Starships D6 / Old Republic Prison Ship



Name: Prison Ship
Scale: Capital
Length: Hundreds of Meters
Skill: Capital Ship Piloting: Prison Ship
Crew: 40; Guards: 50, Skeleton Crew: 1/+20
Crew Skill: Astrogation 4D+1, Capital Ship Piloting 5D+2, Capital Ship Shields 4D+1, Capital Ship Gunnery 5D+2, Sensors 5D
Passengers: 1,000 (prisoners)
Cargo Capacity: 4,000 Tons
Consumables: 1 Year
Cost: Not available for sale
Hyperdrive Multiplier: X2
Hyperdrive Backup: X16
Nav Computer: Yes
Maneuverability: 0D+1
Space: 4
Atmosphere: 330;950kmh
Hull: 4D
Shields: 2D
Sensors:
- Passive: 45/0D
- Scan: 70/2D
- Search: 150/3D
- Focus: 3/4D

Equipped With:
- Large Hangar Bays

Weapons:
- None

Description: A prison ship was utilized to transport the members of the Final Occultation cult after its members were arrested and imprisoned by the Sith Lord Darth Sidious. The prison ship, carrying dozens of cultists and the Final Occultation's leaders—Heldi Cerebron, Vasik Aldritch, and another leader—went dark when it jumped to lightspeed, having been taken over by the cult. The members of the Final Occultation attempted to perform a summoning ceremony that would cause the hypermatter particles to open a rift of madness instead of taking the vessel to hyperspace. Sidious sent his apprentice, Darth Maul, to detain the members of the Final Occultation, hoping to interrogate them. However, after arriving on the prison ship, Maul killed Cerebron and Aldritch before facing the third leader, who sent the cultists after him. Rather than fight the horde of cultists, Maul set the prison ship on a course into a nearby ice planet, cutting a hole through the viewport and escaping. The prison ship crashed into the ice planet, destroying the cult.

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