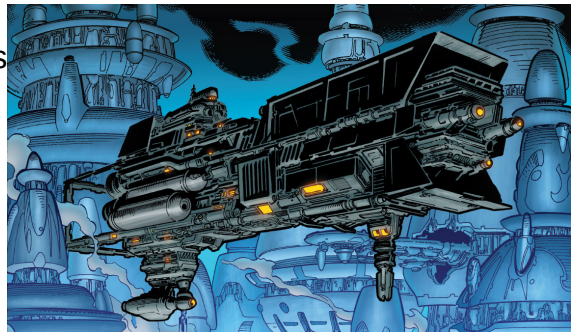
Starships D6 / MandalMotors / Rendili StarDri



Craft: MandalMotors / Rendili StarDrive's Lictor-class Dungeon Ship
Type: Dungeon Ship
Scale: Capital
Length: 764 meters
Skill: Capital ship piloting: Lictor-class
Crew: 860, gunners: 46, skeleton: 370/+15
Crew Skill: Astrogation 2D, Capital Ship Gunnery 4D+1, Capital Ship Piloting 4D, Capital Ship Shields 4D, Sensors 3D
Passengers: 400 (security wardens), 8,000 (prisoners in standard cells), 1,000 (prisoners in special holding cells) *
Cargo Capacity: 1,500 metric tons
Consumables: 2 months
Cost: 7.8 million credits
Hyperdrive Multiplier: x2
Nav Computer: Limited to two jumps
Maneuverability: 3D
Space: 3
Hull: 5D
Shields: 1D+2
Sensors:
- Passive: 40/0D
- Scan. 75/1D
- Search: 150/3D
- Focus: 4/4D+2

Weapons:
- 10 Quad Turbolaser Batteries
  - Fire Arc: 2 front, 4 left, 4 right
  - Crew: 3
  - Skill: Capital ship gunnery
  - Fire Control: 2D
  - Space Range: 3-15/35/75
  - Atmosphere Range: 6-30/70/150KM
  - Damage: 4D
- 2 Tractor Beam Projectors
  - Fire Arc: 1 front/left, 1 rear/right**
  - Crew: 8
  - Skill: Capital ship gunnery
  - Fire Control: 2D
  - Space Range: 1-15/15/35
  - Atmosphere Range: 2-10/30/60KM
  - Damage: 4D

* : Special Holding Cells have a system much like the Universal Energy Cage which encloses

the cell In a force field with a Strength of up to 15D. The cell also emanates a special type of energy that blocks Force energies and similar mental energies with an effectiveness of up to 15D.

** : May be used on only one fire arc per round.

Description: The Lictor-class dungeon ship, also known as an Imperial dungeon ship or Mandalorian Dungeon Ship, was a versatile warship and mobile prison based on a design used by the Mandalorian Neo-Crusaders during the Mandalorian Wars. The design proved resilient enough that it was still in use nearly four thousand years after its conception.

The models used by the Galactic Empire were equipped with universal energy cages, holding cells, drop bays, and sparring chambers where Dark Side Adepts could battle captive Jedi. They were designed to intimidate, and gained a reputation for never returning a captive who entered them. Guard droids were used to help prevent Jedi escapes.

In order to ensure that prisoners couldn't revolt and commandeer a vessel, their navicomps only were able to hold two sets of coordinates, the home base and the destination, and so could only go to those locations.

Though the Lictor-class wasn't manufactured for combat, it did possess 10 quad turbolaser batteries and two tractor beam projectors for self-defense.

In addition to the MandalMotors design, there was also the scaled down Kiltirin-class, manufactured by Rendili StarDrive.

History

The Lictor-class was used to transport normal and Force-sensitive prisoners, such as captured Jedi Knights during the height of the Great Jedi Purge following the Clone Wars. The Revelator was dispatched to accompany Inquisitor Valin Draco on a mission to the Cularin system, not long after the end of the Clone Wars.

During the aftermath of the Imperial Civil War in 10 ABY, Jedi Master Luke Skywalker and R2-D2 were transported on an Imperial dungeon ship to Byss, the secret throne world of the resurrected Emperor Palpatine. By that time, a dungeon ship could be purchased for 7.8 million credits.

Stats by FreddyB, Descriptive Text from WookieePedia.
Image copyright LucasArts.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.