



Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Mycon Podship

## SPECS

Class: Capital  
In Service: SC1&2&3  
Point Value: 500  
Ramming Factor: 170  
Jump Delay: 18 Turns

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 4/3 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 16  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

## WEAPON DATA

### Homing Plasmoid

Class: Tracked Ballistic  
Plasma  
Mode: Flash  
Damage: 75 (-1 per hex)  
Range Penalty: None  
Launch Range: 50 hexes  
Fire Control: n/a  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

## SIDE HITS

1-3: Retro Thrust  
4-7: Port/Stbd Thrust  
8-10: Homing Plasmoid  
11-18: Side Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Jump Drive  
10-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-10: Primary Structure  
11-12: Struct Self-Repair  
13-14: Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Gravitic Drive System  
Special Hull Arrangement  
(No Forward Hits)

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 2 Defense: 8/8

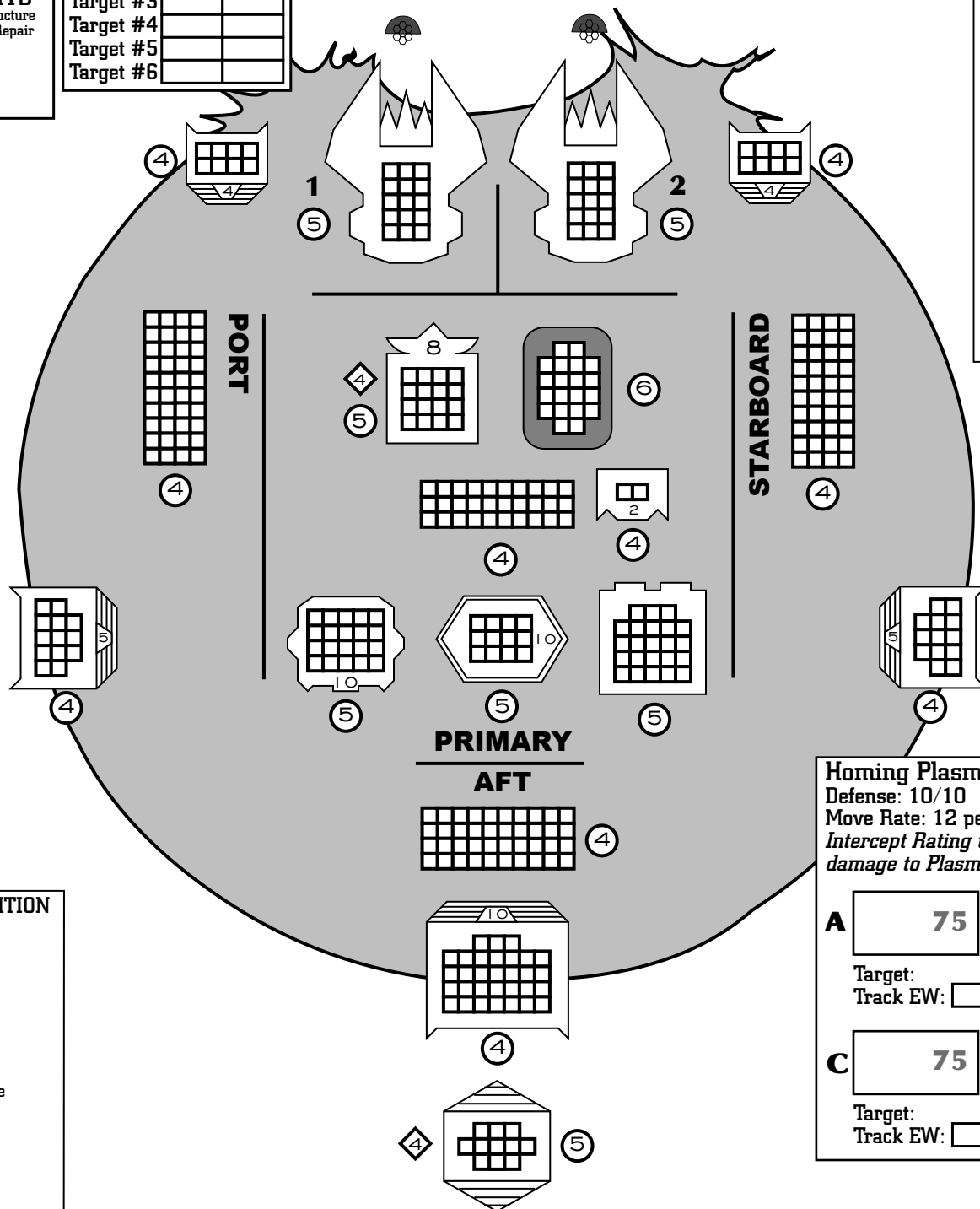


## Tracked Ballistics

**Rules:** Tracked as unit on map. Moves after all other movement is done. Moved according to speed, with players alternating moving it towards target (each move must bring it closer to the target). When it enters the same hex as any other unit, automatically attacks it for full damage. If that unit is fighters/shuttles, subtract damage needed to kill all craft and then continue moving the ballistic (if any damage remains in its total).

**Target Change:** Each turn, firing ship may devote 3 EW towards changing the target of one tracked ballistic.

**Tracking EW:** Ship may devote EW towards moving a tracked ballistic. Each EW point will allow the player to move the ballistic in lieu of the opposing player. These additional 'friendly' moves always apply at the start of the movement, until they are exhausted at which point standard movement takes over.



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- Hangar
- Structure Self-Repair
- Homing Plasmoid

## Homing Plasmoid

Defense: 10/10

Move Rate: 12 per turn

Intercept Rating used for determining damage to Plasmoid

A 75

Target:

Track EW: \_\_\_\_\_

B 75

Target:

Track EW: \_\_\_\_\_

C 75

Target:

Track EW: \_\_\_\_\_

D 75

Target:

Track EW: \_\_\_\_\_