



Starships D6 / New Republic Engineering

New Republic Engineering Prowler Patrol, Scout and Attack Craft

The Prowler was introduced after the destruction of the second Death Star. It was mainly used as a Patrol, Scout and Attack Craft for the edges of sectors controlled by the New Republic. The Prowler was quickly being assigned to different task forces. It became one of the most reliable attack craft small enough to be considered a light to medium transport. It was also used by the Fifth Fleet during the Black Fleet Crisis.

Craft: New Republic Engineering Prowler

Type: Patrol, Scout and Attack Craft

Scale: Capital

Length: 80 meters

Skill: Capital Ship Piloting: Prowler

Crew:(Command) 6 (Gunners) 10 (Normal) 50

Crew Skill: Capital Ship Piloting 5D, Capital Shields 4D+2, Capital Ship Gunnery 4D+2

Passengers: 40

Cargo Capacity: 150 metric tons

Consumables: 2 months

Cost: Not Available for Sale (Black Market Value: 3 million Used)

Maneuverability: 0D

Space: 6

Hull: 4D

Shields: 2D

Sensors:

Passive: 40/1D

Scan: 60/2D

Search: 80/3D

Focus: 6/4D

Weapons:

4 Dual Laser Cannon

Fire Arc: Front, Dorsal Turret, Ventral Turret, Back

Crew: Copilot; 1

Scale: Starfighter

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

4 Turbolaser Turrets

Fire Arc: Dorsal, Ventral, Left, Right

Crew: 1

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/20/35

Atmosphere Range: 100-300/2.0/3.5km

Damage: 5D

Concussion Missile Launcher

Fire Arc: Dorsal Turret

Crew: 1

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/15/30

Atmosphere Range: 100-300/1.5/3km

Damage: 8D

Proton Torpedo Launcher

Fire Arc: Ventral Turret

Crew: 1

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/15/30

Atmosphere Range: 100-300/1.5/3km

Damage: 10D

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