Starships D6 / Corellian Jumpmaster 5000 Sc



Name: Jumpmaster Scout
Type: Corellian Jumpmaster 5000 Scout Ship
Scale: Starfighter
Length: 20.1m
Skill: Space Transports - Jumpmaster
Crew: 1
Crew Skill: varies
Passengers: 1
Consumables: 6 Months
Cargo Capacity: 50 Tonnes
Cost: 29,500 (used)
Hyperdrive Multiplier: X1
Hyperdrive Backup: X3
Nav Computer: Yes
Space: 6
Atmosphere: 700;1200kmh
Maneuverability: 2D
Hull: 5D
Shields: 1D
Sensors:
- Passive: 25/0D
- Scan: 50/1D
- Search: 75/2D
- Focus: 3/3D

Weapons:
- 2 * Laser Cannon
  - Fire Arc: Front
  - Skill: Starship Gunnery
  - Fire Control: 2D
  - Space Range: 1-3/15/25
  - Atmosphere Range: 100-300/1.5/2.5km
  - Damage: 6D

Description: The Corellian designed Jumpmaster 5000 is a older design used during the late years of the Old Republic, built for deep space patrols and exploration the Jumpmaster has now become a much loved vessel for Bounty Hunters. With plenty of room for modification, but still plenty of space for prisoners, the Jumpmaster can become a fine combat vessel, however its tough hull and good hyperdrive make it a fairly well designed vessel for moving small amounts of valuable cargo. The Jumpmaster series has been retired for a long time, but they are often seen in use patched and modified beyond their original specifications. One of the first modifications made is replacement of the unreliable and poor built hyperdrive, which is notorious for breaking down and malfunctioning, in fact many of the owners of Jumpmaster 5000's have removed the main hyperdrive completely, and rely on the backup system completely. The crafts small size means that if the entire cargo hold is taken up with weapons and engine modifications the crew space

becomes limited, but most owners who take this path think that this trade off is well worth it.

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