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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