

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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