# Starships D6 / New Republic Engineering Pro

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 controled by the New Republic. The Prowler was quickly being assinged 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
- Atomsphere 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
Atomsphere 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
Atomsphere 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
Atomsphere Range: 100-300/1.5/3km
Damage: 10D

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