

STAR WARS

ROLEPLAYING GAME



VEHICLES STATS

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STAR
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by Thiago S. Aranha



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Mon Calamari Submersible Explorer

Craft: Urukaab Typhoon-2 Submersible Vehicle
Type: Compact exploratory submarine
Scale: Speeder
Length: 10 meters
Skill: Repulsorlift operation: submarine
Crew: 1
Passengers: 4
Cargo Capacity: 15 kilograms
Cover: Full
Cost: 22,000 (new), 8,000 (used)
Maneuverability: 1D+2
Move: 70; 200 kmh
Body Strength: 1D
Sensors:
Passive: 5/0D
Scan: 10/1D
Search: 15/2D
Focus: 2/3D
Source: Wretched Hives of Scum and Villainy (page 53)

Speeder Raft



Type: Underwater raft
Scale: Speeder
Skill: Aquatic vehicle operation: speeder raft
Crew: 1, 1 (can coordinate)
Passengers: 2
Cargo Capacity: 50 kilograms
Cover: 1/2
Maneuverability: 1D

Move: 35; 100 kmh
Body Strength: 1D+2
Source: Secrets of the Sisar Run (page 71)

Aquatic Scout Ship

Type: Submersible scout
Scale: Speeder
Skill: Repulsorlift operation
Crew: 3
Cargo Capacity: 500 kilograms
Cover: Full
Altitude Range: 5 kilometers below surface
Maneuverability: 1D
Move: 30; 90 kmh
Body Strength: 2D
Weapons:
Tow Cable
Source: Operation: Elrood (page 47)

Gungan Lifepod

Craft: Noloh Gunga Repulsor Lifepod
Type: Lifeboat
Scale: Speeder
Length: 6.8 meters
Skill: Watercraft operation
Crew: 1
Crew Skill: Varies
Passengers: 6
Cargo Capacity: 150 kilograms
Cover: Full
Cost: 3,500 (new), 1,700 (used)
Maneuverability: 0D
Move: 18; 50 kmh
Body Strength: 2D+1

Monobubble Racing Bongo

Craft: Modified Otoh Gunga Bonmeken Cooperative Monobubble Bongo
Type: Submarine
Scale: Speeder
Length: 13.75 meters
Skill: Watercraft operation: submarine
Crew: 1 pilot
Crew Skill: Watercraft operation 8D
Passengers: 2
Cargo Capacity: None
Cover: Full
Cost: 16,000 (used)
Maneuverability: 2D
Move: 105; 300 kmh
Body Strength: 2D+2

Skimmersub

Craft: Noloh Gunga Bongoform Skimmersub
Type: Aquatic submersible
Scale: Speeder
Length: 9.25 meters
Skill: Watercraft operation: skimmersub
Crew: 1
Passengers: 4
Cargo Capacity: 18,000 kilograms

Cover: Full when sealed, 1/4 when open
Maximum Depth: 500 meters
Cost: 16,000 (new), 7,500 (used)
Maneuverability: 1D+1
Move: 143 ; 410 kmh
Body Strength: 3D+1

Trawler Escape Submersible

Craft: Ubrikkian BBE Repulsorsub
Type: Aquatic submersible
Scale: Starfighter
Length: 36 meters
Skill: Watercraft operation: repulsorsub
Crew: 3
Passengers: 45
Cargo Capacity: 70,000 kilograms
Cover: Full
Maximum Depth: 300 meters
Cost: 21,000 (new), 16,000 (used)
Maneuverability: 1D
Move: 103; 295 kmh
Body Strength: 3D+2

Boss Nass' Custom Bongo

Craft: Heavily Modified Otoh Gnga Bonmeken Cooperative Monobubble Bongo
Type: Submarine
Scale: Speeder
Length: 14.25 meters
Skill: Watercraft operation: submarine
Crew: 1
Passengers: 2
Cargo Capacity: None
Cover: Full
Cost: Not available for sale
Maneuverability: 2D+1
Move: 122; 350 kmh
Body Strength: 3D+2
Weapons: None, though this bongo is designed for ramming – apply an additional 2D of damage to opposing vehicles who are rammed.

Bongo



Craft: Otoh Gunga Bonmeken Cooperative Tribubble Bongo
Type: Submarine
Scale: Speeder
Length: 15 meters
Skill: Watercraft operation: submarine
Crew: 1 pilot
Crew Skill: Varies
Passengers: 2
Cargo Capacity: 1,600 kilograms (800 kilograms per cargo bubble)
Cover: Full
Cost: 23,000 (new), 12,500 (used)
Maneuverability: 1D
Move: 80; 230 kmh
Body Strength: 4D
Source: Secrets of Naboo (page 48)

Amphibious Speeder

Craft: SoroSuub AQ-1 Submersi-Speeder
Type: Amphibious speeder
Scale: Speeder
Length: 7.4 meters
Skill: Repulsorlift operation
Crew: 1
Passengers: 10
Cargo Capacity: 150 kilograms
Cover: Full
Cost: 30,000 (new), 15,000 (used)
Maneuverability: 2D+1
Move: 35; 100 kmh
Body Strength: 4D
Source: Geonosis and the Outer Rim Worlds (page 106)

Decommissioned Military Sub

Craft: Modified Grand Gungan Army Submersible
Type: Submarine
Scale: Speeder
Length: 17.5 meters
Skill: Watercraft operation: submarine
Crew: 1 pilot
Crew Skill: Watercraft operation 8D
Passengers: 3
Cargo Capacity: 500 kilograms
Cover: Full
Cost: 18,500 (used)
Maneuverability: 1D
Move: 95; 275 kmh
Body Strength: 5D

Mon Calamari Utility Sub



Craft: Urukabb Utility Submarine Vehicle with optional geological fittings

Type: Compact submarine

Scale: Speeder

Length: 12 meters

Skill: Repulsorlift operation: submarine

Crew: 1

Passengers: 3

Cargo Capacity: 30 kilograms

Cover: Full

Cost: 34,000 (new), 10,000 (used)

Maneuverability: 1D

Move: 70; 200 kmh

Body Strength: 1D (deep-sea models: 3D)

Sensors:

Passive: 5/0D

Scan: 10/1D

Search: 15/2D

Focus: 2/3D

Weapons:

Cutting Laser (mounted on robotic arm)

Fire Arc: Turret (robotic arm)

Scale: Character

Skill: Vehicle blasters

Fire Control: 3D

Range: 1 meter

Damage: 2D

Source: The Jedi Academy Sourcebook (pages 138-139)

Imperial Waveskimmer



Type: Waveskimmer

Scale: Speeder

Skill: Repulsorlift operation: waveskimmer

Crew: 1

Cargo Capacity: 30 Kg

Cover: 1/2

Altitude Range: Underwater, Water level-2 meters

Maneuverability: 2D+1

Move: 25; 70 kmh

Body Strength: 1D+2

Weapons:

Sonic Blaster

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 1D

Range: 10-50/200/500

Damage: 2D

Source: Operation: Elrood (page 47), Secrets of the Sisar Run (page 77)

Aquaspeeder

Craft: Hydrospeare Corporation Combat Aquaspeeder (modified Incom T-47 airspeeder)

Type: Modified combat airspeeder

Scale: Speeder

Length: 5.8 meters

Skill: Aquatic vehicle operation: aquaspeeder

Crew: 1, 1 (can coordinate)

Crew Skill: Aquatic vehicle operation 4D+1, vehicle blasters 4D

Cargo Capacity: 15 kilograms

Cover: Full

Altitude Range: ground level-100 meters

Cost: Not available for sale

Maneuverability: 1D+1 (underwater), 2D (in atmosphere)

Move: 80; 230 kmh (underwater), 225; 600 kmh (in atmosphere)

Body Strength: 2D+2

Weapons:

Quad Laser Cannon

Fire Arc: Turret

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-400/900/3 km

Damage: 4D

Power Harpoon

Fire Arc: Rear

Crew: 1 (co-pilot)

Skill: Missile weapons

Fire Control: 2D

Range: 25/50/100/200

Damage: 3D (none if tow cable and fusion disk is used)

Source: Alliance Intelligence Reports (page 43)



Crew Skill: Varies

Passengers: 4

Cargo Capacity: 50 kilograms

Cover: Full

Cost: 40,000 credits (new), 10,000 credits (used)

Maneuverability: 1D

Move: 70; 200 kmh

Body Strength: 3D

Sensors:

Passive: 5/0D

Scan: 10/1D

Search: 15/2D

Focus: 2/3D

Weapons:

Laser Cannon

Fire Arc: Front

Scale: Speeder

Skill: Vehicle blasters

Fire Control: 2D

Range: 25-100/300/500

Damage: 5D

Source: Rules of Engagement – The Rebel SpecForce Handbook (page 50)

Aquadon CAVa 400



Craft: Hydrospeare Aquadon CAVa 400 (modified Nen-Carvon CAVw PX-10)

Type: Personal aquatic combat vehicle

Scale: Speeder

Length: 5.1 meters

Skill: Aquatic vehicle operation: CAVa 400

Crew: 1

Crew Skill: Aquatic vehicle operation 4D+2, vehicle blasters 4D+1

Cargo Capacity: 75 kilograms

Cover: Full

Cost: Not available for sale

Maneuverability: 1D

Move: 26; 75 kmh

Body Strength: 4D

Weapons:

Medium Blaster Cannon

Fire Arc: Turret

Skill: Vehicle blasters

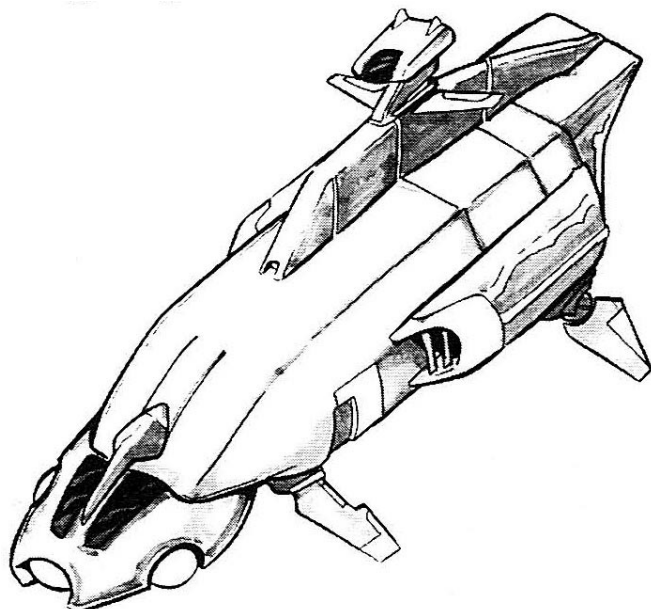
Fire Control: 1D

Range: 50-250/750/1.5 km

Damage: 4D

Source: Alliance Intelligence Reports (pages 41/43)

Alliance Submarine



Craft: Modified Urukaab Submarine Transport

Type: Modified compact submarine

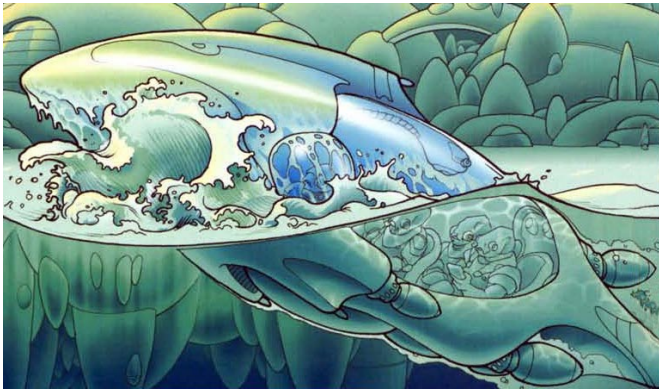
Scale: Speeder

Length: 15 meters

Skill: Repulsorlift operation: submarine

Crew: 1

Mon Calamari Submersible



Type: Submarine vessel
Scale: Speeder

Length: 9 meters
Skill: Repulsorlift operation: submarine
Crew: 1
Passengers: 2-6 (depends on interior layout)
Cargo Capacity: 500 kilograms
Cover: Full
Cost: 18,000 (new), 7,000 (used)
Maneuverability: 1D+2
Move: 80; 220 kmh
Body Strength: 3D+2
Weapons:

Torpedo Launcher (3 missiles)

Fire Arc: Front

Skill: Missile weapons

Fire Control: 0D

Range: 50-100/500/1 Km

Damage: 5D

Source: Geonosis and the Outer Rim Worlds (page 98)

V-Fin Submersible Icebreaker

Craft: V-Fin Submersible Icebreaker

Type: Aquatic submersible

Scale: Speeder

Length: 9.5 meters

Skill: Watercraft operation: V-Fin

Crew: 2

Crew Skill: 5D in all applicable skills

Passengers: 10

Cargo Capacity: 20 tons

Cover: Full

Depth Range: Surface level-2,000 meters

Cost: 26,000 (new), 11,000 (used)

Maneuverability: 1D+2

Move: 40; 115 kmh



Body Strength: 4D

Weapons:

Sonic Drill

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 2D

Range: 3-50/100/200

Damage: 9D

Source: Coruscant and the Core Worlds (page 138)

Explorer



Craft: Hydospeare Corporation Explorer Submergible

Type: Undersea exploration vehicle

Scale: Walker

Length: 9.1 meters

Skill: Walker operation: Explorer

Crew: 2, gunners: 2, skeleton 1/+15

Crew Skill: Varies

Passengers: 2

Cargo Capacity: 500 kilograms

Cover: Full

Cost: Not available for sale

Maneuverability: 1D (underwater), +2 (on land)

Move: 28; 85 kmh (underwater), 21; 60 kmh (on land)

Body Strength: 3D

Weapons:

Heavy Blaster Cannon

Fire Arc: Front

Crew: 1

Scale: Walker

Skill: Vehicle blasters

Fire Control: 1D

Range: 10-50/100/200 (underwater); 10-100/200/400 (on land)

Damage: 5D

Light Blaster Cannon

Fire Arc: Turret

Crew: 1

Scale: Walker

Skill: Vehicle blasters

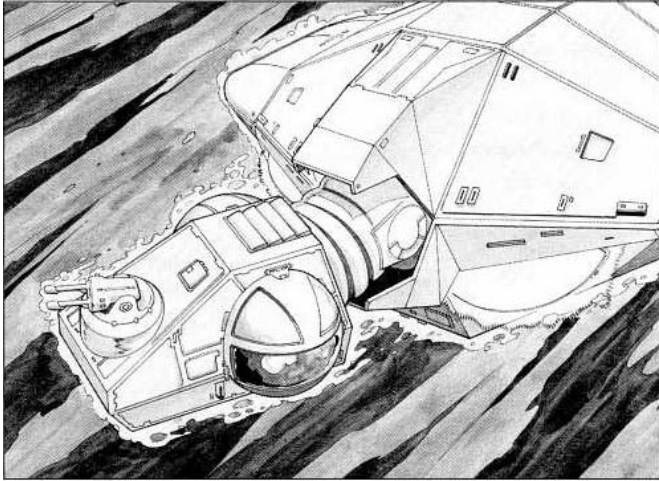
Fire Control: 1D

Range: 10-50/100/200 (underwater); 10-100/200/400 (on land)

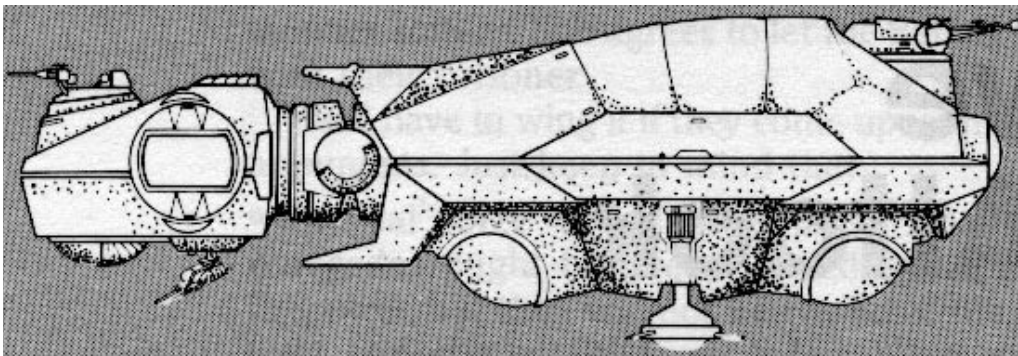
Damage: 2D

Source: Alliance Intelligence Reports (page 41), Cracken's Rebel Field Guide (page 45)

AT-AT Swimmer



Craft: Aquatic Terrain Armored Transport
Type: Assault swimmer
Scale: Walker
Length: 22.3 meters
Skill: Repulsorlift operation: AT-AT Swimmer
Crew: 5, gunners: 1 skeleton: 3/+10
Crew Skill: Repulsorlift operation 3D+2, vehicle blasters 3D
Passengers: 40 (troops) or 5 Waveskimmers
Cargo Capacity: 600 kilograms
Cover: Full
Cost: Not available for sale
Move: 28; 80 kmh
Body Strength: 6D
Weapons:
Two Heavy Laser Cannons
Fire Arc: Front
Crew: 1 (co-pilot or commander)
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-500/1.5/3 Km
Damage: 6D
Two Medium Blasters
Fire Arc: Rear/Turret
Crew: 1 (gunner)
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-200/500/1 Km
Damage: 3D
Note: The Swimmer's head is mounted on a pivoting neck, which can turn to face the left, front, and right fire arcs. An AT-AT Swimmer may move its head one fire arc per turn (from left to front, right to front, front to right, or front to left).
Source: Battle for the Golden Sun (page 33)



Leviathan Submersible Carrier

Craft: Tirsia Wargear Leviathan Submersible Carrier
Type: Submersible fighter carrier
Scale: Walker
Length: 200 meters
Skill: Nautical vessel piloting
Crew: 110, gunners: 6
Crew Skill: Nautical vessel piloting 5D, vehicle blasters 5D
Passengers: 30 (troops)
Cargo Capacity: 7.500 metric tons
Cover: Full
Maneuverability: 0D
Move: 21; 60 kmh
Body Strength: 7D
Sensors:
Passive: 25 Km/0D
Scan: 80 Km/1D
Search: 120 Km/2D
Focus: 2 Km/3D
Weapons:
3 Laser Cannons
Fire Arc: Turret
Crew: 2
Skill: Vehicle blasters
Fire Control: 3D
Range: 25-50/100/200
Damage: 5D
Note: Capable of holding and deploying 1 fighter squadron.
Source: Adventure Journal 2 (pages 260-263)

Crestrunner

Craft: Mon Calamari L9 Crestrunner
Type: Submersible/walker craft
Scale: Walker
Length: 20 meters
Skill: Walker operation (ground), repulsorlift operation (submarine)
Crew: 4
Passengers: 38
Cargo Capacity: 1 ton
Cover: Full
Depth Range: Water level-12 kilometers
Cost: Not available for sale
Maneuverability: 1D+2
Move: 21; 60 kmh (ground) 50; 150 kmh (water)
Body Strength: 8D
Weapons:
4 Blaster Cannons (fire-linked)
Fire Arc: Front
Crew: 1
Skill: Vehicle blasters

Fire Control: 3D
Range: 50-200/500/1 Km
Damage: 5D
2 Torpedo Launchers (5 missiles each)
Fire Arc: Front
Crew: 1
Skill: Vehicle blasters
Fire Control: 3D
Range: 50-500/1.5/3 Km
Damage: 7D
Source: Geonosis and the Outer Rim Worlds (page 99)

BBK Escape Sub

Craft: Modified Ubrikkian BBK Repulsorsub

Type: Aquatic submersible

Scale: Starfighter

Length: 13.5 meters

Skill: Watercraft operation: repulsorsub

Crew: 4 (1 pilot, 2 engineers, 1 navigator), gunners: 1

Crew Skill: All pertinent skills at 6D

Passengers: 25

Cargo Capacity: 33,000 kilograms

Cover: Full

Maximum Depth: 2,000 meters

Cost: Not available for sale (100,000 estimated)

Maneuverability: 2D+1

Move: 38; 110 kmh

Body Strength: 2D+2

Shields: 3D

2 Dual Turbolaser Cannons (fire-linked)

Fire Arc: Front Turret

Scale: Capital

Skill: Capital Ship gunnery

Fire Control: 4D

Range: 6-30/70/150 Km

Damage: 5D

2 Proton Hydrotorpedo Launchers

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 4D

Range: 50-500/1.5/3 Km

Damage: 9D

Watercraft

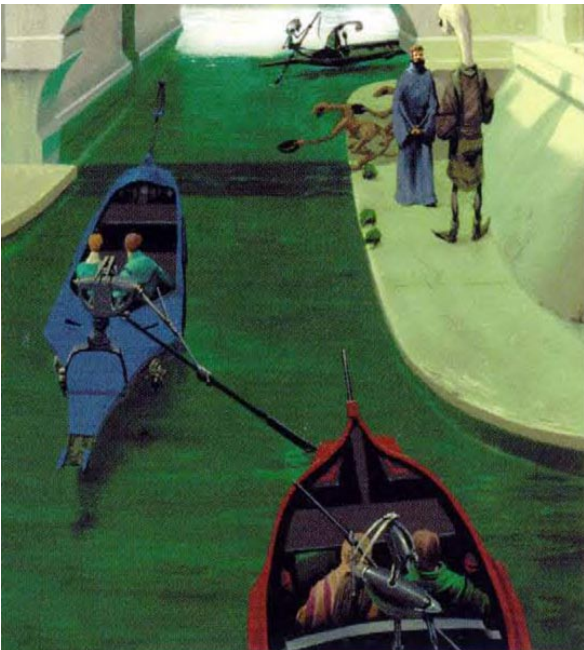
Hydromancer

Craft: Saltech V-53 Hydromancer
Type: Civillian racing yacht
Scale: Speeder
Length: 23 meters
Skill: Sailed yacht operation
Crew: 6, skeleton: 3/+10
Crew Skill: Sailed yacht operation 5D, sea navigation 4D
Passengers: 2
Cargo Capacity: 1 metric ton
Cover: Full (below decks), 1/4 (above decks)
Move: 25; 70 kmh
Body Strength: 1D
Source: The Best of the Adventure Journals, Issues 1-4 (page 68)

Repulsorsail Skiff

Craft: Modified Jal-Paara G-62 Repulsorsail Skiff
Type: Repulsorsail skiff
Scale: Speeder
Length: 8.7 meters
Skill: Repulsorlift operation: repulsorsail skiff
Crew: 1
Crew Skill: Repulsorlift operation 4D+2
Passengers: 16 or cargo
Cargo Capacity: 92 metric tons
Cover: 1/4
Cost: Not available for sale (17,000 estimated)
Maneuverability: 2D+1
Move: 118; 340 kmh
Body Strength: 3D

Gados Floatboat



Craft: Gados Floatboat
Type: Amphibious repulsorcraft
Scale: Speeder
Length: 10 meters
Skill: Repulsorlift operation: floatboat
Crew: 1
Crew Skill: 5D in all applicable skills
Passengers: 15
Cargo Capacity: 50 tons
Cover: Full (pilot)
Altitude Range: Water level-0.5 meters
Cost: 13,000 (new), 4,000 (used)
Maneuverability: 1D+1
Move: 18; 50 kmh
Body Strength: 2D
Weapons:
Laser Cannon (Security models only)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D
Range: 3-50/100/200
Damage: 4D
Source: Coruscant and the Core Worlds (page 38)

Wookiee Flying Catamaran



Craft: Appazanna Engineering Works Oewor Jet Catamaran
Type: Exotic flying watercraft
Scale: Speeder
Length: 15.1 meters
Skill: Repulsorlift operation
Crew: 2
Passengers: 2
Cargo Capacity: 100 kilograms
Cover: 1/2
Altitude Range: Water level-1,000 meters
Cost: 15,000 (new), 6,000 (used)
Maneuverability: 2D
Move: 150; 430 kmh
Body Strength: 4D

TIE Boat

Type: Surface assault craft
Scale: Speeder
Length: 8 meters
Skill: Repulsorlift operation
Crew: 1, gunners: 1
Cover: Full
Altitude Range: Water level-0.5 meters
Maneuverability: 2D
Move: 30; 90 kmh
Body Strength: 3D
Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Crew: 1

Skill: Vehicle blasters

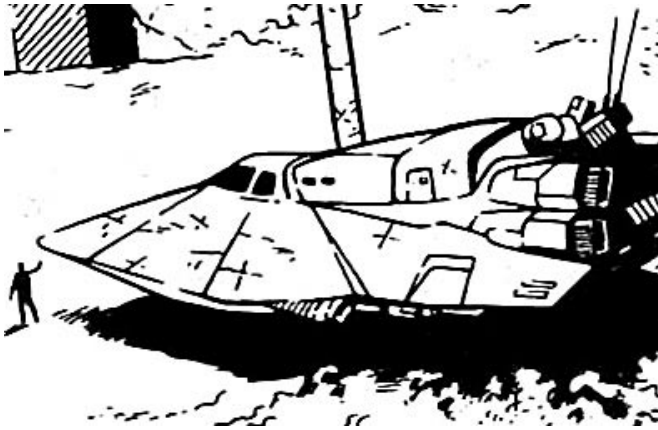
Fire Control: 2D

Range: 50-250/600/1 Km

Damage: 4D

Source: Operation: Elrood (page 47)

Cyropac-77 Waveskimmer



Craft: Cyropac-77 Waveskimmer

Type: Landspeeder variant

Scale: Speeder

Length: 7 meters

Skill: Repulsorlift operation

Crew: 1, gunners: 1

Crew Skill: Repulsorlift operation 4D+2, vehicle blasters 6D

Cargo Capacity: 20 kilograms

Cover: Full

Altitude Range: 2 meters (over water only)

Cost: 5,500 credits

Maneuverability: 3D

Move: 140; 400 kmh

Body Strength: 3D

Weapons:

Twin Heavy Blaster Cannons (fire-linked)

Fire Arc: Turret

Crew: 1

Skill: Vehicle blasters

Fire Control: 3D

Range: 2-25/50/250

Damage: 5D

Source: Hideouts & Strongholds (pages 66-67)

Trade Federation Gunboat

Craft: Trade Federation Gunboat

Type: Watercraft/gunboat

Scale: Speeder

Length: 6 meters

Skill: Watercraft operation: gunboat

Crew: 1

Crew Skill: Watercraft operation 4D

Passengers: 3

Cargo Capacity: 40 kilograms

Cover: 1/2

Cost: 18,000 (new), 9,000 (used)

Maneuverability: 1D



Move: 35; 100 kmh

Body Strength: 3D+2

Weapons:

Heavy Laser Cannon

Fire Arc: Turret

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-500/1/2 Km

Damage: 6D

Energy Bombs (10 carried)

Fire Arc: Rear

Skill: Missile weapons

Fire Control: 2D

Range: 2-12/25/50 m

Damage: 4D

Ubrikkian Yacht

Craft: Ubrikkian Private Shipwright's Contract GBX-005

Type: Sea Yacht

Scale: Starfighter

Length: 70 meters

Skill: Watercraft operation: GBX-005

Crew: 4 (1 pilot, 2 engineers, 1 navigator), gunners: 1

Crew Skill: All pertinent skills at 6D

Passengers: 45

Cargo Capacity: 2 metric tons

Cover: 1/4 to Full cover

Cost: Not available for sale (2.9 million estimated)

Maneuverability: 2D

Move: 140; 400 kmh

Body Strength: 6D+1

Shields: 3D

Weapons:

2 Dual Turbolaser Cannons (fire-linked)

Fire Arc: Front Turret

Scale: Capital

Skill: Capital Ship gunnery

Fire Control: 4D

Range: 6-30/70/150 Km

Damage: 5D

2 Proton Hydrotorpedo Launchers

Fire Arc: Front

Skill: Starship gunnery

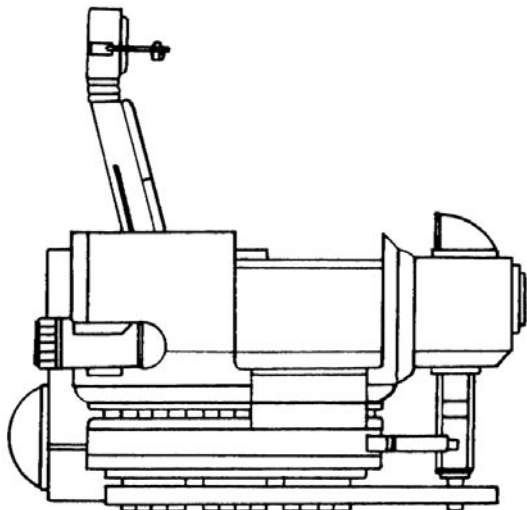
Fire Control: 4D

Range: 50-500/1.5/3 Km

Damage: 9D

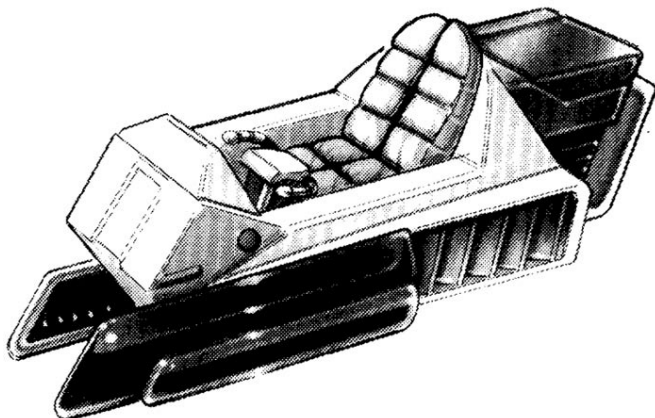
Hover Vehicles

Columi Mental Hoverpod



Craft: Columi Mental Hoverpod
Type: Personal conveyance
Scale: Character
Length: 3 meters
Skill: Hover vehicle operation
Crew: 1
Cargo Capacity: 50 kilograms
Cover: 1/2
Altitude Range: Ground level-3 meters
Cost: 15,000
Availability: 4, R
Maneuverability: 1D
Move: 30; 120 kmh
Body Strength: 1D
Game Notes: While existing stabilizing serums assist users in controlling this unit, some beings can experience bouts of nausea and other unpleasant side effects. A user must make a Difficult *stamina* check every half hour: failing the roll means the user will have to stop using the device for 1D hours.
Source: Galladinium's Fantastic Technology (page 86)

Hover Shopper

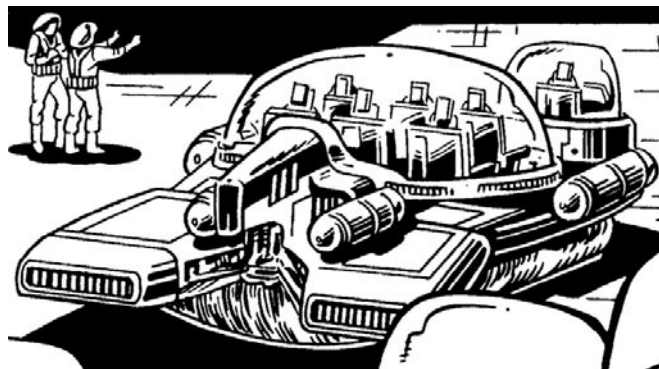


Craft: Borliss Automation Concepts Incorporated HVP-200
Type: One-person personal cargo carrier
Scale: Character
Length: 3 meters
Skill: Hover vehicle operation
Crew: 1
Cargo Capacity: 300 kilograms
Cover: 1/4
Altitude Range: Ground level-2 meters
Cost: 400
Maneuverability: +1
Move: 20; 60 kmh
Body Strength: 3D
Source: Galladinium's Fantastic Technology (pages 13-14), Arms and Equipment Guide (page 76)

K'Rraith "Windstorm"

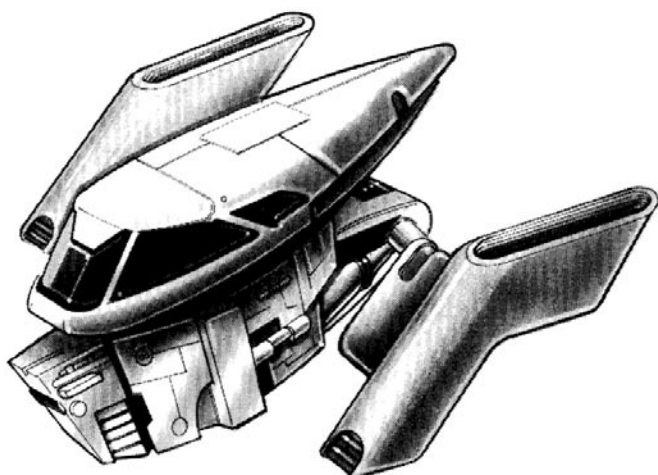
Craft: V'Jar be' Mun Technologies K'Rraith Hover Vehicle
Type: Light hover vehicle
Scale: Speeder
Length: 6 meters
Skill: Hover vehicle operation: K'Rraith
Crew: 2 (1 can combine)
Passengers: 8
Cargo Capacity: 600 kilograms
Cover: 1/2
Altitude Range: Ground level-1 meter
Cost: 17,000 (new)
Move: 28; 80 kmh
Body Strength: 1D+1 (around skirt), 2D
Source: Goroath, Slave of the Empire (page 78)

93-B Light Hover



Craft: Aratech 93-B Light Hover
Type: Light hover vehicle
Scale: Speeder
Length: 9 meters
Skill: Hover vehicle operation: 93-B
Crew: 2 (1 can coordinate)
Passengers: 7
Cargo Capacity: 2 metric tons
Cover: Full
Altitude Range: Ground level-1 meter
Cost: 25,000 credits (restricted)
Maneuverability: 1D+2
Move: 42; 120 kmh
Body Strength: 2D
Source: Goroath, Slave of the Empire (pages 78-80)

Methane Sifter



Craft: Bespin Motors Methane Sifter Ramjet

Type: Exotic atmosphere hovercraft

Scale: Speeder

Length: 15 meters

Skill: Hover vehicle operation: methane sifter

Crew: 2; skeleton: 1/+10

Passengers: 1

Cargo Capacity: 150 kilograms (300 if no passengers on board)

Cover: Full

Altitude Range: Ground level-3 meters

Cost: 30,000 (new)

Maneuverability: 1D

Move: 75; 225 kmh

Body Strength: 2D+1

Source: Galladinium's Fantastic Technology (page 14)

Passengers: 20 (troops)

Cargo Capacity: 200 kilograms

Cover: Full (crew), 1/2 (passengers)

Consumables: 3 days

Cost: 14,500 credits

Maneuverability: 1D+2

Move: 35; 100 kmh

Body Strength: 2D+2

Weapons:

Atgar 1.4 FD P-Tower (optional; mounted separately)

Fire Arc: Turret

Crew: 1

Skill: Vehicle blasters

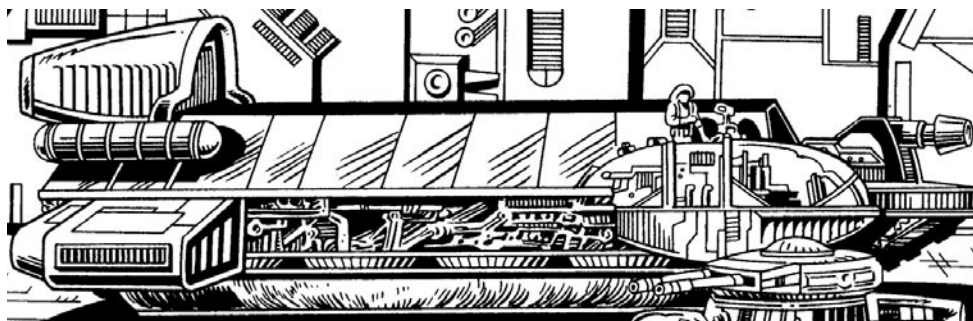
Fire Control: 1D

Range: 10-200/350/500

Damage: 2D+2

Source: Dark Empire Sourcebook (page 126), Arms and Equipment Guide (page 83)

109-Z Armored Cargo Hover



Craft: Aratech 109-Z Armored Cargo Hover

Type: Heavy hover vehicle

Scale: Speeder

Length: 12 meters

Skill: Hover vehicle operation: 109-Z

Crew: 2 (1 can coordinate)

Passengers: 12

Cargo Capacity: 4 metric tons

Cover: Full

Altitude Range: Ground level-1 meter

Cost: 47,000 credits (Military)

Maneuverability: 1D

Move: 42; 120 kmh

Body Strength: 2D+2

Weapons:

Laser Cannon

Fire Arc: Front

Crew: 1 (co-pilot)

Skill: Vehicle blasters

Range: 3-50/100/200

Damage: 4D

Source: Goroath, Slave of the Empire (page 80)

Amphibion



Craft: SedriMotors Ltd. Amphibion

Type: Modified aquatic combat speeder

Scale: Speeder

Length: 7.3 meters

Skill: Hover vehicle operation: amphibion

Crew: 2, skeleton: 1/+5

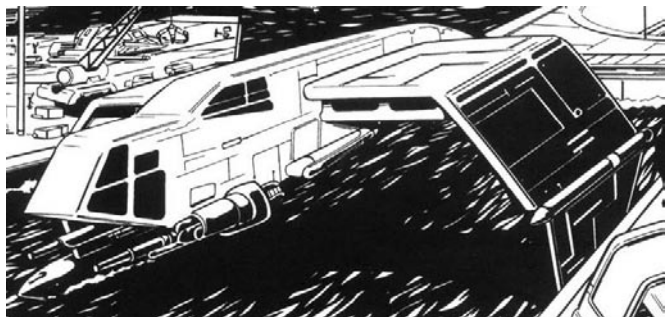
Crew Skill: Vehicle blasters 5D, hover vehicle operation 4D+1

101-C Medium Military Hover



Craft: Aratech 101-C Medium Military Hover
Type: medium hover vehicle
Scale: Speeder
Length: 9 meters
Skill: Hover vehicle operation: 101-C Military
Crew: 2 (1 can coordinate), gunners: 1
Crew Skill: Vehicle blasters 4D+1, hover vehicle operation 3D+2
Passengers: 8
Cargo Capacity: 1 metric ton
Cover: Full
Altitude Range: Ground level-1 meter
Cost: 45,000 credits (Military)
Maneuverability: 1D
Move: 60; 180 kmh
Body Strength: 3D
Weapons:
Double Laser Cannon
Fire Arc: Turret
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D (can be fired by co-pilot at *fire control* 0D)
Range: 50-250/500/900
Damage: 4D
Source: Goroth, Slave of the Empire (page 80)

Waveskimmer Prototype



Craft: Hydrospeare Corp. AQ-5 Waveskimmer
Type: Attack hydrofoil
Scale: Walker
Length: 14 meters
Skill: Hover vehicle operation: Waveskimmer
Crew: 3, gunners: 2
Crew Skill: varies
Passengers: 28 (troops)

Cargo Capacity: 1 metric ton
Cover: Full
Cost: Not available for sale (not yet on market)
Maneuverability: +2
Move: 30; 90 kmh
Body Strength: 2D+2
Weapons:
2 Medium Blaster Cannons
Fire Arc: 1 front/left*, 1 front/right*
Crew: 1 (co-pilots)
Skill: Vehicle blasters
Fire Control: 1D+1
Range: 50-350/1/1.5 km
Damage: 3D+1
 * The blaster cannon can only be turned to one facing per round.
2 Light Blaster Cannons
Fire Arc: 1 front, 1 back
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-300/500/1 km
Damage: 1D+2
Source: Alliance Intelligence Reports (page 41)

Waveskimmer

Craft: Waveskimmer
Type: Attack hydrofoil
Scale: Walker
Length: 14 meters
Skill: Hover vehicle operation: Waveskimmer
Crew: 3, gunners: 2
Crew Skill: Vehicle blasters 5D, hover vehicle operation 4D
Passengers: 28 (troops)
Cargo Capacity: 1 metric ton
Cover: Full
Cost: Not available for sale (285,000 credits on the invisible market)
Maneuverability: 1D
Move: 55; 160 kmh
Body Strength: 3D
Weapons:
2 Medium Blaster Cannons
Fire Arc: 1 front/left*, 1 front/right*
 *The blaster cannon can only be turned to one facing per round.
Crew: 1 (co-pilot)
Skill: Vehicle blasters
Fire Control: 1D+1
Range: 50-350/1/1.5 Km
Damage: 4D
2 Light Blaster Cannons
Fire Arc: 1 front, 1 back
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-300/500/1 Km
Damage: 2D
2 Concussion Torpedo Launchers (fire-linked)
Fire Arc: Front
Crew: 1 (co-pilot)
Skill: Missile weapons
Fire Control: 1D
Range: 10-500/1/2 Km
Damage: 3D



Source: Dark Empire Sourcebook (pages 126-127)

Hoverscout

Craft: Mekuun Hoverscout

Type: Hoverscout

Scale: Speeder

Length: 15.9 meters

Skill: Hover vehicle operation: Hoverscout

Crew: 1, gunners: 3

Crew Skill: Hover vehicle operation 4D+1, missile weapons 4D+2, vehicle blasters 4D+2

Passengers: 6

Cargo Capacity: 50 kilograms

Cover: Full

Cost: Not available for sale

Maneuverability: 1D

Move: 70; 200 kmh

Body Strength: 3D

Weapons:

Heavy Blaster Cannon

Fire Arc: Turret

Crew: 1

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-250/750/1.5 Km

Damage: 6D

Laser Cannon

Fire Arc: Turret*

Crew: 1

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-100/200/500

Damage: 2D

*May cover either the right, front or left arcs, one arc per turn.

Concussion Missile Launcher

Fire Arc: Turret

Crew: 1

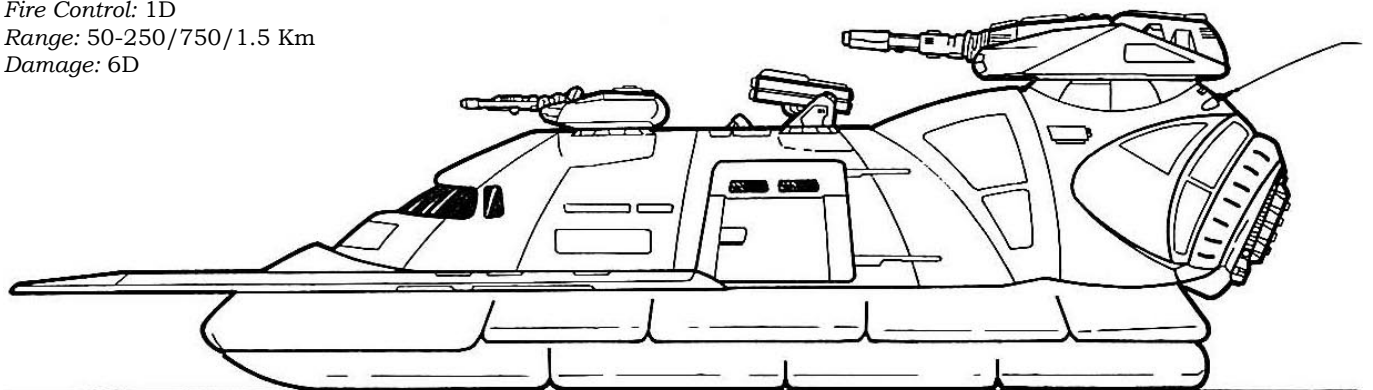
Skill: Missile weapons

Fire Control: 2D

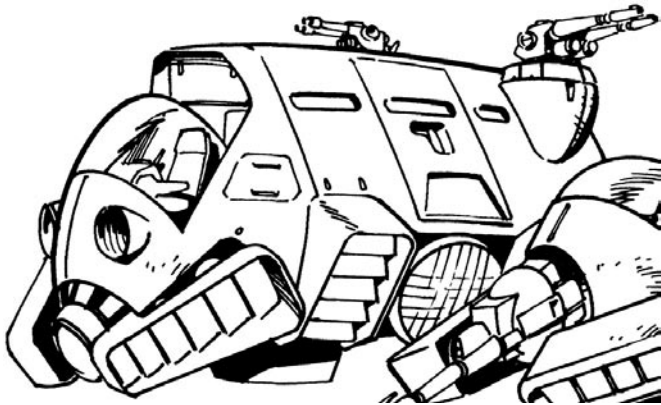
Range: 50-500/1.5/3 Km

Damage: 4D

Source: Imperial Sourcebook (pages 78-79), The Thrawn Trilogy Sourcebook (page 206), Dark Force Rising Sourcebook (pages 113-115)



Espo Hovervan



Craft: Authority CX12 Hovervan

Type: Personnel carrier

Scale: Speeder

Length: 13 meters

Skill: Hover vehicle operation: Espo hovervan

Crew: 1, gunners: 2

Passengers: 16 (troops), 1 (medic), 2-1B medical droid

Cargo Capacity: 1 metric ton

Cover: Full

Altitude Range: Ground level-10 meters

Cost: Not for sale to the public

Maneuverability: 2D

Move: 90; 260 kmh

Body Strength: 6D; 8D (front only)

Weapons:

Twin Blaster Cannons

Fire Arc: Left turret, right turret

Crew: 1

Skill: Vehicle blasters

Fire Control: 2D

Range: 10-500/1/1.5 Km

Damage: 6D+1

Grenade Mortar

Fire Arc: front

Scale: Character

Skill: Missile weapons

Range: 3-75/150/300

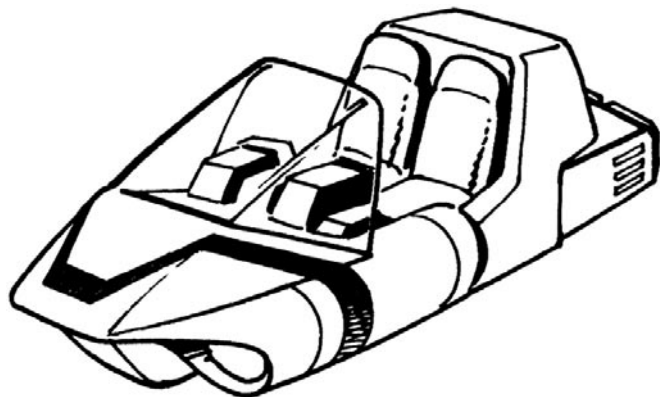
Damage: 5D (fragmentation grenade; other grenades can be used)

Source: Han Solo and the Corporate Sector Sourcebook (pages 111-112).

