



# Starships D6 / Mycon Podship

## Mycon Podship

Craft: Mycon Podship

Type: Podship

Scale: Capital

Length: 250 meters (diameter)

Skill: Capital Ship Piloting: Mycon Podship

Crew: 28; Gunners: 2; Skeleton: 1/+15

Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, sensors 4D

Cargo Capacity: 1,000 metric tons

Consumables: 1 year

Hyperdrive Multiplier: x3

Nav Computer: Yes

Manuverability: 1D

Space: 6

Hull: 7D

Sensors:

Passive: 20/1D

Scan: 40/2D

Search: 85/3D

Focus: 6/5D

Weapons:

Tracking Plasmoid Launcher

Fire Arc: Front

Crew: 2

Skill: Capital ship gunnery

Fire Control: 5D

Space Range: 1-10/30/60

Atmosphere Range: 2-20/60/120 km

Damage: 10D/8D/6D

Starfighter Complement: None

Special Abilities:

\* Crew Regeneration: Mycon Podships can grow new crew members at a rate of two crew members per round as long as the tracking plasmoid launcher is not fired.

\* Hull Regeneration: Mycon Podships can heal their hull at a rate of 1D per round as long as the tracking plasmoid launcher is not

fired.

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Ryan Matheny, HTML and logos done by FreddyB

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