I think you have to temp the Orca and change its model name, due to the model name used not actually existing in always.dat. In the temped version change 'vehicles\gdi orca\v_gdi_orca_m.w3d' to 'vehicles\gdi orca\v_gdi_orca.w3d' and it should work.

I seem to remember previous topics about this using that as the solution, I don't know if its the BEST solution though.

EDIT: Oh snap... Oblivion beat me