Landspeeders

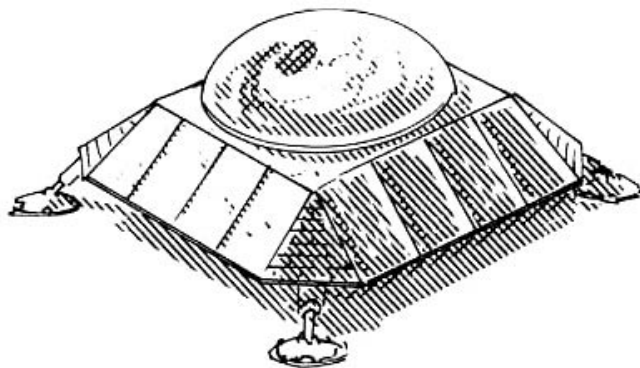
Maneuverability: 3D
Move: 80; 230 kmh
Body Strength: 1D
Source: Mission to Lianna (page 51)

Gravsled



Craft: Ubrikkian Commuter Gravsled
Type: Low speed commuter transport
Scale: Speeder
Length: 3.5 meters
Skill: Repulsorlift operation: gravsled
Crew: 1
Crew Skill: Repulsorlift operation 2D+1
Passengers: 1
Cargo Capacity: 50 kilograms
Cover: 1/2
Altitude Range: Ground level-2 meters
Cost: 1,900 (new), 300 (used)
Maneuverability: 2D+1
Move: 30; 90 kmh
Body Strength: 1D
Source: Han Solo and the Corporate Sector Sourcebook (pages 105-106), Arms and Equipment Guide (page 78)

Void-Spider TX-3 Air Taxi



Craft: Bespin Motors Void-Spider TX-3 Air Taxi
Type: Landspeeder
Scale: Speeder
Length: 7.6 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Passengers: 1
Cargo Capacity: 7 kilograms
Cover: 3/4
Altitude Range: Ground level-5 meters
Cost: 12,000 (new)
Maneuverability: 3D+1
Move: 105; 300 kmh
Body Strength: 1D+1
Source: Galaxy Guide 7 – Mos Eisley (page 33)

Void-Spider TX-3



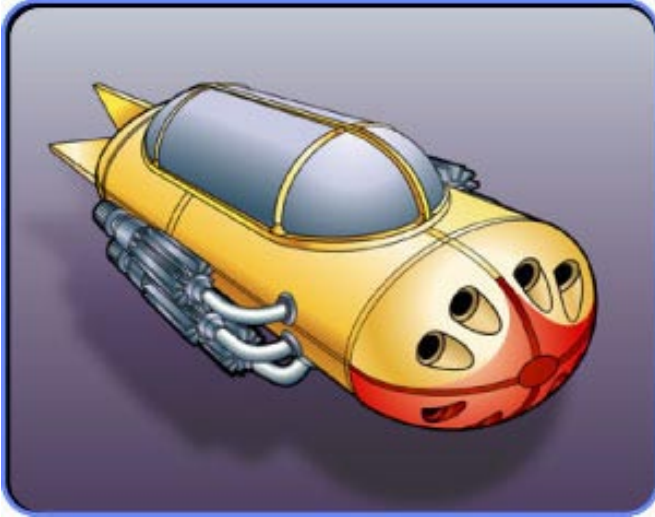
Craft: Bespin Motors Void-Spider TX-3
Type: Landspeeder
Scale: Speeder
Length: 7.6 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1 (equipped with autopilot and cruise control)
Passengers: 3
Cargo Capacity: 15 kilograms
Cover: 3/4
Altitude Range: Ground level-1 meter

Ranger-5

Craft: Modified Hyrotii Ranger-5
Type: Landspeeder
Scale: Speeder
Length: 3.3 meters
Skill: Repulsorlift operation: Hyrotii Ranger-5
Crew: 1
Crew Skill: Repulsorlift operation 5D+2
Passengers: 1
Cargo Capacity: 25 kilograms
Cover: None
Altitude Range: Ground level-10 meters
Cost: 7,500 (new), 1,500 (used)
Maneuverability: 2D+2
Move: 70; 200 kmh
Body Strength: 1D+2

A-1 Deluxe Floater

Craft: Mobquet A-1 Deluxe Floater landspeeder
Type: Landspeeder
Scale: Speeder
Length: 7.1 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Passengers: 1



Cover: Full
Altitude Range: Ground level-1.5 meters
Cost: 15,000 (new), 5,000 (used)
Maneuverability: 2D+1
Move: 105; 300 kmh
Body Strength: 1D+2
Source: Rulebook (page 242)

Fleetwing Landspeeder

Craft: Ikas-Adno Fleetwing Landspeeder
Type: Utility speeder
Scale: Speeder

Length: 4 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Passengers: 4
Cargo Capacity: 60 kilograms
Cover: 1/2

Altitude Range: Ground level-1.5 meters
Cost: 15,000 credits (Restricted)
Maneuverability: 2D
Move: 70; 200 kmh
Body Strength: 1D+2
Source: Goroth, Slave of the Empire (page 80)

Cargo Capacity: 10 kilograms
Cover: 1/2
Altitude Range: ground level-2 meters
Cost: 6,500 credits (new); 150/day (rental)
Maneuverability: 1D+1
Move: 55; 160 kmh
Body Strength: 2D
Source: Galaxy Guide 7 – Mos Eisley (page 34), Arms and Equipment Guide (page 76)

Ubrikkian 9000 Z001



Craft: Ubrikkian 9000 Z001
Type: Landspeeder
Scale: Speeder
Length: 6.8 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1

Passengers: 2
Cargo Capacity: 50 kilograms
Cover: 3/4
Altitude Range: Ground level-3 meters
Cost: 7,500 (rebuilt); 85/day (rental)
Maneuverability: 3D+1
Move: 55; 160 kmh
Body Strength: 2D+1
Source: Galaxy Guide 7 – Mos Eisley (page 34)

Ubrikkian 9000 Z004



Craft: Ubrikkian 9000 Z004
Type: Sport speeder
Scale: Speeder
Length: 2.46 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Passengers: 1
Cargo Capacity: 30 kilograms

Ando Prime Speeder

Craft: Modified Ubrikkian 9000 Z001

Type: Landspeeder

Scale: Speeder

Length: 7.5 meters

Skill: Repulsorlift operation: landspeeder

Crew: 1

Passengers: 4 (possibly 6 with jumper seats)

Cargo Capacity: 50 kilograms

Cover: Full

Altitude Range: Ground level-10 meters

Cost: 10,000 (new), 3,500 (used)

Maneuverability: 1D+1

Move: 70; 200 kmh

Body Strength: 2D

Laser Cannon

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 2D

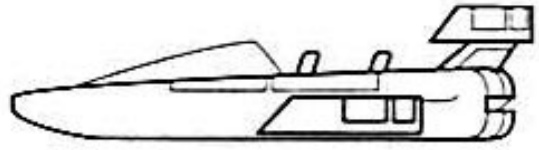
Range: 3-50/100/200 m

Damage: 4D

Note: Modified for use in icy conditions.

Source: Galaxy Guide 7 – Mos Eisley (page 34)

OP-5 Landspeeder



Craft: SoroSuub OP-5

Type: Civilian Landspeeder

Scale: Speeder

Skill: Repulsorlift operation: landspeeder

Crew: 1

Passengers: 4

Cargo Capacity: 10 kilograms; 25 cubic centimeters

Cover: 1/2

Altitude Range: Ground level-1 meter

Cost: 12,000 credits (new), 4,000 (used)

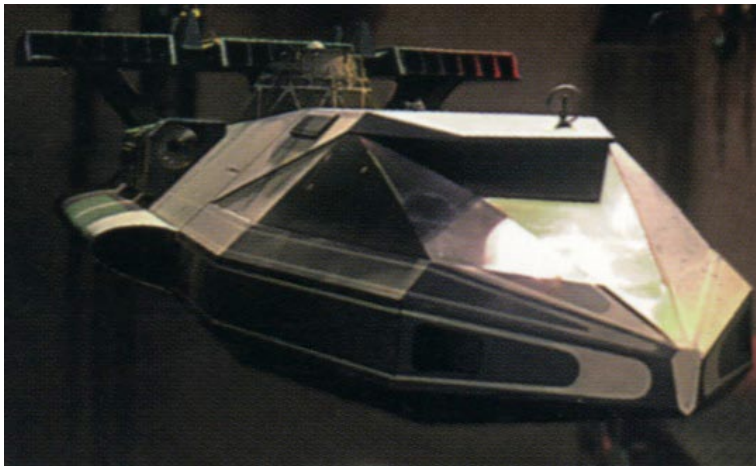
Maneuverability: 2D

Move: 80; 230 kmh

Body Strength: 2D

Source: The Thrawn Trilogy Sourcebook (page 206), Dark Force Rising Sourcebook (page 115)

V-35 Courier



Craft: SoroSuub V-35 Courier

Type: Landspeeder

Scale: Speeder

Length: 3.8 meters

Skill: Repulsorlift operation: landspeeder

Crew: 1

Passengers: 2

Cargo Capacity: 120 kilograms

Cover: 1/4 (top pilot), 3/4 (passengers)

Altitude Range: Ground level-1.5 meters

Cost: 6,500 (new), 1,500 (used)

Maneuverability: 1D+2

Move: 40; 120 kmh

Body Strength: 2D

Source: Arms and Equipment Guide (pages 76-77), Secrets of Tatooine (page 29)

XP-32-1 Landspeeder

Craft: SoroSuub XP-32-1

Type: Landspeeder

Scale: Speeder

Skill: Repulsorlift operation: landspeeder

Crew: 1

Passengers: 5

Cargo Capacity: 500 kilograms

Cover: 3/4

Altitude Range: Ground level-1 meter

Maneuverability: 1D+2

Move: 80; 230 kmh

Body Strength: 2D

Source: Shadows of the Empire Planets Guide (page 78)

XP-38 Sport Landspeeder

Craft: SoroSuub XP-38 Sport Landspeeder

Type: Sport landspeeder

Scale: Speeder

Length: 3.5 meters

Skill: Repulsorlift operation: landspeeder

Crew: 1

Passengers: 1

Cargo Capacity: 30 kilograms

Cover: 1/2

Altitude Range: Ground level-1 meter

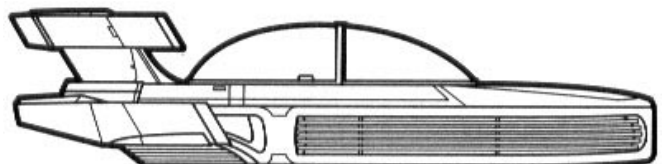
Cost: 12,500 (new), 3,500 (used)

Maneuverability: 2D (up to Moderate terrain), 0D (Difficult or worse terrain)

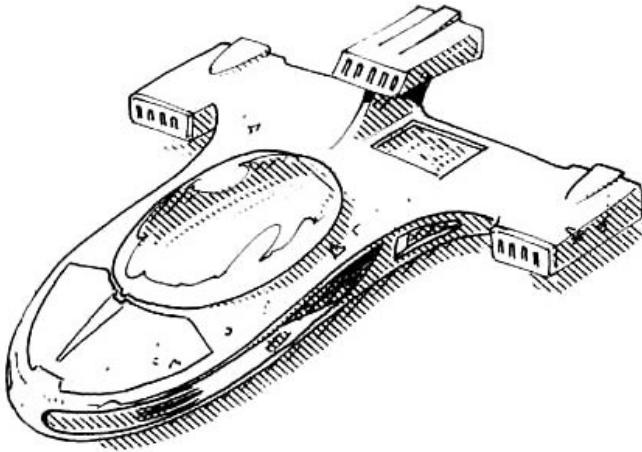
Move: 50; 150 kmh

Body Strength: 1D+2

Source: Arms and Equipment Guide (page 77)



XP-38A Speeder



Craft: SoroSuub XP-38A

Type: Landspeeder

Scale: Speeder

Length: 7.4 meters

Skill: Repulsorlift operation: landspeeder

Crew: 1

Passengers: 2

Cargo Capacity: 5 kilograms

Cover: 3/4

Altitude Range: Ground level-1 meter

Cost: 1,600 credits (used); 45/day (rental)

Maneuverability: 2D

Move: 35; 100 kmh

Body Strength: 2D

Source: Galaxy Guide 7 – Mos Eisley (page 33)

X-34 Landspeeder

Craft: SoroSuub X-34 Landspeeder Ground Vehicle

Type: Landspeeder

Scale: Speeder

Length: 3.4 meters

Skill: Repulsorlift operation: landspeeder

Crew: 1

Passengers: 1

Cargo Capacity: 10 kilograms

Cover: 1/2

Altitude Range: Ground level-2 meters

Cost: 10,550 (new), 2,500 (used)

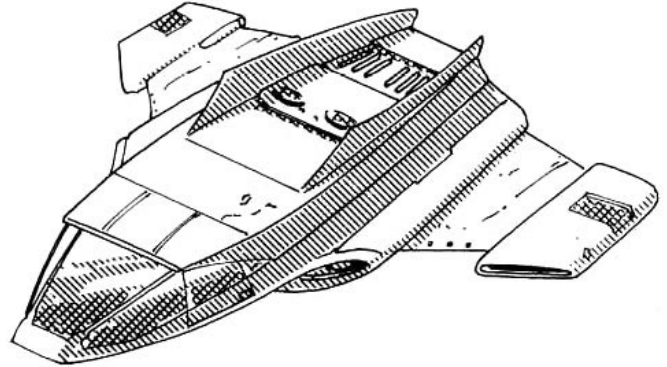
Maneuverability: 2D

Move: 115; 330 kmh

Body Strength: 2D

Source: Star Wars Trilogy Sourcebook SE (page 160), d20 Core Rulebook (page 198)

XP-291 Skimmer



Craft: SoroSuub XP-291 Skimmer

Type: Landspeeder

Scale: Speeder

Length: 6.5

Skill: Repulsorlift operation: landspeeder

Crew: 1

Passengers: 3

Cargo Capacity: 10 kilograms

Cover: 3/4

Altitude Range: Ground level-2 meters

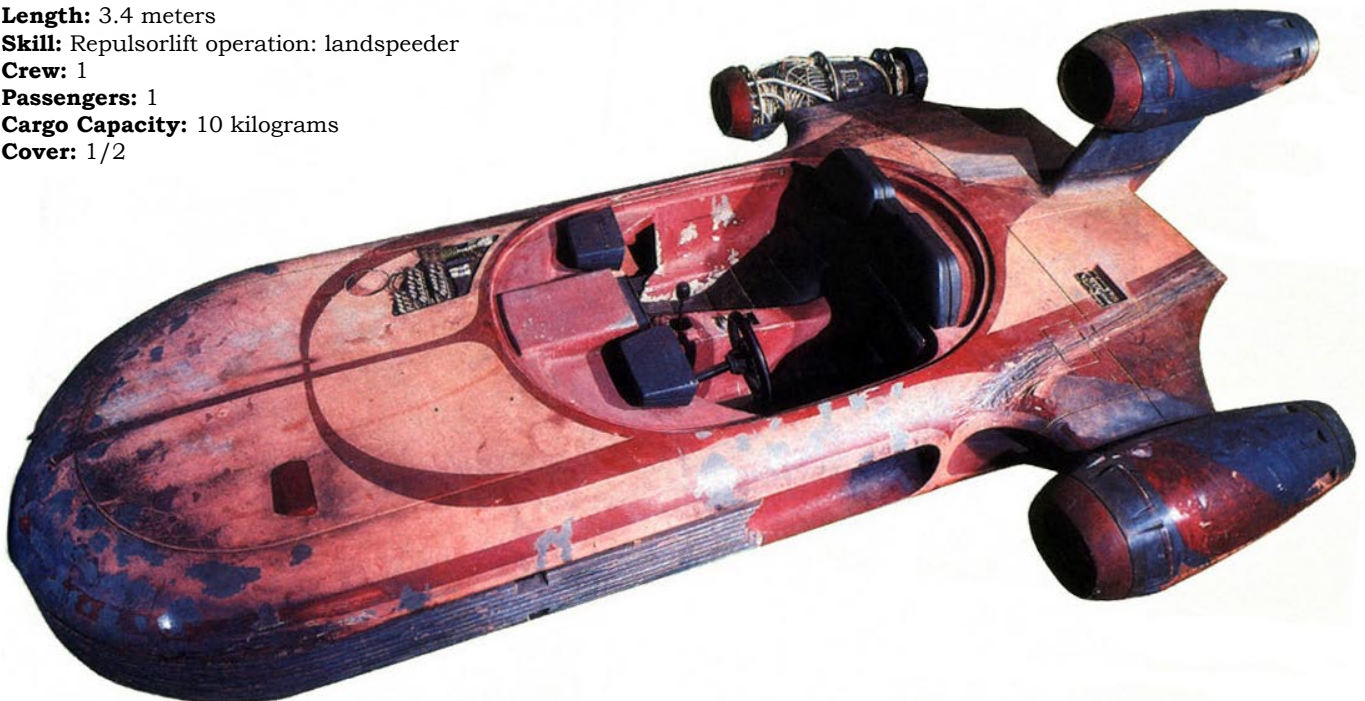
Cost: 3,500 (used); 30/day (rental)

Maneuverability: 2D+1

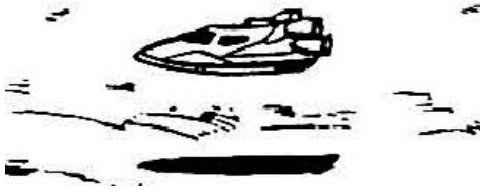
Move: 80; 230 kmh

Body Strength: 2D+2

Source: Galaxy Guide 7 – Mos Eisley (page 34)

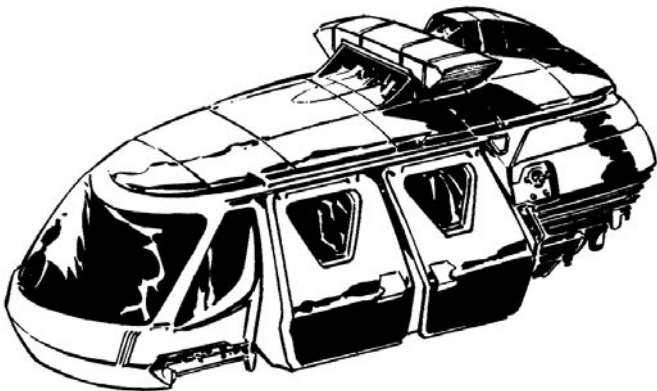


Resource Recon Speeder



Craft: SoroSuub resource Recon Speeder
Type: Reconnaissance speeder
Scale: Speeder
Length: 5 meters
Skill: Repulsorlift operation: recon speeder
Crew: 2
Passengers: 2
Cargo Capacity: 70 kilograms
Cover: Full
Altitude Range: Ground level-5 meters
Cost: 30,000 (new)
Maneuverability: 2D
Move: 115; 330 kmh
Body Strength: 2D
Sensors:
Scan: 1 Km/1D
Search: 2 Km/1D+2
Focus: 500/2D+2
Source: Flashpoint! Brak Sector (page 27)

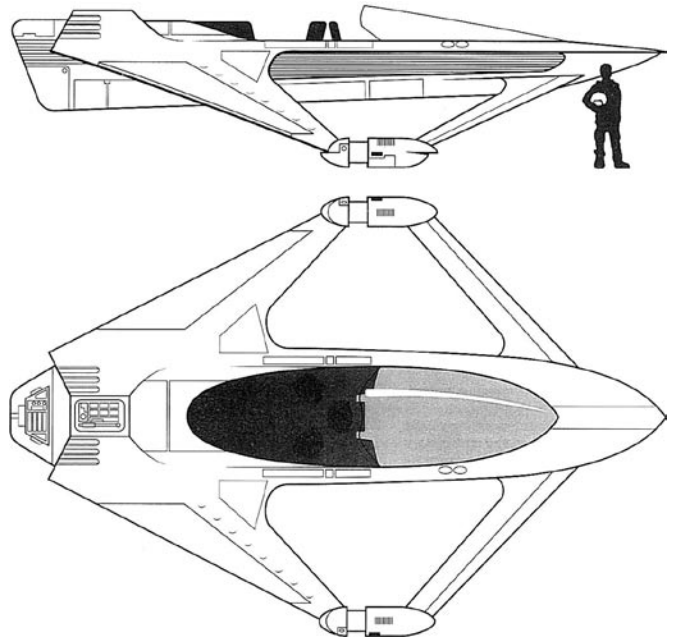
Robo-Hack



Craft: Go Corp/Utilitech Metrocab Robo-Hack speeder
Type: Droid speeder
Scale: Speeder
Length: 6 meters
DEXTERITY 1D
KNOWLEDGE 1D
Streetwise: local shortcuts 6D
MECHANICAL 1D
Repulsorlift operation: landspeeder 6D
PERCEPTION 1D
Con 5D
STRENGTH 3D
TECHNICAL 1D
Passengers: 3
Cost: 15,000 credits
Cover: Full
Move: 105; 300 kmh
Body Strength: +4D exterior and droid brain/credit compartment

Equipped With:
 -Heavy suspension repulsorlift motors
 -Internal streetmap/database with uplink to local communication and transportation network
 -Credit operation box
 -Vocabulator panel
Source: Han Solo and the Corporate Sector Sourcebook (pages 129-130), Arms and Equipment Guide (page 70)

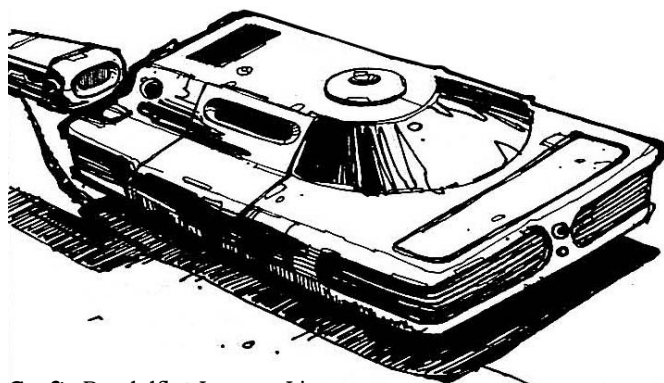
Boghopper



Type: Landspeeder variant
Scale: Character
Length: 11 meters
Skill: Repulsorlift operation
Crew: 1
Passengers: 4-6
Cargo Capacity: 40 kilograms
Cover: 3/4
Altitude Range: Ground level-7 meters
Cost: 5,000 (new), 2,000 (used), 10 credits/day (rental)
Maneuverability: 1D+1
Move: 105; 300 kmh
Body Strength: 3D+2
Source: The Politics of Contraband (page 58)

Luxury Landspeeders

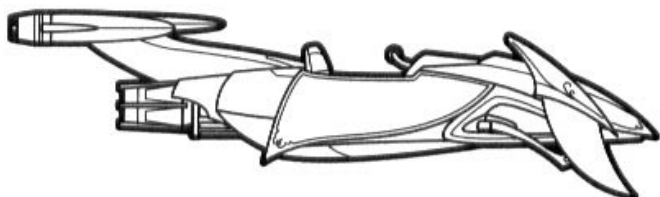
Limo



Craft: Pendelflot Luxury Limo
Type: Repulsorlift car
Scale: Speeder

Length: 8 meters
Skill: Repulsorlift operation
Crew: 1
Crew Skill: Repulsorlift operation 2D
Passengers: 6
Cargo Capacity: 10 kilograms
Cover: Full
Altitude Range: Ground level-3 meters
Maneuverability: 1D
Move: 70; 200 kmh
Body Strength: 1D
Source: The DarkStryder Campaign – The Adventure Book (page 50)

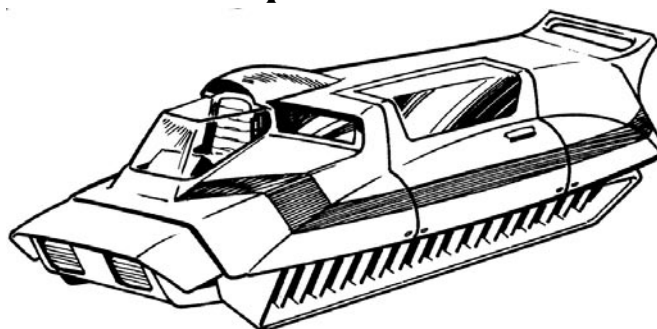
JG-8 Luxury Speeder



Craft: SoroSuub JG-8 Luxury Speeder
Type: Luxury speeder
Scale: Speeder

Length: 6.2 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Passengers: 1
Cargo Capacity: 20 kilograms
Cover: 1/2
Altitude Range: Ground level-1 meter
Cost: 40,000 (new), 20,500 (used)
Maneuverability: 0D
Move: 60; 180 kmh
Body Strength: 2D+2
Source: Arms and Equipment Guide (page 76)

Mobquet Corona



Craft: Mobquet Corona Limited
Type: Luxury speeder
Scale: Speeder

Length: 10 meters
Skill: Repulsorlift operation: luxury speeder
Crew: 1
Crew Skill: Repulsorlift operation 3D
Passengers: 6
Cargo Capacity: 225 kilograms
Cover: Full
Altitude Range: Ground level-0.5 meters
Cost: 27,599 (new)
Maneuverability: 1D
Move: 80; 230 kmh
Body Strength: 3D
Source: Han Solo and the Corporate Sector Sourcebook (pages 106-107)

Mobquet Deluxe

Craft: Mobquet Deluxe Landspeeder
Type: Luxury landspeeder
Scale: Speeder
Skill: Repulsorlift operation
Crew: 1 (equipped with autopilot and cruise control)
Passengers: 4
Cargo Capacity: 10 kilograms
Cover: Full
Altitude Range: Ground level-1 meter
Maneuverability: 1D+2
Move: 70; 200 kmh
Body Strength: 3D
Source: Mission to Lianna (page 51)

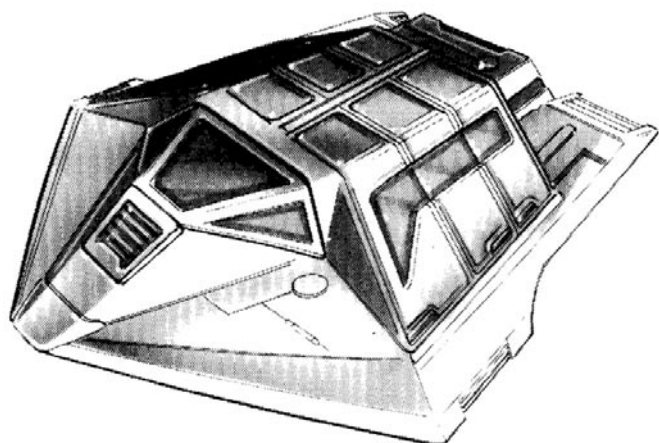
Ubrikkian Limousine

Craft: Ubrikkian 8880 Limousine
Type: Limousine landspeeder
Scale: Speeder
Length: 7.6 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Passengers: 7
Cargo Capacity: 200 kilograms
Cover: 1/2 (pilot), Full (passengers)
Altitude Range: Ground level-2 meters
Cost: 65,000 credits
Maneuverability: 2D
Move: 140; 400 kmh (with 2 or less) 85; 250 kmh (when full)
Body Strength: 3D
Source: Supernova (page 25)

Ubrikkian Zisparanza

Craft: Ubrikkian LuxurPort Zisparanza
Type: Luxury speeder
Scale: Speeder
Length: 11.2 meters
Skill: Repulsorlift operation: luxury speeder
Crew: 1
Crew Skill: Repulsorlift operation: luxury speeder 3D+1
Passengers: 8
Cargo Capacity: 500 kilograms
Cover: 3/4 (driver), full (passengers)
Altitude Range: Ground level-1 meter
Cost: 34.999 (new)
Maneuverability: +2
Move: 70; 200 kmh
Body Strength: 3D+2
Source: Solo and the Corporate Sector Sourcebook (pages 106-107)

Astral-8 Luxury Speeder



Craft: zZip Motor Concepts Astral-8
Type: Luxury speeder
Scale: Speeder
Length: 12 meters
Skill: Repulsorlift operation: luxury speeder
Crew: 1
Crew Skill: Repulsorlift operation 3D
Passengers: 8
Cargo Capacity: 250 kilograms
Cover: Full
Altitude Range: Ground level-1 meter
Cost: 25,000 (new); 18,000 (used); add 3,000 for shield system
Maneuverability: 1D+2
Move: 85; 245 kmh
Body Strength: 4D
Shields: 1D (physical only)
Source: Galladinium's Fantastic Technology (pages 14-15), Arms and Equipment Guide (pages 78-79)

Land Carrier

Craft: Mekuun TR-14a Land Carrier
Type: Luxury landspeeder
Scale: Speeder
Length: 8.1 meters
Skill: Repulsorlift operation
Crew: 1
Passengers: 6
Cargo Capacity: 200 kilograms
Cover: 1/2
Altitude Range: Ground level-1.5 meters
Cost: 180,000 (new), 120,000 (used)
Maneuverability: 1D
Move: 95; 270 kmh
Body Strength: 5D
Shields: 1D+2
Source: Arms and Equipment Guide (page 76)

WLZ-101 Groundcoach

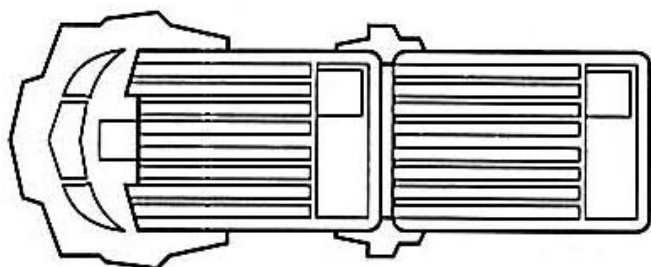
Craft: SoroSuub WLZ-101 Groundcoach
Type: Armored groundcoach speeder
Scale: Speeder
Length: 12 meters
Skill: Repulsorlift operation: luxury speeder
Crew: 1
Crew Skill: Repulsorlift operation 4D
Passengers: 5
Cargo Capacity: 500 kilograms
Cover: Full
Altitude Range: Ground level-1 meter
Cost: 56.999 (new)
Maneuverability: 3D+2
Move: 70; 200 kmh, supercharger: 115; 330 kmh for a maximum of eight rounds; the supercharger must cool for ten minutes after any use.
Body Strength: 5D+2
Weapons:
2 Blaster Cannons (fire-linked, retractable)
Fire Arc: Turret
Crew: 1 (can be run by driver, but fire control is 0D)
Skill: Vehicle blasters
Fire Control: 3D+1
Range: 1-50/200/400
Damage: 5D
Source: Han Solo and the Corporate Sector Sourcebook (page 108)

Cargo Landspeeders

Repulsor Cart

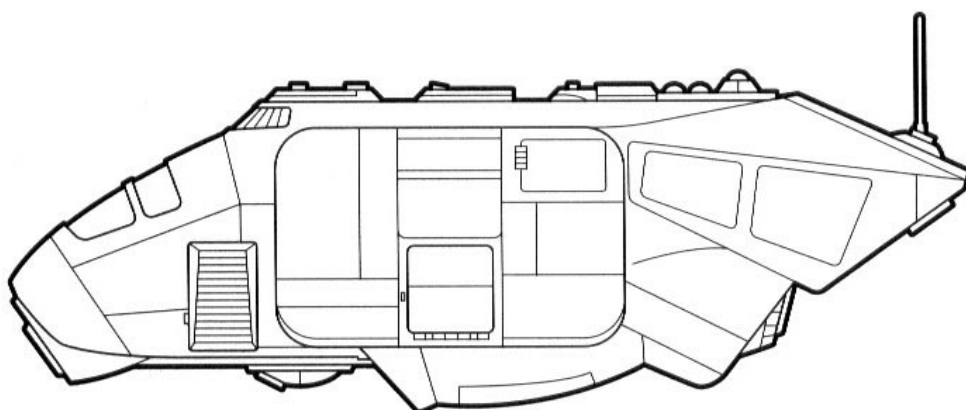
Type: Repulsor carts
Scale: Speeder
Skill: Repulsorlift operation
Crew: 1
Passengers: 4
Cover: 1/2
Altitude Range: Ground level-1.5 meters
Maneuverability: 0D
Move: 14; 40 kmh
Body Strength: 1D
Source: Operation: Elrood (page 14)

Transport Sled



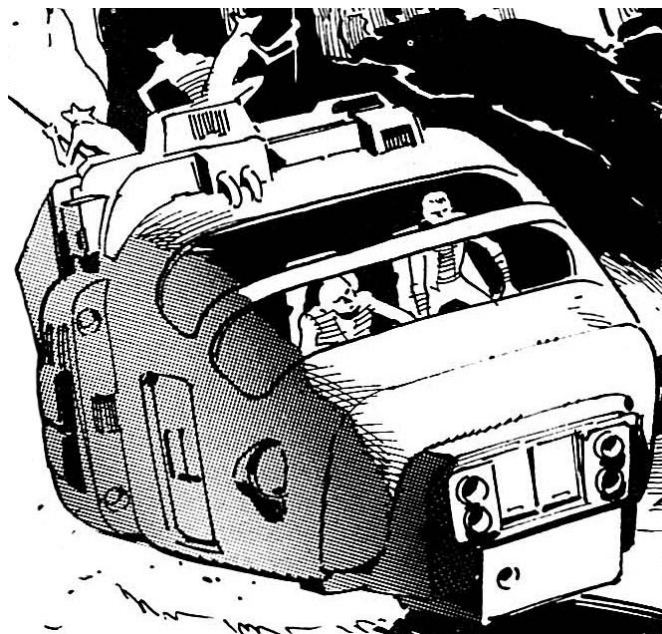
Type: Repulsorlift sled
Scale: Speeder
Length: 10.5 meters
Skill: Repulsorlift operation
Crew: 1
Cover: Full (pilot), 1/4 (cargo area)
Altitude Range: Ground level-1.5 meters
Maneuverability: 0D
Move: 70; 200 kmh
Body Strength: 2D
Source: Planet of the Mists (page 41)

Rebel Speeder Truck



Craft: Modified Trast A-A5 Speeder Truck
Type: Speeder truck
Scale: Walker
Length: 21.4 meters
Skill: Repulsorlift operation: speeder truck
Crew: 3
Crew Skill: Repulsorlift operation 3D
Passengers: 25 (troops)
Cargo Capacity: 25,000 kilograms
Cover: Full
Altitude Range: Ground level-3 meters
Cost: 13,600 (new), 7,850 (used)
Maneuverability: 1D
Move: 55; 160 kmh
Body Strength: 1D+2
Source: Rebel Alliance Sourcebook (page 110), Arms and Equipment Guide (page 78)

Speeder Truck

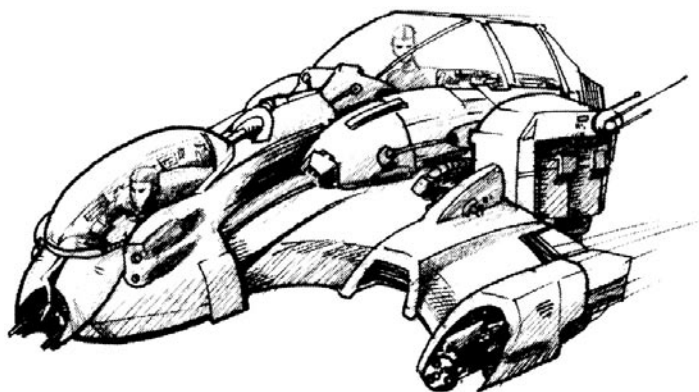


Craft: Modified Trast A-A6z Speeder Truck
Type: Speeder truck
Scale: Walker
Length: 15 meters
Skill: Repulsorlift operation
Crew: 1; 1 (can coordinate) (Automated version is equipped with droid brain)

Crew Skill: Repulsorlift operation 3D
Cargo Capacity: 25,000 kilograms
Cover: Full
Altitude Range: Ground level-3 meters
Maneuverability: 1D
Move: 70; 200 kmh
Body Strength: 2D+1
Source: Galaxy Guide 1 – A New Hope (page 91), The DarkStryder Campaign – The Adventure Book (page 52), Twin Stars of Kira (page 42)

Catering SpeederVan

Craft: SoroSuub LiteVan IV
Type: Catering van
Scale: Speeder
Skill: Repulsorlift operation
Crew: 1
Passengers: 12 (or cargo)
Cargo Capacity: 1,000 kilograms (or passengers)
Cover: Full
Altitude Range: Ground level-0.5 meters
Maneuverability: 0D
Move: 35; 100 kmh
Body Strength: 3D
Source: Mission to Lianna (page 51)



Body Strength: 2D
Weapons:
Mining Laser
Damage: 5D
Source: Galladinium's Fantastic Technology (page 55)

HL-38 Armored Hovervan

Craft: SoroSuub HL-38 Armored Hovervan
Type: Landspeeder
Scale: Speeder
Length: 9 meters
Skill: Repulsorlift operation: HL-38
Crew: 1 pilot
Crew Skill: Typically 6D in all pertinent skills
Passengers: 10 or cargo
Cargo Capacity: 600 metric tons
Cover: 1/2 to those in forward cab, full to those in back
Altitude Range: Ground level-1 meter
Cost: 13,000 (new), 4,000 (used)
Maneuverability: 1D+1
Move: 50; 140 kmh
Body Strength: 2D+2

Ore Hauler

Craft: Ubrikkian Ore Hauler
Type: Heavy Repulsorlift ore barge
Scale: Speeder
Length: 20 meters
Skill: Repulsorlift operation: ore hauler
Crew: 1
Passengers: 1
Cargo Capacity: 55 metric tons
Cover: Full
Altitude Range: Ground level-5 meters
Cost: 20,000 (new)
Maneuverability: 1D
Move: 70; 200 kmh
Body Strength: 3D
Source: Flashpoint! Brak Sector (page 27)

Mineral Extractor

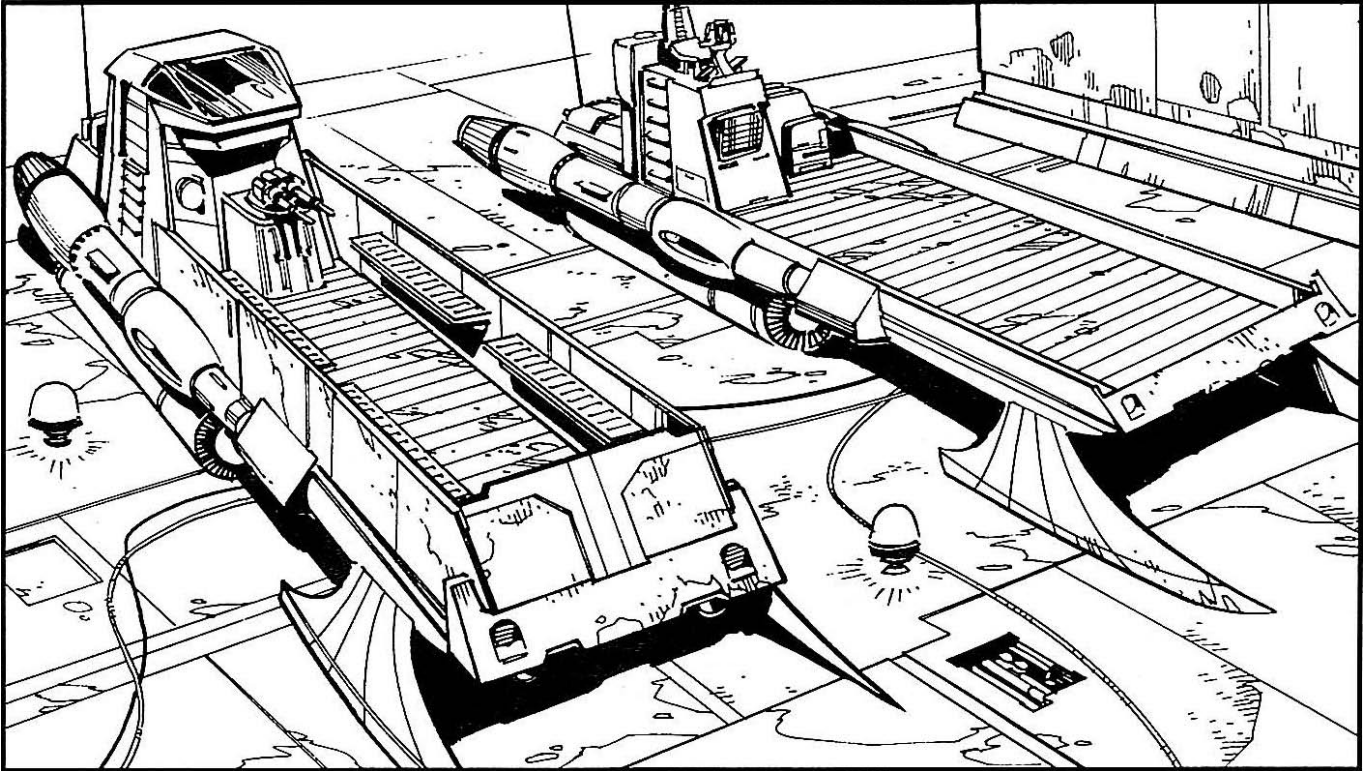
Craft: Tagge Mining Co. AEA-500 Mineral Extractor
Type: Contained mining vehicle
Scale: Speeder
Length: 20 meters
Crew: 2 (driver, dig operator)
Cargo Capacity: 10 metric tons
Cover: Full
Altitude Range: Ground level-2 meters
Cost: 25,000
Maneuverability: 1D
Move: 30; 160 kmh

QL-2a Speeder Truck

Craft: Modified Ubrikkian Speeder Truck QL-2a
Type: Landspeeder truck
Scale: Speeder
Length: 12 meters
Skill: Repulsorlift operation: QL-2a
Crew: 2 (1 pilot, 1 gunner)
Crew Skill: Typically 6D in all pertinent skills
Passengers: 2
Cargo Capacity: 50 metric tons
Cover: 1/2 cover to occupants, full cover for cargo
Altitude Range: Up to 2 meters
Cost: 20,000 (new), 10,000 (used)
Maneuverability: 1D
Move: 52; 150 kmh
Body Strength: 2D+2
Weapons:
Defense Blaster
Fire Arc: Turret
Scale: Speeder
Skill: Vehicle blasters: defense blaster
Fire Control: 2D
Range: 3-50/120/300
Damage: 3D

Cargo Master Speeder Truck

Craft: Modified Aratech Cargo Master Z-12 Speeder Truck
Type: Repulsorlift troop carrier
Scale: Speeder
Length: 20 meters
Skill: Repulsorlift operation: speeder truck
Crew: 1, gunners: 1 (in troop compartment)
Crew Skill: Repulsorlift operation 3D+1, vehicle blasters 4D
Passengers: 24 (troops)
Cargo Capacity: 500 kilograms
Cover: Full (pilot), 3/4 (troop compartment)
Altitude Range: Ground level-2.5 meters
Cost: 5,200 (stock), 7,850 (as modified)
Maneuverability: 1D
Move: 30; 90 kmh
Body Strength: 1D+2

**Weapons:****Heavy Blaster Cannon**

Fire Arc: Turret

Crew: 1

Skill: Vehicle blasters

Fire Control: 2D+2 (1D if fired from pilot compartment)

Range: 400/800/1.2 Km

Damage: 4D+2

Source: The Thrawn Trilogy Sourcebook (pages 208-209),
The Last Command Sourcebook (pages 127-128)

Military Landspeeders

JX-09 Prisoner Transport

Craft: Aratech JX-09 Secured Prisoner Transport Vehicle
Type: Repulsorlift prisoner transport
Scale: Speeder

Length: 14 meters
Skill: Repulsorlift operation: speeder truck
Crew: 1
Crew Skill: Repulsorlift operation 3D
Passengers: 4 (guards), 20 (prisoners)
Cargo Capacity: 40 kilograms
Cover: Full
Altitude Range: Ground level-2.5 meters
Cost: 6,000 (new), 2,400 (used)
Maneuverability: 1D
Move: 30; 90 kmh
Body Strength: 3D
Source: The Jedi Academy Sourcebook (page 138)

Speeder Command Vehicle

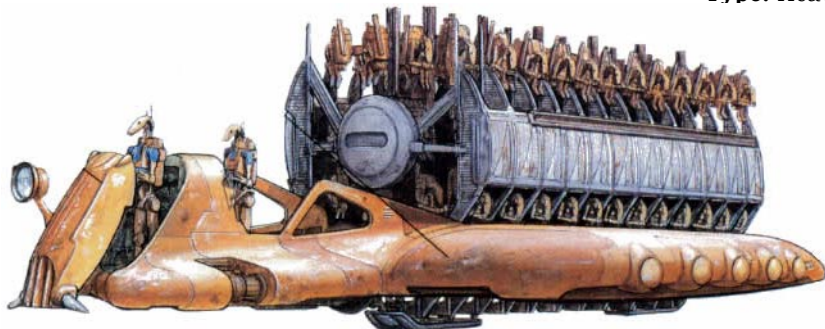
Craft: Mekuun CMD-1 Speeder Command Vehicle
Type: Command speeder
Scale: Speeder

Length: 6.2 meters
Skill: Repulsorlift operation
Crew: 1
Passengers: 6
Cargo Capacity: 100 kilograms
Cover: 1/4
Altitude Range: Ground level-4 meters
Cost: 40,000 (new), 20,400 (used)
Maneuverability: 2D+1
Move: 190; 540 kmh
Body Strength: 3D
Source: Arms and Equipment Guide (pages 79-80)

Trade Federation Troop Carrier

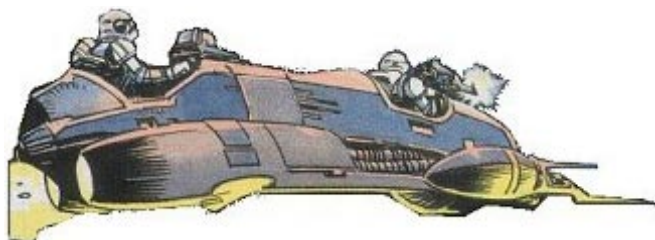
Craft: Baktoid Armor Workshop's Troop Carrier
Type: Troop transport
Scale: Speeder

Length: 29.7 meters



Skill: Repulsorlift operation: repulsorlift sled
Crew: 2 (droids); skeleton: 1/+5
Crew Skill: Repulsorlift operation 4D, vehicle blasters 4D
Passengers: 112 (battle droids)
Cargo Capacity: 100 kilograms
Cover: 1/2
Altitude Range: Ground level-4 meters
Cost: Not available for sale
Maneuverability: 1D
Move: 18; 50 kmh
Body Strength: 3D+2

Storm Skimmer Patrol Sled



Craft: Uulshos Storm Skimmer Patrol Sled
Type: Atmospheric patrol vehicle
Scale: Speeder
Length: 4.6 meters
Skill: Repulsorlift operation: storm skimmer
Crew: 2
Crew Skill: Vehicle blasters 4D+1, repulsorlift operation 4D+2
Cargo Capacity: 100 kilograms
Cover: 1/2
Altitude Range: Ground level-10 kilometers, 11-15 kilometers: -1D maneuverability
Cost: 22,500 credits
Maneuverability: 2D+1
Move: 150; 430 kmh
Body Strength: 1D+2
Weapons:
2 Heavy Repeating Blasters
Fire Arc: 1 front, 1 left/front/right*
* May turn to one facing per round
Crew: Pilot: front, co-pilot: left/front/right
Skill: Vehicle blasters
Fire Control: 1D
Range: 3-75/200/500 meters
Damage: 5D+1
Source: Dark Empire Sourcebook (page 123)

Urban Assault Speeder

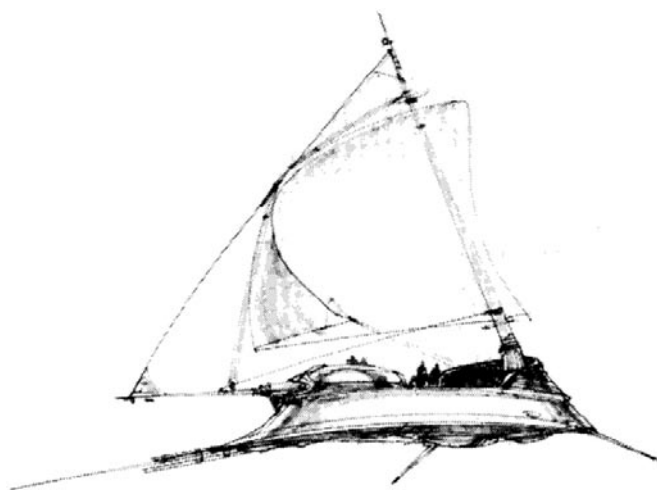
Craft: RepulsorCorp. Urban Assault Speeder
Type: Heavy Speeder
Scale: Speeder

Length: 13.6 meters
Skill: Repulsorlift operation: heavy speeder
Crew: 2, gunners: 1
Crew Skill: Vehicle blasters 3D+2, repulsorlift operation 3D+2
Passengers: 15 (troops)
Cargo Capacity: 500 kilograms
Cover: Full
Altitude Range: Ground level-2 meters
Cost: Not available for sale

Maneuverability: 1D
Move: 35; 100 kmh
Body Strength: 2D
Weapons:
Laser Cannon
Fire Arc: Turret
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D+2
Range: 24-75/150/300
Damage: 2D
Source: Classic Campaigns (page 88)



Sevari Wind Rider



Craft: Typical Personal Wind Rider
Type: Wind-propelled repulsorlift vehicle
Scale: Speeder

Length: 11 meters
Skill: Repulsorlift operation: wind rider
Crew: 2, gunners: 2
Passengers: 4-8
Cargo Capacity: 0.25 metric tons
Cover: 1/4

Altitude Range: Ground level-10 meters
Cost: 2,500-5,000 credits

Maneuverability: 2D
Move: 35; 100 kmh
Body Strength: 2D

Weapons:

Ballista

Fire Arc: Front

Crew: 2

Skill: Archaic weapons: crossbows

Fire Control: 0D

Range: 3-25/75/100

Damage: 3D

Source: The Best of the Adventure Journals, Issues 1-4 (page 51)

Armored Landspeeder

Craft: Modified Ikas-Adno Sunrunner zX landspeeder
Type: Armored Landspeeder
Scale: Speeder

Length: 6.2 meters

Skill: Repulsorlift operation: landspeeder

Crew: 1

Passengers: 1, plus gunner
Cargo Capacity: 40 kilograms
Cover: 1/2
Altitude Range: Ground level-2 meters
Cost: 14,950 credits
Maneuverability: 1D
Move: 105; 300 kmh
Body Strength: 2D
Weapons:
Laser Cannon
Fire Arc: Turret
Skill: Vehicle blasters
Fire Control: 2D
Range: 3-25/100/250
Damage: 4D
Source: Galaxy Guide 7 – Mos Eisley (pages 44-45)

Flash Speeder



Craft: Modified SoroSuub Seraph
Type: Landspeeder
Scale: Speeder
Length: 4.5 meters long
Skill: Repulsorlift operation: Flash speeder

