Prisonship 'Saladin'

Prison Ship (Saladin Class)

The Saladin is used to [transport](#) [prisoners](#) to the [coalition](#) prison colonies.

Stats

Guns/Turrets: 0/8
Armor: 18200
Cargo Holds: 200
Max Batteries/NanoBots: 100/100
Optimal Weapon Class: 10
Max. Weapon Class: 10
Additional Equipment: n/a