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.