Crew: 1

Passengers: 1

Cargo Capacity: 10 kilograms

Cover: 1/2

Altitude Range: Ground level-2 meters

Cost: 12,000 (new), 6,000 (used)

Maneuverability: 2D+1

Move: 70; 200 kmh

Body Strength: 2D

Weapons:

Defense Blaster

Fire Arc: Turret

Skill: Vehicle blasters

Fire Control: 2D

Range: 3-50/120/300

Damage: 3D

Source: d20 Core Rulebook (page 199), Secrets of Naboo (page 40)

Escort Speeder

Craft: Dromor Motors "Escort Speeder"

Type: Escort speeder

Scale: Speeder

Skill: Repulsorlift operation

Crew: 1

Passengers: 3

Cargo Capacity: 50 kilograms

Cover: Full

Altitude Range: Ground level-2 meters

Maneuverability: 2D

Move: 105; 300 kmh

Body Strength: 2D

Weapons:

Small Repeating Blaster

Fire Arc: Concealed turret

Crew: 1

Skill: Vehicle blasters

Fire Control: 1D

Range: 0-3/75/100

Damage: 4D

Source: Mission to Lianna (page 51)

Crew: 1

Skill: Vehicle blasters

Fire Control: 2D

Range: 3-150/300/450

Damage: 4D

Source: Arms and Equipment Guide (page 80)

Gian Speeder



Craft: SoroSuub V-19 Gian Speeder

Type: Military landspeeder

Scale: Speeder

Length: 5.7 meters

Skill: Repulsorlift operation: landspeeder

Crew: 1, gunners: 1

Passengers: 2

Cargo Capacity: 50 kilograms

Cover: 1/2

Altitude Range: Ground level-1.5 meters

Cost: 20,000 (new), 10,000 (used)

Maneuverability: 1D

Move: 80; 240 kmh

Body Strength: 2D+2

Weapons:

Double Repeating Blaster Cannon (fire-linked)

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 1D

Range: 10-50/200/500

Damage: 4D

Repeating Blaster Cannon

Fire Arc: Turret

Crew:

Skill: Vehicle blasters

Fire Control: 1D

Range: 10-50/200/500

Damage: 4D

Source: Arms and Equipment Guide (pages 80-81), Secrets of Naboo (page 40)

Transpeeder

Craft: Baktoid Armor Workshop Transpeeder

Type: Personal speeder

Scale: Speeder

Length: 2 meters

Skill: Repulsorlift operation

Crew: 1

Cargo Capacity: 5 kilograms

Cover: None

Altitude Range: Ground level-1 meter

Cost: 10,000 (new), 7,000 (used)

Maneuverability: 2D+2

Move: 95; 270 kmh

Body Strength: 2D

Weapons:

Double Light Laser Cannon (fire-linked)

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 1D

Range: 3-50/100/200

Damage: 4D

Source: Arms and Equipment Guide (page 79)

Repulsorlift Sled

Craft: Merr-Sonn WW-676 Repulsorlift Sled

Type: Repulsorsled weapon platform

Scale: Speeder

Length: 3.2 meters

Skill: Repulsorlift operation

Crew: 1, gunners: 1

Cargo Capacity: 250 kilograms

Cover: None

Altitude Range: Ground level-3 meters

Cost: 10,000 (new), 7,000 (used)

Maneuverability: 3D

Move: 105; 300 kmh

Body Strength: 2D

Weapons:

Frag Grenade Launcher

Fire Arc: Front

008 Heavy Landspeeder

Craft: Trask Industries 008 Heavy Landspeeder

Type: Combat landspeeder

Scale: Speeder

Length: 8 meters

Skill: Repulsorlift operation: landspeeder

Crew: 1, gunners: 1

Cargo Capacity: 10 kilograms

Cover: Full



Altitude Range: Ground level-3 meters

Cost: 23,000 credits (Military)

Maneuverability: 3D

Move: 110; 315 kmh

Body Strength: 2D+1

Weapons:

Double Laser Cannon (fire-linked)

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 3D

Range: 50-300/700/1.1 Km

Damage: 4D

2 Medium Blasters (fire-linked)

Fire Arc: Back

Crew: 1

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-300/450/850

Damage: 6D

Source: Goroth, Slave of the Empire (pages 81-82)

Swamp Speeder

Craft: Uulshos Manufacturing Infantry Support Platform (ISP)

Type: Light attack vehicle

Scale: Speeder

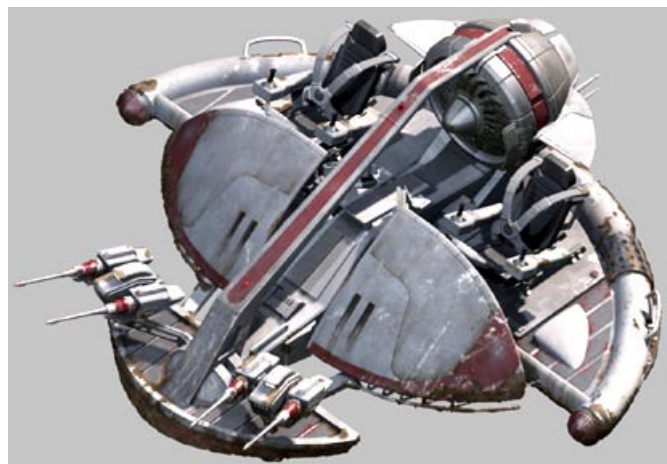
Length: 5 meters

Skill: Repulsorlift operation: swamp speeder

Crew: 2

Cargo Capacity: 20 kilograms

Cover: 1/2



Altitude Range: Ground level-1.3 meters

Cost: 16,000 (new), 10,000 (used)

Maneuverability: 3D+2

Move: 35; 100 kmh

Body Strength: 4D

Weapons:

2 Twin Blaster Cannons

Fire Arc: 1 front/right turret, 1 front/left turret

Skill: Vehicle blasters

Fire Control: 2D

Range: 10-100/500/800

Damage: 4D

Rebel ULAV



Craft: Modified Siemar Ultra-Light Assault Vehicle

Type: Light assault vehicle

Scale: Speeder

Length: 7 meters

Skill: Repulsorlift operation: ULAV

Crew: 1, gunners: 1

Crew Skill: Vehicle blasters 4D, repulsorlift operation 4D

Cargo Capacity: 5 kilograms

Cover: Full

Altitude Range: Ground level-0.6 meters

Cost: 12,900 (used only)

Maneuverability: 3D

Move: 140; 400 kmh

Body Strength: 2D+2

Weapons:

Twin Light Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 1D

Range: 3-50/100/200

Damage: 2D+2

Concussion Grenade Launcher

Fire Arc: Front

Skill: Missile weapons

Fire Control: 1D

Range: 10-50/100/200

Damage: 3D+1

Medium Blaster Cannon

Fire Arc: Back

Crew: 1 (gunner)

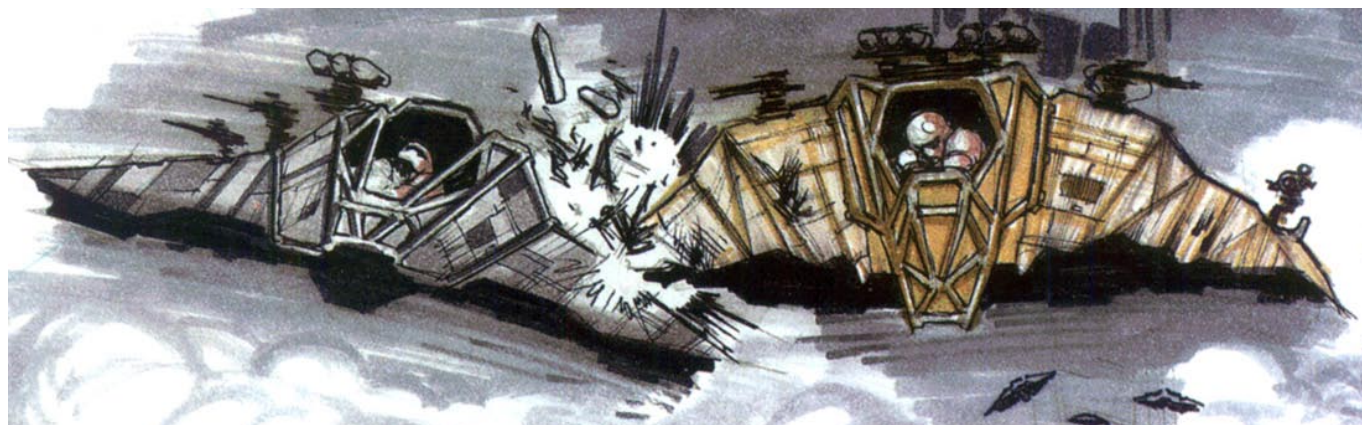
Skill: Vehicle blasters

Fire Control: 2D

Range: 50-200/500/1 Km

Damage: 5D

Source: Rebel Alliance Sourcebook (pages 104-105), The DarkStryder Campaign (page 76), Arms and Equipment Guide (page 80)



Stinger

Craft: Stinger Velocity 200
Type: Modified Velocity speeder
Scale: Speeder
Length: 1.9 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Crew Skill: Vehicle blasters 4D, repulsorlift operation 5D
Passengers: 0
Cargo Capacity: 10 kilograms
Cover: 1/2
Altitude Range: Ground level-4 meters
Maneuverability: 3D
Move: 140; 400 kmh
Body Strength: 2D
Weapons:
Minlet Concussion Missiles (10)
Fire Arc: Front
Skill: Missile weapons
Fire Control: 1D
Range: 40/100/250
Damage: 4D+1
Source: Classic Adventures – Volume Four (page 110)

Intimidator

Craft: Maeltrop Intimidator
Type: Modified Maeltrop Cargorunner
Scale: Speeder
Length: 3.4 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Crew Skill: Vehicle blasters 4D, repulsorlift operation 5D
Passengers: 0
Cargo Capacity: 25 kilograms
Cover: Full
Altitude Range: Ground level-1 meters
Maneuverability: 0D
Move: 70; 200 kmh
Body Strength: 6D
Weapons:
Tritium Mining Drill
Fire Arc: Front
Skill: Repulsorlift operation
Fire Control: 0D
Range: Contact
Damage: 6D
Source: Classic Adventures – Volume Four (page 110)

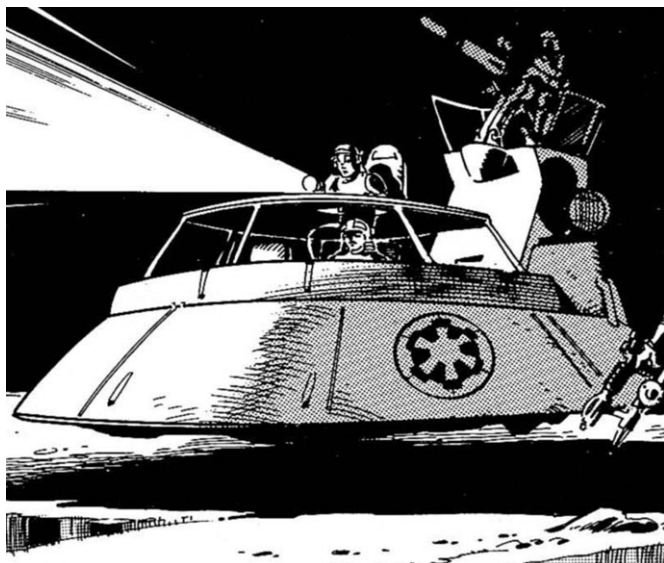
Dominator

Craft: Dominator AV
Type: Modified Dominator landspeeder
Scale: Speeder
Length: 2.4 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1, gunners: 1
Crew Skill: Vehicle blasters 4D, repulsorlift operation 5D
Passengers: 0
Cargo Capacity: 15 kilograms
Cover: 3/4
Altitude Range: Ground level-3 meters
Maneuverability: 1D+2
Move: 105; 300 kmh
Body Strength: 3D
Weapons:
BlasTech Protector Blaster
Fire Arc: Turret
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D
Range: 100/300/600
Damage: 3D
Source: Classic Adventures – Volume Four (page 110)

Imperial Troop Transport

Craft: Ubrikkian 6500 ATV
Type: All purpose troop transport
Scale: Speeder
Length: 6 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Crew Skill: Varies
Passengers: 8
Cargo Capacity: 500 kilograms
Cover: 1/2
Altitude Range: Ground level-1.5 meters
Cost: 35,000 credits
Maneuverability: 0D
Move: 70; 200 kmh
Body Strength: 3D
Weapons:
Laser Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D
Range: 3-50/100/200
Damage: 5D
Source: Supernova (page 93)

Mekuun Repulsor Scout



Craft: Mekuun Repulsor Scout
Type: Modified landspeeder
Scale: Speeder

Length: 8 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1, gunners: 1
Crew Skill: Repulsorlift operation 3D, vehicle blasters 3D+2
Passengers: 2
Cargo Capacity: 100 kilograms
Cover: Full
Altitude Range: Ground level-2 meters
Cost: 12,000 (new)
Maneuverability: 1D+1
Move: 105; 300 kmh
Body Strength: 3D
Weapons:
Heavy Repeating Blaster
Fire Arc: Turret
Crew: 1
Skill: Vehicle blasters
Fire Control: 0D
Range: 3-75/200/500
Damage: 4D
Source: Goroth, Slave of the Empire (page 75), Planet of the Mists (page 20)

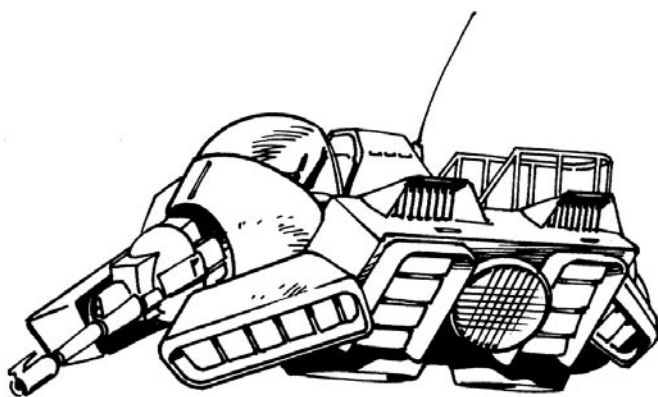
Arrow-23 Tramp Shuttle

Craft: Modified Aratech "Arrow-23" Landspeeder
Type: Modified tramp shuttle
Scale: Speeder
Length: 8.1 meters
Skill: Repulsorlift operation: tramp shuttle
Crew: 1, gunners: 1
Crew Skill: Vehicle blasters 3D+1, repulsorlift operation 3D
Passengers: 5
Cargo Capacity: 800 kilograms
Cover: Full
Altitude Range: Ground level-4 meters
Cost: 10,800 (new), 3,400 (used)
Maneuverability: 2D+1



Move: 140; 400 kmh
Body Strength: 3D
Weapons:
Laser Cannon
Fire Arc: Turret
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D
Range: 3-50/100/200
Damage: 3D
Concussion Grenade Launcher
Fire Arc: Front
Skill: Missile weapons
Fire Control: 1D
Range: 10-50/100/200
Damage: 3D+1
Source: Rebel Alliance Sourcebook (pages 110-111), Arms and Equipment Guide (page 75)

X10 Groundcruiser

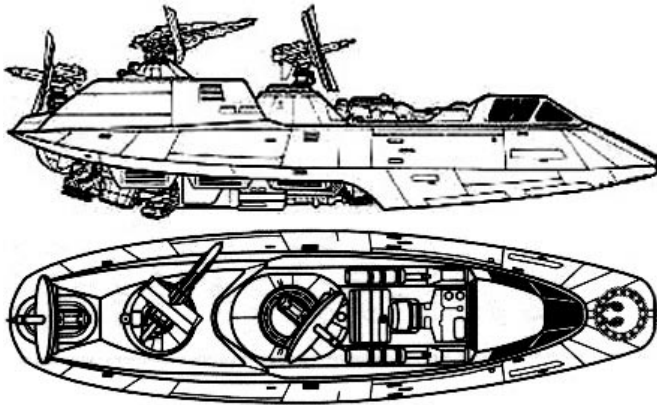


Craft: Authority X10 Groundcruiser
Type: Espo patrol craft
Scale: Speeder
Length: 6 meters
Skill: Repulsorlift operation: X10 Groundcruiser
Crew: 1
Crew Skill: Vehicle blasters 4D+1, Repulsorlift operation 5D
Passengers: 6 (troops)
Cargo Capacity: 100 kilograms
Cover: 3/4 (pilot), 1/2 (deck), full (interior compartment)
Altitude Range: Ground level-2 meters
Maneuverability: 3D+2 (when moving at half-speed), 1D (when moving once or more per turn)
Move: 140; 400 kmh
Body Strength: 3D
Sensors:
Passive: 500/+1D
Scan: 1Km/+2D
Search: 2 Km/+3D
Focus: 50/+4D
Weapons:

Heavy Blaster Cannon

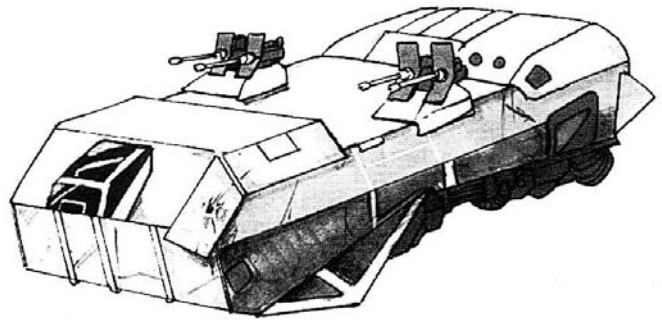
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-200/400/600
Damage: 5D
Source: Han Solo and the Corporate Sector Sourcebook (pages 110-111)

Rebel Armored Freerunner



Craft: Modified KAAC Freerunner
Type: Combat assault vehicle
Scale: Speeder
Length: 14.6 meters
Skill: Repulsorlift operation: freerunner
Crew: 2, gunners: 3
Crew Skill: Vehicle blasters 4D, repulsorlift operation 4D
Passengers: None
Cargo Capacity: 250 kilograms
Cover: Full
Altitude Range: Ground level-2 meters
Cost: 27,000 (new), 14,000 (used)
Maneuverability: 1D
Move: 105; 300 kmh
Body Strength: 3D
Weapons:
2 Anti-Vehicle Laser Cannons (fire-linked)
Fire Arc: Turret
Crew: 1*
Skill: Vehicle blasters
Fire Control: 1D*
Range: 50-400/900/2 Km
Damage: 5D
 * May be controlled by the pilot or co-pilot, but with a *fire control* of 0D.
2 Anti-Infantry Blaster Batteries
Fire Arc: 1 turret (front/left/right), 1 turret (back/left/right)
Crew: 1*
Skill: Vehicle blasters
Fire Control: 2D*
Range: 50-300/800/1.5 Km
Damage: 3D+2
 * May be controlled by the pilot or co-pilot, but with a *fire control* of 0D.
Source: Rebel Alliance Sourcebook (pages 105/107), The Thrawn Trilogy Sourcebook (pages 205-206), Dark Force Rising Sourcebook (page 113), Arms and Equipment Guide (page 79)

SpecForce Freerunner APC



Craft: Modified KAAC Freerunner
Type: Modified combat assault vehicle/personnel carrier
Scale: Speeder
Length: 14.6 meters
Skill: Repulsorlift operation: freerunner
Crew: 2, gunners: 1
Passengers: 8
Cargo Capacity: 500 kilograms
Cover: Full
Altitude Range: Ground level-2 meters
Maneuverability: 1D
Move: 105; 300 kmh
Body Strength: 3D
Shields: 1D
Sensors:
Passive: 1D
Scan: 2D
Detect: 3D
Weapons:
2 Anti-Infantry Blaster Batteries (fire-linked)
Fire Arc: Turret
Crew: 1
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-300/800/1.5 Km
Damage: 3D+2
Source: Rules of Engagement – The Rebel SpecForce Handbook (pages 50-51)

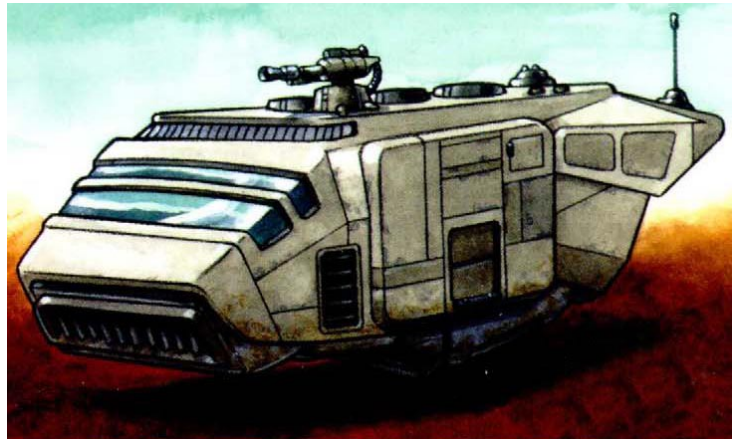
Imperial Patrol Landspeeder



Craft: Modified SoroSuub V-35
Type: Military landspeeder
Scale: Speeder
Length: 3.8 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1

Passengers: 2
Cargo Capacity: 120 kilograms
Cover: 1/2
Altitude Range: Ground level-1.5 meters
Maneuverability: 1D
Move: 20; 60 kmh
Body Strength: 3D+2
Weapons:
Light Repeating Blaster
Fire Arc: Front
Crew: 1 (pilot or co-pilot)
Skill: Vehicle blasters
Fire Control: 1D
Range: 5-50/100/300
Damage: 4D
Source: Introductory Adventure Game – Adventure Book (page 14)

Armored Repulsorlift Transport



Chariot Command Speeder

Craft: Uulshos LAVr QH-7 Chariot
Type: Command speeder
Scale: Speeder
Length: 11.8 meters
Skill: Repulsorlift operation: LAVr QH-7 Chariot
Crew: 3
Crew Skill: Repulsorlift operation 5D, vehicle blasters 4D+1
Cargo Capacity: 10 kilograms
Cover: Full
Altitude Range: Ground level-8 meters
Cost: Not available for sale
Maneuverability: 1D+1
Move: 35; 100 kmh
Body Strength: 4D
Weapons:
Laser Cannon
Fire Arc: Front
Crew: 1 (co-pilot)
Skill: Vehicle blasters
Fire Control: 1D
Range: 3-50/100/200
Damage: 3D
Source: Imperial Sourcebook (pages 77-78), The Thrawn Trilogy Sourcebook (pages 203-205), Heir to the Empire Sourcebook (page 115), d20 Core Rulebook (pages 199-200)

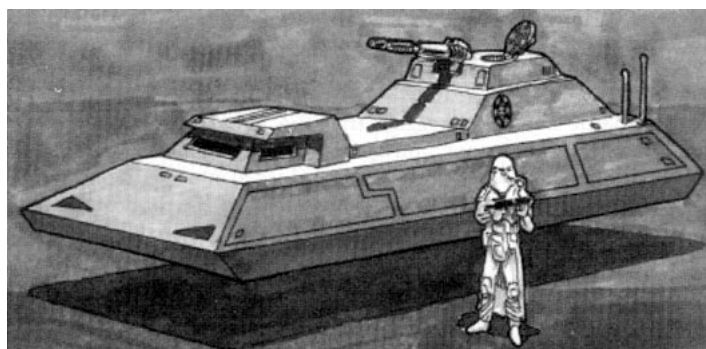
Scale: Speeder
Skill: Repulsorlift operation
Crew: 1, gunners: 1
Crew Skill: Repulsorlift operation 3D, vehicle blasters 3D
Passengers: 20
Cargo Capacity: 500 kilograms
Cover: Full
Altitude Range: Ground level-1.5 meters
Move: 12; 40 kmh
Body Strength: 4D
Weapons:
Light Repeating Blaster
Fire Arc: Turret
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D
Range: 5-50/200/500
Damage: 4D
Source: Introductory Adventure Game – Adventure Book (page 26)



SCS-19 Sentinel

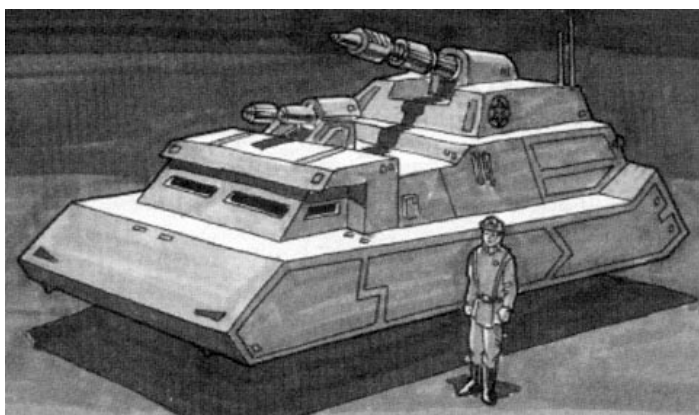
Craft: TaggeCo SCS-19 Sentinel
Type: Armored transport
Scale: Speeder
Length: 12 meters
Skill: Repulsorlift operation
Crew: 1
Passengers: 4
Cargo Capacity: 50 kilograms
Cover: Full
Altitude Range: Ground level-1.5 meters
Cost: 60,000 (new), 40,000 (used)
Maneuverability: 1D
Move: 170; 480 kmh
Body Strength: 3D
Shields: 1D+2
Weapons:
Double Blaster Cannon (fire-linked)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D
Range: 3-50/100/200
Damage: 4D
Source: Arms and Equipment Guide (pages 77-78)

Light Imperial Repulsortank



Craft: Ubrikkian Transports Imperial Repulsortank 1-L
Type: Light repulsortank
Scale: Speeder
Length: 20.5 meters
Skill: Repulsorlift operation: Imperial-class repulsortank
Crew: 1, gunners: 1
Crew Skill: Repulsorlift operation 5D+2, vehicle blasters 5D+2
Passengers: 2 (troops)
Cargo Capacity: 300 kilograms
Cover: Full
Altitude Range: Ground level-2 meters
Cost: 40,000
Maneuverability: 1D+2
Move: 105; 300 kmh
Body Strength: 4D+2
Weapons:
Medium Blaster Cannon
Fire Arc: Turret
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D+1
Range: 50-200/500/1 Km
Damage: 3D+2
Source: Adventure Journal 9 (pages 228-229)

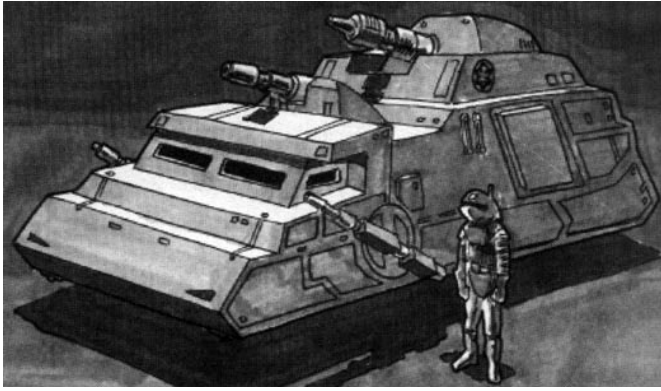
Medium Imperial Repulsortank



Craft: Ubrikkian Transports Imperial Repulsortank 1-M
Type: Medium repulsortank
Scale: Speeder
Length: 20.5 meters
Skill: Repulsorlift operation: Imperial-class repulsortank
Crew: 1, gunners: 2
Crew Skill: Repulsorlift operation 5D+2, vehicle blasters 5D+2
Passengers: 3 (troops)
Cargo Capacity: 250 kilograms
Cover: Full
Altitude Range: Ground level-2 meters
Cost: 45,000
Maneuverability: 1D+2
Move: 105; 300 kmh
Body Strength: 4D+2
Weapons:
Medium Blaster Cannon
Fire Arc: Turret
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D+1
Range: 50-200/500/1 Km
Damage: 3D+2
Heavy Repeating Blaster
Fire Arc: Turret (can face front, left and right arcs only)
Scale: Character
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D+1
Range: 3-75/200/500
Damage: 8D
Source: Adventure Journal 9 (page 230)

Heavy Imperial Repulsortank

Craft: Ubrikkian Transports Imperial Repulsortank 1-H
Type: Heavy repulsortank
Scale: Speeder
Length: 20.5 meters
Skill: Repulsorlift operation: Imperial-class repulsortank
Crew: 2, gunners: 3
Crew Skill: Repulsorlift operation 5D+2, vehicle blasters 5D+2
Passengers: 1 (troop)
Cargo Capacity: 250 kilograms
Cover: Full
Altitude Range: Ground level-2 meters
Cost: 50,000



Maneuverability: 1D+2

Move: 105; 300 kmh

Body Strength: 4D+2

Weapons:

Heavy Laser Cannon

Fire Arc: Turret

Crew: 2

Skill: Vehicle blasters

Fire Control: 2D+2

Range: 200-1/3/5 Km

Damage: 6D

Medium Blaster Cannon

Fire Arc: Turret (can face front, left and right arcs only)

Crew: 1

Skill: Vehicle blasters

Fire Control: 1D+1

Range: 50-200/500/1 Km

Damage: 3D+2

Source: Adventure Journal 9 (pages 232-234)

FireHawke Heavy Repulsortank

Craft: S-1 FireHawke Heavy Repulsortank

Type: heavy repulsortank

Scale: Speeder

Length: 10.1 meters

Skill: Repulsorlift operation: S-1 FireHawke

Crew: 3, gunners: 2

Crew Skill: Repulsorlift operation 4D+2, vehicle blasters 5D

Passengers: 1 (troop)

Cargo Capacity: 50 kilograms

Cover: Full

Altitude Range: Ground level-2 meters

Maneuverability: 1D+2

Move: 140; 400 kmh

Body Strength: 4D+2

Weapons:

Heavy Laser Cannon

Fire Arc: Turret

Crew: 1

Skill: Vehicle blasters

Fire Control: 2D+2

Range: 50-200/500/1 Km

Damage: 6D

Medium Blaster Cannon

Fire Arc: Turret (front, left and right arcs only)

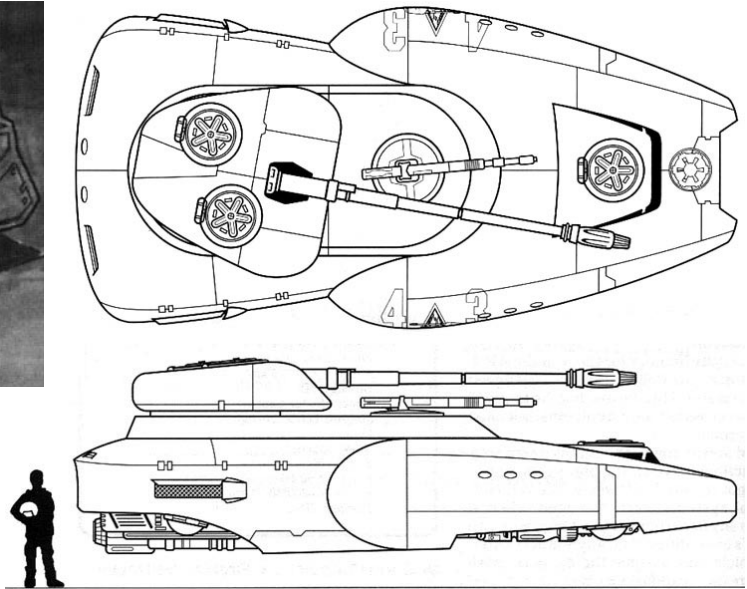
Crew: 1

Skill: Vehicle blasters

Fire Control: 1D+1

Range: 50-200/500/1 Km

Damage: 3D+2



Source: Adventure Journal 15 (page 58)

Imperial Heavy Repulsortank

Type: Heavy repulsortank

Scale: Speeder

Skill: Repulsorlift operation

Crew: 1, gunners: 3

Crew Skill: All related skills 4D

Cover: Full

Altitude Range: Ground level-1 meter

Cost: Not available for sale

Maneuverability: 0D

Move: 15; 50 kmh

Body Strength: 5D

Weapons:

2 Light Repeating Blasters

Fire Arc: 1 left, 1 right

Crew: 1

Skill: Vehicle blasters

Fire Control: 1D

Range: 10-50/200/500

Damage: 4D

Heavy Laser Cannon

Fire Arc: Turret

Crew: 1

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-100/500/1 Km

Damage: 8D



Grenade Launcher

Fire Arc: Front

Skill: Missile weapons

Fire Control: 0D

Range: 5-50/100/300

Damage: 3D

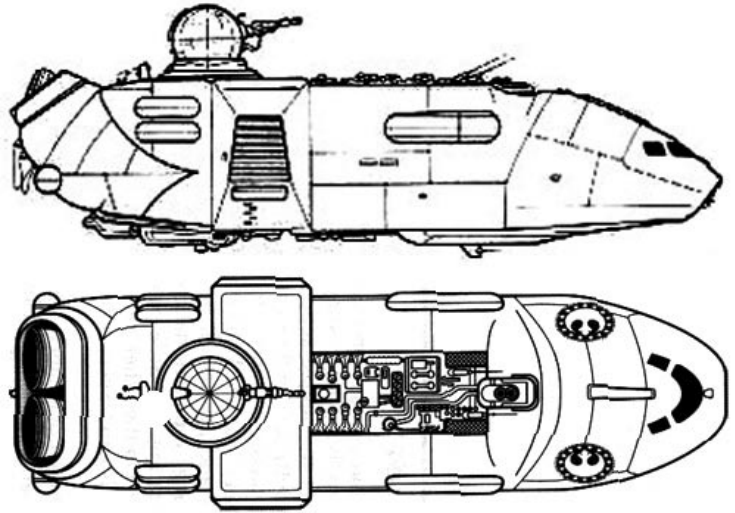
Source: Introductory Adventure Game – Adventure Book (page 35)

MTT



Craft: Baktoid Armor Workshop Multi Troop Transport
Type: Heavy armored troop transport
Scale: Walker
Length: 31 meters
Skill: Repulsorlift operation: MTT
Crew: 1 pilot droid, 1 gunner droid
Crew Skill: 4D in all applicable skills
Passengers: 100 Infantry Battle Droids, 10 Security Battle Droids, 2 Commander Battle Droids
Cargo Capacity: 10 metric tons
Cover: Full
Altitude Range: Ground level-4 meters
Cost: 138,000 (new), 80,000 (used)
Maneuverability: 0D
Move: 12; 35 kmh
Body Strength: 3D
Weapons:
2 Dual Blaster Cannons (fire-linked)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-400/900/3 Km
Damage: 5D+1
Game Notes: If attacked from the rear, the MTT only has an effective Body Strength of 1D due to the thinness of the rear armor (to allow for ventilation of the power plant). If the MTT suffers a damage result of Heavy or higher from a rear attack, the power plant will explode within 2D turns. This explosion will destroy any droids and/or characters on board and completely gut the MTT.
Source: d20 Core Rulebook (page 201), Secrets of Naboo (page 9)

Heavy Tracker



Craft: Mekuun Heavy Tracker
Type: Mobile scanning unit
Scale: Walker
Length: 22.2 meters
Skill: Repulsorlift operation: heavy tracker
Crew: 6, gunners: 2, skeleton: 2/+10
Crew Skill: Vehicle blasters 4D+1, repulsorlift operation 3D+2
Passengers: 5 (omniprobe operators)
Cargo Capacity: 250 kilograms
Cover: Full
Altitude Range: Ground level-2 meters
Maneuverability: 1D
Move: 45; 130 kmh
Body Strength: 3D+2
Weapons:
Heavy laser Cannon
Fire Arc: Turret
Crew: 2
Skill: Vehicle blasters
Fire Control: 2D (4D with omniprobe)
Range: 50-500/1.5/3 Km
Damage: 4D
Source: Rebel Alliance Sourcebook (page 107)

TX-130 Fighter Tank

Craft: Rothana Heavy Engineering TX-130 *Saber*-class Fighter Tank

Type: Speeder tank

Scale: Speeder

Length: 8.2 meters

Skill: Repulsorlift operation: speeder tank

Crew: 2, gunners: 1

Passengers: 2

Cargo Capacity: 750 kilograms

Cover: Full to pilot and co-pilot, 1/2 to gunner

Altitude Range: Ground level-2 meters

Cost: Not available for sale

Maneuverability: 2D

Move: 110; 320 kmh

Body Strength: 2D+2

Shields: 3D

Weapons:

Medium Twin-Laser Turret

Fire Arc: Turret (front/left/right arcs only)

Crew: 1

Skill: Vehicle blasters

Fire Control: 1D

Range: 5-50/200/500

Damage: 6D

2 Heavy Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-500/1/2 Km

Damage: 9D

2 Thermal Detonator Missile Launchers (8 missiles each)

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 2D

Range: 100/200/400

Damage: 8D

Teklos Battle Vehicle

Craft: Modified Nen-Carvon "Teklos" Mobile Command Base

Type: Mobile command base

Scale: Speeder

Length: 21.8 meters

Skill: Repulsorlift operation: Teklos

Crew: 2, gunners: 3

Crew Skill: Varies greatly

Passengers: 7

Cargo Capacity: 1 metric ton or 4 additional passengers

Cover: Full

Cost: 45,000 (base commercial model), +20,000 or more depending on customized modifications; 100,000+ on the black market

Maneuverability: 0D

Move: 35; 100 kmh

Body Strength: 7D

Weapons:

Triple Laser Cannon (fire-linked)

Fire Arc: Turret*

Crew: 1

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-250/500/1 Km

Damage: 4D

2 Concussion Grenade Launchers

Fire Arc: Front/left, front/right**

Crew: 1

Skill: Missile weapons

Fire Control: 1D

Range: 10-50/100/250

Damage: 3D+2

* **Notes:** The Teklos battle vehicle's laser cannon turret can turn to face left, front and right fire arcs only. It may move the turret one fire arc per turn (from left to front, right to front, front to right or front to left).

** **Notes:** One concussion grenade launcher can face only forward and left, while the other can face only forward and right.

Game Notes: The above is the most common form of Teklos battle vehicle. Other variants exist, with weapons and armor protection being the components most often modified.

Source: Galaxy Guide 11 – Criminal Organizations (page 86)



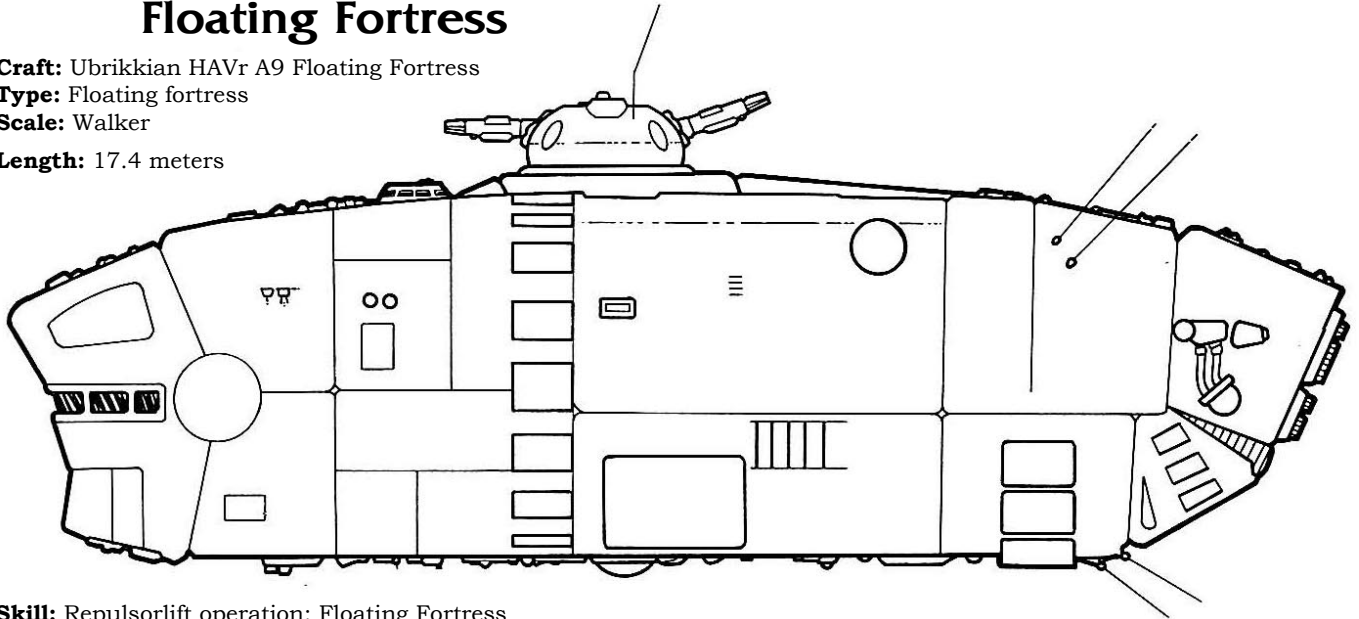
Floating Fortress

Craft: Ubrikkian HAVr A9 Floating Fortress

Type: Floating fortress

Scale: Walker

Length: 17.4 meters



Skill: Repulsorlift operation: Floating Fortress

Crew: 2, gunners: 2

Crew Skill: Repulsorlift operation 4D+2, vehicle blasters 5D

Passengers: 10 (troops)

Cargo Capacity: 1 metric ton

Cover: Full

Altitude Range: Ground level-2 meters

Move: 70; 200 kmh

Body Strength: 5D

Weapons:

2 Heavy Blaster Cannons

Fire Arc: Turret

Crew: 1

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-500/1/2 Km

Damage: 5D

Source: Imperial Sourcebook (pages 72-73)

8 Light Repeating Laser Cannons (fire separately)

Fire Arc: Front

Scale: Speeder

Skill: Vehicle blasters

Fire Control: 1D

Range: 3-50/120/300

Damage: 4D

6 Shell Launchers

Fire Arc: Front

Skill: Missile weapons

Fire Control: 0D

Range: 100/200/400

Damage: 3D

Game Notes: If attacked from the rear, the AAT only has an effective Body Strength of 2D due to the thinness of the rear armor (to allow for ventilation of the power plant). If the AAT suffers a damage result of Heavy or higher from a rear attack, the power plant will explode within 2D turns. Secondly, the AAT's electrical systems are poorly shielded. If damage from ion weapons (or Gungan energy balls) exceeds the AAT's Body roll by more than 9 points, the electrical system shorts out. As a result, the AAT shuts down and will not function again until the electrical system is completely replaced.

