Sensors
12-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES









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

2004 Refit

Point Value: 420

2007 Refit

(includes 2004 Refit)

Point Value: 445

Rapid Gatling Railgun

Replace all gatling railguns with rapid gatling railguns. Armor and firing arcs remain unchanged.