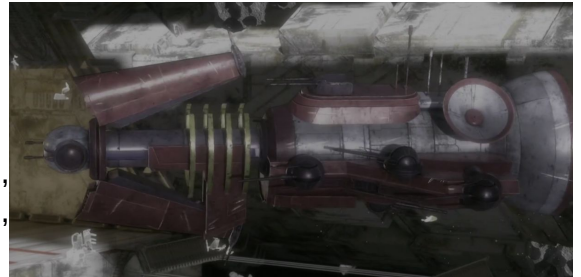


Starships D6 / Jedi Hunter Ship

Name: Jedi Hunter Ship
Scale: Capital
Crew: 25; Skeleton Crew: 4/+10
Crew Skill: Astrogation 4D+1, Capital Ship Piloting 5D+2,
Capital Ship Shields 4D+1, Capital Ship Gunnery 5D+2,
Sensors 5D
Passengers: 40
Cargo Capacity: 500 Tons
Consumables: 1 Year
Hyperdrive Multiplier: X1
Hyperdrive Backup: X12
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950kmh
Hull: 4D
Shields: 2D
Sensors:
 Passive: 40/1D
 Scan: 80/2D
 Search: 100/3D
 Focus: 5/4D



Weapons:
 Turbolasers (2)
 Scale: Capital
 Fire Arc: Front
 Fire Control: 2D
 Space: 3-15/36/75
 Atmosphere: 6-30/72/150 Km
 Damage: 5D
 Twin Turbolaser Turret
 Scale: Capital
 Fire Arc: Turret
 Fire Control: 3D
 Space: 3-15/36/75
 Atmosphere: 6-30/72/150 Km
 Damage: 5D
 Twin Blaster Cannon Turrets
 Scale: Starfighter
 Fire Arc: Turret
 Fire Control: 2D
 Space: 1-5/12/25
 Atmosphere: 2-10/24/50 Km

Damage: 5D

Description: A ship was used by Jedi Hunters as they pursued a Jedi ship. The Jedi ship escaped, but the Jedi Lah Kara was blasted into space and eventually drifted to an abandoned ship. The Jedi Hunter ship arrived at the abandoned ship, where Kara was again able to escape the Jedi Hunters. The ship's hull was red, and it was equipped with blaster cannons and deflector shields.

Stats by FreddyB, Descriptive Text from WookieePedia.

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