Source: d20 Core Rulebook (page 201), Secrets of Naboo (page 9)

AAT

Craft: Baktoid Armor Workshop Armored Assault Tank-1

Type: Armored assault tank

Scale: Walker

Length: 9.75 meters

Skill: Repulsorlift operation: AAT-1

Crew: 1 pilot droid, 2 gunner droids, 1 commander droid

Crew Skill: 4D in all applicable skills

Passengers: 6 battle droids (using handholds on the exterior of the tank)

Cargo Capacity: 500 kilograms

Cover: Full (None for exterior passengers)

Altitude Range: Ground level-4 meters

Maneuverability: 1D

Move: 42; 120 kmh

Body Strength: 6D

Weapons:

Heavy Laser Cannon

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-500/1/2 Km

Damage: 6D



Imperial Mobile Base

Craft: Imperial MFB-4 Mobile Repulsor Base
Type: Mobile multi-function base
Scale: Walker

Length: 200 meters
Skill: Repulsorlift operation: MFB-4
Crew: 30, gunners: 4
Passengers: 120 (support staff), 300 (troops)
Cargo Capacity: 150 metric tons
Cover: Full

Altitude Range: Ground level-3 meters
Cost: Not available for sale

Maneuverability: 0D

Move: 25; 70 kmh

Body Strength: 6D

Shields: 2D+2

Sensors:

Passive: 300/0D

Scan: 400/1D

Search: 600/2D

Focus: 2 Km/2D+2

Weapons:

Heavy Turbolaser

Fire Arc: Turret

Crew: 4

Scale: Capital

Skill: Capital ship gunnery

Fire Control: 2D

Fire Rate: 1/6

Range: 2-10/20/30 Km

Damage: 5D

4 Laser Cannons

Fire Arc: 1 left, 1 right, 1 front, 1 back

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

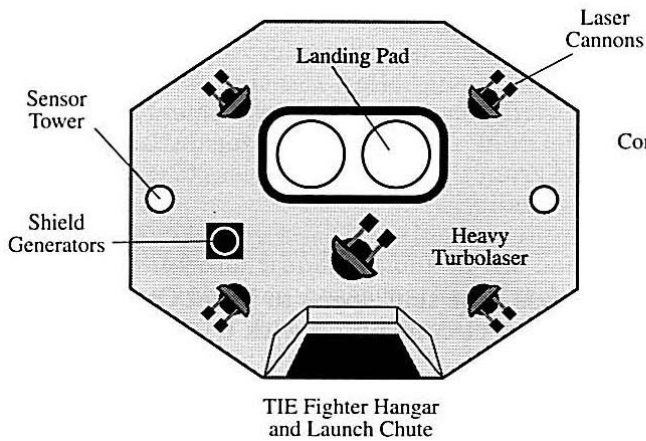
Fire Control: 1D

Range: 1-2/4/6 Km

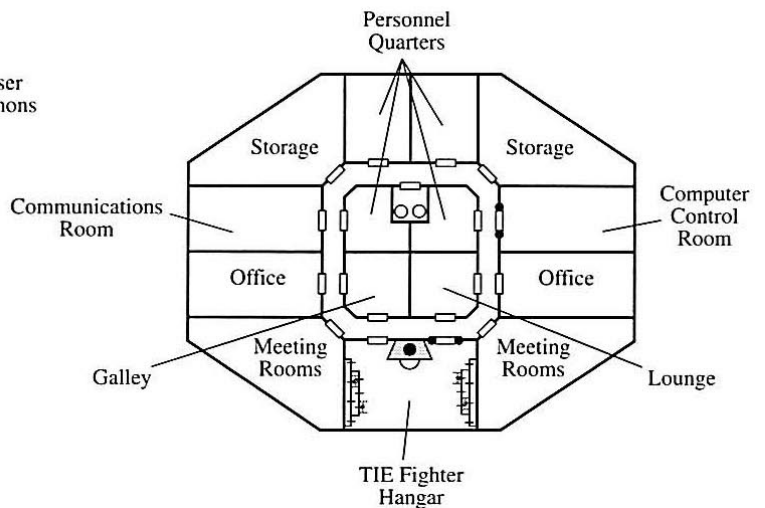
Damage: 3D

Source: Operation: Elrood (page 41)

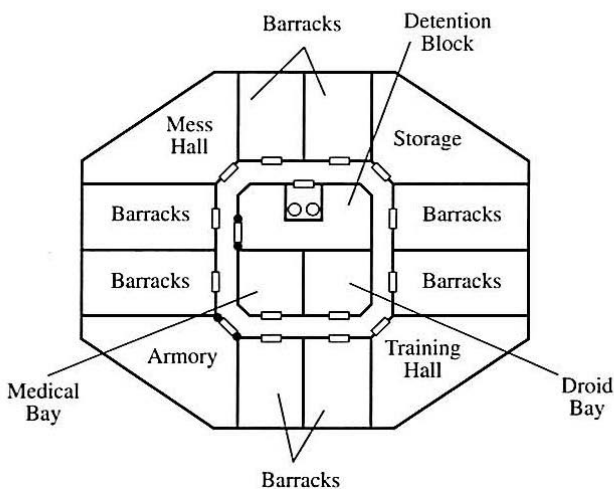
**Exterior
Aerial View**



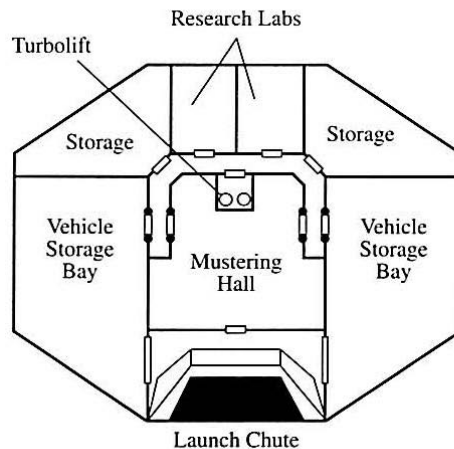
**Level 1
Personnel Deck**



**Level 2
Barracks**



**Level 3
Vehicle Bay**



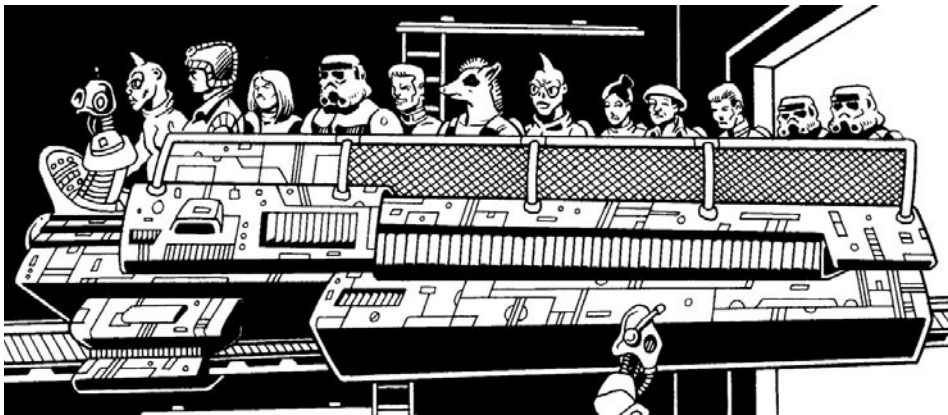
Ground Vehicles

PM-7C Cargo Car



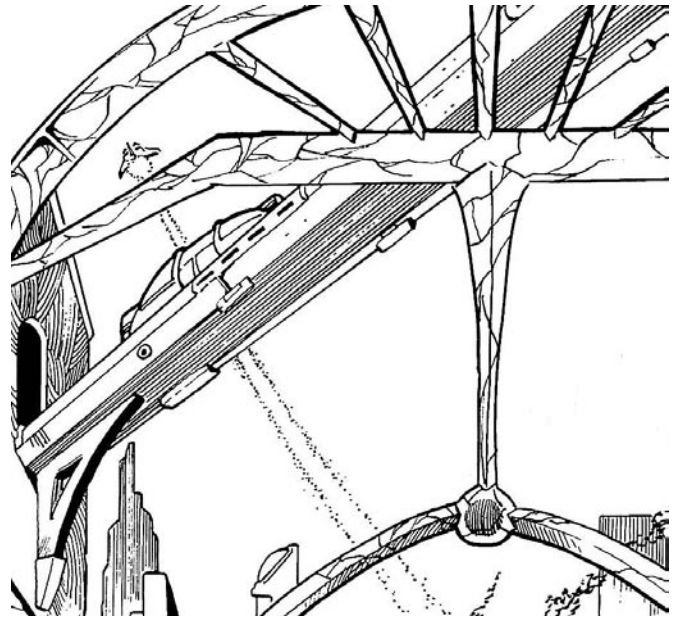
Craft: Minas-Lergo PM-7C Cargo Car
Type: People-mover vehicle
Scale: Speeder
Length: 9 meters
Skill: Ground vehicle operation: PM-7C
Crew: 1 (droid)
Passengers: 2
Cargo Capacity: 5 metric tons
Cost: 8,000
Move: 18; 50 kmh
Body Strength: 1D+1
Source: Goroth, Slave of the Empire (page 64)

PM-38 Passenger Car



Craft: Minas-Lergo PM-28 Passenger Car
Type: People-mover vehicle
Scale: Speeder
Length: 9 meters
Skill: Ground vehicle operation: PM-38
Crew: 1 (droid)
Passengers: 14
Cargo Capacity: 200 kilograms
Cover: 1/2
Cost: 10,000
Move: 18; 50 kmh
Body Strength: 1D+1
Source: Goroth, Slave of the Empire (page 64)

“The Loop” Unirail



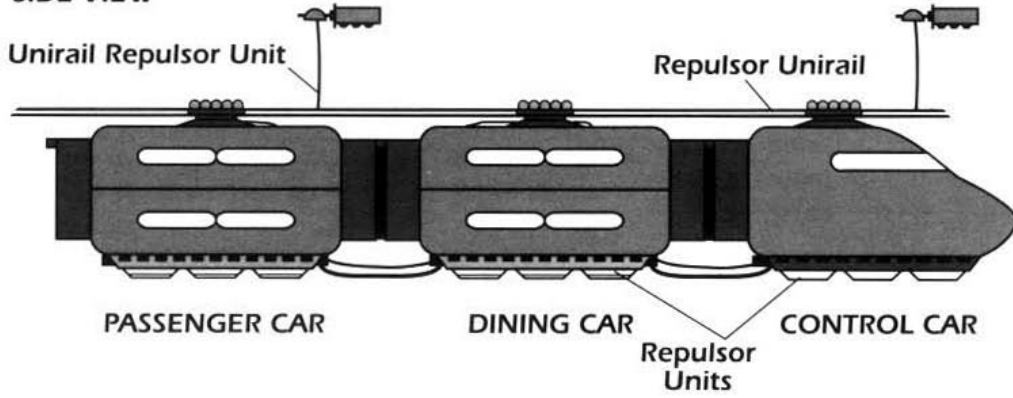
Craft: Modified Kuat Drive Yards' Model 8-X Unirail
Type: Mass transport
Scale: Speeder
Length: 320 meters
Skill: Ground vehicle operation: Model 8-X unirail
Crew: 10, skeleton: 5/+10
Passengers: 1,350 (90 per car)
Cargo Capacity: 1 metric ton (plus mass of passengers)

Cover: Full
Cost: 100,000 credits per car
Maneuverability: 0D (must follow track)
Move: 30; 90 kmh
Body Strength: 2D
Source: Shadows of the Empire Planets Guide (page 78)

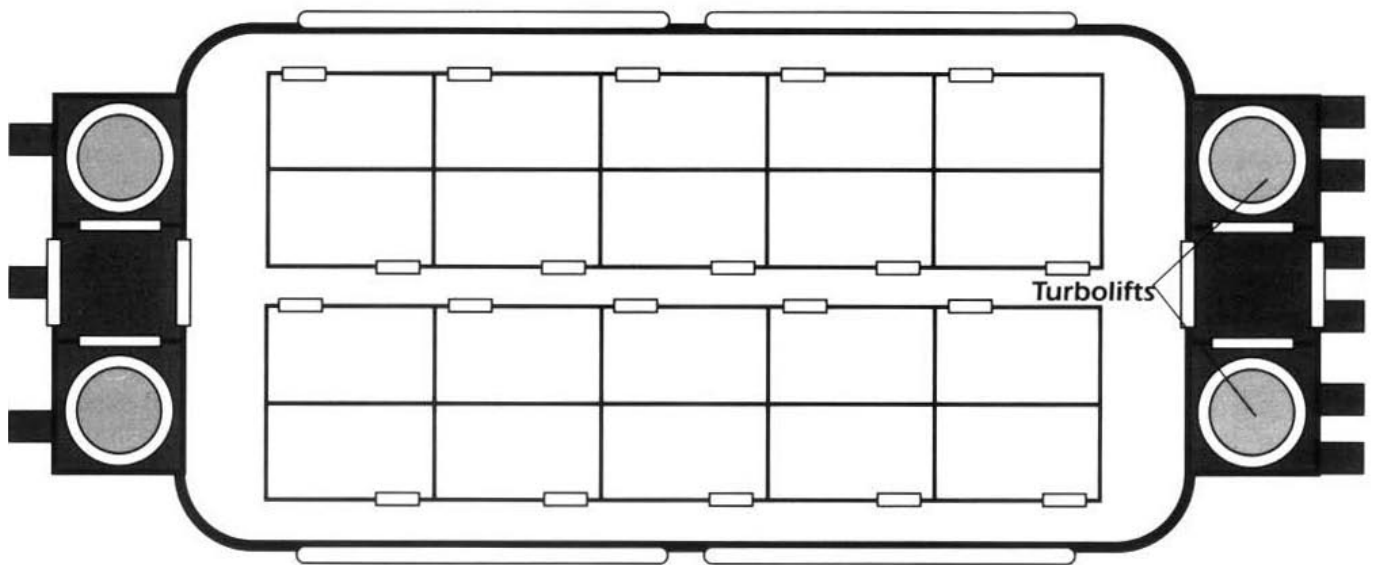
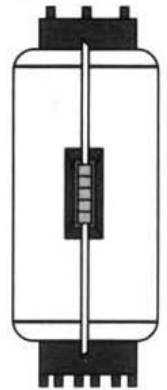
Vohai Unirail

Craft: Modified Kuat Drive Yards' Model 10-T Unirail
Type: Luxury transport
Scale: Speeder
Length: 1,150 meters
Skill: Ground vehicle operation: Vohai Unirail
Crew: 100, skeleton: 25/+10
Passengers: 1,500
Cargo Capacity: 3 metric tons
Cover: Full
Altitude Range: 2 Km
Cost: Not available for sale
Maneuverability: 0D (must follow “skytrack”)
Move: 30; 90 kmh
Body Strength: 3D
Source: Galaxy Guide 9 – Fragments from the Rim (page 90)

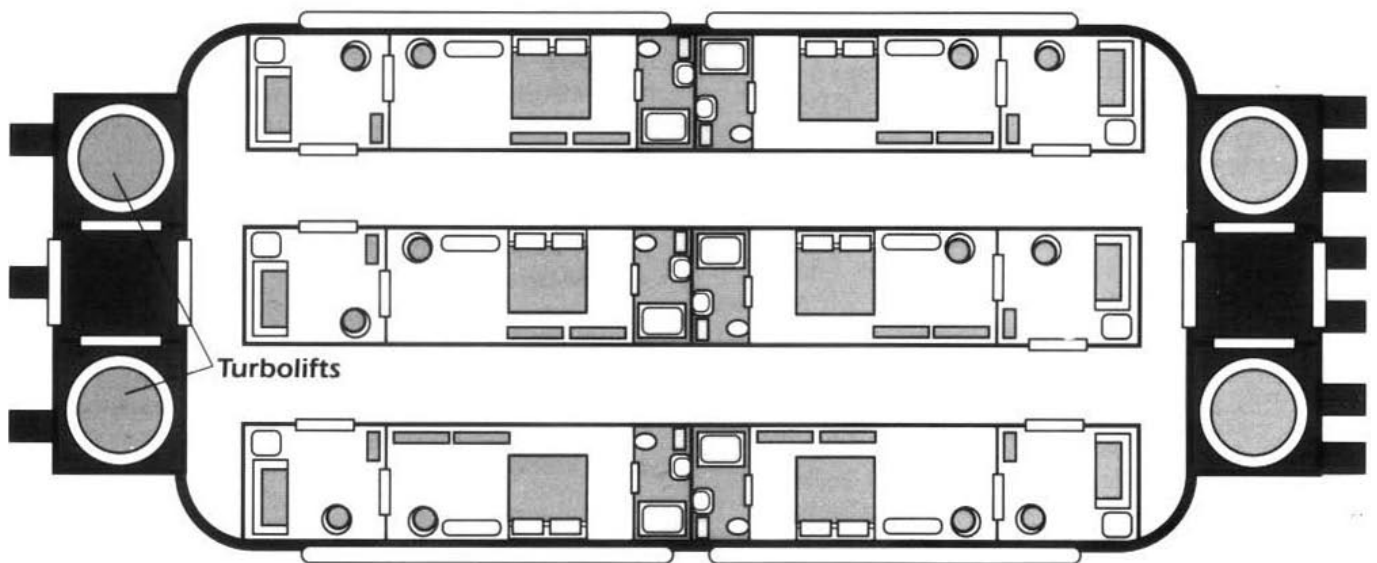
SIDE VIEW



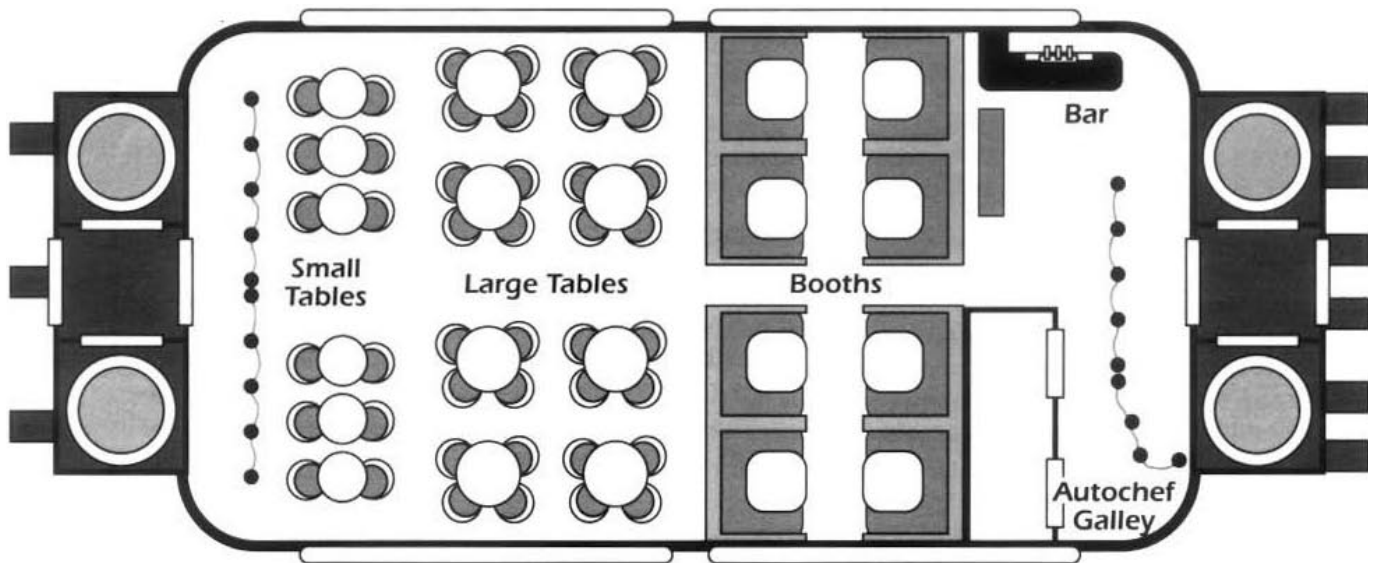
TOP VIEW



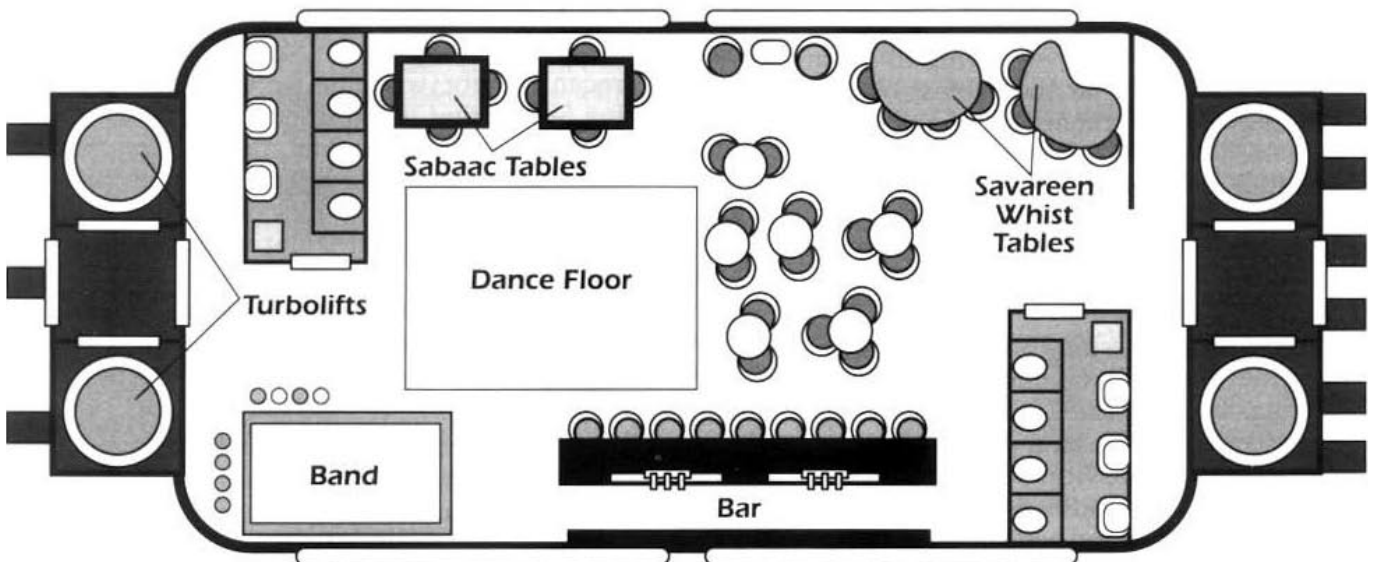
UPPER LEVEL STATEROOMS (Passenger Car)



LOWER LEVEL SUITES (Passenger Car)



DINING CAR (Upper Level)



CASINO (Lower Level)

Jadai Q-6100

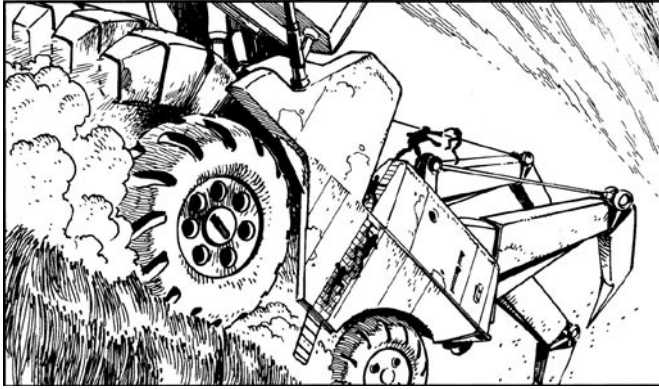
Craft: Jadai Motors Q-6100
Type: Ground Vehicle
Scale: Speeder
Length: 8.5 meters
Skill: Ground vehicle operation: Jadai Q-series
Crew: 1
Crew Skill: Ground vehicle operation 7D
Passengers: 4
Cargo Capacity: 150 kilograms
Cover: Full, 1/2 when convertible
Cost: Not for sale
Maneuverability: 1D
Move: 90; 260 kmh
Body Strength: 3D
Source: Alliance Intelligence Reports (page 28)

Harvester Droid

Craft: CSA Harvester Droid, Model CD-2
Type: Agrirobot
Scale: Speeder
Length: 15 meters tall
DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 1D
Harvesting machinery operation 3D
PERCEPTION 2D
STRENGTH 4D
TECHNICAL 1D
Cost: 45,000 credits
Move: 14; 40 kmh
Equipped With:

- Remote Interface control mechanism
- Tractor treads
- Limited optical perception suite (grain condition only)
- Harvester blades (7D speeder scale damage)

Source: Han Solo and the Corporate Sector Sourcebook (page 126)



Miniature Sandcrawler

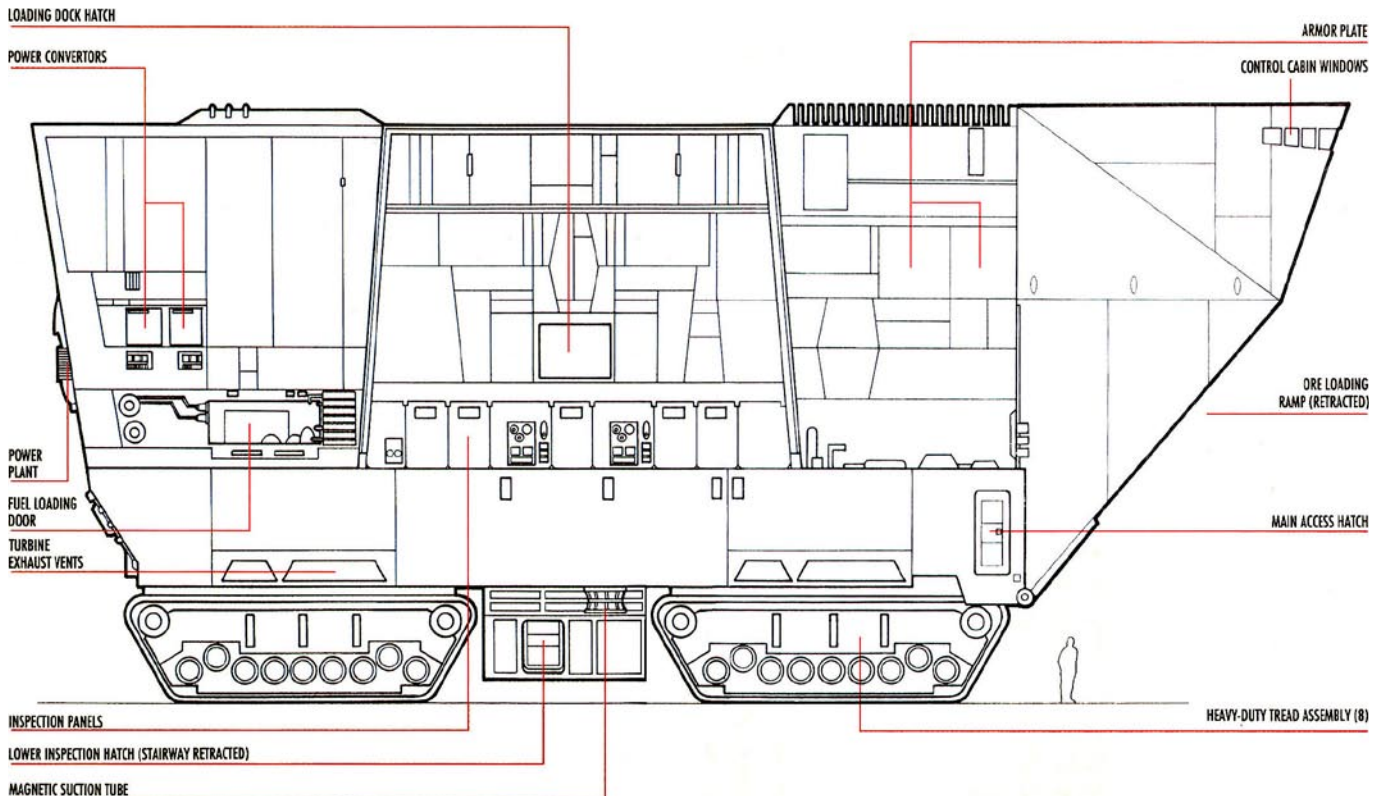
Craft: Modified TaggeCo *Survey-class* Crawler
Type: Ground vehicle
Scale: Speeder
Length: 7 meters high, 40 meters long
Skill: Ground vehicle: *Survey-class* crawler
Crew: 2
Passengers: 26 (16 jawas, 10 holding cells)
Cargo Capacity: 20 metric tons
Cover: Full
Cost: Not available for sale
Maneuverability: 0D
Move: 10; 30 kmh
Body Strength: 4D

Jawa Sandcrawler

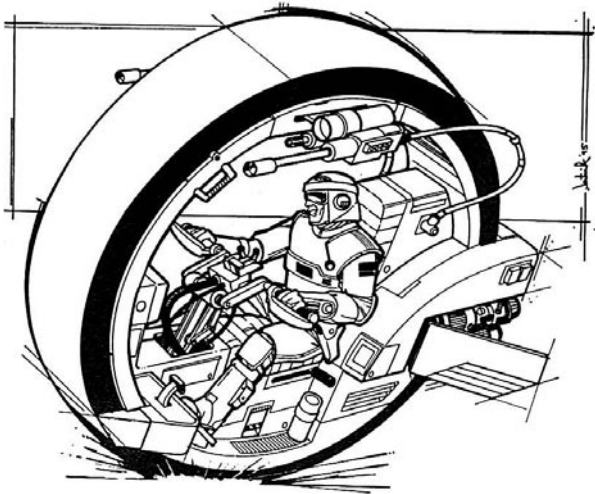
Type: Modified Corellia Mining Digger Crawler
Scale: Walker



Length: 120 meters long, 20 meters tall
Skill: Ground vehicle operation: sandcrawler
Crew: 50, skeleton: 3/+20
Crew Skill: Varies widely
Passengers: 1,500 (typically scavenged droids)
Cargo Capacity: 40 metric tons
Cover: Full
Cost: Not for sale
Maneuverability: 1D
Move: 10; 30 kmh
Body Strength: 3D
Source: Star Wars Trilogy Sourcebook SE (page 157), Galaxy Guide 1 – A New Hope (pages 10-11), Arms and Equipment Guide (page 84), Secrets of Tatooine (pages 12-13)



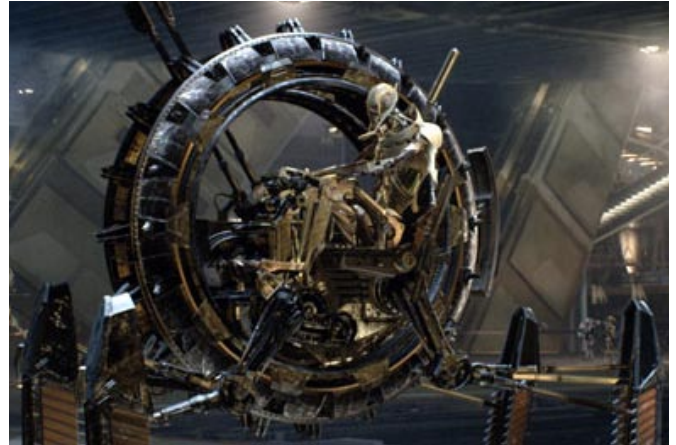
Wheelbike



Craft: Gallis-Tech Scout Wheelbike
Type: Surface scout vehicle
Scale: Speeder
Length: 2 meters
Skill: Ground vehicle operation: wheelbike
Crew: 1
Crew Skill: Vehicle blasters 4D, ground vehicle op. 3D
Cargo Capacity: 20 kilograms
Cover: 1/4
Cost: 10,000 (civilian version)
Maneuverability: 1D
Move: 35; 10 kmh
Body Strength: 1D+2
Weapons:
Repeating Blaster
Fire Arc: Front
Scale: Character
Skill: Vehicle blasters
Fire Control: 1D
Range: 3-50/120/300
Damage: 6D
Source: Classic Adventures – Volume Four (page 143)

Wheel Bike

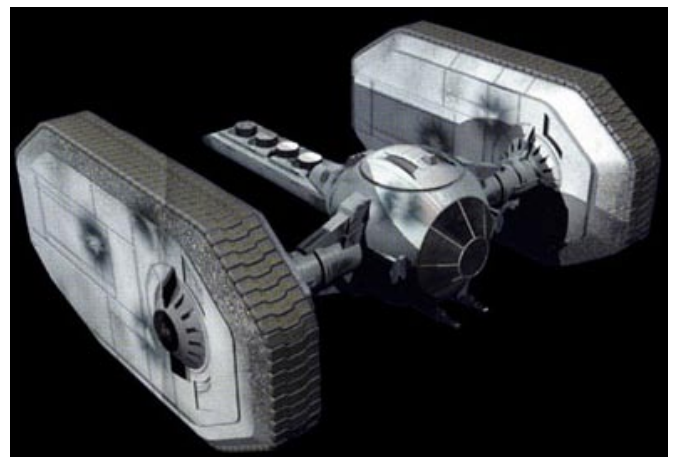
Craft: Z-Gomor Ternbuell Guppat Corp. Tmeu-6 Tumbling Twinwheel
Type: Personal wheel bike
Scale: Speeder
Length: 3.5 meters long
Skill: Ground vehicle operation/walker operation
Crew: 1
Passengers: 0 (Civilian version has room for 1)
Cargo Capacity: 5 kilograms
Cover: 1/4
Cost: Not for sale (weaponless civilian version: 15,000 new)
Maneuverability: 2D+2
Move: 115; 330 kmh (wheeled), 3; 10 kmh (walker)
Body Strength: 2D
Weapons:
Double Blaster Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-100/200/400
Damage: 5D



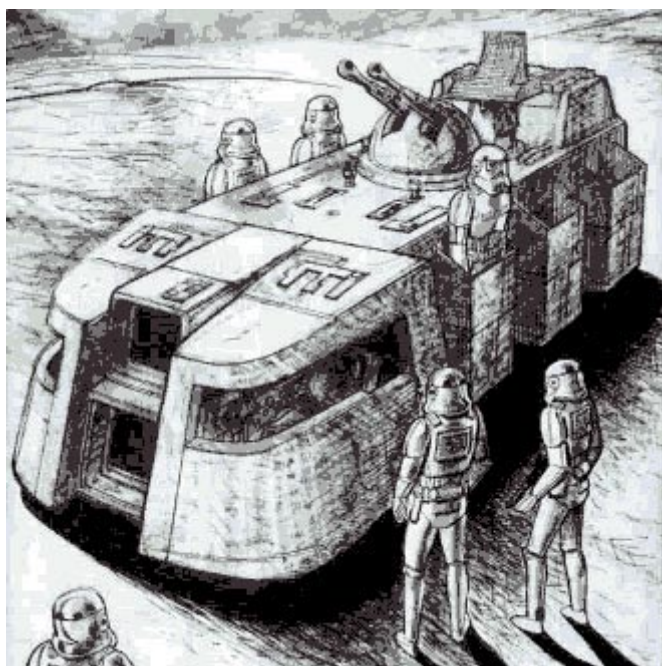
Note: Wheel rim claws inflict +1 ramming damage.

TIE Crawler (Century Tank)

Craft: Santhe/Sienar Technologies Century Tank
Type: Compact assault vehicle
Scale: Speeder
Length: 6.7 meters
Skill: Ground vehicle operation: Century tank
Crew: 1
Crew Skill: Vehicle blasters 5D, ground vehicle op. 5D+2
Passengers: 1
Cargo Capacity: 200 kilograms
Consumables: 5 days
Cover: Full
Cost: 37,00 credits
Maneuverability: 2D+1
Move: 30; 90 kmh
Body Strength: 2D
Weapons:
2 Medium Blaster Cannons
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-400/900/2 Km
Damage: 5D
Light Turbolaser
Fire Arc: Turret
Skill: Vehicle blasters
Fire Control: 1D+2
Range: 50-300/500/1 Km
Damage: 4D+1
Source: Dark Empire Sourcebook (pages 123-124)



Imperial Troop Transport



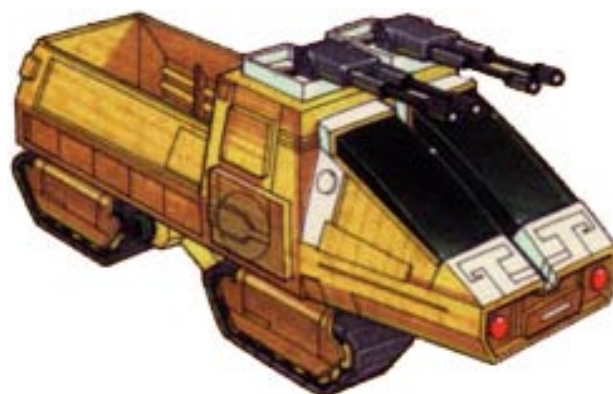
Craft: Nen-Carvon PX-7 Tracked Troop Transport
Type: Troop transport
Scale: Speeder
Length: 13.25 meters
Skill: Ground vehicle operation: PX-7 troop transport
Crew: 1, gunners: 1
Crew Skill: Typically 4D in all pertinent skills
Passengers: 6
Cargo Capacity: 100 metric tons
Cover: 3/4
Cost: Not available for sale
Maneuverability: 0D+2 **Move:** 45; 130 kmh
Body Strength: 3D
Weapons:
Twin Light Blaster Cannon
Fire Arc: Turret
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-250/750/1.5 Km
Damage: 4D

Storm Cannon

Craft: Hawkeye Anti-Starfighter Gun
Type: Mobile weapons platform
Scale: Speeder
Length: 8-10 meters
Skill: Ground vehicle operation
Crew: 2-4 (driver and gunner – commander, gunner, driver, sensor operator)
Crew Skill: Ground vehicle operation 4D, starship gunnery 5D
Cover: Full
Cost: Not available for sale
Maneuverability: 0D
Move: 14; 40 kmh
Body Strength: 3D
Weapons:
Twin Blaster Cannon

Fire Arc: Turret
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Range: 20/500/1/1.7 Km
Damage: 4D
Source: Adventure Journal 2 (page 269)

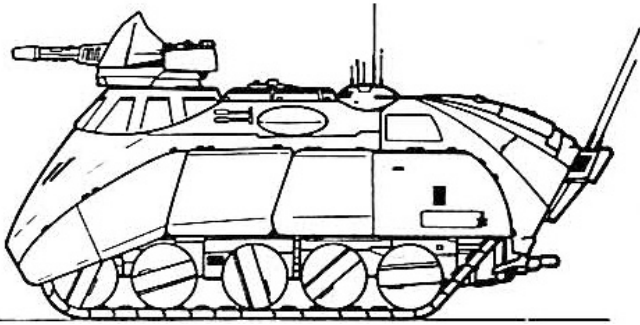
New Republic SRV-1



Craft: Aratech SRV-1
Type: Tracked scouting and retrieval vehicle
Scale: Speeder
Skill: Ground vehicle operation: SRV-1
Crew: 2, gunners: 2, skeleton: 1/+5
Crew Skill: Varies
Passengers: 8 (troops)
Cargo Capacity: 3 metric tons (only if no passengers are carried)
Cover: Full (command cabin), 1/2 (all other areas)
Cost: 6,500 (used)
Maneuverability: 0D
Move: 35; 100 kmh
Body Strength: 3D+1
Weapons:
2 Medium Laser Cannons
Fire Arc: 1 front/left/back, 1 front/right/back
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D+2
Range: 50-200/500/1 Km
Damage: 3D+2
Source: The DarkStryder Campaign (pages 75-76)

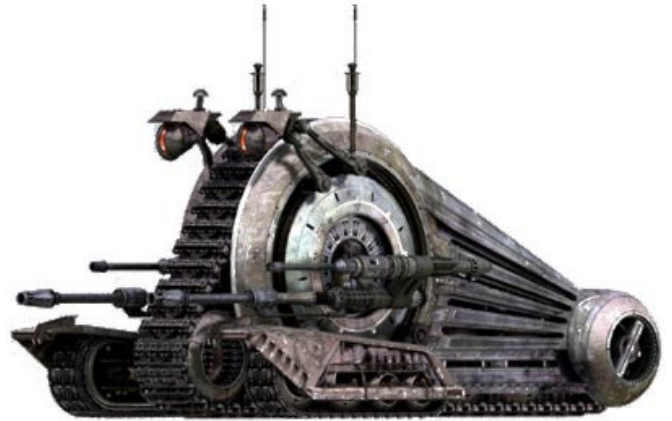
Compact Assault Vehicle

Craft: Nen-Carvon CAVw PX-10
Type: Compact assault vehicle
Scale: Speeder
Length: 5.1 meters
Skill: Ground vehicle operation: CAVw PX-10
Crew: 1
Crew Skill: Ground vehicle operation 4D+2, vehicle blasters 4D+1
Cargo Capacity: 100 kilograms
Cover: Full
Cost: Not available for sale
Maneuverability: 1D
Move: 90; 260 kmh
Body Strength: 3D+2



Skill: Missile weapons
Fire Control: 4D
Range: 50-250/1/3 Km
Damage: 4D+2
Source: Ultimate Adversaries (page 151)

Tank Droid



Weapons:
Medium Blaster Cannon
Fire Arc: Turret
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-250/750/1.5 Km
Damage: 5D
Source: Imperial Sourcebook (pages 70-71)

Hailfire Droid



Craft: Corporate Alliance Tank-series Droid
Type: Tank droid
DEXTERITY 1D
Vehicle blasters 4D
KNOWLEDGE 1D
MECHANICAL 1D
Ground vehicle operation 4D
PERCEPTION 1D
Search 4D
STRENGTH 1D
TECHNICAL 1D
Scale: Speeder

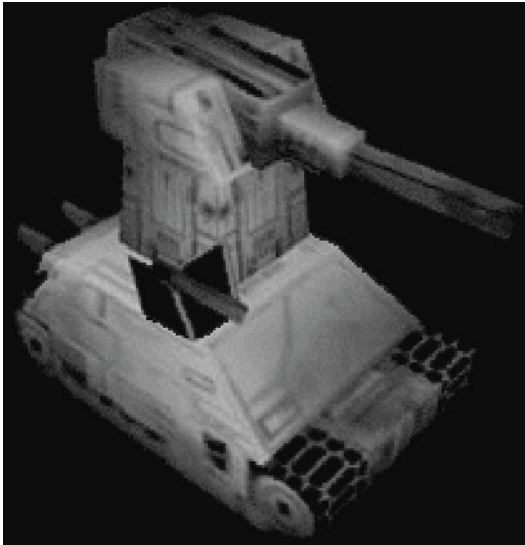
Length: 6 meters long, 4 meters tall
Skill: Ground vehicle operation
Cargo Capacity: None
Cost: 100,000 (new), 60,000 (used)
Maneuverability: 2D+1
Move: 35; 96 kmh
Body Strength: 7D

Craft: InterGalactic Banking Clan Hailfire-series Droid
Type: Wheeled droid tank
DEXTERITY 1D
Missile weapons 4D
KNOWLEDGE 1D
MECHANICAL 1D
Ground vehicle operation 4D
PERCEPTION 1D
Search 4D
STRENGTH 1D
TECHNICAL 1D
Scale: Speeder

Weapons:
2 Heavy Laser Cannons (fir-linked)
Fire Arc: Front
Scale: Walker
Skill: Vehicle blasters
Fire Control: 2D
Range: 5-300/600/1 Km
Damage: 5D
2 Heavy Repeating Blasters
Fire Arc: 1 front/left, 1 front/right
Skill: Vehicle blasters
Fire Control: 3D
Range: 50-400/900/2 Km
Damage: 4D
Source: Ultimate Adversaries (page 150)

Length: 5.5 meters tall, 6 meters long
Skill: Ground vehicle operation
Cargo Capacity: None
Cost: 60,000 (new), 36,000 (used)
Maneuverability: 3D
Move: 40; 120 kmh
Body Strength: 3D
Weapons:
2 Hailfire Missiles Launcher (15 missiles each)
Fire Arc: Front

Arakyd Tank Droid



Craft: Arakyd XR-85 Tank Droid

Type: Tank droid

DEXTERITY 2D

Vehicle blasters 6D

KNOWLEDGE 1D

Urban warfare 2D

MECHANICAL 2D

Ground vehicle operation 6D

PERCEPTION 2D

Search 6D

STRENGTH 1D

TECHNICAL 1D

Scale: Walker

Length: 32 meters

Cost: 56,000 credits

Maneuverability: 1D+1

Move: 25; 70 kmh

Body Strength: 6D

Weapons:

2 Light Turbolasers

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 1D

Range: 5-300/600/1 Km

Damaae: 4D+1

4 Twin Heavy Repeating Blasters

Fire Arc: 2 front, 2 back

Scale: Speeder

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-400/900/2 Km

Damage: 5D

Golan Arms DF.9

Fire Arc: Back

Scale: Speeder

Skill: Vehicle blasters

Fire Control: 1D

Range: 29-500/800/1.2 Km

Damage: 4D

Source: Dark Empire Sourcebook (pages 124-125)

Mobile Command Base

Craft: Nen-Carvon PX-4 Mobile Command Base

Type: Mobile command base

Scale: Speeder

Length: 21.8 meters

Skill: Ground vehicle operation: PX-4

Crew: 2, gunners: 1

Crew Skill: Ground vehicle operation 4D+2, vehicle blasters 5D

Passengers: 7

Cargo Capacity: 1 metric ton

Cover: Full

Cost: Not available for sale

Maneuverability: 0D

Move: 35; 100 kmh

Body Strength: 7D

Weapons:

Heavy Laser Cannon

Fire Arc: Turret*

Crew: 1

Skill: Vehicle blasters

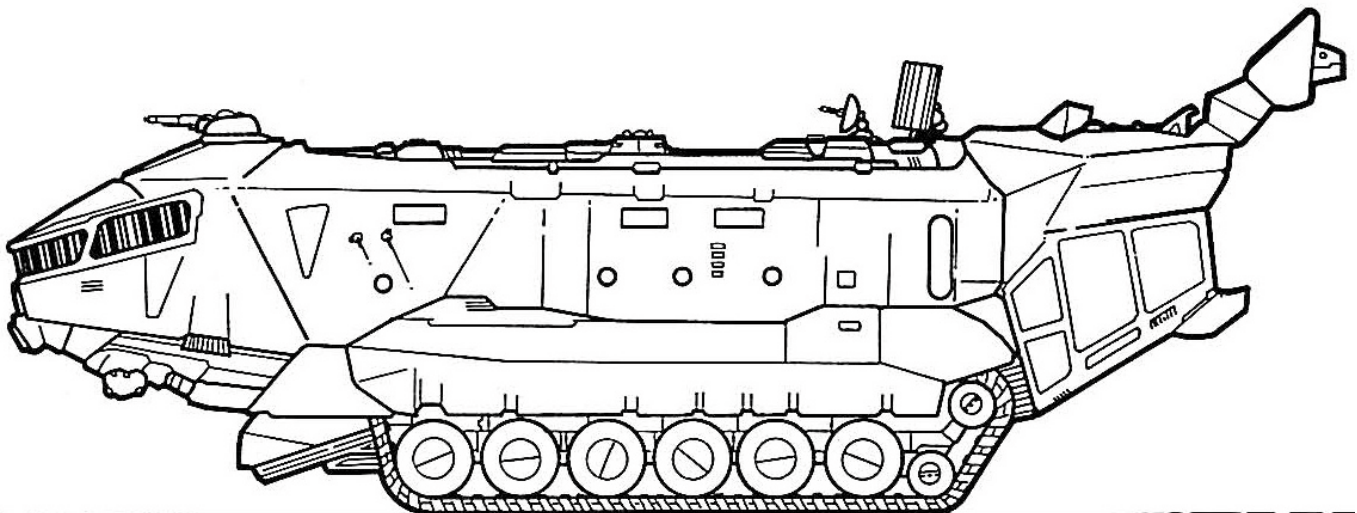
Fire Control: 2D

Range: 50-500/1/2 Km

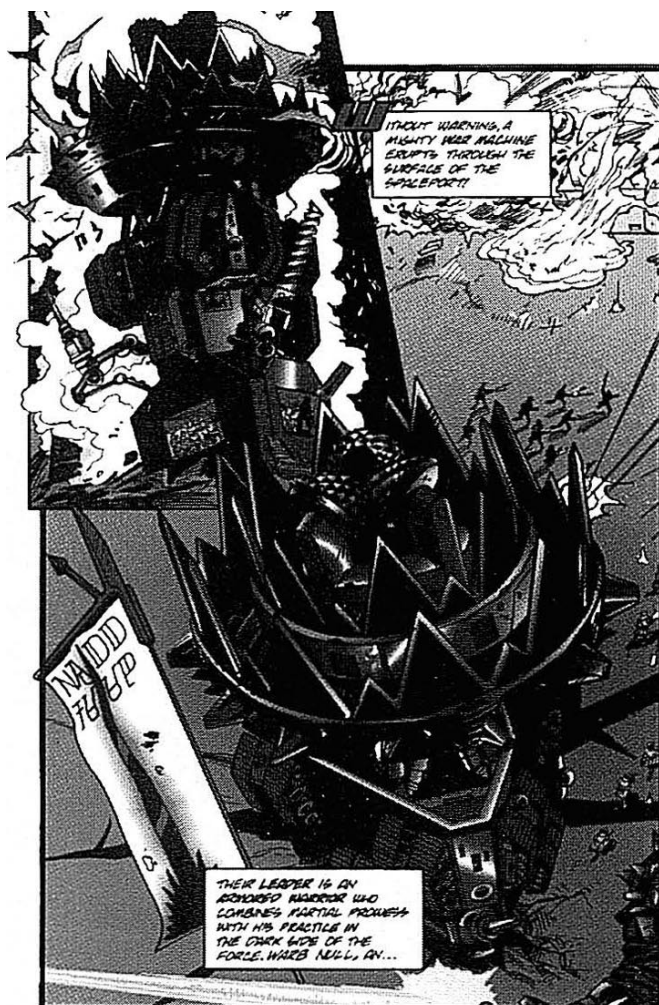
Damage: 4D+2

* **Note:** The PX-4 Mobile Command Base's heavy laser cannon turret can turn to face the left, front and right fire arcs only. It may move the turret one fire arc per turn (from left to front, right to front, front to right or front to left).

Source: Imperial Sourcebook (page 71)



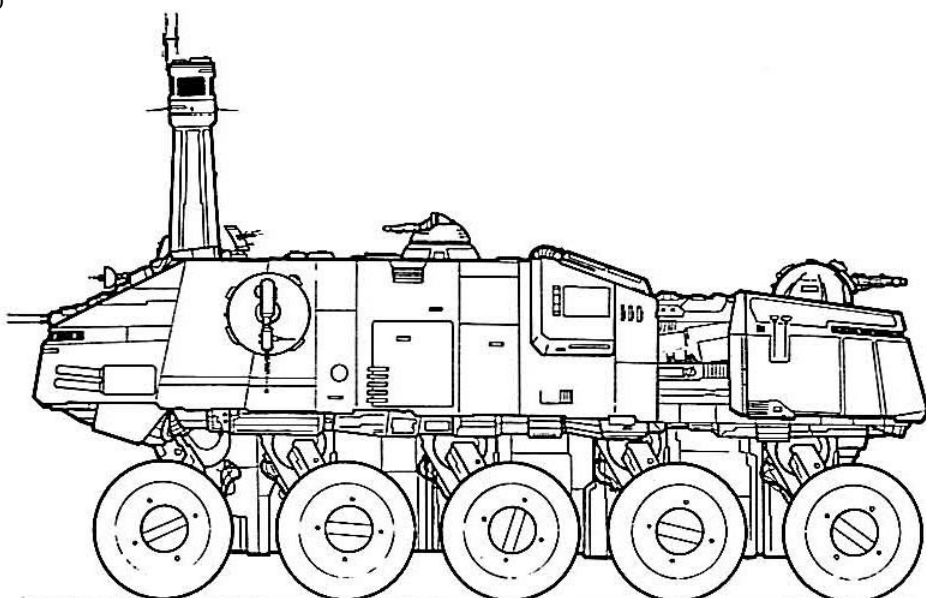
Onderonian War Machine



Craft: Akin-Dower Groundborer
Type: Subterranean groundborer
Scale: Walker
Length: 120 meters
Skill: Ground vehicle operation
Crew: 15, gunners: 5, skeleton: 9/+10
Crew Skill: Ground vehicle operation 3D+2, vehicle blasters 4D
Passengers: 50
Cargo Capacity: 1,000 kilograms
Cover: Full
Cost: 30,000 (new), 18,000 (used)
Move: 15; 45 kmh
Body Strength: 5D
Weapons:
4 Medium Blasters
Fire Arc: 1 front, 1 back, 1 left, 1 right
Crew: 1
Skill: Vehicle blasters
Fire Control: 2D
Range: 25-50/120/200
Damage: 3D
Source: Tales of the Jedi Companion (pages 118-119)

Juggernaut

Craft: Kuat Drive Yards' HAVw A5 Juggernaut
Type: Heavy assault vehicle
Scale: Walker
Length: 21.8 meters
Skill: Ground vehicle operation: Juggernaut
Crew: 2; gunners: 6
Crew Skill: Ground vehicle operation 4D+2, missile weapons 4D, vehicle blasters 4D+1
Passengers: 50 (troops)
Cargo Capacity: 1 metric ton
Cover: Full
Cost: Not available for sale
Maneuverability: 0D
Move: 70; 200 kmh, slows to 8; 25 kmh when turning
Body Strength: 5D
Weapons:
3 heavy Laser Cannons
Fire Arc: 1 turret*, 1 left, 1 right
Crew: 2
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-50/1/2 Km
Damage: 6D
*** Note:** The Juggernaut's heavy laser cannon turret can turn to face the left, front and right fire arcs only. It may move the turret one fire arc per turn (from left to front, right to front, front to right or front to left).
Medium Blaster Cannon
Fire Arc: Turret
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-250/750/1.5 Km
Damage: 4D
1 Concussion Grenade Launchers
Fire Arc: Turret
Crew: 1
Skill: Missile weapons
Fire Control: 1D
Range: 50-100/250/500
Damage: 8D+1
Source: Imperial Sourcebook (pages 69-70), Arms and Equipment Guide (page 84)



Clone Turbo Tank



Craft: Kuat Drive Yards' HAVw A6 Juggernaut
Type: Heavy assault vehicle
Scale: Walker
Length: 49.4 meters
Skill: Ground vehicle operation: Juggernaut
Crew: 12; gunners: 8
Crew Skill: Ground vehicle operation 4D+2, missile weapons 4D, vehicle blasters 4D+1
Passengers: 50 (For every ton of cargo sacrificed (down to a minimum of 5 tons), another 10 passengers may be carried.)
Cargo Capacity: 30 metric tons
Cover: Full
Cost: Not available for sale (valued at 350,000 credits)
Maneuverability: 0D
Move: 55; 160 kmh, slows to 8; 25 kmh when turning
Body Strength: 10D

Weapons:

Heavy Laser Cannon

Fire Arc: Turret
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-50/1/2 Km
Damage: 5D

Rapid Repeating Heavy Laser Cannon

Fire Arc: Left/rear/right turret
Crew: 1
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-250/750/1.5 Km
Damage: 5D

2 Medium Laser Cannons

Fire Arc: 1 left turret, 1 right turret
Scale: Speeder
Crew: 1
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-50/1/2 Km
Damage: 5D

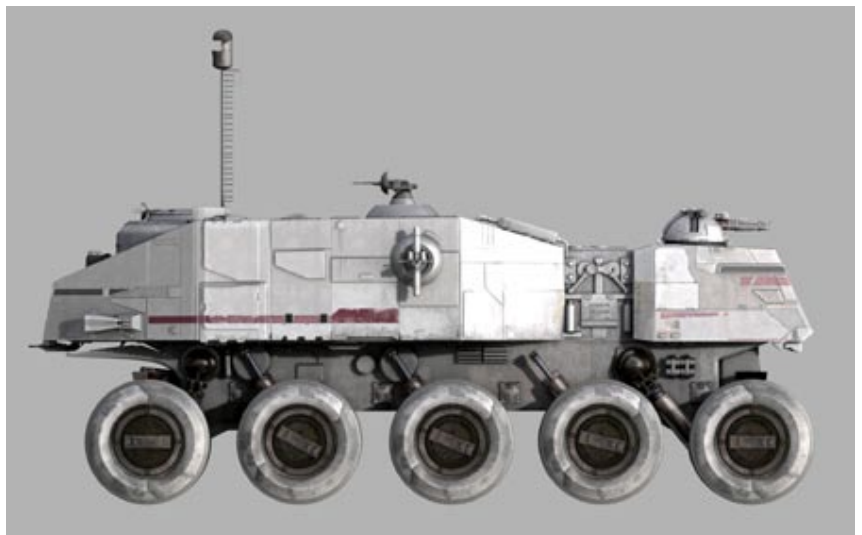
2 Twin Blaster Cannons

Fire Arc: Front turret
Crew: 1
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-250/750/1.5 Km
Damage: 3D

2 Rocket/Grenade Launchers (21 rockets/grenades each)

Fire Arc: Front turret
Crew: 1
Skill: Missile weapons
Fire Control: 1D
Range: 50-100/250/500
Damage: 5D (rocket), 2D+2 (grenade)

Note: A sentry in the observation tower grants a +1D fire control bonus to all gunners.



