


Orieni Storm Front Missile Corvette

SPECS		MANEUVERING						COMBAT STATS					
Class: Medium Ship		Turn Cost: 1/2 Speed						Fwd/Aft Defense: 13					
In Service: 1874		Turn Delay: 1/2 Speed						Stb/Port Defense: 14					
Point Value: 360		Accel/Decel Cost: 3 Thrust						Engine Efficiency: 2/1					
Ramming Value : 50		Pivot Cost: 3 Thrust						Extra Power: +2					
Jump Delay: N/A		Roll Cost: 2 Thrust						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	1874	2007
Center Retro Thrust	1	2
Center Main Thrust	1	2
Gatling Railguns	1	2

WEAPON DATA

Class-SO Missile Rack



Class: Ballistic

Missiles: 12

Range Penalty: None

Fire Control: +2/+2/+2

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



Class-S Missile Rack



Class: Ballistic

Missiles: 20

Range Penalty: None

Fire Control: +3/+3/+3

Rate of Fire: 1 per 2 turns



FORWARD HITS
 1-6: Retro Thrust
 7-11: Missile Rack
 12-17: Structure
 18-20: PRIMARY Hit

AFT HITS

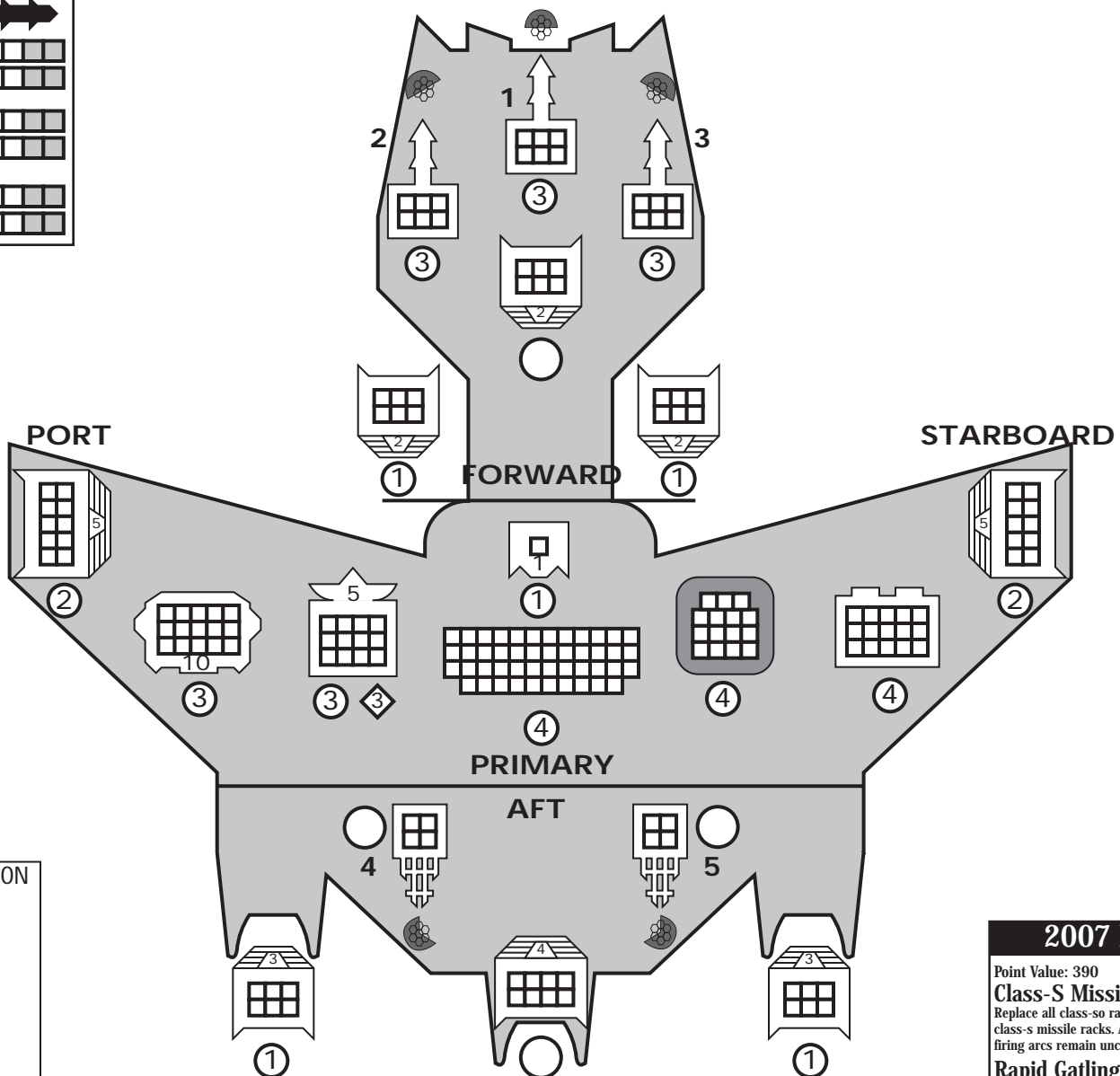
1-7: Main Thrust
8-9: Gatling Railgun
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS









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

SPECIAL NOTES
 Agile Ship
 Atmospheric Capable

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

[illegible]

ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Class-SO/S Missile Rack
	Gatling Railgun

2007 Refit

Point Value: 390

Class-S Missile Rack
Replace all class-s racks with class-s missile racks. Armor and firing arcs remain unchanged.

Rapid Gatling Railgun
Replace all Gatling railguns with rapid Gatling railguns. Armor and firing arcs remain unchanged.