

Starships D6 / Imperial hunter



Name: Imperial hunter

Scale: Starfighter

Length: 42 meters

Skill: Space Transports - Imperial hunter

Crew: Pilot (1), Co-pilot/sensor officer (1), Gunners (3)

Passengers: 30

Crew Skill: Space Transports 5D, Starship Gunnery 4D+2, Starship Shields 4D

Consumables: 3 Months

Cargo Capacity: 80 Tons

Hyperdrive Multiplier: X1

Hyperdrive Backup: X10

Nav Computer: Yes

Space: 5

Atmosphere: 295;850kmh

Maneuverability: 1D

Hull: 4D+2

Shields: 2D+2

Sensors:

Passive: 25/0D+1

Scan: 50/1D+2

Search: 100/3D

Focus: 4/4D

Equipped:

6 E-web heavy repeating blasters + 2 74-Z speeder bikes

or

4 74-Z speeder bikes

Weapons:

Twin Heavy laser cannons (firelinked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

Defence Repeating blaster cannon turrets (2)

Fire Arc: Turret

Scale: Character

Crew: 1 each

Fire Control: 1D

Space: 3-30/120/350

Atmosphere Range: 6-60/240/700m

Damage: 6D

Description: Imperial hunters were long-range intercept starships developed by the Galactic Empire during the reign of Palpatine's clones on Byss.

One such ship, Scourge One, carried Executor Sedriss QL, Vill Goir, and a group of Force-enhanced stormtroopers to the ancient Jedi planet of Ossus, in an effort to capture Luke Skywalker for Palpatine.

Several Imperial Hunters would later return to the planet to capture Ysanna shamans for cloning experiments aimed at providing Palpatine with a better genetic stock.

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