Walkers

Personal Walker

Neimoidian Mechno-Chair



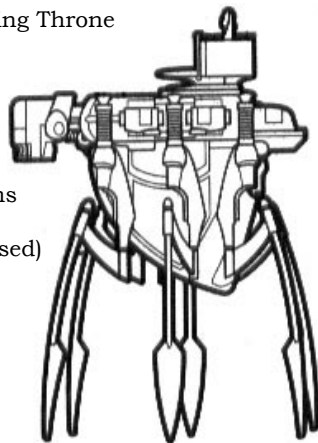
Craft: Neimoidian Mechno-Chair
Type: Personalized one-person conveyance
Scale: Character
Length: 0.5 meters to 1.5 meters with legs extended
Skill: Walker operation: mechno-chair
Crew: 1 pilot/passenger
Crew Skill: Usually 4D or higher
Passengers: None
Cargo Capacity: 20 kilograms
Cover: ¼
Cost: 12,500
Maneuverability: 0D
Move: 14; 40 kmh
Body Strength: 2D
Game Notes: Important Neimoidians use these chairs to get around. Due to the fact that they are unique and handcrafted, they are easily traced if stolen.
Source: Secrets of Naboo (page 17)



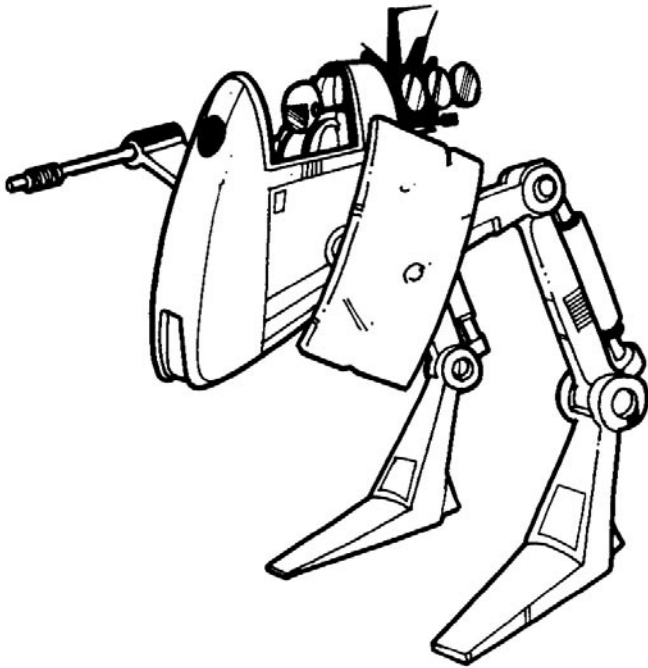
Type: Personal walker
Scale: Walker
Skill: Walker operation
Crew: 1
Cargo Capacity: 10 kilograms
Cover: Full
Maneuverability: 2D
Move: 21; 60 kmh
Body Strength: 1D+2
Weapons:
Blaster Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 10-50/100/200
Damage: 4D
Concussion Grenade Launcher
Fire Arc: Front
Skill: Missile weapons: grenade launcher
Fire Control: 1D
Range: 10-50/80/160
Damage: 2D
Source: The DarkStryder Campaign – The Kathol Outback (page 78)

Walking Throne

Craft: Arakyd Emperiax Walking Throne
Type: Throne walker
Scale: Walker
Length: 4 meters tall
Skill: Walker operation
Crew: 1
Cargo Capacity: 300 kilograms
Cover: None
Cost: 40,000 (new), 24,000 (used)
Maneuverability: 1D
Move: 10; 30 kmh
Body Strength: 1D+1
Weapons:
Walker Limb
Fire Arc: Turret
Skill: Vehicle blasters
Fire Control: 3D
Range: 4 meters
Damage: 3D
Source: Arms and Equipment Guide (page 81)



Gladiator Walker



AT-RT



Craft: zZip Motor Concepts Gladiator Walker
Type: Recreational light combat walker
Scale: Speeder
Length: 3 meters tall
Skill: Walker operation: gladiator walker
Crew: 1
Cargo Capacity: 40 kilograms
Cover: Full
Cost: 40,000 (new), 24,000 (used)
Maneuverability: 1D+2
Move: 20; 55 kmh
Body Strength: 2D (main body), 4D (right-arm shield plate)
Weapons:
Light Laser Cannon
Fire Arc: Front/left
Skill: Vehicle blasters
Fire Control: 1D
Range: 5-10/20/40
Damage: 3D+2
Note: *Vehicle Fail-safe:* If onboard computer monitoring occupant identifies what it believes to be an imminent threat to the safety of the occupant, an automatic system-wide shutdown is activated.
Availability: 3, F
Source: Galladinium's Fantastic Technology (page 49), Arms and Equipment Guide (page 83)

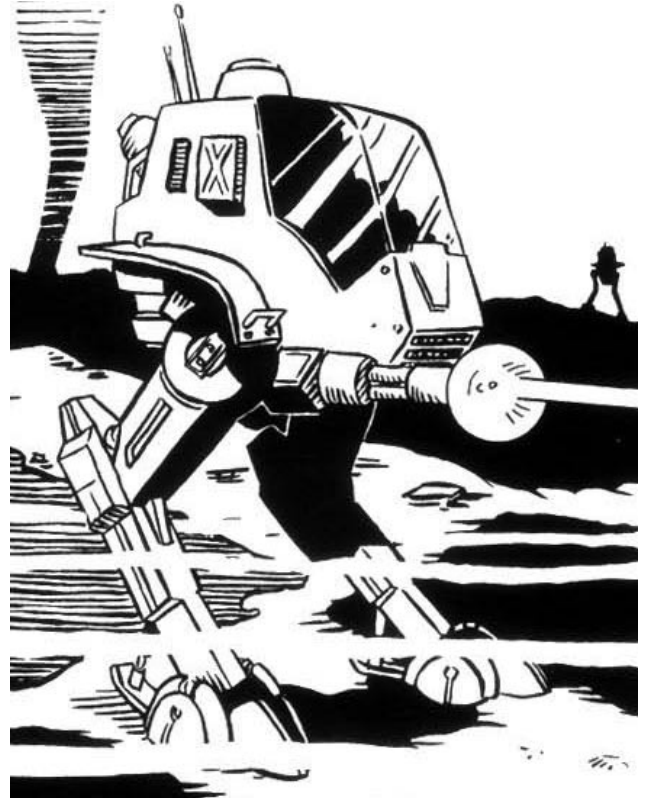
Craft: Kuat Drive Yards All Terrain Recon Transport
Type: Recon walker
Scale: Walker
Length: 3.2 meters tall
Skill: Walker operation: AT-RT
Crew: 1
Passengers: 0
Cargo Capacity: 60 kilograms
Cover: 1/4
Cost: 40,000 (new), 24,000 (used)
Maneuverability: 3D
Move: 25; 70 kmh
Body Strength: 1D+2
Weapons:
Laser Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-300/500/1 Km
Damage: 3D

AT-PT



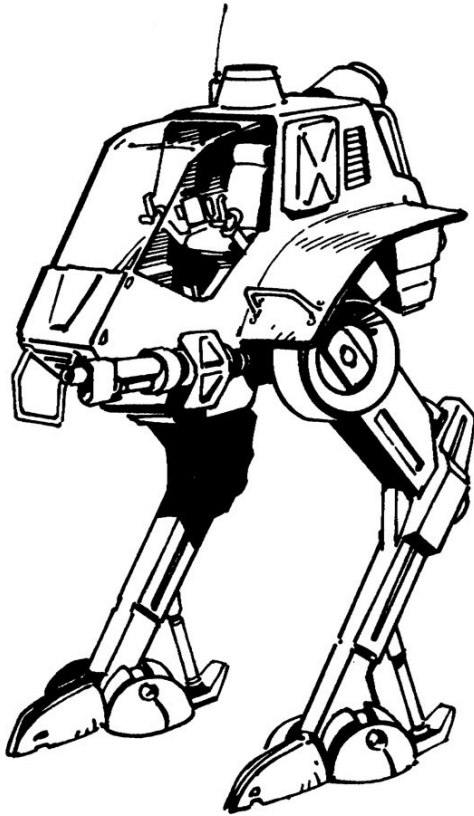
Craft: All-Terrain Personal Transport
Type: Light walker
Scale: Walker
Length: 2.1 meters long, 3.1 meters tall
Skill: Walker operation: AT-PT
Crew: 1
Crew Skill: Missile weapons 4D, vehicle blasters 4D, walker operation 4D
Cargo Capacity: 25 kilograms
Cover: Full
Cost: 15,000 (used)
Maneuverability: 2D
Move: 21; 60 kmh
Body Strength: 2D
Weapons:
Twin Blaster Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 10-50/200/500
Damage: 4D
Concussion Grenade Launcher
Fire Arc: Front
Skill: Missile weapons: grenade launcher
Fire Control: 1D
Range: 10-50/100/200
Damage: 2D
Source: Alliance Intelligence Reports (page 49), The Thrawn Trilogy Sourcebook (page 203), Dark Force Rising Sourcebook (pages 121-122), Arms and Equipment Guide (pages 81-82)

Espo Walker 91



Craft: SecuriTech Espo Walker 91
Type: Light walker
Scale: Walker
Length: 4.8 meters tall
Skill: Walker operation: Espo walker
Crew: 1
Crew Skill: Missile weapons 4D, vehicle blasters 3D+2, walker operation 4D
Cargo Capacity: 30 kilograms
Cover: 1/2
Cost: 20,000 (used; model 91 has been replaced by newer model 101)
Maneuverability: 1D+2
Move: 21; 60 kmh
Body Strength: 1D+2
Weapons:
Light Blaster Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 10-50/100/200
Damage: 3D+2
Heavy Stun Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 10-50/100/200
Damage: 4D (stun)
Concussion Grenade Launcher
Fire Arc: Front
Scale: Character
Skill: Missile weapons: grenade launcher
Fire Control: 1D
Range: 10-50/80/160
Damage: 4D+2
Source: Alliance Intelligence Reports (page 49)

Espo Walker 101



AT-ST



Craft: SecuriTech Espo Walker 101
Type: Light walker
Scale: Walker
Length: 5 meters tall
Skill: Walker operation: Espo walker
Crew: 1
Crew Skill: Missile weapons 4D+1, vehicle blasters 5D+2, walker operation 4D
Cargo Capacity: 40 kilograms
Cover: 1/2
Cost: 45,000 (new)
Maneuverability: 2D+1
Move: 21; 60 kmh
Body Strength: 2D
Weapons:
Light Blaster Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 10-50/150/300
Damage: 3D
Heavy Stun Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 10-50/100/200
Damage: 4D (stun)
Concussion Grenade Launcher
Fire Arc: Front
Scale: Character
Skill: Missile weapons: grenade launcher
Fire Control: 1D
Range: 10-50/100/200
Damage: 5D
Source: Han Solo and the Corporate Sector Sourcebook (page 111), Arms and Equipment Guide (page 82)

Craft: All Terrain Scout Transport
Type: Medium walker
Scale: Walker
Length: 6.4 meters long, 8.6 meters tall
Skill: Walker operation: AT-ST
Crew: 2, skeleton: 1/+15
Crew Skill: Missile weapons 4D, vehicle blasters 4D+2, walker operation 5D
Cargo Capacity: 200 kilograms
Cover: Full
Cost: Not available for sale
Maneuverability: 1D
Move: 30; 90 kmh
Body Strength: 3D
Weapons:
Twin Blaster Cannon
Fire Arc: Front
Crew: 1 (pilot)
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-200/1/2 Km
Damage: 4D
Twin Light Blaster Cannon
Fire Arc: Front
Crew: 1 (co-pilot)
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-300/500/1 Km
Damage: 2D
Concussion Grenade Launcher
Fire Arc: Front
Crew: 1 (co-pilot)
Skill: Missile weapons: grenade launcher
Fire Control: 1D
Range: 10-50/100/200
Damage: 3D

Source: The Thrawn Trilogy Sourcebook (pages 201/203), Dark Force Rising Sourcebook (pages 119-121), Galaxy Guide 3 – The Empire Strikes Back (page 39), Galaxy Guide 5 – Return of the Jedi (page 67), Rulebook (page 241), d20 Core Rulebook (page 197)

AT-XT



Craft: Rothana Engineering All Terrain eXperimental Transport
Type: Light walker
Scale: Walker

Length: 6.2 meters tall
Skill: Walker operation: AT-XT
Crew: 2; skeleton: 1/+10
Passengers: 0
Cargo Capacity: 20 kilograms
Cover: Full
Maneuverability: 0D+2
Move: 20; 60 kmh
Body Strength: 2D+1
Shields: 1D
Weapons:
Heavy Laser Cannon
Fire Arc: Front
Scale: Speeder
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-30/500/1 Km
Damage: 6D
Proton Mortar
Fire Arc: Front
Skill: Missile weapons
Fire Control: 1D+1
Range: 10-50/80/150 m
Damage: 6D

Homing Spider Droid

Craft: Commerce Guild Homing Spider Droid
Type: Droid walker
DEXTERITY 1D
Vehicle blasters 4D
KNOWLEDGE 1D
MECHANICAL 1D
Walker operation 4D
PERCEPTION 1D
Search 4D
STRENGTH 1D
TECHNICAL 1D
Scale: Walker

Length: 7.6 meters wide, 6.2 meters tall
Skill: Walker operation: droid walker
Cargo Capacity: None
Cost: 70,000 (new), 42,000 (used)
Maneuverability: 1D
Move: 17; 48 kmh
Body Strength: 2D+2
Weapons:
Homing Laser Cannon
Fire Arc: Turret
Skill: Vehicle blasters
Fire Control: 4D
Range: 50-400/900/2 Km
Damage: 5D
Light Blaster Cannon
Fire Arc: Turret
Skill: Vehicle blasters
Fire Control: 2D
Range: 5-300/600/1 Km
Damage: 3D
Source: Ultimate Adversaries (pages 149-150)



MT-AT Spider Walker

Craft: Carida Engines MT-AT Spider Walker
Type: Spider walker
Scale: Walker

Length: 15.6 meters
Skill: Walker operation: MT-AT
Crew: 1, gunners: 2
Crew Skill: Vehicle blasters 4D+2, walker operation 5D
Cargo Capacity: 300 kilograms
Cover: Full
Maneuverability: 2D
Move: 45; 130 kmh
Body Strength: 3D+1
Weapons:



8 Twin Blaster Cannons (mounted on each leg joint)

Fire Arc: Turret
Scale: Speeder
Crew: 1 (operated by gunner)
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-200/1/2 Km
Damage: 4D

2 Laser Cannons (fire-linked)

Fire Arc: Front
Crew: 1 (pilot)
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-300/500/1 Km
Damage: 3D

Source: The Jedi Academy Sourcebook (pages 136-138), Arms and Equipment Guide (page 81)

AT-AP

Craft: Rothana Heavy Engineering All Terrain Attack Pod

Type: Tripod walker

Scale: Walker

Length: 10.97 meters tall

Skill: Walker operation: AT-AP

Crew: 2, gunners: 1

Cargo Capacity: 200 kilograms

Cover: Full, 1/2 to top blaster gunner

Cost: Not available for sale (valued at 150,000 new)

Maneuverability: 1D

Move: 21; 60 kmh

Body Strength: 6D

Weapons:

Heavy Projectile Launcher (50 shells carried)

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 1D

Range: 200-800/1.8/3.5 Km

Damage: 6D

Note: If fired while moving, driver must make a Very Difficult walker operation check and gunner's difficulty is doubled. To avoid this, the walker must be stationary and extend its third leg. Extending and retracting the third leg



are free actions that take one round.

Heavy Blaster Cannon

Fire Arc: Turret

Scale: Speeder

Crew: 1 (0D fire control and front arc only if fired by pilot)

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-300/500/1 Km

Damage: 5D

Medium Laser Cannon

Fire Arc: Front/left/right turret

Skill: Vehicle blasters

Fire Control: 3D

Range: 75-400/750/1.5 Km

Damage: 3D

SPHA-T



Craft: Rothana Engineering Self Propelled Heavy Artillery-Turbolaser

Type: Heavy artillery walker

Scale: Walker

Length: 34 meters

Skill: Walker operation: SPHA-T

Crew: 5, gunners: 10

Passengers: 20 (troops)

Cargo Capacity: 500 kilograms

Cover: Full

Maneuverability: 0D

Move: 12; 35 kmh

Body Strength: 3D

Shields: 1D

Weapons:

Heavy Turbolaser Cannon

Fire Arc: Front

Crew: 10

Skill: Vehicle weapons

Fire Control: 1D

Range: 100-400/2/4 Km

Damage: 6D

12 Blaster Cannons (fire separately)

Fire Arc: 2 front, 2 rear, 5 right, 5 left

Scale: Character

Crew: 1

Skill: Vehicle blasters

Fire Control: 1D

Range: 10-50/250/500 m

Damage: 6D

AT-OT

Craft: Kuat Drive Yards All Terrain Open Transport

Type: Troop transport walker

Scale: Walker

Length: 14.3 meters

Skill: Walker operation: AT-OT

Crew: 1, gunners: 2

Passengers: 34 (troops)

Cargo Capacity: 1 ton

Cover: Full (pilot), 3/4 (troops)



Maneuverability: 0D

Move: 21; 60 kmh

Body Strength: 5D

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-300/1/3 Km

Damage: 5D

2 Laser Cannons

Fire Arc: Back Turrets

Crew: 1

Skill: Vehicle blasters

Fire Control: 3D

Range: 10-250/500/1 Km

Damage: 4D

AT-TE



Craft: Rothana Heavy Engineering All-Terrain Tactical Enforcer

Type: Walker

Scale: Walker

Length: 12.4 meters long

Skill: Walker operation: AT-TE

Crew: 1, gunners 6

Crew Skill: All skills typically at 8D

Passengers: 20 (troops) or cargo

Cargo Capacity: 60 tons

Cover: Full

Cost: Not available for sale

Maneuverability: 0D+1

Move: 21; 60 kmh

Body Strength: 5D+1

Weapons:

Heavy Projectile Cannon

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-300/1/3 Km

Damage: 5D

6 Light Blaster Cannons (fire separately)

Fire Arc: 4 front, 2 rear

Scale: Speeder

Crew: 1

Skill: Vehicle blasters

Fire Control: 3D

Range: 10-250/500/1 Km

Damage: 4D

Source: d20 Core Rulebook (page 197)



AT-AT

Craft: All Terrain Armored Transport

Type: Assault walker

Scale: Walker

Length: 20.6 meters long, 15.5 meters tall

Skill: Walker operation: AT-AT

Crew: 5, skeleton: 3/+10

Crew Skill: vehicle blasters 5D, walker operation 5D

Passengers: 40 (troops) or 2 AT-STs

Cargo Capacity: 1 metric ton

Cover: Full

Cost: Not available for sale

Move: 21; 60 kmh

Body Strength: 6D

Weapons:

2 Heavy Laser Cannons (fire-linked)

Fire Arc: Front

Crew: 1 (co-pilot or commander)

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-500/1.5/3 Km

Damage: 6D

2 Medium Blasters (fire-linked)

Fire Arc: Front

Crew: 1 (co-pilot or commander)

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-200/500/1 Km

Damage: 3D

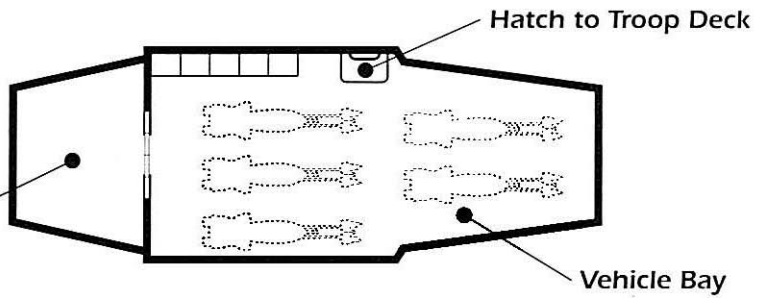
Note: The AT-AT walker's head is mounted on a pivoting neck, which can turn to face left, front and right fire arcs. An AT-AT may move its head one fire arc per turn (from left to front, right to front, front to right, or front to left).

Source: The Thrawn Trilogy Sourcebook (page 201), Dark Force Rising Sourcebook (pages 117-119), Galaxy Guide 3 – The Empire Strikes Back (page 39), Galaxy Guide 5 – Return of the Jedi (page 66), Rulebook (page 242), d20 Core Rulebook (page 197)

**Kuat Drive Yards
AT-AT "Walker"**
All-Terrain Armored Transport

VEHICLE DECK

Storage, Repair
and Emergency
Supplies Compartment



COMMAND AND TROOP DECK

Co-pilot's
Station

Pilot's
Station

Commander's
Station

Troop Benches

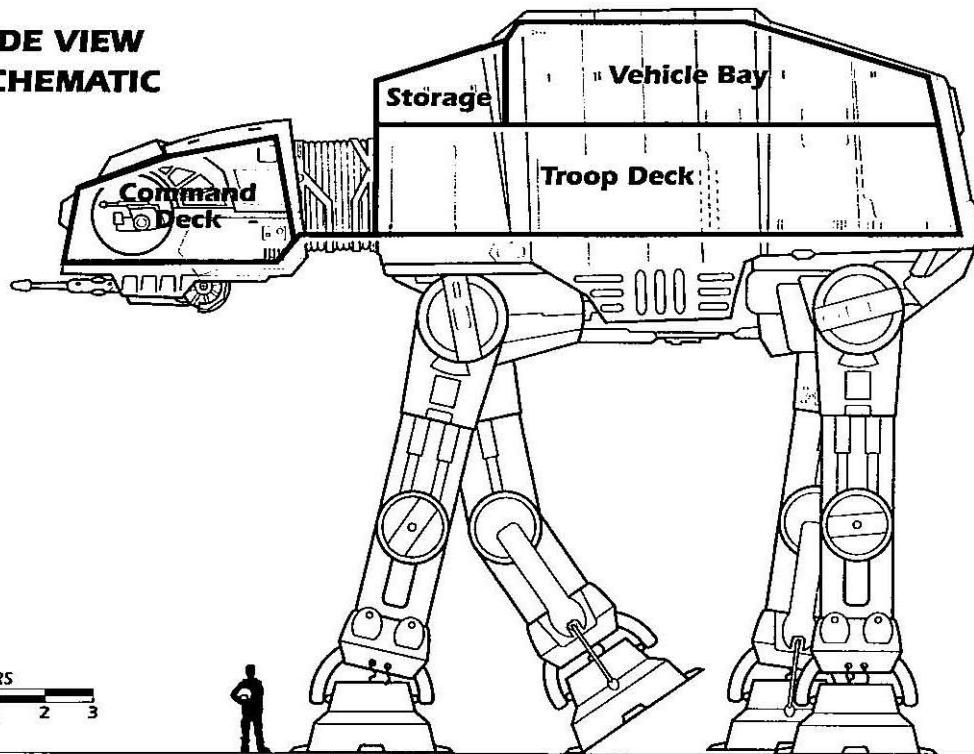
Staging
Area

Ladder to
Vehicle Bay

First Aid Station

Side Panels
Swing Down
to Form
Assault Ramps

**SIDE VIEW
SCHEMATIC**



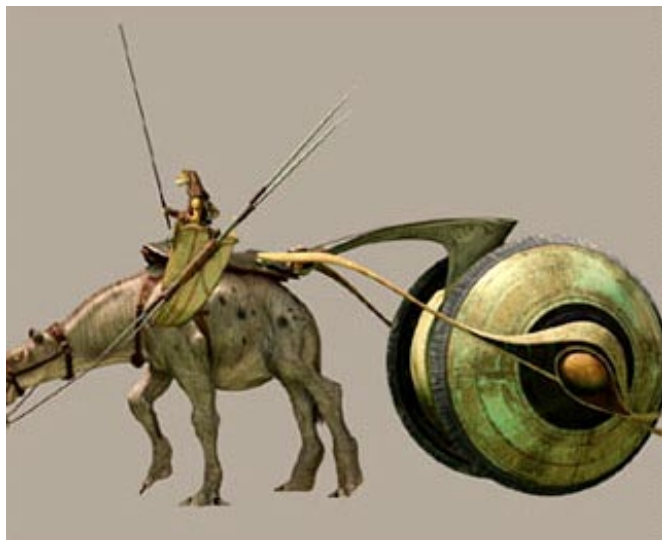
METERS
0 1 2 3

Beast Vehicles

Anaxes Groundcoach

Craft: Anaxes Groundcoach
Type: Keffi-drawn coach/ground vehicle
Scale: Speeder
Length: 4.2 meters
Skill: Beast riding: teamster
Crew: 1
Crew Skill: 4D in all applicable skills
Passengers: 4
Cargo Capacity: 200 kilograms
Cover: 1/4 (driver and servant), full (passengers)
Cost: 42,000 (new), 28,000 (used)
Maneuverability: 0D+2
Move: 20; 55 kmh
Body Strength: 1D+1
Source: Coruscant and the Core Worlds (page 48)

Gungan Battle Wagon



Craft: Otoh Gunga Defense League Battle Wagon Mark I
Type: Beast-propelled low-tech military transport
Scale: Speeder
Length: 8 meters
Skill: Beast riding: Falumpaset (the beast obeys commands from kaadu-mounted soldiers)
Crew: 1 driver, 1 animal
Crew Skill: Usually 4D
Passengers: 0 (10, once payload has been expended)
Cargo Capacity: 100 energy balls (800 kilograms)
Cover: None
Cost: Not available for sale
Maneuverability: 0D
Move: 25; 70 kmh
Body Strength: 1D
Source: Secrets of Naboo (page 48)

Gungan Energy Catapult



Craft: Otoh Gunga Defense League Battle Wagon Mark II
Type: Beast-propelled low-tech military artillery
Scale: Speeder
Length: 8 meters
Skill: Beast riding: Falumpaset (the beast obeys commands from kaadu-mounted soldiers)
Crew: 1 driver, 1 animal
Crew Skill: Usually 4D
Passengers: 0
Cargo Capacity: None
Cover: None
Cost: Not available for sale
Maneuverability: 0D
Move: 25; 70 kmh
Body Strength: 1D
Weapons:
Catapult
Fire Arc: Front
Skill: Missile weapons: catapult
Fire Control: 2D
Range: 50/100/200 m
Damage: 3D (see entry for energy balls)
Source: Secrets of Naboo (page 48)

Yuuzhan Vong Tsik Vai Flier



Craft: Tsik Vai
Type: Organic flying “vehicle”
Scale: Speeder
Length: 9 meters
Skill: Beast riding: Tsik Vai
Crew: 1
Crew Skill: Beast riding: Tsik Vai 5D
Passengers: 1
Cargo Capacity: 12 kilograms
Cover: Full
Altitude Range: Ground level-1.5 kilometers
Cost: Unknown
Maneuverability: 2D+1
Move: 242; 680 kmh
Body Strength: 4D+2
Weapons:
12 Tendrils
Fire Arc: Any
Skill: Vehicle blasters
Fire Control: 4D
Range: 1-3/10/30
Damage: 2D per round
Notes: Tendrils that hit deal damage each round while simultaneously drawing the target 5 meters closer. Breaking free of the tendrils requires an opposed Strength or Body Strength against the tsik vai’s Body Strength (modified for scale). The tendrils themselves have a Speeder-scale Strength rating of 3D for the purposes of resisting damage.
Source: The New Jedi Order Sourcebook (page 112)

Yuuzhan Vong Thrall Herder

Craft: Yuuzhan Vong Thrall Herder
Type: Control “vehicle”
Scale: Walker
Length: 9.5 meters
Skill: Beast riding: Thrall Herder
Crew: 1
Crew Skill: Beast riding: Thrall Herder 5D
Passengers: None
Cargo Capacity: 1,000 kilograms
Cover: None
Cost: Unknown
Maneuverability: 1D
Move: 13; 38 kmh
Body Strength: 2D+1
Weapons:
2 Plasma Cannons
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 10-50/100/200
Damage: 3D
Source: New Jedi Order Sourcebook (page 61)

Yuuzhan Vong Warkeeper

Craft: Yuuzhan Vong Warkeeper
Type: Ground assault “vehicle”
Scale: Walker
Length: 22 meters
Skill: Beast riding: Warkeeper
Crew: 2
Crew Skill: Beast riding: Warkeeper 5D
Passengers: None
Cargo Capacity: 2,300 kilograms
Cover: None
Cost: Unknown
Maneuverability: 1D
Move: 18; 50 kmh
Body Strength: 7D+1
Shields: 2D+1 (dovin basal)
Weapons:
16 Plasma Cannons
Fire Arc: 4 front, 4 left, 4 right, 4 rear
Skill: Vehicle blasters
Fire Control: 2D
Range: 5-500/1/2 Km
Damage: 3D
Source: The New Jedi Order Sourcebook (page 61)

Speeder Bikes

Patrol Scooter

Craft: Menstar Motors 22 Patrol Scooter

Type: Patrol scooter

Scale: Character

Length: 2.1 meters

Skill: Repulsorlift operation: patrol scooter

Crew: 1

Passengers: 0

Cargo Capacity: 5 kilograms

Cover: 1/4

Altitude Range: Ground level-4 meters

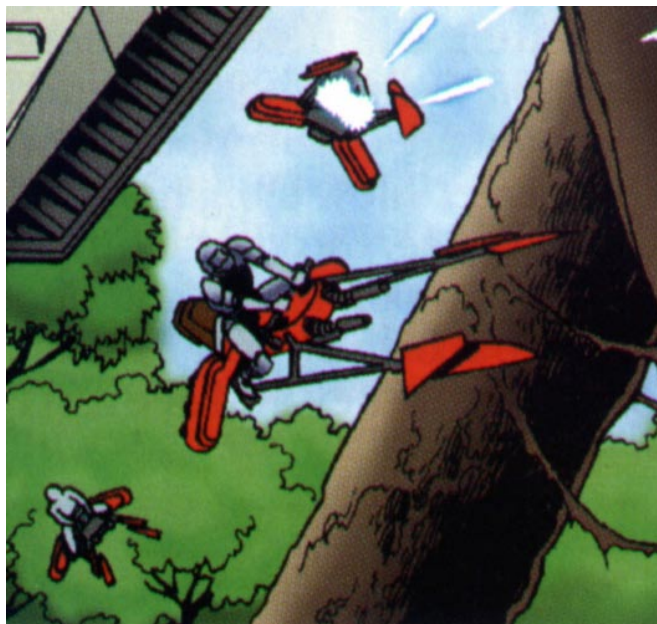
Cost: 5,420 credits

Maneuverability: 1D+1

Move: 25; 70 kmh

Body Strength: 4D

Source: Galaxy Guide 7 – Mos Eisley (page 45)



Altitude Range: Ground level-50 meters

Maneuverability: 3D+1

Move: 160; 460 kmh

Body Strength: 1D+2

Source: Rulebook (page 178)

Flitknot Speeder



Craft: Geonosian Flitknot Speeder

Type: Speeder bike

Scale: Speeder

Length: 2 meters

Skill: Repulsorlift operation: speeder bike

Crew: 1

Cargo Capacity: 2 kilograms

Cover: 1/4

Altitude Range: Ground level-70 meters

Cost: 8,000 (new), 3,000 (used)

Maneuverability: 3D

Move: 220; 630 kmh

Body Strength: 1D

Source: Geonosis and the Outer Rim Worlds (page 61)

Pirate Speeder Bike

Type: Speeder bike

Scale: Speeder

Skill: Repulsorlift operation: speeder bike

Crew: 1

Crew Skill: Repulsorlift operation 3D+2

Cover: 1/4

Jedi Speeder Bike

Craft: Modified Ikas-Adno 10-C Speeder Bike

Type: Speeder bike

Scale: Speeder

Length: 5.5 meters

Skill: Repulsorlift operation: speeder bike

Crew: 1

Crew Skill: 4D in all appropriate skills

Passengers: 1 or 2

Cargo Capacity: 20 kilograms

Cover: ¼

Altitude Range: Ground level-3.4 km

Cost: 10,000 (new), 5,000 (used)

Maneuverability: 1D+2

Move: 210; 600 kmh

Body Strength: 2D

Notes: The Jedi speeder bike is equipped with several special features. The first is an emergency repulsorlift, which (when active) keeps the bike from getting within 4 meters of the ground. There is also a hidden storage compartment, which requires a Heroic *search* skill check to locate.

Source: Power of the Jedi Sourcebook (page 58)

Razalon FC-20

Craft: Razalon FC-20 Speeder Bike

Type: Speeder bike

Scale: Speeder

Length: 1.5 meters

Skill: Repulsorlift operation: speeder bike

Crew: 1

Cargo Capacity: 2 kilograms

Cover: 1/4

Altitude Range: Ground level-0.8 meters

Cost: 4,000 (new), 1,000 (used)



Maneuverability: 2D+2

Move: 60; 180 kmh

Body Strength: 2D

Note: Passive sound dampers dramatically reduce noise, adding +2D to the difficulty to detect the speeder bike by sound.

Source: Arms and Equipment Guide (page 75), The Dark Side Sourcebook (pages 61-62)

Ikas-Adno Raptor

Craft: Ikas-Adno R-2000 Raptor Speeder Bike

Type: Speeder bike

Scale: Speeder

Length: 3.9 meters

Skill: Repulsorlift operation: speeder bike

Crew: 1

Cargo Capacity: 1 kilogram

Cover: 1/4

Altitude Range: Ground level-50 meters

Cost: 10,000 (new), 7,000 (used)

Maneuverability: 3D+2

Move: 170; 480 kmh

Body Strength: 3D

Source: Arms and Equipment Guide (page 74)

Ikas-Adno Starhawk

Craft: Ikas-Adno Starhawk 2b

Type: Speeder bike

Scale: Speeder

Length: 5 meters

Skill: Repulsorlift operation: speeder bike

Crew: 1

Passengers: None

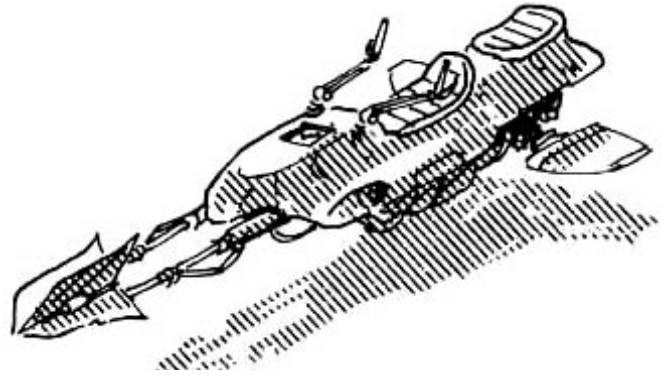
Cargo Capacity: 3 kilograms

Cover: 1/4

Altitude Range: Ground level-12 meters

Cost: 3,600 (used)

Maneuverability: 3D+1



Move: 125; 260 kmh

Body Strength: 1D+1

Source: Galaxy Guide 7 – Mos Eisley (pages 34-36)

Police Starhawk

Craft: Modified Ikas-Adno Starhawk 2b

Type: Speeder bike

Scale: Speeder

Length: 5 meters

Skill: Repulsorlift operation: speeder bike

Crew: 1

Cargo Capacity: 3 kilograms

Cover: 1/4

Altitude Range: Ground level-10 meters

Maneuverability: 3D

Move: 140; 400 kmh

Body Strength: 1D

Weapons:

Laser Cannon

Fire Arc: Front

Skill: Vehicle blasters

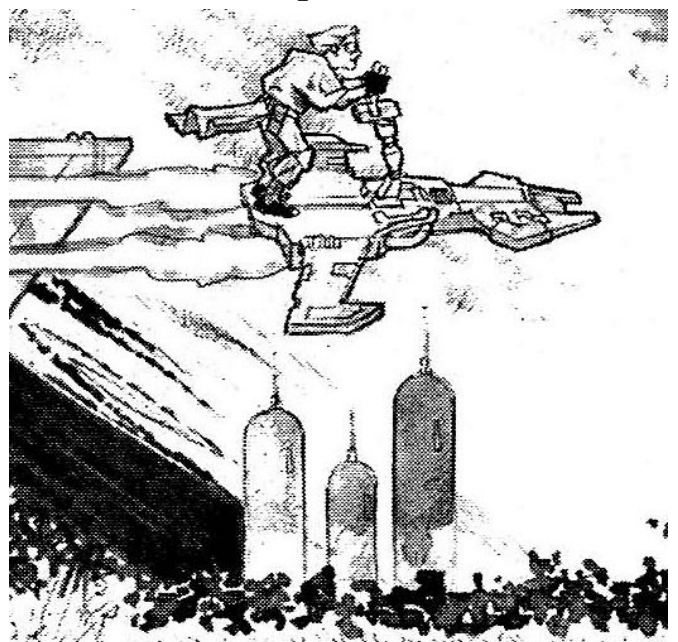
Fire Control: 2D

Range: 30-50/100/200

Damage: 4D

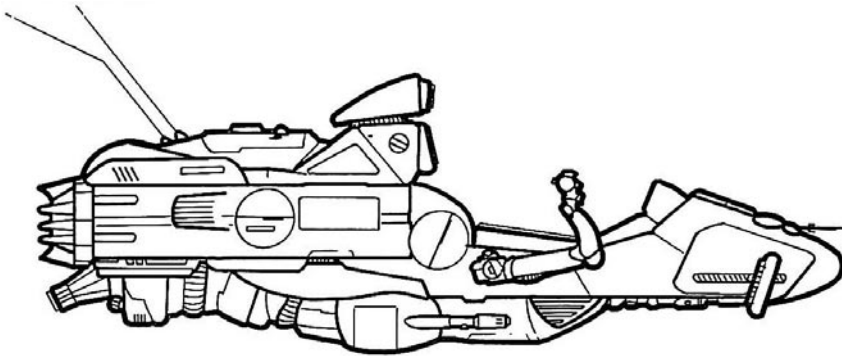
Source: Wretched Hives of Scum and Villainy (page 74)

3-2-XR Repulsorlift Sled



Craft: Tykannin Turbines 3-2-XR
Type: Repulsorlift sled
Scale: Speeder
Length: 4.3 meters
Skill: Repulsorlift operation: speeder bike
Crew: 1
Crew Skill: Repulsorlift operation 2D+2, vehicle blasters 3D+1
Cargo Capacity: 5 kilograms
Cover: 1/4
Altitude Range: Ground level-3 meters
Cost: 5,950 (new), 3,250 (used)
Maneuverability: 1D+1
Move: 280; 800 kmh
Body Strength: 2D
Weapons:
Light Blaster Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D
Range: 25/50/100/150
Damage: 2D+1
Source: Classic Campaigns (pages 62/64), Gamemaster Kit (page 29)

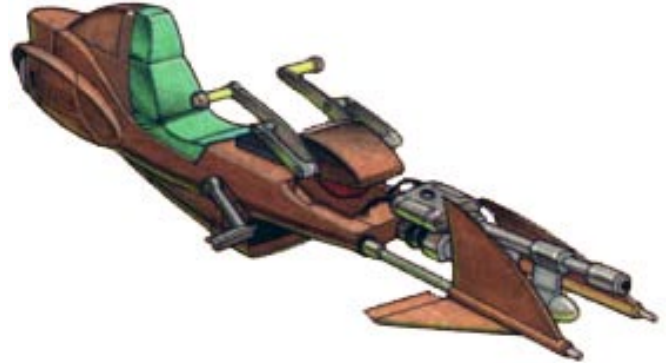
Swift 3 Repulsorlift Sled



Craft: Aratech 64-Y Swift 3 Repulsorlift Sled
Type: Repulsorlift sled
Scale: Speeder
Length: 4.1 meters
Skill: Repulsorlift operation: speeder bike
Crew: 1
Crew Skill: Repulsorlift operation 4D+1, vehicle blasters 4D+2
Cargo Capacity: 4 kilograms
Cover: 1/4
Altitude Range: Ground level-25 meters
Cost: Not available for sale
Maneuverability: 1D+2
Move: 280; 800 kmh
Body Strength: 1D+2
Weapons:
Medium Blaster Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-100/250/500
Damage: 3D
Drop Net
Fire Arc: Front
Skill: Missile Weapons
Fire Control: 1D

Range: 0-1/3/5 (horizontal), 0-10/20/30 (vertical)
Damage: 6D (ionization)
Source: Imperial Sourcebook (pages 71-72)

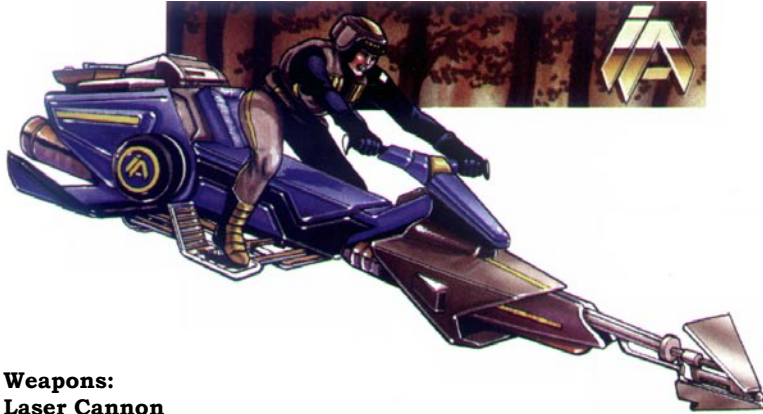
Mobquet OVERRACER



Craft: Mobquet "Overracer"
Type: Speeder scout bike
Scale: Speeder
Length: 4.4 meters
Skill: Repulsorlift operation: speeder bike
Crew: 1
Crew Skill: Vehicle blasters 3D, repulsorlift operation 4D+2
Cargo Capacity: 4 kilograms
Cover: 1/4
Altitude Range: Ground level-20 meters
Cost: 8,000 (new), 3,200 (used)
Maneuverability: 3D+2
Move: 185; 530 kmh
Body Strength: 1D+2
Weapons:
Light Blaster Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-300/500/1 Km
Damage: 3D
Note: Passive sound dampers dramatically reduce noise and sensor bafflers add +1D to the difficulty to detect the speeder bike by sensors.
Source: Rebel Alliance Sourcebook (pages 108-109), Rules of Engagement – The Rebel SpecForce Handbook (page 50), The DarkStryder Campaign (page 75), Arms and Equipment Guide (page 74)

Ikas-Adno Nightfalcon

Craft: Ikas-Adno 22-B Nightfalcon
Type: Speeder bike
Scale: Speeder
Length: 4.87 meters
Skill: Repulsorlift operation: speeder bike
Crew: 1
Passengers: 1
Cargo Capacity: 4 kilograms
Cover: 1/4
Altitude Range: Ground level-10 meters
Cost: 6,250 (new), 1,000 (used)
Maneuverability: 3D+1
Move: 160; 400 kmh
Body Strength: 1D+2



Aratech 74-Z Military Speeder Bike

Craft: Aratech 74-Z Military Speeder Bike

Type: Speeder bike

Scale: Speeder

Length: 3 meters

Skill: Repulsorlift operation: speeder bike

Crew: 1

Cargo Capacity: 3 kilograms

Cover: 1/4

Altitude Range: Ground level-25 meters

Cost: 6,750 (new), 1,200 (used)

Maneuverability: 3D+2

Move: 175; 500 kmh

Body Strength: 2D

Weapons:

Laser Cannon

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 2D

Range: 30-50/100/200

Damage: 4D

Source: Rulebook (page 243), Wretched Hives of Scum and Villainy (page 74), d20 Core Rulebook (page 200)

Weapons:

Laser Cannon

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 2D

Range: 3-50/100/200

Damage: 3D

Source: Star Wars Trilogy Sourcebook SE (page 161), Galaxy Guide 5 – Return of the Jedi (page 64), Galaxy Guide 7 – Mos Eisley (page 23), Heir to the Empire Sourcebook (pages 115-116), Arms and Equipment Guide (page 73)

BARC Speeder



Craft: Aratech Biker Advanced Recon Commando Speeder Bike

Type: Speeder bike

Scale: Speeder

Length: 4.57 meters

Skill: Repulsorlift operation: speeder bike

Crew: 1

Cargo Capacity: 4 kilograms

Cover: 1/4

Altitude Range: Ground level-150 meters

Maneuverability: 2D+2

Move: 150; 430 kmh

Body Strength: 2D

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 2D

Range: 30-50/100/200

Damage: 4D



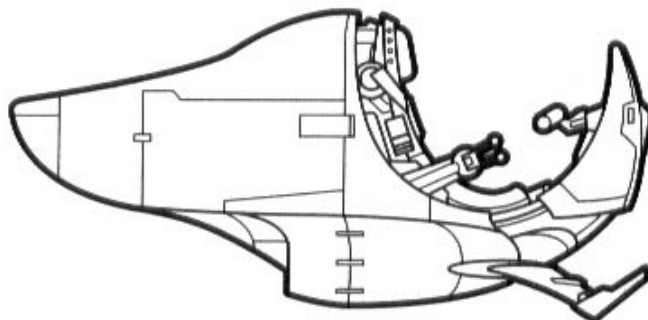
Dark Rider XR-10 Shadowhawk



Craft: Modified Ikas-Adno XR-10 Shadowhawk
Type: Speeder bike
Scale: Speeder
Length: 5.6 meters
Skill: Repulsorlift operation: speeder bike
Crew: 1
Crew Skill: Vehicle blasters 3D, repulsorlift operation 7D
Cargo Capacity: 2 kilograms
Cover: 1/4
Altitude Range: Ground level-50 meters
Cost: 3,600 (used)
Maneuverability: 4D
Move: 260; 750 kmh
Body Strength: 2D
Weapons:
Dual Laser Cannon (fire-linked)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D
Range: 30-50/100/200
Damage: 4D
Note: Passive sound dampers dramatically reduce noise and sensor bafflers add +1D to the difficulty to detect the speeder bike by sensors.
Source: Wretched Hives of Scum and Villainy (page 75)

