

# Okinawa Dropship CV (Inner Sphere)

## SPECS

Class: Medium Ship  
In Service: --  
Point Value: 375  
Ramming Factor: 90  
KF Drive Cost: na

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: N/A  
Roll Cost: N/A

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 14  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +3

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

## HANGAR

18 Fighters

## FORWARD HITS

1-4: Retro Thrust  
5-8: Cargo A or B  
9-10: LRM20  
11: ER Laser Battery  
12-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6: PPC  
7-9: Pulse Laser Battery  
10: C&C  
11-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-9: Port/Stb Thrust  
10-11: Engine  
12-15: Hangar  
16-17: Sensors  
18-20: Reactor

## 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
-  Cargo
-  ER Laser Battery
-  LRM20
-  PPC
-  Pulse Laser Battery

## WEAPON DATA


### LRM20 w/Artemis IV

Class: Ballistic  
Modes: Standard   
Damage: 1X+8  
Maximum X=12  
Range Penalty: n/a (max 20)  
Fire Control: +4/+3/+1  
Intercept Rating: n/a  
Rate of Fire: 1 per turn


### ER Laser Battery

Class: Laser  
Modes: Raking (8)   
Damage: d10+6  
Range Penalty: -1 per hex  
Fire Control: +2/+2/+2  
Intercept Rating: n/a  
Rate of Fire: 1 per turn

### PPC

Class: Particle  
Modes: Standard   
Damage: 1d6+6  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+1  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

### Pulse Laser Battery

Class: TurboLaser  
Modes: Standard   
Damage: d6+3  
Range Penalty: -2 per hex  
Fire Control: +2/+2/+3  
Intercept Rating: -2  
Rate of Fire: 1 per turn

