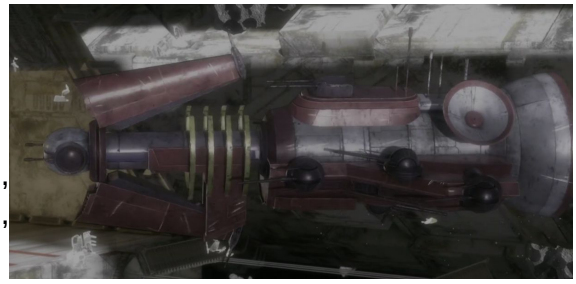
# Starships D6 / Jedi Hunter Ship



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.

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