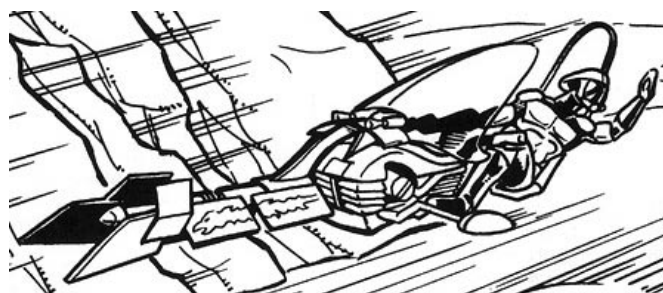
Incom MVR-3

Craft: Incom MVR-3 Speeder Bike
Type: Speeder bike
Scale: Speeder
Length: 4.3 meters
Skill: Repulsorlift operation: speeder bike
Crew: 1
Passengers: 1
Cargo Capacity: 50 kilograms
Cover: 1/4
Altitude Range: Ground level-50 meters
Cost: 10,000 (new), 2,300 (used); civilian (no blaster) version: 7,000 (new), 2,000 (used)
Maneuverability: 2D
Move: 40; 120 kmh
Body Strength: 2D+2



Weapons:
Double Blaster Cannon (fire-linked)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 3-50/100/200
Damage: 4D
Source: Arms and Equipment Guide (page 74)

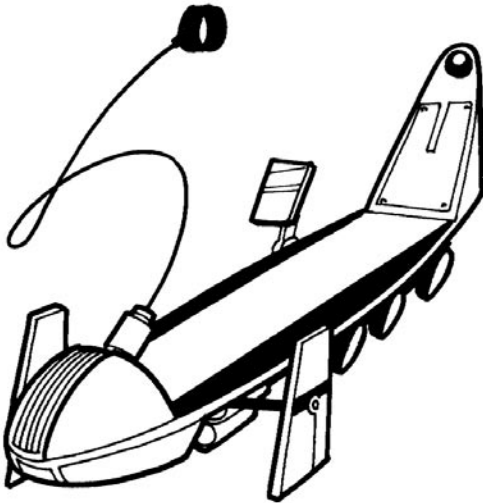
Ikas-Adno XP-2000



Craft: Prototype Ikas-Adno XP-2000
Type: Speeder bike
Scale: Speeder
Length: 4 meters
Skill: Repulsorlift operation: speeder bike
Crew: 1
Cargo Capacity: 2 kilograms
Cover: 1/2
Altitude Range: Ground level-50 meters
Maneuverability: 5D+2
Move: 450; 1,300 kmh
Body Strength: 2D+1
Weapons:
2 Blaster Pulse Cannons (fire-linked)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 3D+2
Range: 50-100/250/500
Damage: 6D
Note: Active sound dampers dramatically reduce noise. Sensor bafflers add +3D to the difficulty to detect the speeder bike by *sensors*, *Perception* or *search* rolls.
Source: Wretched Hives of Scum and Villainy (page 69)

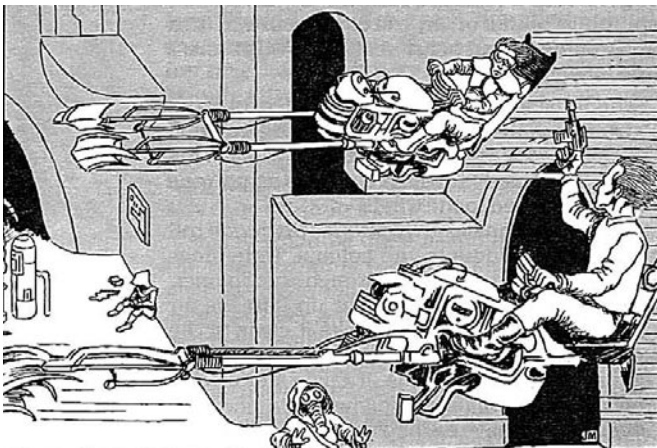
Swoops

Sky Slicer



Craft: Aratech Slicer 5000
Type: Modified sloop
Scale: Speeder
Length: 2.5 meters
Skill: Sloop operation: sky slicer
Crew: 1
Cover: None
Altitude Range: Ground level-200 meters
Cost: 3,000 (new), 300-600 (used), 500 (drogue/tractor beam addition)
Availability: 2
Maneuverability: 3D
Move: 200; 580 kmh
Body Strength: 1D
Source: Galladinium's Fantastic Technology (page 52)

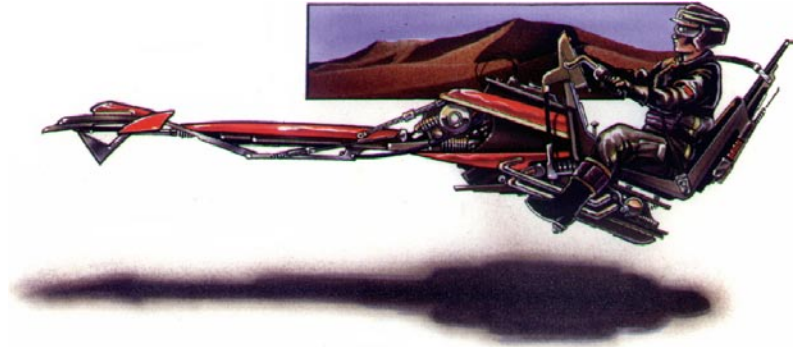
Asteroid-3 Racer



Craft: Mobquet Asteroid-3 Sloop Racer
Type: Racing sloop
Scale: Speeder
Skill: Sloop operation
Crew: 1

Cargo Capacity: 2 kilograms
Cover: 1/4
Altitude Range: Ground level-35 meters
Maneuverability: 3D
Move: 175; 500 kmh
Body Strength: 1D
Source: The Game Chambers of Questal (page 8)

Skybird



Craft: Skybird
Type: Racing sloop
Scale: Speeder
Length: 4.2 meters
Skill: Sloop operation
Crew: 1
Cargo Capacity: 1 kilogram
Cover: 1/4
Altitude Range: Ground level-35 meters
Cost: 8,000 (new), 2,000 (used)
Maneuverability: 4D
Move: 210; 600 kmh
Body Strength: 1D
Source: Rulebook (page 243)

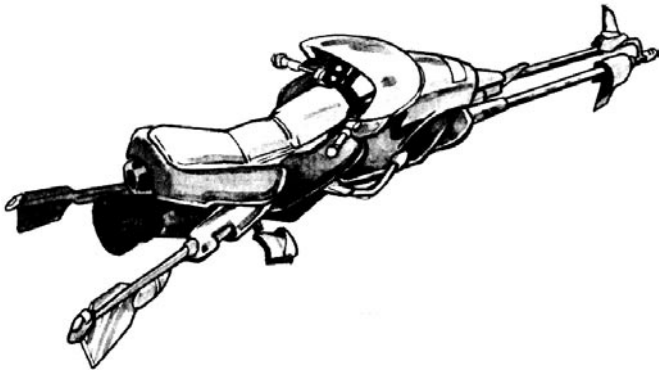
Nebulon-Q



Craft: Mobquet Nebulon-Q Swoop
Type: Swoop
Scale: Speeder
Length: 3 meters
Skill: Swoop operation
Crew: 1
Cargo Capacity: 2 kilograms
Cover: 1/4
Altitude Range: Ground level-350 meters
Cost: 5,500 (new), 1,050 (used)
Maneuverability: 4D
Move: 210; 600 kmh
Body Strength: 1D
Source: Pirates & Privateers (pages 49-50)

Craft: SoroSuub Air-2 Racing Swoop
Type: Swoop
Scale: Speeder
Length: 2.35 meters
Skill: Swoop operation: Air-2
Crew: 1
Crew Skill: Varies
Passengers: None
Cargo Capacity: 1.75 kilograms
Cover: 1/4
Altitude Range: Ground level-325 meters
Cost: 7,000 (new), 2,500 (used)
Maneuverability: 2D+1
Move: 242; 700 kmh
Body Strength: 1D+1

Ubrikkian Skybird



Craft: Ubrikkian Skybird Racing Swoop
Type: Racing swoop
Scale: Speeder
Length: 2.8 meters
Skill: Swoop operation
Crew: 1
Cargo Capacity: 1 kilogram
Cover: 1/4
Altitude Range: Ground level-35 meters
Cost: 8,000 (new), 3,000 (used)
Maneuverability: 4D
Move: 225; 650 kmh
Body Strength: 1D
Source: Pirates & Privateers (page 50)

TaggeCo Air-2 Heavy Swoop

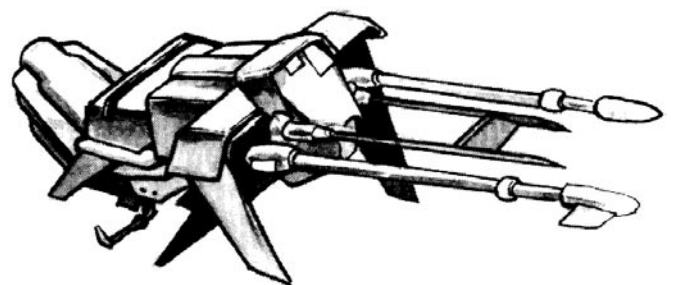


Craft: TaggeCo Air-2 Swoop
Type: Heavy swoop
Scale: Speeder
Length: 2.4 meters
Skill: Swoop operation
Crew: 1
Passengers: 1
Cargo Capacity: 4 kilograms
Cover: 1/4
Altitude Range: Ground level-3.4 meters
Cost: 6,000 (new), 2,000 (used)
Maneuverability: 2D+2
Move: 210; 600 kmh
Body Strength: 1D+2
Source: Arms and Equipment Guide (page 75), Tempest Feud (page 128)

Air-2 Racing Swoop

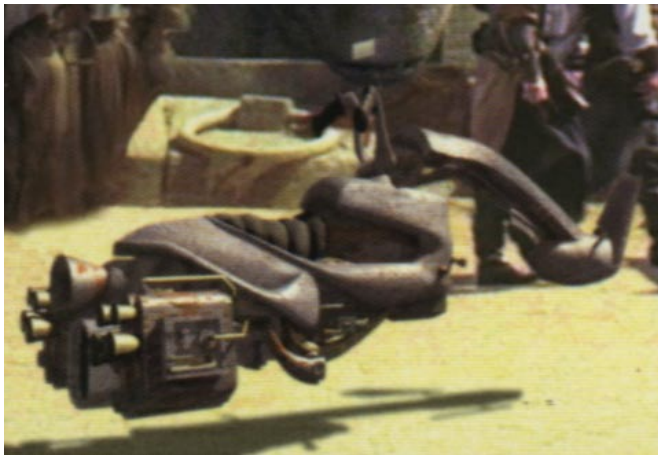


Kuat Vehicles Swoop



Craft: Kuat Vehicles Swoop
Type: Swoop
Scale: Speeder
Length: 3.1 meters
Skill: Swoop operation
Crew: 1
Cargo Capacity: 1 kilogram
Cover: 1/4
Altitude Range: Ground level-50 meters
Cost: 10,000 (new), 6,000 (used)
Maneuverability: 4D
Move: 225; 650 kmh
Body Strength: 1D+1
Source: Pirates & Privateers (page 50)

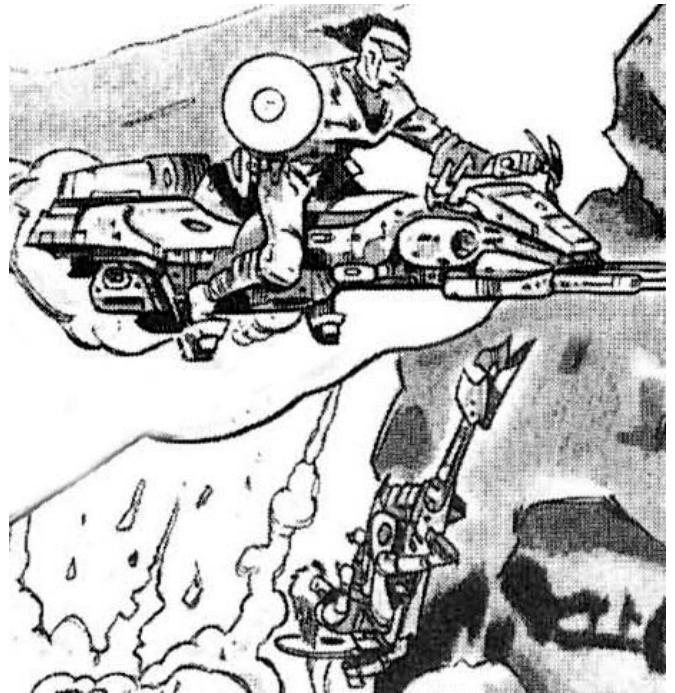
Flare-S



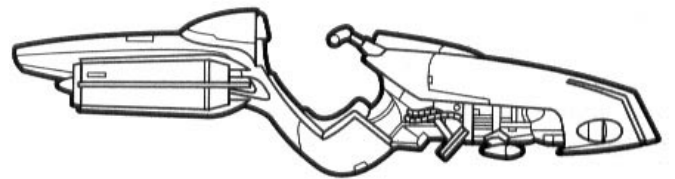
Craft: Mobquet Flare-S Swoop
Type: Swoop
Scale: Speeder
Length: 2.5 meters
Skill: Swoop operation
Crew: 1
Cargo Capacity: 2 kilograms
Cover: 1/4
Altitude Range: Ground level-350 meters
Cost: 6,500 (new), 2,000 (used)
Maneuverability: 4D+2
Move: 225; 650 kmh
Body Strength: 1D+1
Source: Star Wars Trilogy Sourcebook SE (page 158), Shadows of the Empire Sourcebook (pages 116-117), Pirates & Privateers (page 50), Arms and Equipment Guide (page 74), Secrets of Tatooine (page 30)

Converted Swoop

Type: Modified swoop
Scale: Speeder
Skill: Swoop operation
Crew: 1
Cover: 1/4
Altitude Range: Ground level-50 meters
Maneuverability: 3D
Move: 30; 90 kmh
Body Strength: 2D
Source: Secrets of the Sisar Run (page 54)



Bespin Motors IR-4



Craft: Bespin Motors JR-4 Swoop
Type: Swoop
Scale: Speeder
Length: 3.9 meters
Skill: Swoop operation
Crew: 1
Cargo Capacity: 10 kilograms
Cover: 1/4
Altitude Range: Ground level-1 kilometer
Cost: 9,000 (new), 3,000 (used)
Maneuverability: 2D+2
Move: 170; 480 kmh
Body Strength: 3D
Source: Arms and Equipment Guide (page 73)

CR-43 Low-Ride

Craft: Caelli-Merced CR-43 Swoopchase Racer
Type: Racing swoop
Scale: Speeder
Length: 2.44 meters
Skill: Swoop operation
Crew: 1
Cargo Capacity: 3 kilograms
Cover: 1/4
Altitude Range: ground level-3.05 meters
Cost: 8,000 credits
Maneuverability: 5D+1
Move: 120; 350 kmh
Body Strength: 2D+2
Source: The Black Sands of Socorro (page 123)



Zephyr-G



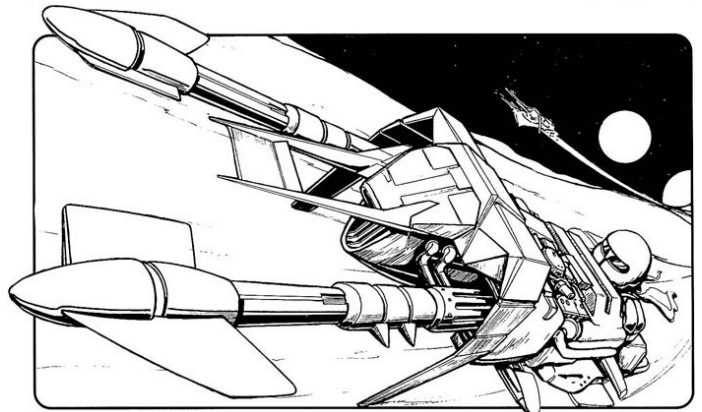
Craft: Mobquet Swoops and Speeders Zephyr-G Swoop
Type: Swoop
Scale: Speeder
Length: 3.68 meters
Skill: Swoop operation: Zephyr-G
Crew: 1
Passengers: 0
Cargo Capacity: 35 kilograms
Cover: ¼
Altitude Range: Ground level-20 meters
Cost: 750 (used)
Maneuverability: 2D+1
Move: 125; 350 kmh
Body Strength: 3D+1

Uukablis Light Swoop

Craft: Uukablis Trans-Systems Light Swoop
Type: Light swoop
Scale: Speeder
Skill: Swoop operation
Crew: 1
Cargo Capacity: 1 Kg
Cover: 1/4
Altitude Range: Ground level-10 meters
Maneuverability: 4D
Move: 175; 500 kmh
Body Strength: 1D
Weapons:
2 Light Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D
Range: 5-50/100/300
Damage: 3D
Source: The DarkStryder Campaign – The Kathol Outback (page 56)

Nebulon-S Racer

Craft: Mobquet Nebulon-S Racer
Type: Racing swoop
Scale: Speeder
Skill: Swoop operation (penalty of -3D if using unskilled)
Crew: 1
Cargo Capacity: 5 kilograms
Cover: 1/4
Altitude Range: Ground level-50 meters
Cost: 17,500 credits
Maneuverability: 4D
Move: 210; 600 kmh
Body Strength: 1D
Weapons:
Blaster Cannon
Fire Arc: Front
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-300/500/1 Km
Damage: 4D
Source: The Thrawn Trilogy Sourcebook (pages 209-210), Dark Force Rising Sourcebook (pages 116-117)



Rabid Mynock's Swoop

Craft: Modified Mobquet Nebulon-Q Swoop
Type: Swoop
Scale: Speeder
Length: 3 meters
Skill: Swoop operation
Crew: 1
Crew Skill: Vehicle blasters 3D+1, swoop operation 6D
Cargo Capacity: 2 kilograms
Cover: 1/4
Altitude Range: Ground level-350 meters
Cost: 5,500 (new), 1,050 (used)
Maneuverability: 4D
Move: 210; 600 kmh
Body Strength: 1D
Weapons:
Blaster Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 3-50/100/200
Damage: 4D
Source: Classic Adventures – Volume Four (page 128)

Skulls' Swoop

Craft: Modified Mobquet Nebulon-Q Swoop
Type: Modified swoop
Scale: Speeder
Length: 3 meters
Skill: Swoop operation
Crew: 1
Crew Skill: Vehicle blasters 3D, swoop operation 7D+2
Cargo Capacity: 2 kilograms
Cover: 1/4
Altitude Range: Ground level-50 meters
Cost: 5,500 (new), 1,050 (used)
Maneuverability: 4D+1
Move: 260; 750 kmh
Body Strength: 1D
Weapons:
Light Blaster Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 3-50/100/200
Damage: 4D+1
Source: Galaxy Guide 9 – Fragments from the Rim (67)

Siderider Swoop

Craft: Modified Mobquet Nebulon-Q Racer with siderider
Type: Swoop
Scale: Speeder
Length: 3 meters
Skill: Swoop operation
Crew: 1
Passengers: 1
Cargo Capacity: 20 kilograms
Cover: 1/4
Altitude Range: Ground level-50 meters
Cost: Not available for sale
Maneuverability: 3D+2
Move: 260; 750 kmh
Body Strength: 1D
Weapons:
2 Blaster Cannons
Fire Arc: Front
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D
Range: 3-50/100/200
Damage: 4D
Source: Classic Adventures – Volume Four (page 131)

Star Slinger Prototype

Craft: Custom-built prototype swoop
Type: Swoop
Scale: Speeder
Length: 3 meters
Skill: Swoop operation
Crew: 1
Cargo Capacity: 5 kilograms
Cover: 1/4
Altitude Range: Ground level-75 meters
Cost: Not available for sale
Maneuverability: 4D+2
Move: 330; 950 kmh

Body Strength: 1D
Weapons:
Blaster Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 3-50/100/200
Damage: 4D+1
Source: Classic Adventures – Volume Four (page 130)

Bloodsniffer Swoop

Craft: Modified Kuat Vehicle Swoop
Type: Modified swoop
Scale: Speeder
Length: 3.1 meters
Skill: Swoop operation
Crew: 1
Crew Skill: Vehicle blasters 5D, swoop operation 5D+2
Cargo Capacity: 1 kilogram
Cover: 1/4
Altitude Range: Ground level-50 meters
Cost: Not for sale
Maneuverability: 4D
Move: 260; 750 kmh
Body Strength: 1D+1
Weapons:
Blaster Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D+2
Range: 3-50/100/200
Damage: 4D
Source: Galaxy Guide 9 – Fragments from the Rim (page 69)

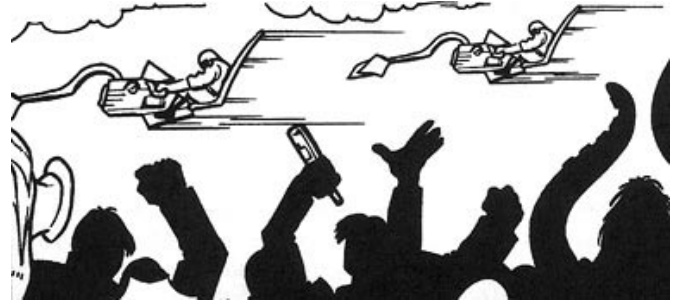
Knights' Swoop

Craft: Modified Ubrikkian Skybird Racing Swoop
Type: Modified racing swoop
Scale: Speeder
Length: 2.8 meters
Skill: Swoop operation
Crew: 1
Crew Skill: Vehicle blasters 4D, swoop operation 6D+2
Cargo Capacity: 1 kilogram
Cover: 1/4
Altitude Range: Ground level-50 meters
Cost: 8,000 (new), 3,000 (used)
Maneuverability: 4D
Move: 225; 650 kmh
Body Strength: 1D



Weapons:**Blaster Cannon***Fire Arc:* Front*Skill:* Vehicle blasters*Fire Control:* 1D*Range:* 3-75/150/250*Damage:* 5D+1**Source:** Galaxy Guide 9 – Fragments from the Rim (page 68)

Razer Swoop

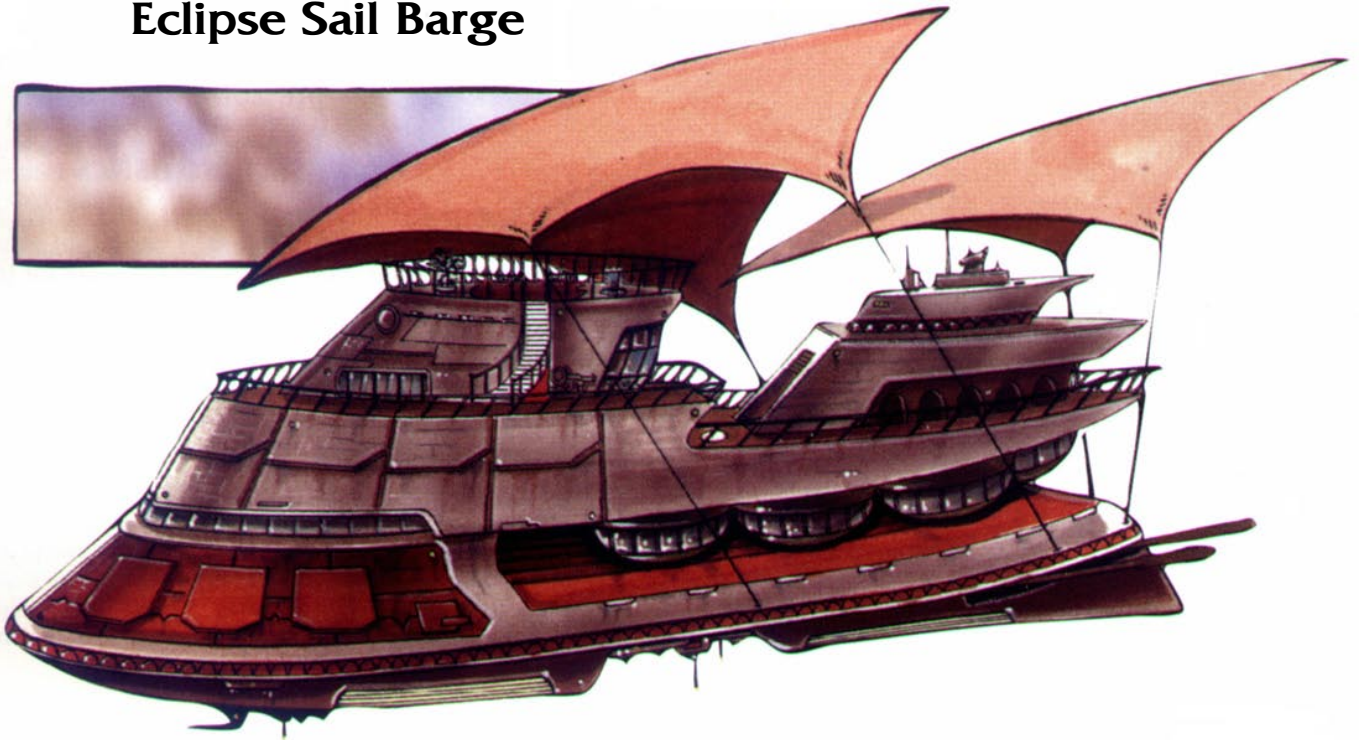
Craft: Modified Mobquet Flare-S Swoop**Type:** Modified swoop**Scale:** Speeder**Length:** 2.5 meters**Skill:** Swoop operation**Crew:** 1**Cargo Capacity:** 1 kilograms**Cover:** 1/4**Altitude Range:** Ground level-350 meters**Maneuverability:** 4D+2**Move:** 225; 650 kmh**Body Strength:** 1D+2**Weapons:****Light Laser Cannon***Fire Arc:* Front*Skill:* Vehicle blasters*Fire Control:* 2D*Range:* 30-50/100/200*Damage:* 4D**Source:** Wretched Hives of Scum and Villainy (page 74)

RDD-7 “Rudy”

Craft: Modified RDD-7 Racing Swoop**Type:** Swoop**Scale:** Speeder**Length:** 4.3 meters**Skill:** Swoop operation: RDD-7**Crew:** 1**Crew Skill:** Firearms 4D+2, swoop operation 6D**Passengers:** 1**Cargo Capacity:** 12 kilograms**Cover:** None**Altitude Range:** Ground level-14 meters**Cost:** Not available for sale (7,000 estimated)**Maneuverability:** 2D+2**Move:** 168 ; 480 kmh**Body Strength:** 2D+2**Weapons:****Repeating Slugthrower Gun***Fire Arc:* Front*Skill:* Firearms*Fire Control:* 3D*Range:* 3-10/30/60*Damage:* 3D

Sail Barges

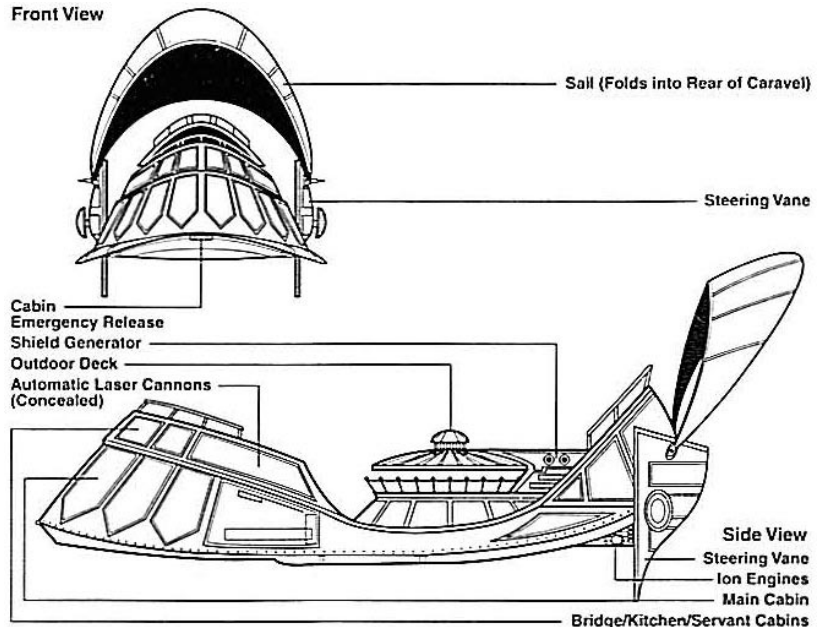
Eclipse Sail Barge



Craft: Gefferon Pleasure Craft Eclipse
Type: Sail barge
Scale: Speeder

Length: 30 meters
Skill: Repulsorlift operation: sail barge
Crew: 5, skeleton: 2/+10
Crew Skill: Varies widely
Passengers: 225
Cargo Capacity: 250 metric tons
Cover: Full to 1/4
Altitude Range: Ground level-10 meters
Cost: 250,000 (new), 50,000 (used)
Move: 28; 80 kmh
Body Strength: 2D
Source: Rulebook (page 245)

Front View



Twilight Sail Barge

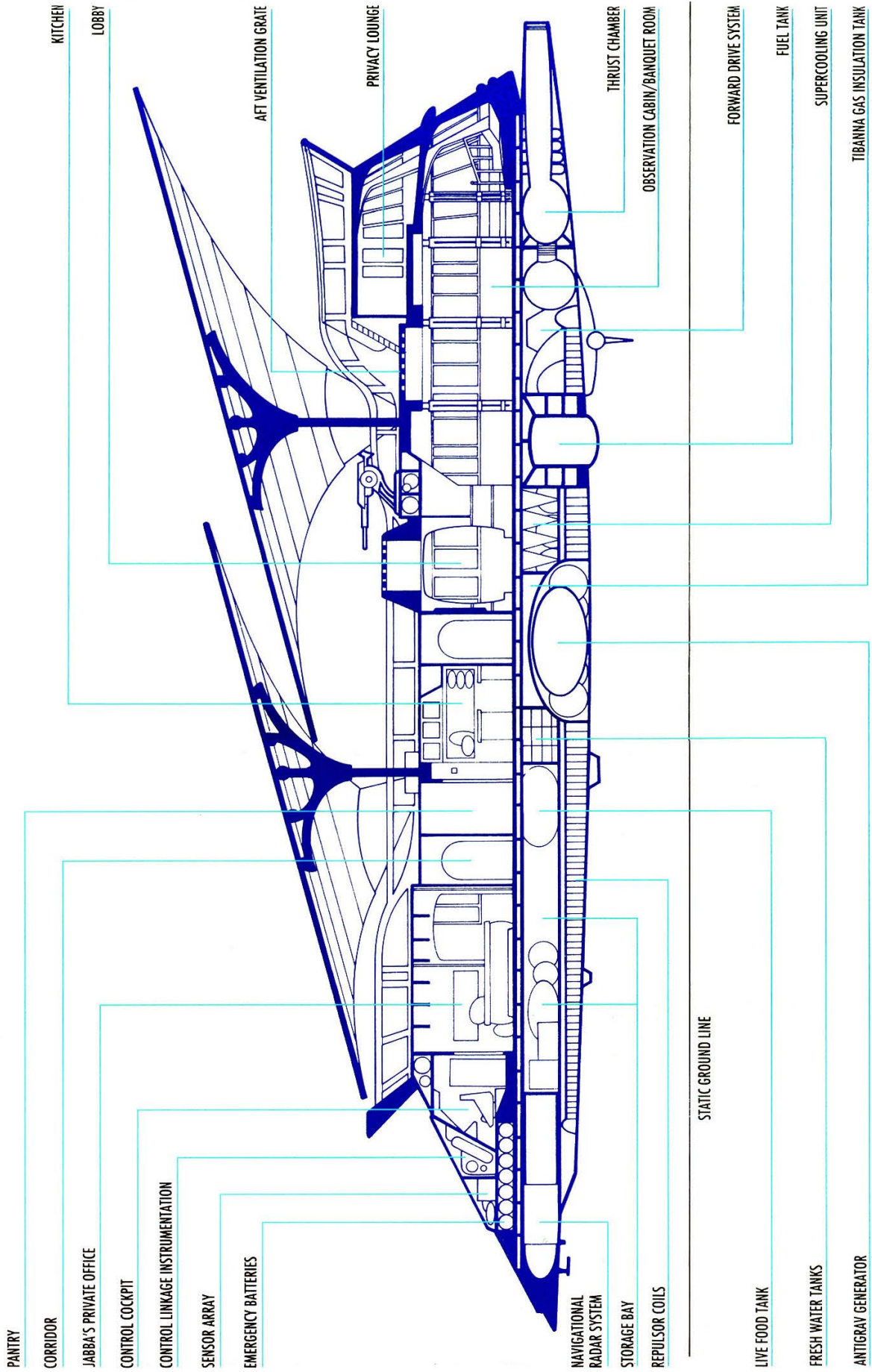
Craft: Elaor Propulsion Twilight Sailer
Type: Sail barge
Scale: Speeder

Length: 25 meters
Skill: Repulsorlift operation
Crew: 10, gunners: 2, skeleton: 5/+10
Passengers: 150
Cargo Capacity: 135 metric tons
Cover: Full to 1/4
Altitude Range: Ground level-8 meters
Cost: 200,000 (new), 40,000 (used)
Move: 21; 60 kmh
Body Strength: 2D
Weapons:

2 Heavy Blasters

Fire Arc: 1 left, 1 right
Crew: 1
Skill: Vehicle blasters
Fire Control: 2D+1
Range: 25-75/140/250
Damage: 5D

Source: Tales of the Jedi Companion (page 119)





Sail Barge

Craft: Ubrikkian Luxury Sail Barge
Type: Sail barge
Scale: Walker

Length: 30 meters
Skill: Repulsorlift operation: sail barge
Crew: 26, gunners: 1, skeleton: 10/+10
Crew Skill: Varies widely
Passengers: 500

Cargo Capacity: 2,000 metric tons
Cover: Full
Altitude Range: Ground level-10 meters
Cost: 285,000 (new), 150,000 (used)
Move: 35; 100 kmh
Body Strength: 2D

Weapons:

Heavy Blaster Cannon

Fire Arc: Turret
Crew: 1
Scale: Speeder
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-100/500/1 Km
Damage: 3D

Source: Star Wars Trilogy Sourcebook SE (page 159), Galaxy Guide 5 – Return of the Jedi (page 25), d20 Core Rulebook (pages 200-201), Secrets of Tatooine (page 28)

Floating Eatery Barge

Craft: Modified Ubrikkian Transport Barge
Type: Sail Barge
Scale: Walker
Length: 25 meters
Skill: Repulsorlift operation: sail barge
Crew: 1 pilot
Crew Skill: Repulsorlift operation 4D
Passengers: 20
Cargo Capacity: 1,000 metric tons
Cover: Full (pilot and kitchen), 1/4 (open-air eating area)
Altitude Range: Ground level-40 meters
Cost: 150,000 (new), 80,000 (used)
Maneuverability: 0D
Move: 35; 100 kmh
Body Strength: 3D
Weapons:

Tractor Beam Projector

Fire Arc: Turret
Skill: Vehicle blasters
Fire Control: 3D
Range: 10-125/250/500 m
Damage: 4D

Mining Barge

Craft: LMC Mobile Mining Barge I
Type: Repulsorlift mining barge
Scale: Walker

Length: 275 meters
Skill: Repulsorlift operation: mining barge
Crew: 55, gunners: 24, skeleton: 20/+15
Cargo Capacity: 250 metric tons
Cover: Full (cockpit operations stations, none (deck))
Altitude Range: Ground level-15 meters

Cost: 30,000 (new)
Move: 30; 90 kmh
Body Strength: 2D

Weapons:

8 Plasma Drills

Fire Arc: 2 front, 2 left, 2 right, 2 back (all can be angled beneath the barge)

Crew: 1
Skill: Vehicle blasters: plasma drill
Fire Control: 1D
Range: 5/10/15
Damage: 7D

8 High Intensity Mining Lasers

Fire Arc: 2 front, 2 left, 2 right, 2 back (all can be angled beneath the barge)

Crew: 1 (same crewmember as plasma drills)
Skill: Vehicle blasters: HI lasers
Fire Control: 1D
Range: 5/10/15
Damage: 5D

8 Tractor Beams

Fire Arc: 2 front, 2 left, 2 right, 2 back (all can be angled beneath the barge)

Crew: 2
Skill: Vehicle blasters: tractor beam
Fire Control: 1D
Range: 5/10/15
Damage: 4D

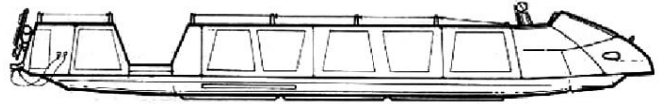
Source: Flashpoint! Brak Sector (page 27)

Skiffs

Hoverskiff

Craft: SoroSuub HS-14 Hoverskiff
Type: Hoverskiff
Scale: Speeder
Length: 9 meters
Skill: Repulsorlift operation
Crew: 1
Passengers: 10 (or cargo)
Cargo Capacity: 600 metric tons
Cover: 1/4
Altitude Range: Ground level-1 meter
Cost: 13,000 (new), 4,000 (used)
Maneuverability: 0D
Move: 35; 100 kmh
Body Strength: 1D
Source: Tempest Feud (page 128)

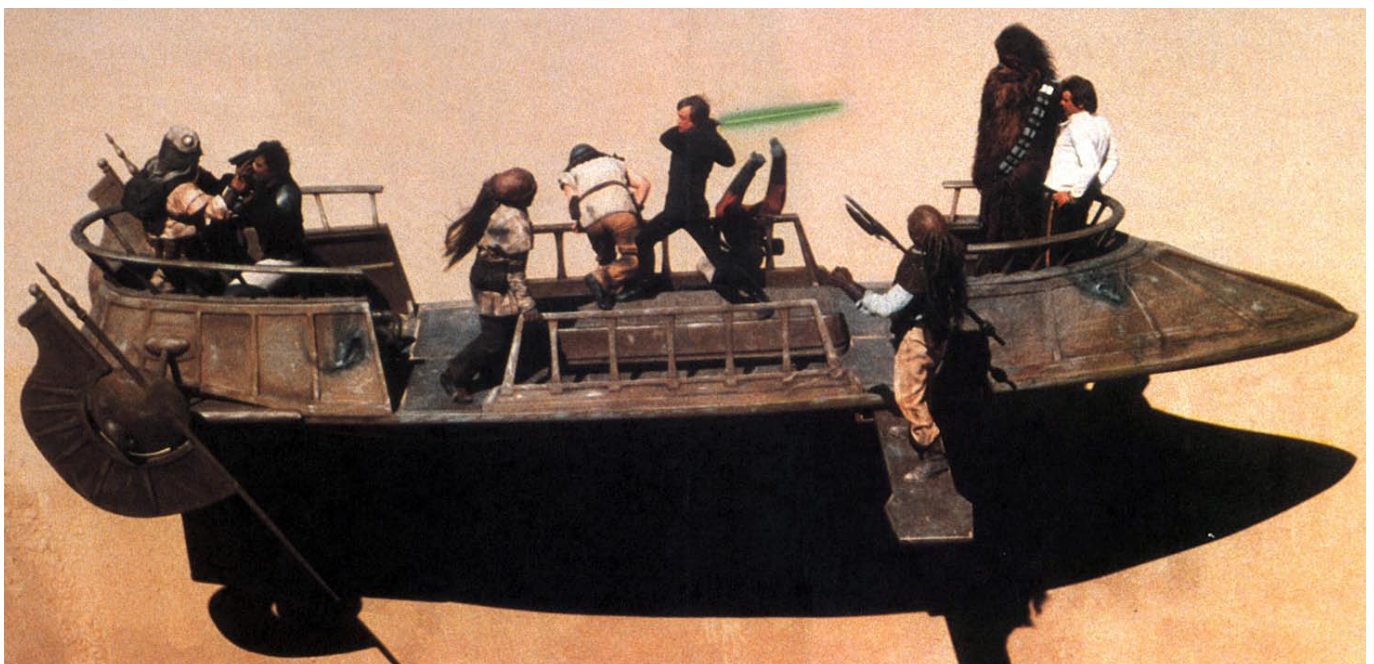
Personnel Skiff



Craft: Ubrikkian Personnel Skiff Model IV
Type: Repulsorlift transport skiff
Scale: Speeder
Length: 17.1 meters
Skill: Repulsorlift operation: skiff
Crew: 1
Crew Skill: Repulsorlift operation 2D+2
Passengers: 15
Cargo Capacity: 500 kilograms
Cover: 1/2
Altitude Range: Ground level-1 meter
Cost: 23,000 (new), 12,500 (used)
Move: 35; 100 kmh
Body Strength: 1D
Source: Rebel Alliance Sourcebook (page 111), Dark Force Rising Sourcebook (pages 115-116), Arms and Equipment Guide (page 78)

Cargo Skiff

Craft: Ubrikkian Bantha II Cargo SKiff
Type: Cargo skiff
Scale: Speeder
Length: 9 meters
Skill: Repulsorlift operation: cargo skiff
Crew: 1
Passengers: 16
Cargo Capacity: 120 metric tons
Cover: 1/2
Altitude Range: Ground level-50 meters
Cost: 25,000 (new), 13,500 (used)
Move: 70; 200 kmh
Body Strength: 1D
Source: Star Wars Trilogy Sourcebook SE (page 159), Secrets of Tatooine (page 28)

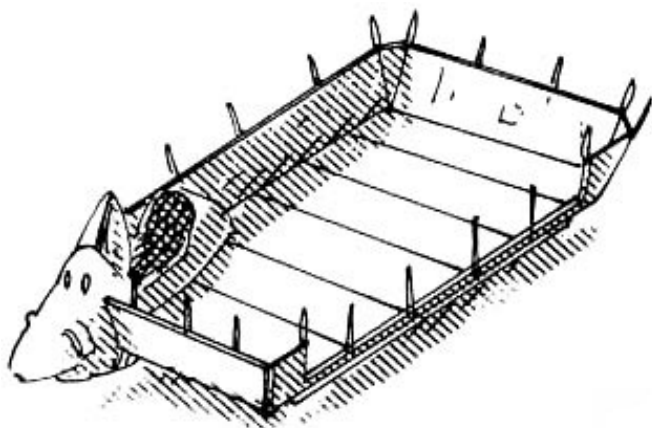


Transport Skiff

Craft: Ubrikkian VX6
Type: Transport skiff
Scale: Speeder
Length: 17 meters
Skill: Repulsorlift operation: skiff
Crew: 1
Passengers: 15
Cargo Capacity: 150 metric tons; 75 cubic meters
Cover: 1/2
Altitude Range: Ground level-10 meters
Cost: 22,000 (new), 12,500 (used)
Maneuverability: 1D
Move: 70; 200 kmh
Body Strength: 1D
Source: The Thrawn Trilogy Sourcebook (page 208)



Arunskin 32 Cargo Skiff



Altitude Range: Ground level-30 meters
Cost: 25,000 credits (base model)
Maneuverability: 2D+1
Move: 25; 70 kmh (loaded), 45; 130 kmh (unloaded)
Body Strength: 1D+2
Source: Dark Empire Sourcebook (pages 125-126)

Craft: GoCorp Arunskin 32 Cargo Skiff
Type: Skiff
Scale: Speeder
Length: 17.2 meters
Skill: Repulsorlift operation: skiff
Crew: 1
Passengers: 14
Cargo Capacity: 100 metric tons
Cover: 1/4
Altitude Range: Ground level-50 meters
Cost: 9,000 credits (used); 100/day (rental)
Maneuverability: 1D
Move: 30; 90 kmh
Body Strength: 1D+2
Source: Galaxy Guide 7 – Mos Eisley (page 36)

SuperHaul Skiff



Craft: Ubrikkian SuperHaul Model II
Type: Cargo skiff
Scale: Speeder
Length: 9.5 meters
Skill: Repulsorlift operation: cargo skiff
Crew: 1
Passengers: 3
Cargo Capacity: 135 metric tons
Cover: 1/2
Altitude Range: Ground level-20 meters
Cost: 23,000 (new), 11,500 (used)
Move: 70; 200 kmh
Body Strength: 2D
Source: Rulebook (page 245), d20 Core Rulebook (pages 200-201)

Hutt Floater

Craft: Gefferon Nimbus Rider 2000
Type: Hutt floater
Scale: Speeder
Length: 4 meters
Skill: Repulsorlift operation: Hutt floater
Crew: 1
Crew Skill: Varies
Passengers: None with Hutt; up to four Human-sized beings in lieu of Hutt
Cargo Capacity: 500 kilograms
Cover: 1/4

Repulsorlift Service Platform

Craft: Xanqar Levitator SU-4
Type: Airspeeder
Scale: Speeder
Length: 5 meters
Skill: Repulsorlift operation: repulsorlift service platform
Crew: 1
Passengers: 6
Cargo Capacity: 100 kilograms
Cover: 1/2
Altitude Range: Ground level-250 meters
Cost: 12,000 (new), 6,000 (used)
Maneuverability: 0D+1
Move: 18; 50 kmh
Body Strength: 2D

Passengers: 10
Cargo Capacity: 100 metric tons
Cover: Full
Altitude Range: Atmosphere
Cost: 150,000 credits
Maneuverability: 1D
Move: 18; 50 kmh
Body Strength: 2D
Source: Supernova (page 41)

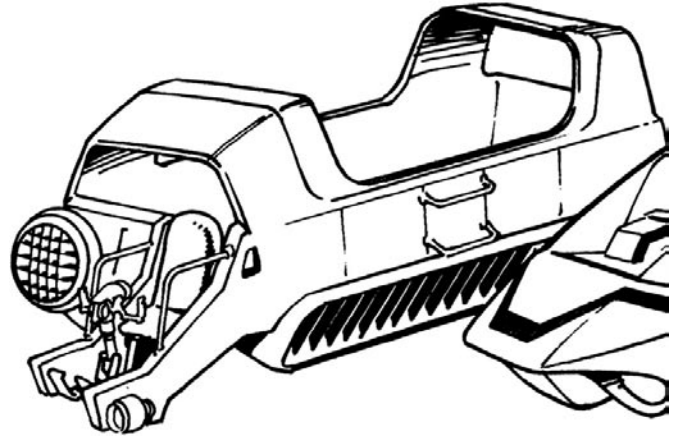
Drogue

Craft: Modified Aratech WorkStar Repulsorlift Skiff
Type: Small cargo skiff
Scale: Speeder
Length: 5 meters
Skill: Repulsorlift operation: skiff
Crew: 1
Passengers: 1 (in place of normal cargo limits)
Cargo Capacity: 350 kilograms
Cover: 1/4
Altitude Range: Ground level-200 meters
Cost: 1,000
Maneuverability: 1D
Move: 14; 40 kmh (vertical), 8; 25 kmh (horizontal)
Body Strength: 2D
Source: Galaxy Guide 11 – Criminal Organizations (page 86), Rules of Engagement – The Rebel SpecForces Handbook (page 50)

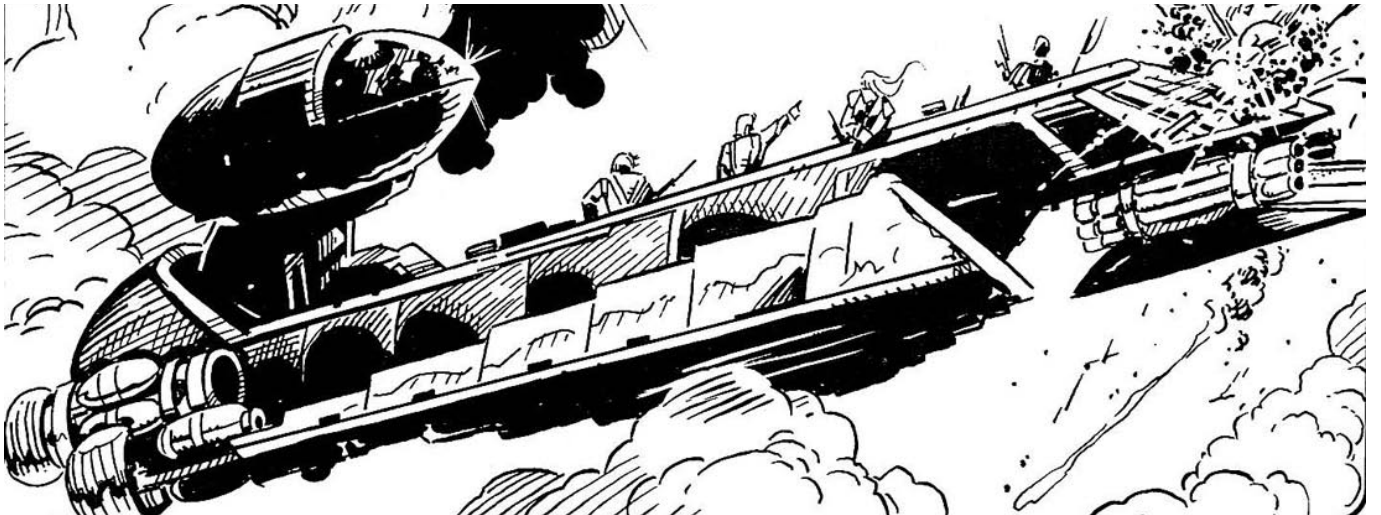
Cloudskiff

Craft: Eib Model-D Cloudskiff
Type: High altitude cargo skiff
Scale: Speeder
Length: 18 meters
Skill: Repulsorlift operation: Eib Model-D
Crew: 1; 1 (can coordinate)
Crew Skill: Varies

