

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.

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