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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