Cargohopper 102



Craft: TaggeCo. Cargohopper 102
Type: Cargo lifter
Scale: Speeder
Length: 5.5 meters
Skill: Repulsorlift operation: cargo lifter
Crew: 1
Crew Skill: Repulsorlift operation 2D+2
Cargo Capacity: 1 metric ton
Cover: 1/4 (pilot), 1/2 (cargo compartment)
Altitude Range: Ground level-500 meters
Cost: 13,200 credits
Maneuverability: 1D+2
Move: 150; 430 kmh
Body Strength: 2D
Game Notes: The Cargohopper has a tractor beam capable of lifting 500 kilograms, with an effective range of 25 meters (uses *industrial equipment operation*, a *Mechanical* skill).
Source: Han Solo and the Corporate Sector Sourcebook (page 106), Arms and Equipment Guide (page 70)



Ubrikkian Floater-935

Craft: Ubrikkian Floater-935
Type: Personal skiff
Scale: Speeder
Length: 1.75
Skill: Repulsorlift operation: skiff
Crew: 1
Passengers: 0
Cargo Capacity: 10 kilograms
Cover: None
Altitude Range: Ground level-200 meters
Cost: 900 (new), 350 (used)
Maneuverability: 3D+2
Move: 105; 300 kmh
Body Strength: 2D
Source: Geonosis and the Outer Rim Worlds (page 115)

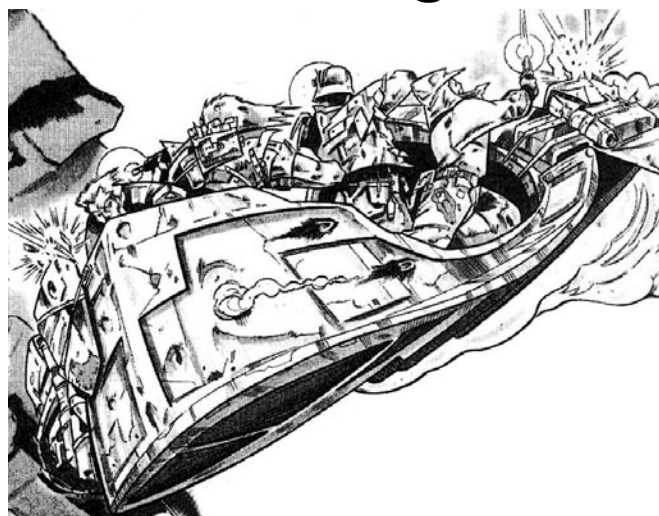
Harvesting Skiff

Craft: Ubrikkian SuperHaul Model IIA mod 3
Type: Modified cargo skiff
Scale: Speeder
Length: 12 meters
Skill: Repulsorlift operation: skiff (unskilled: -2D)
Crew: 2, gunners: 2
Passengers: 2
Cargo Capacity: 150 metric tons
Cover: 1/2
Altitude Range: Ground level-20 meters
Cost: 32,000
Maneuverability: 0D
Move: 45; 130 kmh
Body Strength: 2D+2
Weapons:
2 Power Harpoons
Fire Arc: 1 front, 1 back
Crew: 1
Skill: Missile weapons
Fire Control: 1D
Range: 25-50/100/200
Damage: 3D
Source: Gorothe, Slave of the Empire (page 94)

Security Skiff

Type: Skiff
Scale: Speeder
Skill: Repulsorlift operation
Crew: 1
Passengers: 5
Cover: 1/4
Altitude Range: Ground level-1 meter
Maneuverability: 1D
Move: 80; 230 kmh
Body Strength: 2D+2
Weapons:
Light Blaster Cannon
Fire Arc: Front
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D
Range: 5-10/100/300
Damage: 3D
Source: Mission to Lianna (page 54)

Converted Cargo Skiff

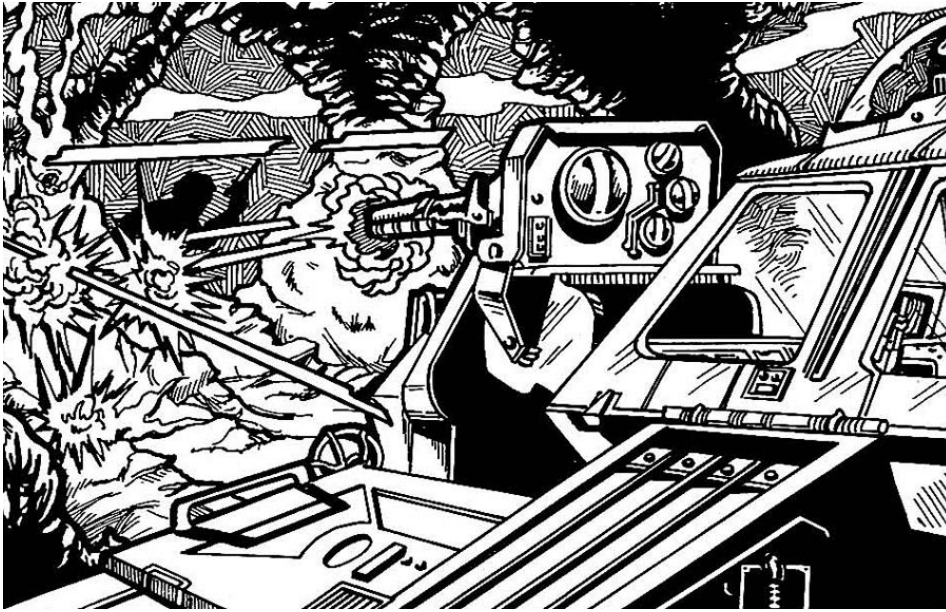


Type: Modified skiff
Scale: Speeder
Skill: Repulsorlift operation: skiff
Crew: 1, gunners: 1
Passengers: 4
Cargo Capacity: 200 kilograms
Cover: 1/4
Altitude Range: Ground level-50 meters
Maneuverability: 1D
Move: 30; 90 kmh
Body Strength: 2D+2
Weapons:
Repeating Blaster
Fire Arc: Turret
Crew: 1
Scale: Character
Skill: Vehicle blasters
Fire Control: 1D
Range: 10-50/200/500
Damage: 8D
Source: Secrets of the Sisar Run (page 54)

Cargo Container Loader

Craft: Modified Travis Motors Starlifter
Type: Cargo skiff
Scale: Speeder
Length: 16 meters
Skill: Repulsorlift operation: Starlifter
Crew: 1
Crew Skill: 5D in all applicable skills
Cargo Capacity: 75 tons
Cover: Full
Altitude Range: Ground level-5 meters
Cost: 100,000 (new), 7,000 (used)
Maneuverability: 0D
Move: 60; 173 km/h
Body Strength: 3D+2
Weapons:
Double Blaster Cannons (fire-linked)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D
Range: 3-150/300/800
Damage: 4D
Source: Coruscant and the Core Worlds (pages 56-57)

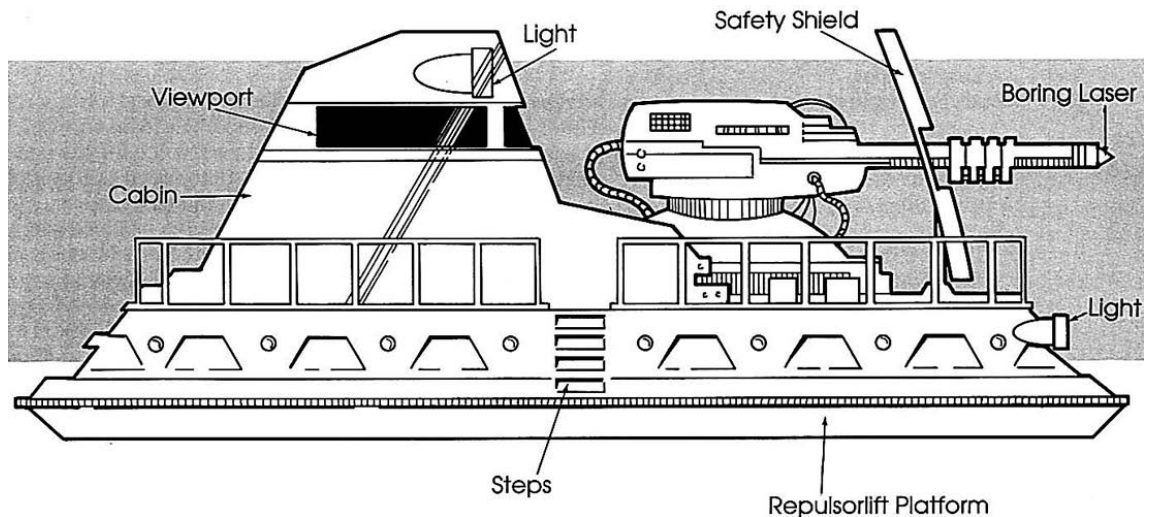
Laser Skiff



Type: Mining landspeeder
Scale: Speeder
Skill: Repulsorlift operation
Crew: 1, gunners: 1 (equipped with droid brain)
Cover: Full (cabin), 1/2 (laser)
Altitude Range: Ground level-1 meter
Move: 10; 30 kmh
Body Strength: 5D (front), 4D (sides, top and rear), 2D (sensor array)
Weapons:
Drilling Laser
Fire Arc: Front
Crew: 1
Skill: Vehicle blasters
Fire Control: 0D
Range: 5-10/50/200
Damage: 5D
Source: Graveyard of Alderaan (page 29)

Mining Laser Platform

Craft: Quarren Mining Laser Platform
Type: Mining landspeeder
Scale: Speeder
Skill: Repulsorlift operation
Crew: 1, gunners: 1
Crew Skill: Vehicle blasters 2D+2, repulsorlift operation 2D
Cover: Full (cabin), 1/4 (platform)
Altitude Range: Ground level-1 meter
Move: 10; 30 kmh
Body Strength: 6D (front), 4D (sides, top and rear)
Weapons:
Drilling Laser
Fire Arc: Turret (front, left and right arcs only)
Crew: 1
Skill: Vehicle blasters
Fire Control: 0D
Range: 5-10/50/200
Damage: 5D
Source: Death in the Undercity (page 44)

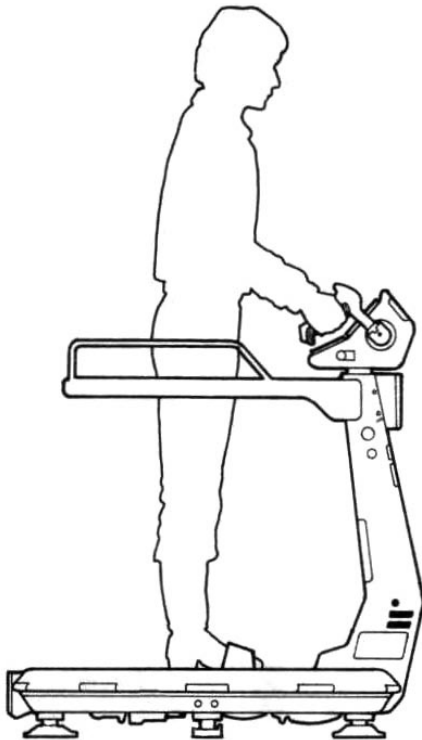


Airspeeders

Iego Ramshackle

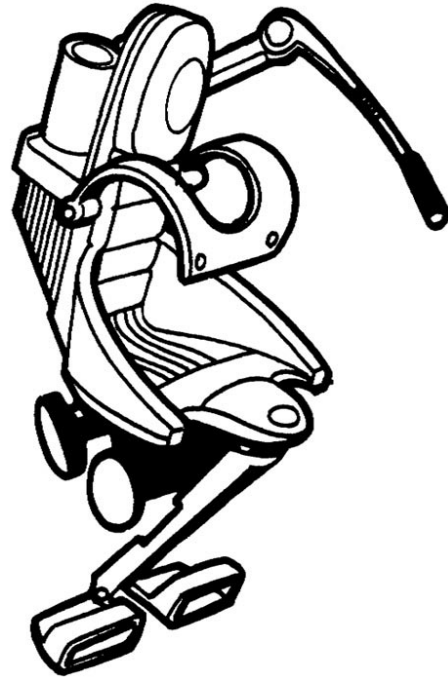
Craft: Iego Ramshackle
Type: Jury-rigged repulsorlift sled
Scale: Speeder
Length: 4.7 meters
Skill: Repulsorlift operation
Crew: 1
Passengers: 1
Cargo Capacity: 4 kilograms
Cover: None
Altitude Range: Ground level-25 meters
Maneuverability: 0D
Move: 90; 250 kmh
Body Strength: 1D
Source: Geonosis and the Outer Rim (pages 68-69)

Repulsorlift Disk



Craft: Aratech A14 Repulsorlift Disk
Type: One-person repulsorlift disk
Scale: Speeder
Length: 1 meter
Crew: 1
Passengers: None
Cargo Capacity: 2 kilograms
Altitude Range: Ground-25 kilometers
Cost: 300
Maneuverability: 1D
Move: 35; 100 kmh
Body Strength: 1D
Source: Cracken's Rebel Field Guide (page 42), Arms and Equipment Guide (pages 83-84)

Grav-Ball Sport Lifter

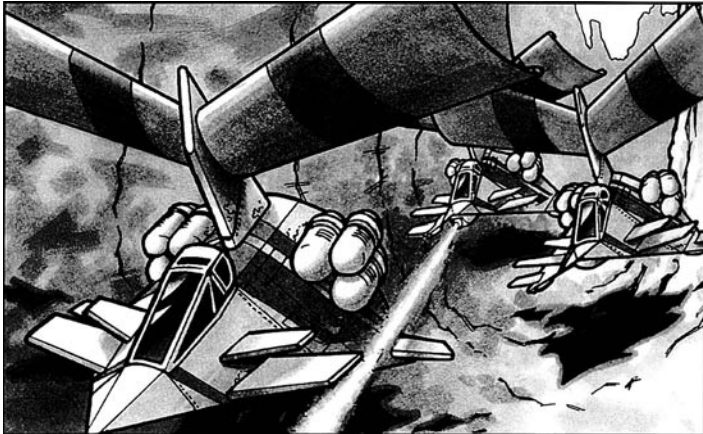


Craft: Nen-Carvon Sport Lifter CSL-1
Type: Repulsorlift sport vehicle
Scale: Character
Length: 1.4 meters tall
Skill: Repulsorlift operation
Crew: 1
Cover: 1/4
Altitude Range: Ground level-50 meters
Cost: 12,000
Availability: 2
Maneuverability: 1D+2
Move: 60; 220 kmh
Body Strength: 3D+2
Weapons:
Twin Grav-Ball Pods (fire-linked)
Fire Arc: Front
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D
Range: 1-3/4/5
Damage: 1D
Source: Galladinium's Fantastic Technology (page 50)

AirDomination Sling Racer

Craft: Beshpin Motors AirDomination Sling Racer (Professional Model)
Type: Sling racer
Scale: Speeder
Skill: Repulsorlift operation: sling racer
Crew: 1
Cover: Full
Altitude Range: 2-250 meters
Cost: 35,000
Maneuverability: 1D
Move: 140; 400 kmh
Body Strength: 1D+1
Source: Shadows of the Empire Planets Guide (pages 57-58)

SkyFoil Sling Racer



Craft: Bespin Motors SkyFoil Sling Racer (Amateur Model)
Type: Sling racer
Scale: Speeder
Skill: Repulsorlift operation: sling racer
Crew: 1
Cover: Full
Altitude Range: 2-250 meters
Cost: 15,000
Maneuverability: 1D+2
Move: 80; 230 kmh
Body Strength: 1D+2
Source: Shadows of the Empire Planets Guide (pages 57-58)

Anakin Skywalker's Podracer

Craft: Radon-Ulzer 620C
Type: Pod racer
Scale: Speeder
Length: 7 meters
Skill: Repulsorlift operation: pod racer
Crew: 1
Passengers: None
Cargo Capacity: 5 kilograms
Cover: 1/2
Altitude Range: Ground level-105 meters
Cost: 8,000 (new), 6,000 (used)
Maneuverability: 1D
Move: 325; 945 kmh
Body Strength: 2D
Source: Secrets of Tatooine (page 29)



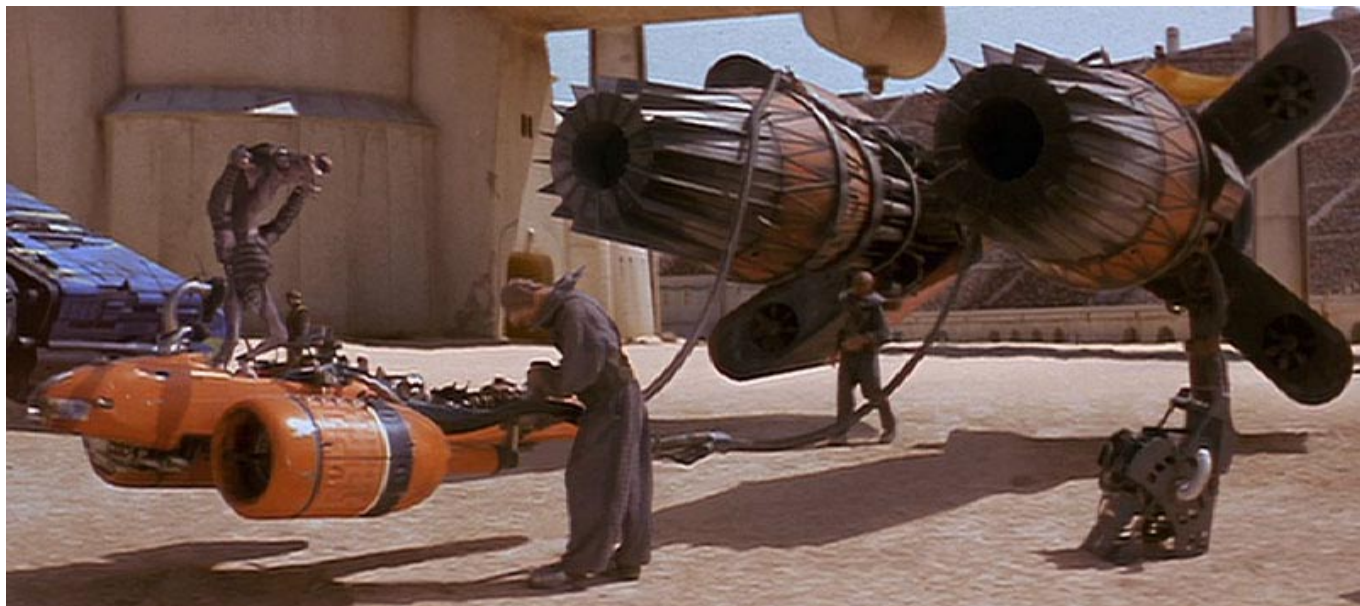
Boles Roor's Podracer



Craft: Bin Gassi *Quadrijet*
Type: Pod racer
Scale: Speeder
Length: 9.25 meters
Skill: Repulsorlift operation: pod racer
Crew: 1
Passengers: None
Cargo Capacity: 5 kilograms
Cover: 1/2
Altitude Range: Ground level-80 meters
Cost: 16,500 (new), 11,500 (used)
Maneuverability: 2D+1
Move: 272; 781 kmh
Body Strength: 1D+2
Source: Secrets of Tatooine (page 30)

Sebulba's Pod Racer

Craft: Collor Pondrat Pluf-G Mammoth, Split X
Type: Pod racer
Scale: Speeder
Length: 7.5 meters
Skill: Repulsorlift Operation: Pod Racer
Crew: 1
Passengers: None
Cargo Capacity: 5 kilograms
Cover: 1/2
Altitude Range: Ground level-85 meters
Cost: 18,000 (new), 14,000 (used)
Maneuverability: 1D+1
Move: 288; 825 kmh
Body Strength: 3D+2
Weapons:
Flame Jet
Fire Arc: Side
Skill: Vehicle blasters
Fire Control: 1D
Range: 2-3/4/5 m
Damage: 4D
Source: Secrets of Tatooine (page 29)



Mrlsst Flitter



Craft: Mrlsst Motorworks MVD-1 Aeroflitter
Type: Airspeeder
Scale: Speeder
Length: 14 meters
Skill: Repulsorlift operation: Flitter
Crew: 1
Passengers: 5
Cargo Capacity: 1 metric ton
Cover: Full
Altitude Range: Ground level-1,050 meters
Cost: 11,500 (new)
Maneuverability: 3D
Move: 225; 650 kmh
Body Strength: 1D
Source: Lord of the Expanse – Sector Guide (pages 38-39)

Commandeered Airspeeder

Type: Airspeeder
Scale: Speeder
Skill: Repulsorlift operation: airspeeder
Crew: 1
Passengers: 3
Cargo Capacity: 30 kilograms

Cover: Full
Altitude Range: Ground level-250 meters
Maneuverability: 3D
Move: 140; 400 kmh
Body Strength: 1D
Source: The Abduction of Crying Dawn Singer (page 58)

Peregrine Skyspeeder

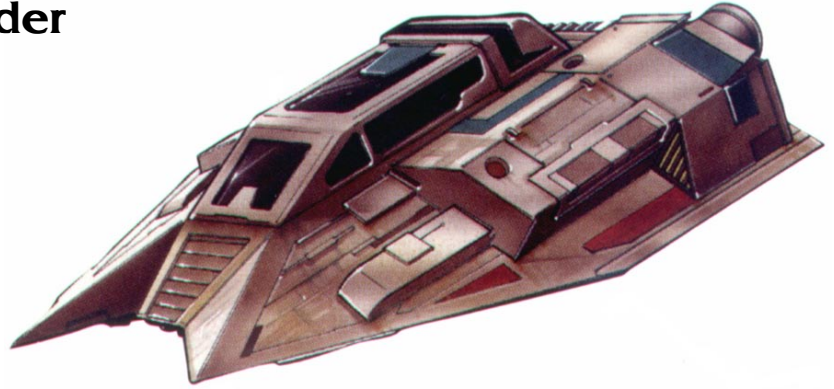
Craft: Modified Aratech Peregrine-340 Airspeeder
Type: Airspeeder
Scale: Speeder
Length: 3.25 meters
Skill: Repulsorlift operation: Peregrine-340
Crew: 1 pilot
Crew Skill: Repulsorlift operation 4D
Passengers: 1
Cargo Capacity: None
Cover: None
Altitude Range: Ground level-50 meters
Cost: 2,500 (used)
Maneuverability: 3D
Move: 122; 350 km/h
Body Strength: 1D+1

Kishh'tih Airspeeder

Craft: Bakur RepulsorCorp. Kishh'tih Airspeeder
Type: Airspeeder
Scale: Speeder
Length: 6 meters
Skill: Repulsorlift operation
Crew: 1
Passengers: 3
Cargo Capacity: 100 kilograms
Cover: 1/2
Altitude Range: Ground level-100 meters
Cost: 6,000 (new), 3,000 (used)
Maneuverability: 1D+2
Move: 125; 360 kmh
Body Strength: 1D+2
Source: The Truce at Bakura Sourcebook (pages 128-129)

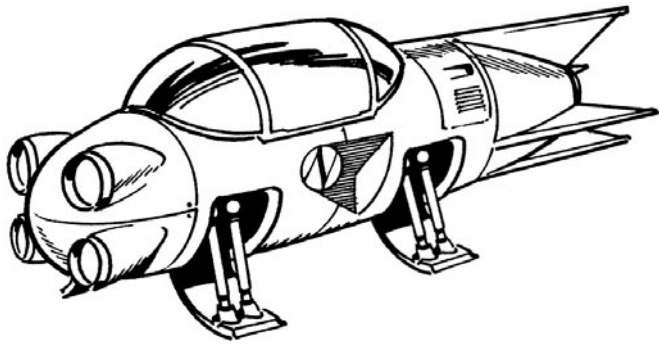
Pols Anaxes Airspeeder

Craft: Pols Anaxes Airspeeder
Type: Airspeeder
Scale: Speeder
Length: 3.6 meters
Skill: Repulsorlift operation
Crew: 1
Crew Skill: 3D in all applicable skills
Passengers: 4
Cargo Capacity: 30 kilograms
Cover: Full
Altitude Range: Ground level-500 meters
Cost: 11,000 (new), 8,000 (used)
Maneuverability: 1D
Move: 190; 550 kmh
Body Strength: 2D
Source: Coruscant and the Core Worlds (page 48)



Body Strength: 2D
Source: Rulebook (page 244)

Mobquet Wandering Flyer



Craft: Mobquet Wandering Flyer 191
Type: Aerospace transport
Scale: Speeder
Length: 7.5 meters
Skill: Repulsorlift operation: aerospace shuttle
Crew: 1
Passengers: 3
Cargo Capacity: 400 kilograms
Cover: Full
Altitude Range: Ground level-125 kilometers
Cost: 9,750 (new)
Maneuverability: 1D
Move: 400; 1,150 kmh
Body Strength: 2D
Source: Han Solo and the Corporate Sector Sourcebook (pages 108-110)

T-47I Airspeeder

Craft: Incom T-47I Airspeeder (civilian)
Type: Airspeeder
Scale: Speeder
Length: 4.5 meters
Skill: Repulsorlift operation: airspeeder
Crew: 1
Cargo Capacity: 10 kilograms
Cover: Full
Altitude Range: Ground level-250 meters
Cost: 10,000 (used)
Maneuverability: 3D
Move: 225; 650 kmh

T-47 Airspeeder

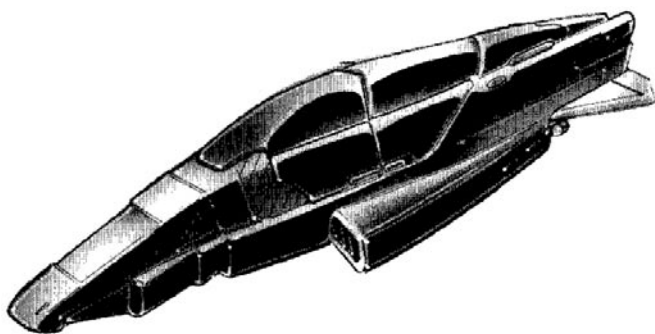
Craft: Incom T-47 (civilian)
Type: Airspeeder
Scale: Speeder
Length: 6.3 meters
Skill: Repulsorlift operation: airspeeder
Crew: 1
Passengers: 1
Cargo Capacity: 10 kilograms
Cover: Full
Altitude Range: Ground level-250 meters
Cost: 10,000 (used)
Maneuverability: 3D
Move: 225; 650 kmh
Body Strength: 2D
Source: The Star Wars Sourcebook (page 60), d20 Core Rulebook (page 235)

Hot Rod Airspeeder



Craft: Hot Rod Airspeeder
Type: Airspeeder
Scale: Speeder
Length: 6.23 meters
Skill: Repulsorlift operation: Hot Rod airspeeder
Crew: 1
Crew Skill: 5D in all applicable skills
Passengers: 1
Cargo Capacity: None
Cover: 1/2
Altitude Range: Ground level-5,000 meters
Cost: 55,000 (new), 22,000 (used)
Maneuverability: 3D+2
Move: 250; 720 kmh
Body Strength: 2D
Source: Coruscant and the Core Worlds (page 18)

Hyperfoil 1000



Craft: Tion Industries, Civil Aeronautics Division Hyperfoil 1000-XTC

Type: VTOL (Vertical Take Off/Landing) speeder

Scale: Speeder

Length: 15 meters

Skill: Repulsorlift operation

Crew: 1

Crew Skill: Varies widely

Passengers: 2

Cargo Capacity: 100 kilograms

Cover: Full

Altitude Range: Ground level-50 meters

Cost: 12,500 (new), 7,000 (used)

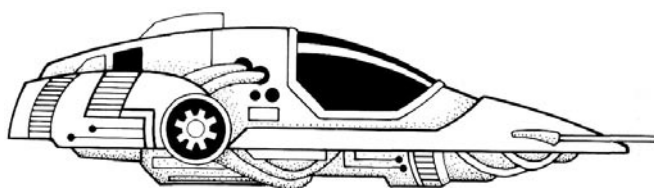
Maneuverability: 2D+2

Move: 105; 300 kmh

Body Strength: 2D+1

Source: Galladinium's Fantastic Technology (page 14), Arms and Equipment Guide (page 78)

Asteroid Hopper



Craft: Verpine Asteroid Hopper

Type: Vacuum repulsorcraft

Scale: Speeder

Length:

Skill: Repulsorlift operation

Crew: 1

Passengers: 3

Cargo Capacity: 50 kilograms

Cover: Full

Altitude Range: Asteroid surface-3 kilometers

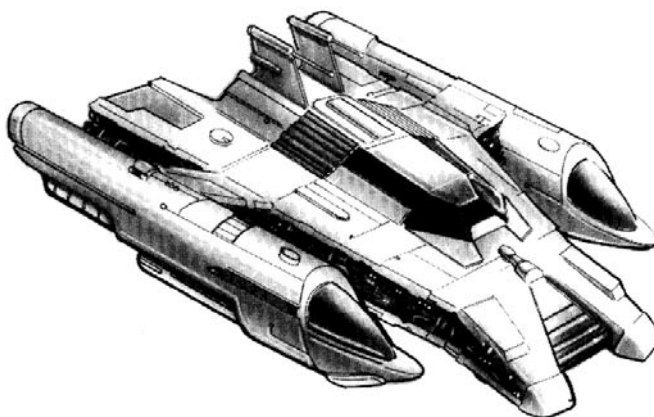
Maneuverability: 3D

Move: 105; 300 kmh

Body Strength: 3D

Source: Strike Force Shantipole (page 19)

SCS-19 Sentinel



Craft: TaggeCo. SCS-19 Sentinel

Type: Personal security conveyance

Scale: Speeder

Length: 12 meters

Skill: Repulsorlift operation: airspeeder

Crew: 1

Passengers: 2

Cargo Capacity: 50 kilograms

Cover: Full

Altitude Range: Ground level-20 meters

Cost: 50,000 (new); 30,000 (used)

Maneuverability: 2D+1

Move: 280; 800 kmh

Body Strength: 4D

Shields: 1D

Weapons:

Twin Laser Cannon (fire-linked)

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 1D

Range: 20-100/150/250

Damage: 3D+1

Source: Galladinium's Fantastic Technology (page 17)

Koro-2 Airspeeder



Craft: Desler Gizh Outworld Mobility Corp Koro-2

Type: Airspeeder

Scale: Speeder

Length: 6.61 meters

Skill: Repulsorlift operation: Koro-2

Crew: 1

Crew Skill: Varies

Passengers: 1

Cargo Capacity: 80 kilograms

Cover: Full

Altitude Range: Up to 25 kilometers

Cost: 24,800 (new), 16,400 (used)

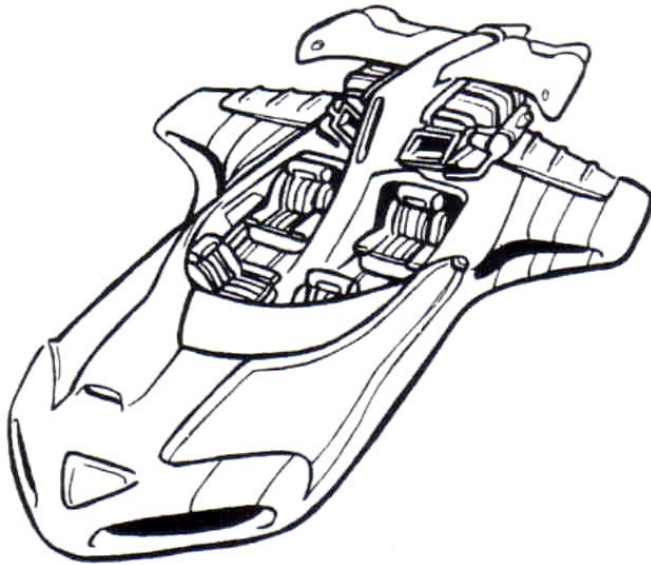
Maneuverability: 3D

Move: 280; 800 kmh

Body Strength: 2D+1

Source: d20 Core Rulebook (page 236)

Caelli-Merced Sandpopper



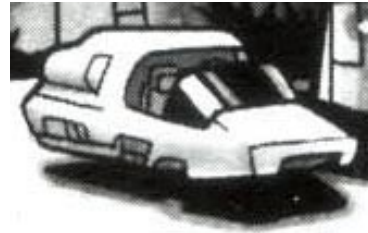
Craft: Caelli-Merced Sandpopper Airspeeder
Type: Airspeeder
Scale: Speeder

Length: 9 meters
Skill: Repulsorlift operation: sandpopper
Crew: 1
Passengers: 3
Cargo Capacity: 400 kilograms
Cover: Full
Altitude Range: Ground level-5 kilometers
Cost: 20,000 (new), 15,000 (used)
Maneuverability: 3D+1
Move: 260; 750 kmh
Body Strength: 2D+2
Shields: 1D+2
Weapons:
Double Laser Cannon (Optional)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-100/300/1.2 Km
Damage: 4D
Source: The Black Sands of Socorro (page 76)

Flitter Cab

Craft: Hraki Adventure Motors Flitter
Type: Personal airspeeder
Scale: Speeder
Length: 1.5 meters
Skill: Repulsorlift operation: airspeeder
Crew: 1 (equipped with autopilot)
Passengers: 0
Cargo Capacity: 10 kilograms
Cover: Full
Altitude Range: Ground level-500 meters
Cost: 4,000 (new), 900 (used)
Maneuverability: 2D
Move: 105; 300 kmh
Body Strength: 2D
Source: Geonosis and the Outer Rim Worlds (page 146)

Pubtrans Flitter



Craft: Incom PT-97 Pubtrans Flitter
Type: Public transportation airspeeder
Scale: Speeder
Length: 7.5 meters
Skill: Repulsorlift operation: airspeeder
Crew: 1
Crew Skill: Repulsorlift operation 4D+2
Passengers: 2
Cover: Full
Altitude Range: Ground level-1,000 meters
Cost: 25,000 credits (new), 12,500 credits (used)
Maneuverability: 3D+1
Move: 160; 460 kmh
Body Strength: 3D
Source: Shadows of the Empire Sourcebook (page 116)

Coruscant Air Taxi



Craft: Hyrotii EasyRide Passenger Airspeeder
Type: Airspeeder
Scale: Speeder
Length: 8 meters
Skill: Repulsorlift operation: airspeeder
Crew: 1 pilot
Crew Skill: Repulsorlift operation 5D+2
Passengers: 6
Cargo Capacity: 100 kilograms
Cover: 1/4
Altitude Range: Ground level-3.4km.
Cost: 16,000 (new), 8,000 (used)
Maneuverability: 2D
Move: 67; 191 kmh
Body Strength: 2D
Source: d20 Core Rulebook (page 235)

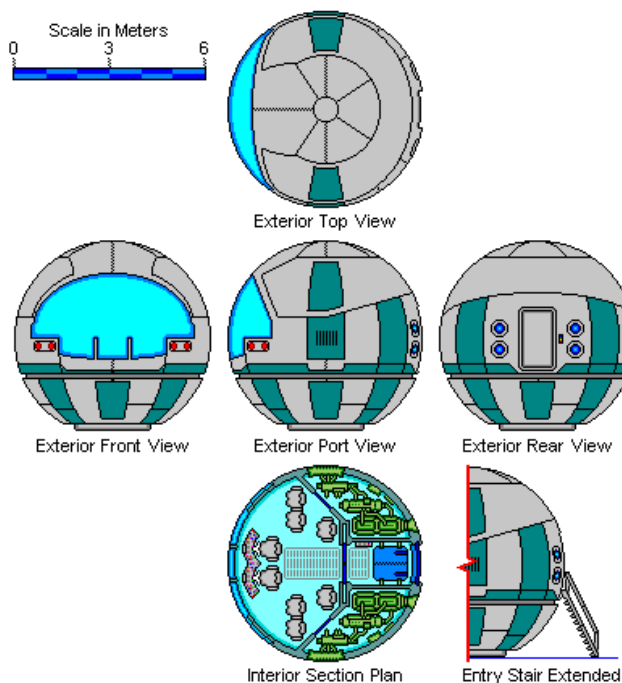
Skyship

Craft: Omo Tact Company's Roahks 7m Skyship
Type: Skyship
Scale: Walker
Length: 7-15 meters
Skill: Repulsorlift operation: skyship
Crew: 6, skeleton: 2/+5
Crew Skill: Repulsorlift operation: skyship 2D
Passengers: 8
Cargo Capacity: 250 kilograms
Cover: Full
Cost: 35,000 (new), 15,000 (used)
Maneuverability: 1D
Move: 105; 300 kmh
Body Strength: 1D
Source: Galaxy Guide 2 – Yavin and Bespin (pages 61-62)

Nubian Cloudbus

Craft: Nubian B4 Cloudbus
Type: Airspeeder transport
Scale: Speeder
Length: 10.5 meters long
Skill: Repulsorlift operation: B4 cloudbus
Crew: 2
Crew Skill: 4D in all applicable skills
Passengers: 36
Cargo Capacity: 200 kilograms
Cover: Full
Altitude Range: Ground level-75,000 meters
Cost: 88,000 (new), 37,500 (used)
Maneuverability: 1D
Move: 243; 700 kmh
Body Strength: 6D
Source: Coruscant and the Core Worlds (page 121)

Landing Sphere



Craft: Loronar Landing Sphere
Type: Surface to starship transport
Scale: Speeder
Length: 6 meters
Skill: Repulsorlift operation: SkyBlind landing sphere
Crew: 1
Passengers: 7
Cover: Full
Cargo Capacity: 5 metric tons; 2 cubic meters
Consumables: 1 week
Cost: 178,600 (new), 89,300 (used)
Move: 225; 650 km/h
Maneuverability: 0D
Body Strength: 5D
Shields: 1D (shields apply only against sensors)
Sensors:
 Passive. 5/OD
 Scan. 10/1D
 Search: 15/2D
 Focus. 1/2D
Source: Galaxy Guide 8 – Scouts (page 38)

Air Ambulance

Craft: TGM Transport Airspeeder
Type: Medical heavy airspeeder
Scale: Speeder
Skill: Repulsorlift operation: airspeeder
Crew: 2
Passengers: 1 (in cockpit), plus 10 (in rear, designed for 2 patients)
Cargo Capacity: 1 metric ton
Cover: Full
Altitude Range: Ground level-200 meters
Maneuverability: 2D
Move: 105; 300 kmh
Body Strength: 3D+2
Source: The Abduction of Crying Dawn Singer (page 58)

RES-Q Airspeeder

Craft: Ubrikkian RES-Q Airspeeder
Type: Medical relief airspeeder
Scale: Speeder
Length: 12 meters
Skill: Repulsorlift operation: RES-Q Airspeeder
Crew: 1
Passengers: 4, plus 10 patients
Cargo Capacity: 2 metric tons
Cover: Full
Altitude Range: Ground level-750 meters
Cost: 27,500 (new)
Maneuverability: 1D
Move: 225; 650 kmh
Body Strength: 2D+1
Shields: 2D
Source: Lords of the Expanse – Sector Guide (page 38)

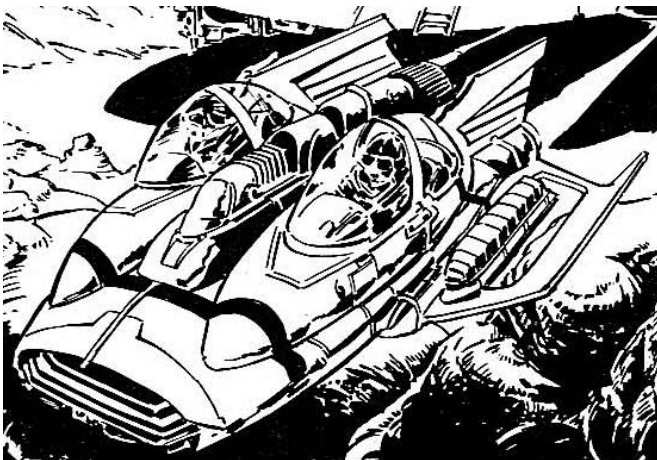
Emergency Firespeeder

Type: Fire suppression ship
Scale: Walker
Length: 32.3 meters
Skill: Repulsorlift operation
Crew: 1
Passengers: 0
Cargo Capacity: 300 kilograms
Cover: Full



Altitude Range: Ground level-75 kilometers
Maneuverability: 1D+2
Move: 350; 1,000 kmh
Body Strength: 2D+1
Weapons:
4 Fire Extinguishers
Fire Arc: Turret
Skill: Missile weapons
Fire Control: 2D
Range: 5-10/50/100
Damage: Extinguishes fire

Mole Miner



Craft: Slayn & Corpil Plasma-Jet Mole
Type: Mole miner
Scale: Speeder
Length: 6.9 meters
Skill: Repulsorlift operation: mole miner
Crew: 2
Crew Skill: Repulsorlift operation: mole miner 3D, starship gunnery: mole miner jets 5D
Cargo Capacity: 1,000 kilograms
Cover: Full
Maneuverability: 1D+1
Move: 75; 26 kmh
Body Strength: 3D
Weapons:
Plasma Jet
Fire Arc: Back
Crew: 1 (pilot or co-pilot)

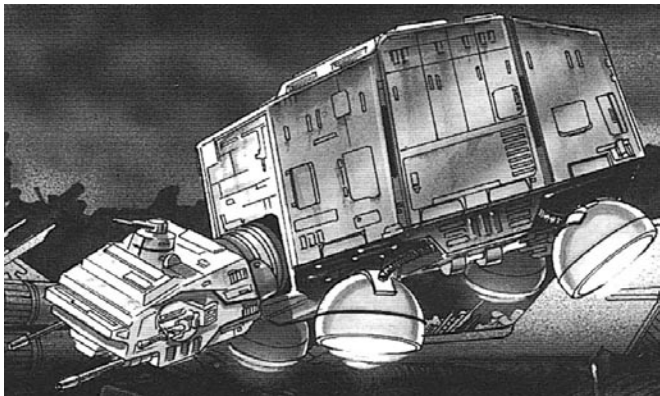
Skill: Starship gunnery: mole miner jets
Fire Control: 4D
Range: 2 meters
Damage: 8D (starfighter scale)
Source: The Thrawn Trilogy Sourcebook (pages 206/208),
 Heir to the Empire Sourcebook (page 115)

KE-8 Enforcer Ship



Craft: KE-8 Enforcer Ship
Type: Kaminoan repulsorlift transport
Scale: Speeder
Length: 13 meters tall, 4 meters long
Skill: Repulsorlift operation
Crew: 1
Passengers: 1
Cargo Capacity: 2 tons
Cover: Full
Altitude Range: Ground level-300 meters
Cost: 80,000 (new)
Maneuverability: 2D
Move: 140; 400 kmh
Body Strength: 5D+1
Weapons:
Electroshock Stun Device
Fire Arc: Turret
Scale: Character
Skill: Powersuit operation
Range: 4 meters
Damage: 7D stun
Manipulator Arms
Fire Arc: Turret
Skill: Powersuit operation
Fire Control: 1D
Range: 4 meters
Damage: 3D
Source: Geonosis and the Outer Rim Worlds (page 81)

AT-PV



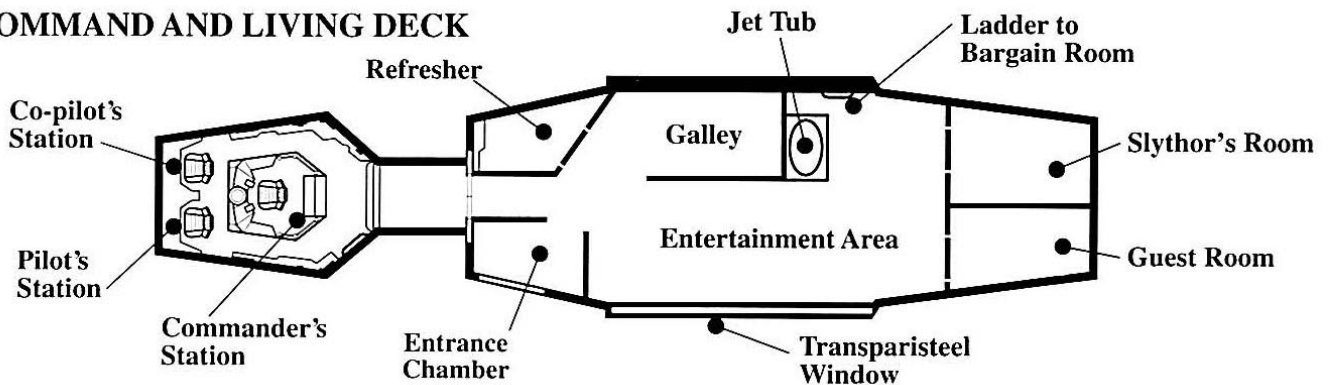
Craft: Modified AT-AT (All Terrain Pleasure Vehicle)
Type: Pleasure vessel
Scale: Walker
Length: 20.6 meters
Skill: Repulsorlift operation
Crew: 5; skeleton: 3/+10
Crew Skill: Vehicle blasters 4D, repulsorlift operation 4D

Passengers: 30
Cargo Capacity: 1 metric ton
Cover: Full
Altitude Range: Ground level-50 meters
Cost: Not for sale
Maneuverability: 1D
Move: 45; 130 kmh
Body Strength: 6D
Weapons:
2 Heavy Laser Cannons (fire-linked)
Fire Arc: Front
Crew: 1 (co-pilot or commander)
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-500/1.5/3 Km
Damage: 6D
2 Light Laser Cannons (fire-linked)
Fire Arc: Turret
Crew: 1 (co-pilot or commander)
Skill: Vehicle blasters
Fire Control: 1D+1
Range: 25-250/500/1 Km
Damage: 2D+1
Source: Operation: Elrood (pages 29-30)

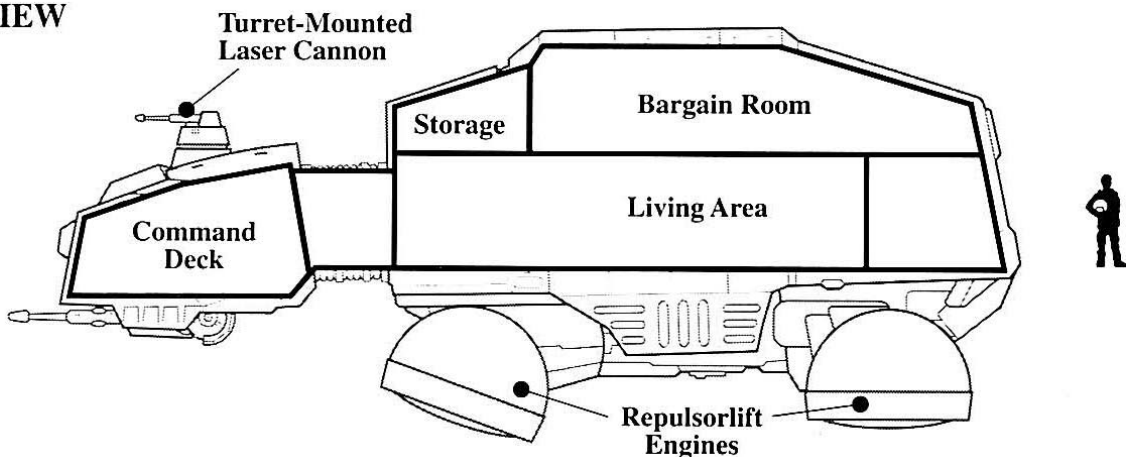
STORAGE DECK



COMMAND AND LIVING DECK



SIDE VIEW



Harvester Plant

Craft: SoroSuub AQ21 Aqua-Harvester Factory

Type: Hovering harvester factory

Scale: Walker

Length: 110 meters

Skill: Repulsorlift operation: AQ21

Crew: 14 (8 operators, 2 engineers, 4 gunners)

Crew Skill: Up to 4D in all applicable skills

Passengers: 150

Cargo Capacity: 18,000 metric tons

Cover: Full

Altitude Range: Ground level-20 meters

Cost: 2 million (new), 1 million (used)

Maneuverability: 0D

Move: 35; 100 kmh

Body Strength: 10D

Weapons:

