

# Union Dropship (Inner Sphere)

## SPECS

Class: LCV  
In Service: 2192  
Point Value: 170  
Ramming Factor: 40  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1/3 Speed  
Turn Delay: 1/3 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 1 Thrust  
Roll Cost: 1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 11  
Stb/Port Defense: 12  
Engine Efficiency: 1/1  
Extra Power: 0  
Initiative Bonus: +10

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

## SPECIAL NOTES

Atmosphere Capable  
Mech Drop Capable

## HANGAR

2 Fighters

## 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/+4/+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

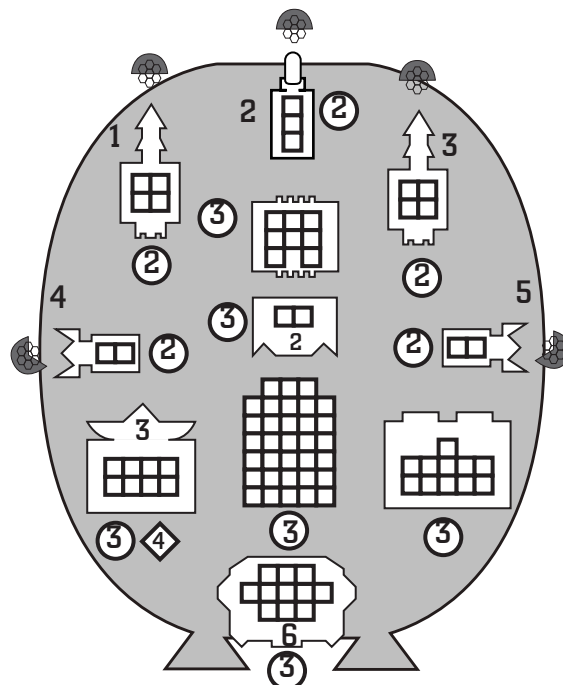
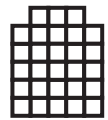
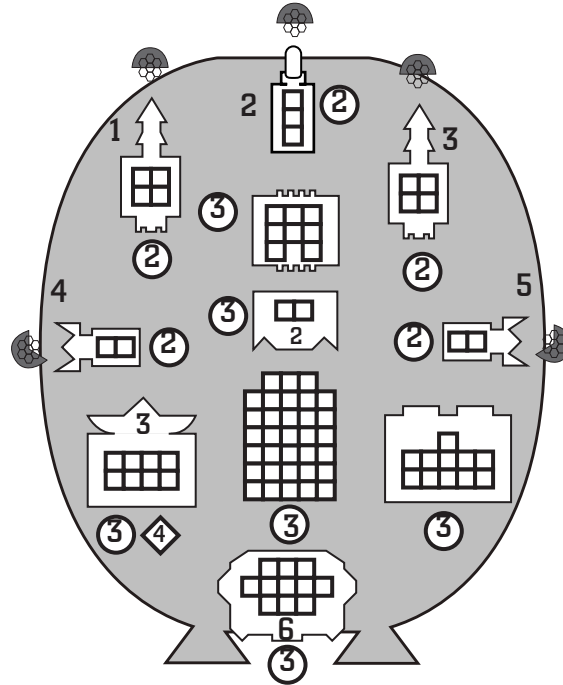
Class: Laser Pulse  
Modes: Standard  
Damage: d6+3  
Range Penalty: -2 per hex  
Fire Control: +2/+3/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## HIT LOCATION

1-8: Structure  
9-11: LRM20  
12: PPC  
13-14: Pulse Laser  
15: Hangar  
16-17: Mech Bay  
18: Drive  
19: Reactor  
20: Control

## SENSOR DATA

| Defensive EW |  |  |
|--------------|--|--|
| Target #1    |  |  |
| Target #2    |  |  |
| Target #3    |  |  |
| Target #4    |  |  |
| Target #5    |  |  |
| Target #6    |  |  |



## SENSOR DATA

| Defensive EW |  |  |
|--------------|--|--|
| Target #1    |  |  |
| Target #2    |  |  |
| Target #3    |  |  |
| Target #4    |  |  |
| Target #5    |  |  |
| Target #6    |  |  |

## ICON RECOGNITION

- Control
- Drive
- Reactor
- Cargo
- Mech Bays
- LRM20
- ER Laser Battery
- PPC