

Starships D6 / New Republic prison ship

Name: New Republic prison ship
Scale: Capital
Length: 600 Meters
Skill: Capital Ship Piloting: New Republic prison ship
Crew: 1 (commander), 50 Droids (mix of Astromechs and Guard Droids)
Passengers: 1000 (prisoners)
Cargo Capacity: 1000 Tons
Consumables: 1 Year
Cost: Not available for sale
Hyperdrive Multiplier: X4
Hyperdrive Backup: X16
Nav Computer: Yes
Maneuverability: 0D+1
Space: 4
Atmosphere: 250;750kmh
Hull: 4D
Shields: 1D
Sensors:
 Passive: 45/0D
 Scan: 70/2D
 Search: 150/3D
 Focus: 3/4D



Weapons:
 2 Dual Turbolasers
 Scale: Captial
 Fire Arc: Turret
 Skill: Starship Gunnery
 Fire Control: 1D
 Space Range: 1-3/12/25
 Planetary Range: 2-6/24/50 Km
 Damage: 4D

Description: The New Republic prison ship was a type of prisoner transport used by the New Republic after the Galactic Civil War.

Stats by FreddyB, descriptive text from WookieePedia

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