4 Defense Blasters (fire separately)

Fire Arc: Turret

Scale: Speeder

Skill: Vehicle blasters

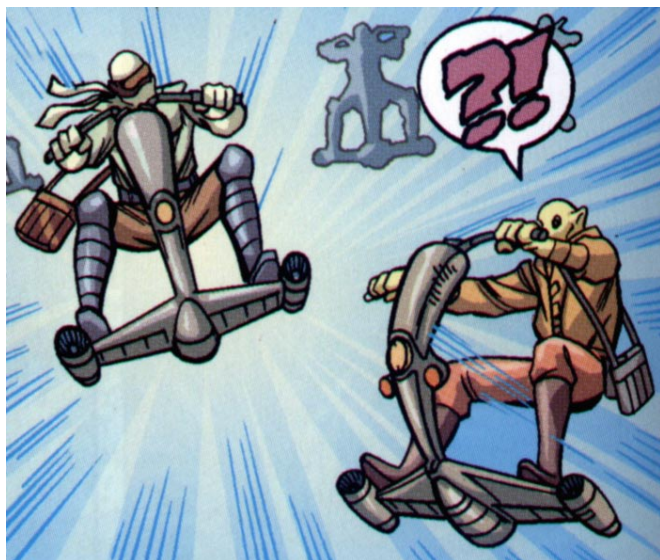
Fire Control: 2D

Range: 750 meters

Damage: 3D

Military Airspeeders

Airhook



Craft: Longspur and Alloi Airhook

Type: Personal flitter

Scale: Speeder

Length: 1.9 meters

Skill: Repulsorlift operation

Crew: 1

Cargo Capacity: None

Cover: 1/4

Altitude Range: Ground level-1 kilometer

Cost: 10,000 (new), 3,000 (used)

Maneuverability: 2D

Move: 105; 300 kmh

Body Strength: 1D

Weapons:

Laser Cannon

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 0D

Range: 5-10/100/300

Damage: 2D

Source: Geonosis and the Outer Rim Worlds (page 22)

STAP

Craft: Baktoid Armor Workshop STAP-1

Type: Single trooper aerial platform

Scale: Speeder

Length: 1.9 meters

Skill: Repulsorlift operation: STAP

Crew: 1

Crew Skill: Repulsorlift operation 4D; vehicle blasters 4D

Passengers: None

Cargo Capacity: None

Cover: 1/4



Altitude Range: Ground level-20 meters

Cost: Not available for sale

Maneuverability: 3D

Move: 105; 300 kmh

Body Strength: 1D

Weapons:

2 Blaster Cannons (fire-linked)

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-400/900/3 Km

Damage: 5D

Source: d20 Core Rulebook (page 237), Secrets of Naboo (page 10)

Heavy STAP



Craft: Baktoid Armor Workshop STAP-2

Type: Heavy Single trooper aerial platform

Scale: Speeder

Length: 1.9 meters

Skill: Repulsorlift operation: STAP
Crew: 1 pilot droid
Crew Skill: Repulsorlift operation 4D, vehicle blasters 4D
Passengers: None
Cargo Capacity: None
Cover: 1/4
Altitude Range: Ground level-12 meters
Cost: Not available for sale
Maneuverability: 2D
Move: 83; 240 kmh
Body Strength: 1D+2
Weapons:
2 Blaster Cannons (fire-linked)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-400/900/3 Km
Damage: 5D
Torpedo Launcher (6 torpedoes)
Fire Arc: Front
Skill: Missile weapons
Fire Control: 1D
Range: 25-100/300/700
Damage: 6D

Skyraptor

Type: Airspeeder
Scale: Starfighter
Skill: Repulsorlift operation: airspeeder
Crew: 1
Cover: Full
Altitude Range: Ground level-10 kilometers
Maneuverability: 3D
Move: 350; 1,000 kmh
Body Strength: 1D+2
Weapons:
2 Percussion Cannons
Fire Arc: Front
Skill: Archaic guns: percussion weapons
Fire Control: 1D
Range: 2-10/250/1 Km
Damage: 3D
4 Air-to-Air Rockets
Fire Arc: Front
Skill: Missile weapons: rockets
Fire Control: 1D
Range: 50-75/300/750
Damage: 6D
Source: The DarkStryder Campaign – The Kathol Outback (page 77)

Starport Control Flitter

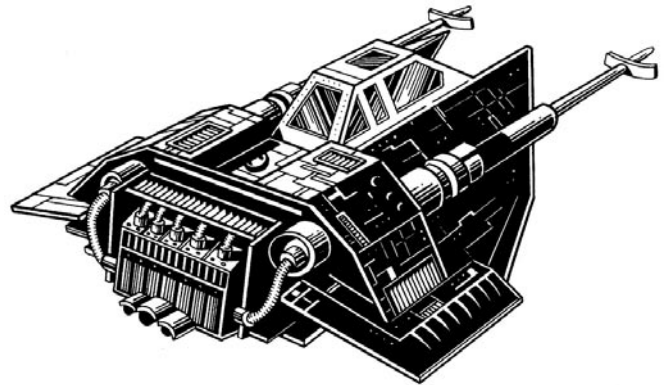
Craft: Incom T-40 Flitter
Type: Flitter
Scale: Speeder
Skill: Repulsorlift operation: Flitter
Crew: 1
Passengers: 1
Cover: Full
Altitude Range: Ground level-1,000 meters
Maneuverability: 3D
Move: 105; 300 kmh
Body Strength: 2D
Weapons:
Double Laser Cannon (fire-linked)

Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-100/300/600
Damage: 4D
Source: Mission to Lianna (page 55)

PCBU

Craft: Police Cruiser Backup Unit
Type: Law enforcement airspeeder
Scale: Speeder
Length: 5 meters
Skill: Repulsorlift operation: PCBU
Crew: 1 Droid
Crew Skill: 5D in all applicable skills
Passengers: None
Cargo Capacity: 10 kilograms
Cover: Full
Altitude Range: Ground level-4,000 meters
Cost: 16,000 (new), 8,000 (used)
Maneuverability: 2D+1
Move: 87; 250 kmh
Body Strength: 2D
Weapons:
2 Swivel Laser Cannons (fire separately)
Fire Arc: Turret
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-300/1/2 Km
Damage: 5D
Source: Coruscant and the Core Worlds (page 17)

“Deathhawk” Combat Airspeeder



Craft: Barresin “Deathhawk” Combat Airspeeder
Type: Modified combat airspeeder
Scale: Speeder
Length: 12 meters
Skill: Repulsorlift operation: airspeeder (unskilled: -2D)
Crew: 2 (2 can coordinate)
Crew Skill: Repulsorlift operation: airspeeder 4D, vehicle blasters 4D+1
Cargo Capacity: 10 kilograms
Cover: Full
Altitude Range: Ground level-250 meters
Cost: Not for sale
Maneuverability: 2D+2
Move: 350; 1,000 kmh
Body Strength: 2D

Weapons:

Double Laser Cannon (fire-linked)

Fire Arc: Front

Crew: 1 (co-pilot)

Skill: Vehicle blasters

Fire Control: 3D

Range: 50-300/800/1.5 Km

Damage: 5D+1

Source: Gorothe, Slave of the Empire (page 71)

T-16 Skyhopper



Craft: Incom T-16 Skyhopper

Type: Skyhopper

Scale: Speeder

Length: 5.2 meters

Skill: Repulsorlift operation: skyhopper

Crew: 1

Cargo Capacity: 25 kilograms

Cover: Full

Altitude Range: Ground level-150 km

Cost: 7,100 credits (new), 300/day (rental)

Maneuverability: 3D

Move: 450; 1,300 kmh

Body Strength: 2D+1

Weapons:

4 Stun Lasers (fire-linked)

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 0D

Range: 50-300/800/1.5 Km

Damage: 2D (Stun damage only)

Source: Galaxy Guide 1 – A New Hope (page 89), Galaxy Guide 7 – Mos Eisley (pages 32-33), Arms and Equipment Guide (page 70), Secrets of Tatooine (page 29)

MT-16

Craft: New Republic “MT-16”

Type: Combat modified Incom T-16 Skyhopper

Scale: Speeder

Length: 5.2 meters

Skill: Repulsorlift operation: skyhopper

Crew: 1

Passengers: 1

Cargo Capacity: 10 kilograms

Cover: Full

Altitude Range: Ground level-150 km

Maneuverability: 3D+1

Move: 450; 1,300 kmh

Body Strength: 2D+1

Weapons:

Blaster Cannon

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-300/800/1.5 Km

Damage: 3D

Source: Heir to the Empire Sourcebook (page 114)

LMC Security Patrol Airspeeder

Craft: Bespin Motors AirPatrol II

Type: Airspeeder

Scale: Speeder

Length: 8 meters

Skill: Repulsorlift operation: AirPatrol II

Crew: 1

Passengers: 2

Cargo Capacity: 20 kilograms

Cover: Full

Altitude Range: Ground level-250 kilometers

Cost: 12,000 (new), 8,500 (used)

Maneuverability: 3D

Move: 470; 1,350 kmh

Body Strength: 2D+2

Weapons:

Twin Blaster Cannon (fire-linked)

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-400/900/2 Km

Damage: 2D+2

Source: Flashpoint! Brak Sector (page 27)

Troop Transport

Craft: Ubrikkian GPT-117 Troop Transport

Type: Troop transport

Scale: Speeder

Skill: Repulsorlift operation

Crew: 1, gunners: 1

Crew Skill: *Vehicle blasters 3D+2, repulsorlift operation 4D+2*

Passengers: 8 (troops)

Cover: Full (pilot/ gunner), 1/2 (passengers/cargo)

Altitude Range: Ground level-100 meters

Maneuverability: 1D+2

Move: 125; 360 kmh

Body Strength: 2D+2

Weapons:

Light Blaster Cannon

Fire Arc: Turret

Crew: 1

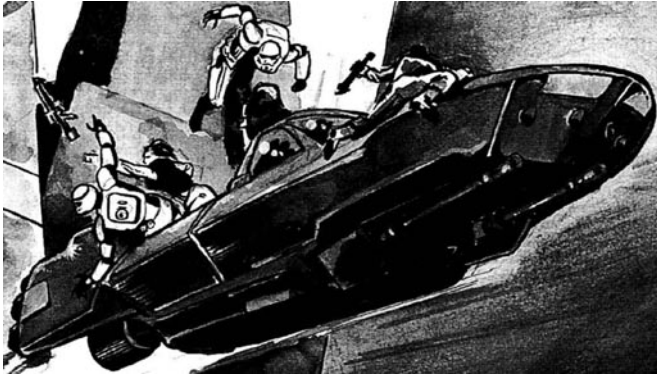
Skill: Vehicle blasters

Fire Control: 1D

Range: 3-50/100/250

Damage: 3D

Source: Operation: Elrood (page 94)



Hurricane 506 Cloud Car



Craft: Bespin Motors Hurricane 506 Cloud Car

Type: Twin-Pod Cloud Car

Scale: Speeder

Skill: Repulsorlift operation: cloud car

Crew: 1

Passengers: 1

Cargo Capacity: 15 kilograms

Cover: Full

Altitude Range: 50-100 kilometers

Cost: 60,000 credits

Maneuverability: 2D+2

Move: 520; 1,500 kmh

Body Strength: 2D+2

Weapons:

Double Blaster Cannon (fire-linked)

Fire Arc: Front

Crew: 1

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-400/900/3 Km

Damage: 3D

Source: Galaxy Guide 7 – Mos Eisley (pages 82-83)

Patrol Skimmer

Craft: Authority SX20 Airskimmer

Type: Atmospheric patrol vehicle

Scale: Airspeeder

Length: 4.7 meters

Skill: Repulsorlift operation: SX20 airskimmer

Crew: 1, gunners: 1

Crew Skill: Vehicle blasters 3D+2, Repulsorlift operation 4D+2

Cargo Capacity: 25 kilograms

Cover: 1/2

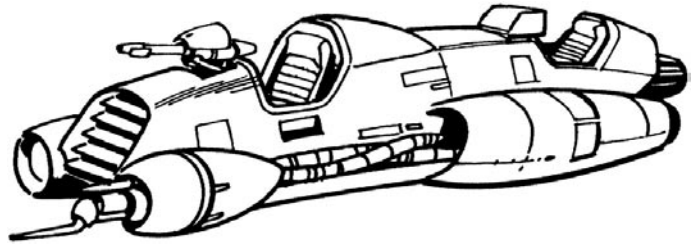
Altitude Range: Ground level-10 kilometers; 11-15 kilometers, -1D maneuverability

Cost: 24,000 credits

Maneuverability: 3D

Move: 115; 330 kmh

Body Strength: 2D+2



Weapons:

Laser Cannon

Fire Arc: Front/left/right*

* May turn to one facing per round

Skill: Vehicle blasters

Fire Control: 2D

Range: 10-100/200/400

Damage: 4D

Source: Han Solo and the Corporate Sector Sourcebook (page 111)

Shark Airspeeder



Craft: Mobquet Shark Airspeeder

Type: Combat airspeeder

Scale: Speeder

Length: 5 meters

Skill: Repulsorlift operation: airspeeder

Crew: 1, gunners: 1

Cargo Capacity: 10 kilograms

Cover: Full

Altitude Range: Ground level-300 meters

Cost: 62,000 credits (Military)

Maneuverability: +1

Move: 350; 1,000 kmh

Body Strength: 2D+2

Weapons:

Double Laser Cannon (fire-linked)

Fire Arc: Turret

Crew: 1

Skill: Vehicle blasters

Fire Control: 1D+2

Range: 50-100/150/200

Damage: 5D+1

Source: Goroath, Slave of the Empire (page 81)

Tracker-4 Military Airspeeder

Craft: Bakur RepulsorCorp. Tracker-4 Military Airspeeder
Type: Airspeeder
Scale: Speeder

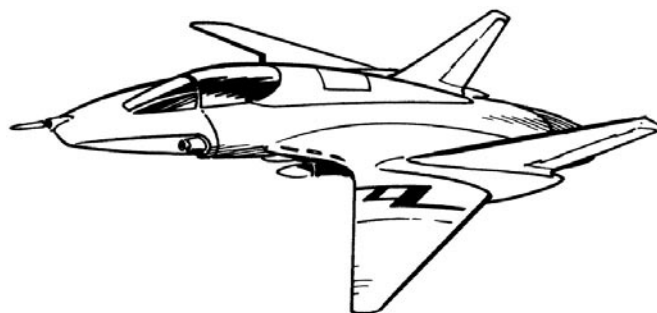
Length: 7 meters
Skill: repulsorlift operation: airspeeder
Crew: 1, gunners: 1
Crew Skill: Vehicle blasters 4D, repulsorlift operation 4D
Passengers: 2 (troops)
Cargo Capacity: 20 kilograms
Cover: 1/2 or Full (retractable transparisteel blast shield)
Altitude Range: Ground level-2 kilometers
Cost: 15,000 (new, not for sale to civilians)
Maneuverability: 2D
Move: 175; 500 kmh
Body Strength: 3D
Weapons:
Dual Laser Cannons (fire-linked)
Fire Arc: Front
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D
Range: 25-100/300/600
Damage: 3D+2
Source: The Truce at Bakura Sourcebook (page 129)



Power Harpoon

Fire Arc: Rear
Crew: 1 (co-pilot)
Skill: Missile weapons
Fire Control: 2D
Range: 25-50/100/200
Damage: 3D (none if tow cable and fusion disk is used)
Source: Rebel Alliance Sourcebook (page 112), Star Wars Trilogy Sourcebook SE (page 161), Rulebook (page 244), d20 Core Rulebook (page 235)

K-222



Craft: zZip Defense Concepts K-222
Type: High altitude aero-interceptor
Scale: Starfighter

Length: 13 meters
Skill: Repulsorlift operation: K-222
Crew: 1
Crew Skill: Repulsorlift operation 4D+2, vehicle blasters 4D+1
Cover: Full
Altitude Range: Ground level-150 kilometers
Cost: 29,000 (new)
Maneuverability: 2D
Move: 900; 2,600 kmh
Body Strength: 3D
Weapons:
Double Wingtip Laser Cannon (fire-linked)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D+2
Range: 50-300/800/1.5 Km
Damage: 4D+1
6 Concussion Missiles
Fire Arc: Front
Skill: Missile weapons: concussion missiles
Fire Control: 2D+2
Range: 50-500/1/2 Km
Damage: 7D
Source: Han Solo and the Corporate Sector Sourcebook (page 110)



Rebel Snowspeeder

Craft: Rebel Alliance Combat Snowspeeder (custom-designed frame and powerplant)
Type: Modified combat airspeeder
Scale: Speeder
Length: 5.5 meters
Skill: Repulsorlift operation: airspeeder
Crew: 1, gunners: 1 (can coordinate)
Cargo Capacity: 10 kilograms
Cover: Full
Altitude Range: Ground level-250 meters
Cost: 50,000 (used only; black market only)
Maneuverability: 3D
Move: 350; 1,000 kmh
Body Strength: 3D
Weapons:
Double Laser Cannon (fire-linked)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-300/800/1.5 Km
Damage: 4D+2

Conjo Fighter

Craft: Aratech Conjo Y41-C2LC Fighter

Type: Atmospheric fighter

Scale: Speeder

Length: 14 meters

Skill: Repulsorlift operation: Conjo

Crew: 1

Crew Skill: Missile weapons 4D+1, vehicle blasters 4D, repulsorlift operation 4D

Cargo Capacity: 50 kilograms

Cover: Full

Altitude Range: Ground level-4 kilometers

Cost: 30,000 (new), 15,000 (used)

Maneuverability: 3D+1

Move: 280; 800 kmh

Body Strength: 3D

Weapons:

Concussion Missiles (12 carried; fired in pairs)

Fire Arc: Front

Skill: Missile weapons

Fire Control: 1D

Range: 50-100/300/700

Damage: 7D

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-300/500/800

Damage: 3D+2

Note: The **Conjo Y41-4LC** is essentially similar except as noted below. The 4LC does not have concussion missiles:

Weapons:

4 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-500/1/2 Km

Damage: 5D+2

Note: The **Conjo Y41-T**, or "**Conjo trainer**", is essentially identical to the Y41-C2LC except as noted below.

Maneuverability: 3D+2

Move: 225; 650 kmh

Body Strength: 2D+2

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-300/500/800

Damage: 3D

Concussion Missiles (6 carried; fired in pairs)

Fire Arc: Front

Skill: Missile weapons

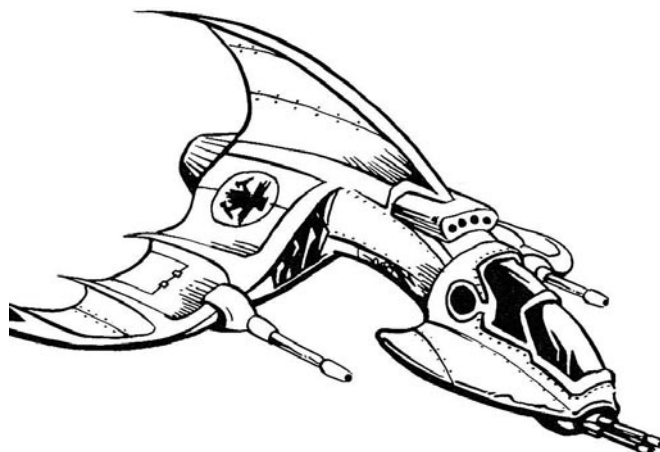
Fire Control: 1D

Range: 50-100/300/700

Damage: 7D

Source: The Truce at Bakura Sourcebook (page 130)

Skylark



Craft: Exocron Airfleet Skylark Airspeeder

Type: Airspeeder

Scale: Speeder

Skill: Repulsorlift operation: Skylark

Crew: 1

Cover: Full

Altitude Range: Ground level-10 kilometers

Maneuverability: 2D+1

Move: 70; 200 kmh

Body Strength: 3D+2

Weapons:

Projectile Cannon

Fire Arc: Front

Skill: Archaic guns: projectile cannon

Fire Control: 1D

Range: 6-25/250/20 Km

Damage: 3D

2 Percussion Cannons

Fire Arc: Front

Skill: Archaic guns: percussion weapons

Fire Control: 1D

Range: 2-10/250/1 Km

Damage: 3D

Source: The DarkStryder Campaign – The Kathol Outback (page 69)

V-Wing



Craft: Slayn & Korpil V-Wing Airspeeder

Type: Combat speeder

Scale: Speeder

Length: 6.3 meters

Skill: Repulsorlift operation: V-wing

Crew: 1

Crew Skill: Repulsorlift operation 5D, vehicle blasters 5D

Cargo Capacity: 15 kilograms

Cover: Full

Altitude Range: Ground level-50 kilometers; 51-100 kilometers, -1D maneuverability

Cost: 26, 500 credits

Maneuverability: 3D

Move: 350; 1,000 kmh, scramjet: 485; 1,400 kmh, but add +10 to all difficulties, can only be used for one round per minute.

Body Strength: 3D+2

Weapons:

Double Blaster Cannon (fire-linked)

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-400/1/2 km

Damage: 5D+1

Source: Dark Empire Sourcebook (pages 121-122), Arms and Equipment Guide (page 70)

Orbitblade-2000

Craft: zZips Motor Concepts Orbitblade-2000

Type: Armored aerospace transport

Scale: Speeder

Length: 4 meters

Skill: Repulsorlift operation: airspeeder

Crew: 1

Crew Skill: Repulsorlift operation 4D

Passengers: 2

Cargo Capacity: 200 Kg

Cover: Full

Altitude Range: Ground level-150 kilometers

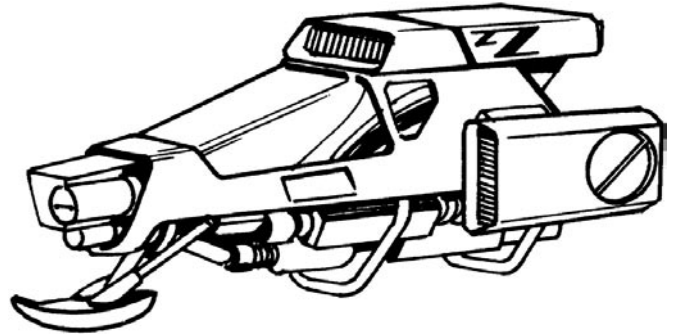
Cost: 18,500 (new)

Maneuverability: 2D

Move: 225; 650 kmh (up to 10 kilometers), 365; 1,050 kmh above 10 kilometers

Body Strength: 3D+2

Weapons:



Concussion Missile Launcher

Fire Arc: Front

Scale: Starfighter

Skill: Missile weapons: concussion missiles

Fire Control: 2D+1

Range: 50-100/300/700

Damage: 6D

Source: Han Solo and the Corporate Sector Sourcebook (page 110)

Shadow V Combat Airspeeder

Craft: MandalMotors Shadow V Combat Airspeeder

Type: Combat airspeeder

Scale: Speeder

Length: 6.5 meters

Skill: Repulsorlift operation: Shadow V

Crew: 1, gunners: 1

Crew Skill: Varies

Passengers: 1

Cargo Capacity: 10 kilograms

Cover: Full

Altitude Range: Ground level-550 meters

Cost: 50,000 (new), 25,000 (used)

Maneuverability: 2D

Move: 280; 800 kmh

Body Strength: 4D

Weapons:

Double Laser Cannon

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-300/800/1.5 Km

Damage: 4D+2

Source: d20 Core Rulebook (page 235)

Patrol Cloud Car

Craft: Bakur RepulsorCorp. Tinok-F Patrol Cloud Car

Type: Cloud car

Scale: Speeder

Length: 7.3 meters

Skill: Repulsorlift operation: cloud car

Crew: 1, gunners: 1

Crew Skill: Vehicle blasters 4D, repulsorlift operation 4D

Cargo Capacity: 20 kilograms

Cover: Full

Altitude Range: Ground level-60 kilometers

Cost: 40,000 (new), 22,000 (used)

Maneuverability: 2D

Move: 330; 950 kmh

Body Strength: 4D

Sensors:

Passive: 100/0D

Scan: 200/1D

Search: 400/2D

Focus: 40/3D

Note: All distances are in meters

Weapons:

Double Blaster Cannon (fire-linked)

Fire Arc: Front

Crew: 1

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-200/600/1.5 Km

Damage: 4D+1

Source: The Truce at Bakura Sourcebook (page 128)

Cloud Car



Craft: Bispin Motors Storm IV

Type: Twin-pod Cloud Car

Scale: Speeder

Length: 7 meters

Skill: Repulsorlift operation: cloud car

Crew: 1; 1 (can combine)

Crew Skill: Vehicle blasters 3D+2, repulsorlift operation: cloud car 3D

Cargo Capacity: 10 kilograms

Cover: Full

Altitude Range: 50-100 kilometers

Cost: 75,000 (new), 28,000 (used)

Maneuverability: 2D+2

Move: 520; 1,500 kmh

Body Strength: 4D

Weapons:

Double Blaster Cannon (fire-linked)

Fire Arc: Front

Crew: 1 (co-pilot)

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-400/900/3 Km

Damage: 5D

Source: Star Wars Trilogy Sourcebook SE (pages 157-158), Galaxy Guide 2 – Yavin and Bispin (page 76), Rulebook (pages 244-245), d20 Core Rulebook (page 237)

Flurry II Cloud Car

Craft: Bispin Motors Flurry II

Type: Cloud car

Scale: Speeder

Length: 6.2 meters

Skill: Repulsorlift operation: Flurry II

Crew: 1

Crew Skill: Repulsorlift operation 5D+2, vehicle blasters 3D

Cargo Capacity: 8 kilograms

Cover: Full

Altitude Range: 4 meters-60 kilometers

Cost: 14,000 (new)

Maneuverability: 3D

Move: 260; 750 kmh

Body Strength: 4D+2

Weapons:

Blaster Cannon

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-400/900/3 Km

Damage: 4D+2

Combat Cloud Car



Craft: Ubrikkian Talon I Combat Cloud Car

Type: Combat cloud car

Scale: Speeder

Length: 10 meters

Skill: Repulsorlift operation: cloud car

Crew: 1

Crew Skill: Repulsorlift operation 4D+1, vehicle blasters 4D+1

Passengers: 1

Cargo Capacity: 50 kilograms

Cover: Full

Altitude Range: Ground level-100 kilometers

Cost: 80,000 (new)

Maneuverability: 3D

Move: 520; 1,500 kmh

Body Strength: 4D+2

Weapons:

Double Blaster Cannon (fire-linked)

Fire Arc: Front

Skill: Vehicle blasters

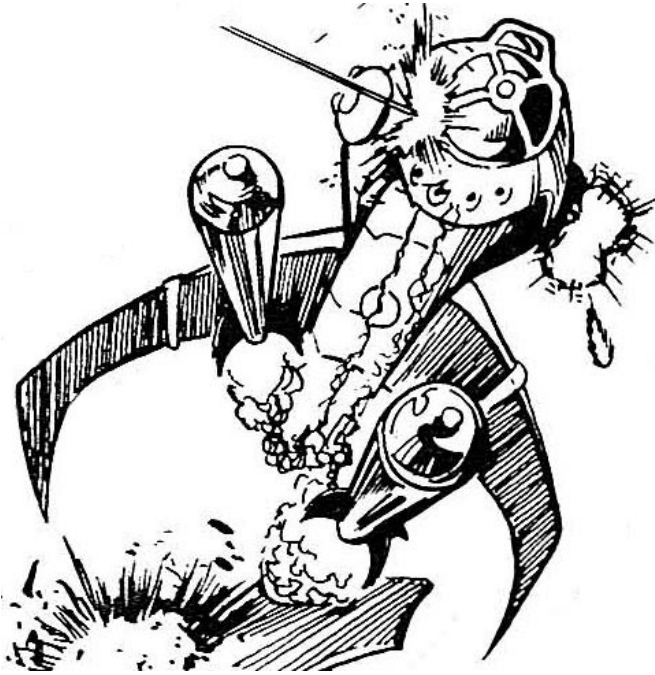
Fire Control: 1D

Range: 50-400/900/3 Km

Damage: 4D+2

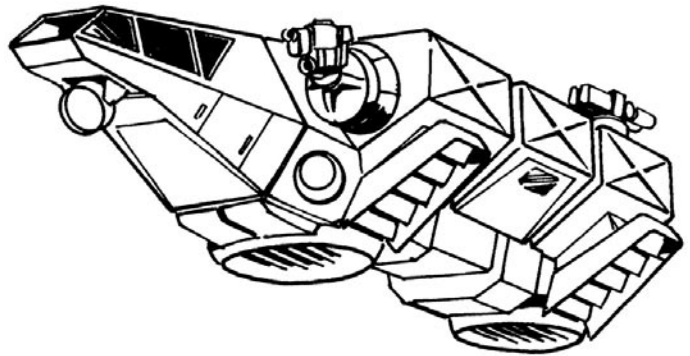
Source: The Thrawn Trilogy Sourcebook (page 205), The Last Command Sourcebook (page 128), Arms and Equipment Guide (page 71)

Corsair Raider



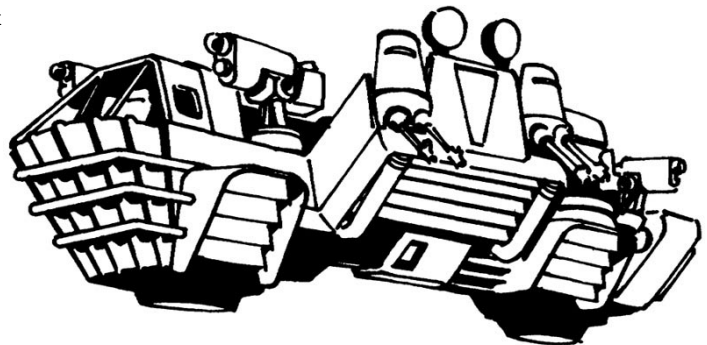
Type: Airspeeder
Scale: Speeder
Skill: Repulsorlift operation: airspeeder
Crew: 1
Cover: Full
Altitude Range: Ground level-10 kilometers
Maneuverability: 2D+1
Move: 70; 200 kmh
Body Strength: 4D+2
Weapons:
Projectile Cannon
Fire Arc: Front
Skill: Archaic guns: projectile cannon
Fire Control: 1D
Range: 6-25/250/20 Km
Damage: 3D
4 Percussion Cannons
Fire Arc: Front
Skill: Archaic guns: percussion weapons
Fire Control: 1D
Range: 2-10/250/1 Km
Damage: 3D
12 Air-to-Air Rockets
Fire Arc: Front
Skill: Missile weapons: rockets
Fire Control: 1D
Range: 50-75/300/750
Damage: 6D
Source: The DarkStryder Campaign – The Kathol Outback (page 72)

Mobile Detention Wagon



Craft: TaggeCo. JX40 Jailspeeder
Type: Detainee transport
Scale: Speeder
Length: 14 meters
Skill: Repulsorlift operation: JX40 jailspeeder
Crew: 2
Crew Skill: Missile weapons 4D, repulsorlift operation 4D
Passengers: 45 (prisoners), 2 (technicians)
Cargo Capacity: 500 kilograms
Cover: Full
Altitude Range: Ground level-10 meters
Cost: Not available to the public
Maneuverability: 1D
Move: 55; 160 kmh
Body Strength: 4D+2
Weapons:
Stun Panels
Fire Arc: Entire surface of vehicle
Scale: Character
Range: Contact with vehicle
Damage: 2D-8D (variable stun or normal damage)
3 Grenade Launchers
Fire Arc: 1 front/left, 1 front/right, 1 turret
Scale: Character
Skill: Missile weapons
Range: 3-75/150/300
Damage: 5D (fragmentation grenades; other grenades can be used)
Steam Jets
Fire Arc: Entire surface of vehicle
Scale: Character
Range: 0-2
Damage: 6D
Source: Han Solo and the Corporate Sector Sourcebook (page 112)

Riot Control Vehicle



Attack Gunship

Craft: TaggeCo. Strikebreaker
Type: Riot control/assault vehicle
Scale: Walker
Length: 14 meters
Skill: Repulsorlift operation: Strikebreaker
Crew: 2, gunners: 7
Crew Skill: Vehicle blasters 5D+2, Repulsorlift operation 5D
Passengers: 40 (troops)
Cargo Capacity: 2 metric tons
Cover: Full
Altitude Range: Ground level-30 meters
Maneuverability: 0D
Move: 28; 80 kmh
Body Strength: 4D+2
Weapons:
4 Medium Laser Cannons (may be fire-linked in groups of two)
Fire Arc: 2 left, 2 right
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D+1
Range: 50-200/1/2 Km
Damage: 5D+1 (6D+1 when fire-linked)
2 Heavy Repeating Blasters (may be fire-linked)
Fire Arc: Turret
Crew: 1
Scale: Speeder
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-100/400/800
Damage: 5D+2
Grenade Mortar
Fire Arc: Turret
Crew: 1
Scale: Character
Skill: Missile weapons
Range: 3-150/300/450
Damage: 5D for normal grenades; can use other types
Stun Barricade
Range: Contact only
Damage: 6D (walker scale for ramming) or 5D (character scale, stun, but only if stationary; if the vehicle is moving it does 5D stun damage *and* 6D ramming damage)
Source: Solo and the Corporate Sector Sourcebook (pages 112-113)

Craft: Rothana Heavy Engineering LAAT/i Attack Gunship
Type: Airspeeder
Scale: Speeder
Length: 17.4 meters
Skill: Repulsorlift operation: LAAT/i Attack Gunship
Crew: 6
Crew Skill: All skills typically at 6D
Passengers: 30 (troops)
Cargo Capacity: 2 tons
Cover: Full
Altitude Range: Up to 1,000 meters
Cost: 65,000 (new), 40,000 (used)
Maneuverability: 2D+1
Move: 216; 620 kmh
Body Strength: 4D
Weapons:
2 Mass Driver Missile Launchers (fire-linked)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-250/1/3 Km
Damage: 6D
3 Anti-Personnel Laser Cannons (fire separately)
Fire Arc: Partial Turret (1 front/right/left, 1 front/right/rear, 1 front/left/rear)
Skill: Vehicle blasters
Scale: Character
Fire Control: 0D
Range: 3-50/200/400 m
Damage: 8D
4 Composite Beam Pinpoint Laser Turrets (fire separately)
Fire Arc: Turret
Skill: Vehicle blasters
Fire Control: 2D
Range: 10-75/150/300 m
Damage: 4D
2 Rocket Launchers (4 missiles each)
Fire Arc: Front
Skill: Missile weapons
Fire Control: 1D
Range: 2 Km
Damage: 5D
Source: d20 Core Rulebook (pages 236-237)





Republic Assault Gunboat

Craft: Mekuun High-Altitude Entry Transport HAET-221
Type: Drop ship assault transport
Scale: Speeder

Length: 17.2 meters
Skill: Repulsorlift operation
Crew: 1, gunners: 1
Passengers: 12 (troops)
Cargo Capacity: 200 kilograms
Cover: Full
Altitude Range: Ground level-500 kilometers
Maneuverability: 2D
Move: 295; 850 kmh
Body Strength: 4D
Shields: 1D

Weapons:

Repeating Blaster

Fire Arc: Turret
Scale: Character
Crew: 1
Skill: Vehicle blasters
Fire Control: 2D+2
Range: 3-75/200/500
Damage: 7D

Laser Cannon

Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D+1
Range: 50-400/1/2 km
Damage: 5D+1



Damage: 4D
2 Twin Laser Cannons
Fire Arc: 1 front/left turret, 1 front/right turret
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-200/1/2 Km
Damage: 4D
2 Light Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-100/800/1.5 Km
Damage: 3D
2 Missile Launchers (14 missiles)
Fire Arc: Front
Skill: Missile weapons
Fire Control: 1D
Range: 10-100/300/700 m
Damage: 5D

Droid Gunship

Craft: Baktoid Fleet Ordnance Heavy Missile Platform (HMP)
Type: Ground assault gunship
Scale: Walker

Length: 12.3 meters
Skill: Repulsorlift operation
Crew: 4 droid brains (allowing 4 action before multiple action penalties)
Crew Skill: Repulsorlift operation 5D, vehicle blasters 5D
Altitude Range: Ground level-Suborbital
Cost: 60,000 (new), 30,000 (used)
Maneuverability: 2D+2
Move: 210; 600 kmh
Space: 4
Body Strength: 2D+2
Shields: 1D+2

Weapons:

Medium Laser Cannon

Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 3D
Range: 100-300/1.2/2.5 Km

Armored Speedertruck

Craft: Ralltiir Securities Armored Speedertruck
Type: Repulsor truck
Scale: Speeder
Length: 7 meters
Skill: Repulsorlift operation: armored speedertruck
Crew: 2
Crew Skill: 5D in all applicable skills
Passengers: 3
Cargo Capacity: 120 tons
Cover: $\frac{3}{4}$
Altitude Range: Ground level-20 meters
Cost: 30,000 (new), 22,500 (used)
Maneuverability: 1D+1
Move: 70; 200 kmh
Body Strength: 6D
Weapons:
Defense Blaster
Fire Arc: Turret
Skill: Vehicle blasters
Fire Control: 2D
Range: 3-50/100/200
Damage: 3D
Source: Coruscant and the Core Worlds (page 130)

Guardian Patrol Ship

Craft: Tion Mil/Sci Industries *Guardian*-class Patrol Ship XL-5
Type: Orbital and upper atmospheric patrol vessel
Scale: Speeder
Length: 10 meters
Skill: Repulsorlift operation: XL-5 Guardian
Crew: 2
Crew Skill: Repulsorlift operation 4D, vehicle blasters 5D
Passengers: 12 (prisoners)
Cargo Capacity: 150 metric tons
Cover: Full
Altitude Range: Ground level-100 kilometers
Cost: 80,000 credits
Maneuverability: 1D
Move: 280; 800 kmh
Body Strength: 3D
Shields: 3D
Sensors:
Passive: 4Km/1D
Scan: 8Km/2D
Search: 20Km/3D
Focus: 500/4D
Weapons:
2 Blaster Cannons (fire-link optional)
** All fire-linked stats are listed in ().*
Fire Arc: 1 left/front, 1 right/front (front)
Crew: left/front: pilot, right/front: co-pilot (co-pilot)
Skill: Vehicle blasters
Fire Control: 1D (1D+2)
Range: 50-400/900/3 Km
Damage: 4D (5D+1)
Source: Dark Empire Sourcebook (page 122)

Airfleet Cruiser Desclates

Craft: Airfleet Cruiser *Desclates*
Type: Air cruiser
Scale: Walker
Skill: Repulsorlift operation
Cover: Full
Altitude Range: Ground level-10 kilometers
Maneuverability: 1D
Move: 25; 75 kmh
Body Strength: 3D
Weapons:
10 Projectile Cannons
Fire Arc: 3 front, 4 left, 4 right, 3 back
Scale: Capital
Crew: 4
Skill: Archaic guns: projectile cannon
Fire Control: 1D
Range: 6-25/250/20 Km
Damage: 3D
18 Percussion Cannons
Fire Arc: 3 front, 6 left, 6 right, 3 back
Crew: 1
Skill: Archaic guns: percussion weapons
Fire Control: 1D
Range: 2-10/250/1 Km
Damage: 3D
Source: The DarkStryder Campaign – The Kathol Outback (page 72)

Airfleet Rocket Cruiser

Type: Airspeeder
Scale: Walker
Skill: Repulsorlift operation
Cover: Full
Altitude Range: Ground level-10 kilometers
Maneuverability: 1D
Move: 25; 70 kmh
Body Strength: 3D
Weapons:
6 Projectile Cannons
Fire Arc: 1 front, 2 left, 2 right, 1 back
Crew: 2
Skill: Archaic guns: projectile cannon
Fire Control: 1D
Range: 6-25/250/20 Km
Damage: 3D
14 Percussion Cannons
Fire Arc: 2 front, 5 left, 5 right, 2 back
Scale: Starfighter
Crew: 1
Skill: Archaic guns: percussion weapons
Fire Control: 1D
Range: 2-10/250/1 Km
Damage: 3D
24 Air-to-Air Rockets
Fire Arc: 5 front, 7 left, 7 right, 5 back
Crew: 1
Scale: Starfighter
Skill: Missile weapons: rockets
Fire Control: 1D
Range: 50-75/300/750
Damage: 6D
Source: The DarkStryder Campaign – The Kathol Outback (page 77)

Sky-Dreadnaught Maxion

Craft: Exocron Airfleet Battleship

Type: Airspeeder

Scale: Walker

Length: 200 meters

Skill: Repulsorlift operation: archaic airspeeder (unskilled -2D)

Crew: 340; gunners: 120, skeleton: 280/+10

Passengers: 150 (troops)

Cargo Capacity: 880 metric tons

Cover: Full

Altitude Range: Ground level-10 kilometers

Cost: Not available for sale

Move: 21; 60 kmh

Body Strength: 5D+2

Weapons:

18 Large Bore Projectile Cannons

Fire Arc: 3 front, 6 left, 6 right, 3 back

Crew: 4

Skill: Archaic guns: projectile cannon

Fire Control: 1D

Range: 6-25/250/20 Km

Damage: 6D

38 Percussion Repeater Cannons

Fire Arc: 5 front, 14 left, 14 right, 5 back

Crew: 1

Skill: Archaic guns: percussion weapons

Fire Control: 1D

Range: 2-10/250/1 Km

Damage: 3D

2 Static Ion Field Discharger

Fire Arc: Turret

Crew: 5

Scale: Starfighter

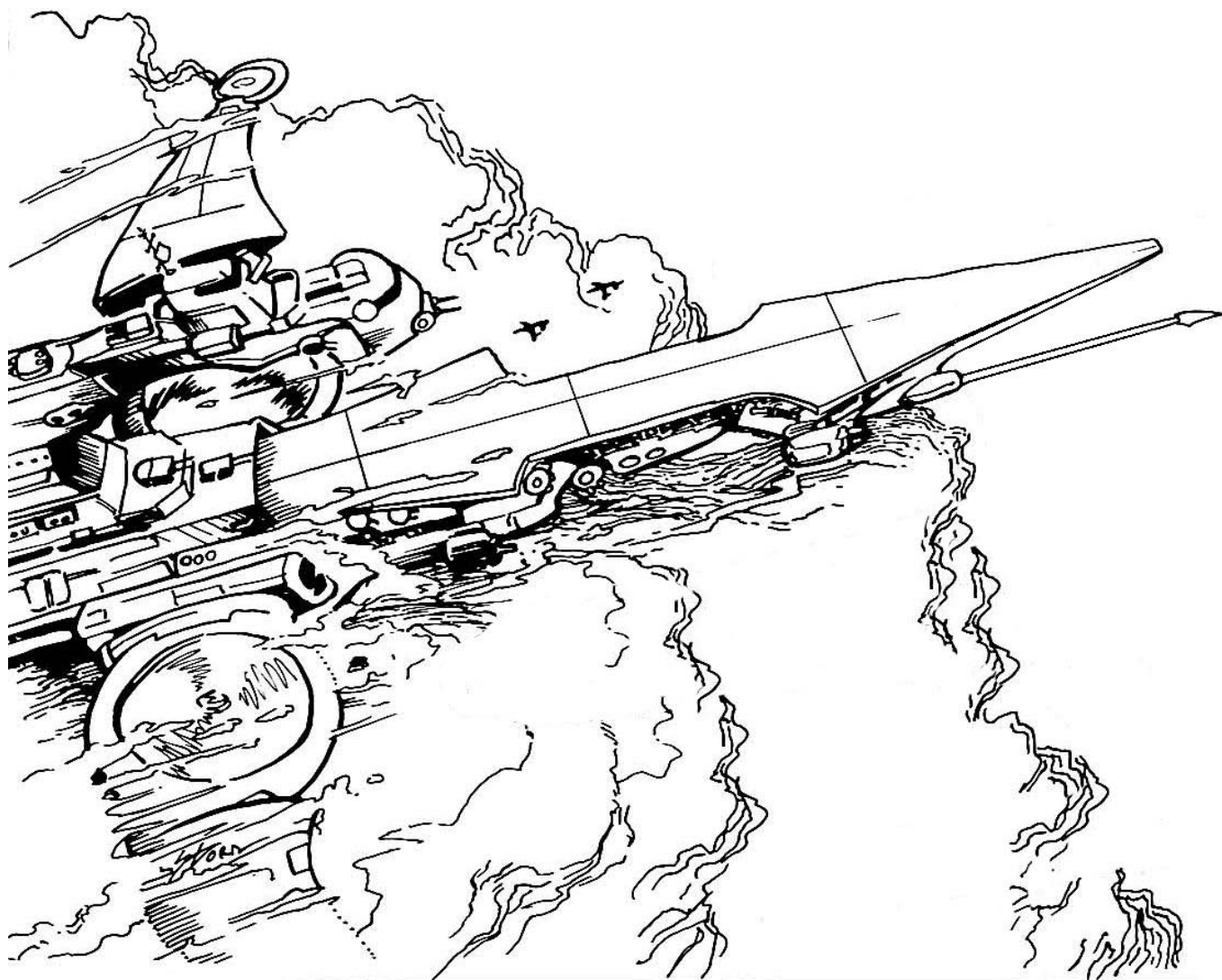
Skill: Archaic guns: ion field discharger

Fire Control: 1D

Range: 1 Km (Moderate difficulty)

Damage: 3D ion damage

Source: The DarkStryder Campaign – The Kathol Outback (page 69)



Gliders

Ewok Glider

Craft: Ewok Glider
Type: Primitive para-glider
Scale: Speeder
Wingspan: 9 meters
Skill: Glider: Ewok glider
Crew: 1
Crew Skill: Varies, usually around 3D in all appropriate skills
Passengers: None
Cargo Capacity: 50 kilograms
Cover: None
Altitude Range: Up to 300 meters
Cost: Not available for sale
Maneuverability: 1D
Move: 17; 48 kmh
Body Strength: 1D
Weapons:
2 twenty-five kilogram rocks (fire separately)
Fire Arc: Down
Skill: Thrown weapons
Scale: Character
Fire Control: 0D
Range: 120 meters
Damage: 3D, +1 pip per 12 meters of altitude (Max: 6D)
Source: Rebellion Era Sourcebook (page 147)



Para-Wing Glider

Craft: Neor-Yatten ShadoWing-4 Para-Wing Glider
Type: Glider
Scale: Speeder
Length: 4 meters
Skill: Repulsorlift operation
Crew: 1
Cover: 1/4
Altitude Range: Ground level-5,000 meters
Cost: 15,000 credits (new), 4,000 (used)
Maneuverability: 2D
Move: 70; 200 kmh
Body Strength: +2
Source: Rules of Engagement – The Rebel SpecForce Handbook (page 52), Galaxy Guide 2 - Yavin and Bespin (page 61)

Racing Wing

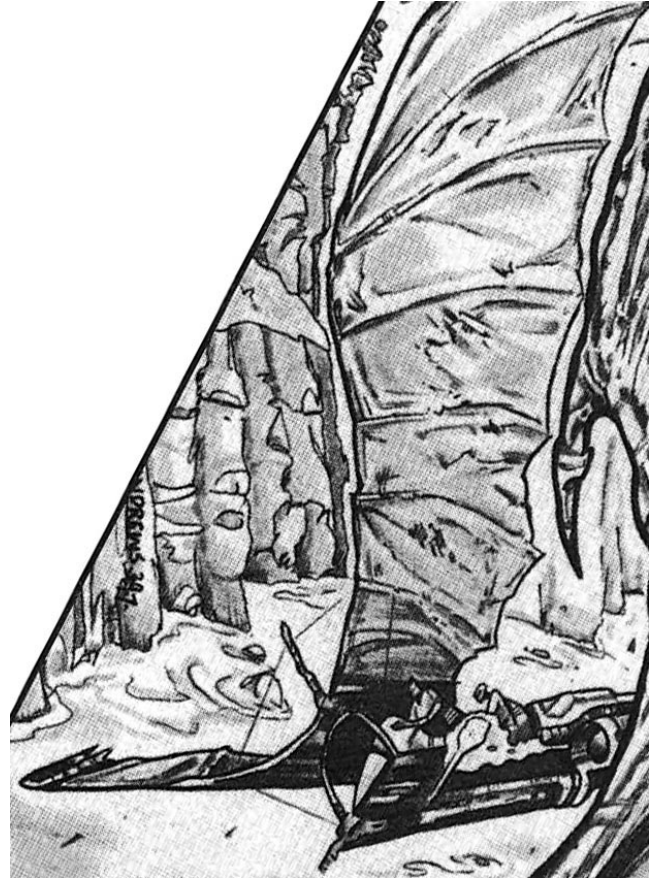
Craft: Racing Wing
Type: Homemade parawing racer
Scale: Speeder
Length: 5 meters
Skill: Repulsorlift operation: racing wing
Crew: 1
Crew Skill: 6D in all applicable skills
Passengers: None
Cargo Capacity: None
Cover: 1/4
Altitude Range: Ground level-250 meters
Cost: 4,000 (new), 2,000 (used)
Maneuverability: 2D
Move: 21; 60 kmh
Body Strength: 1D
Source: Coruscant and the Core Worlds (page 18)

Paraglider

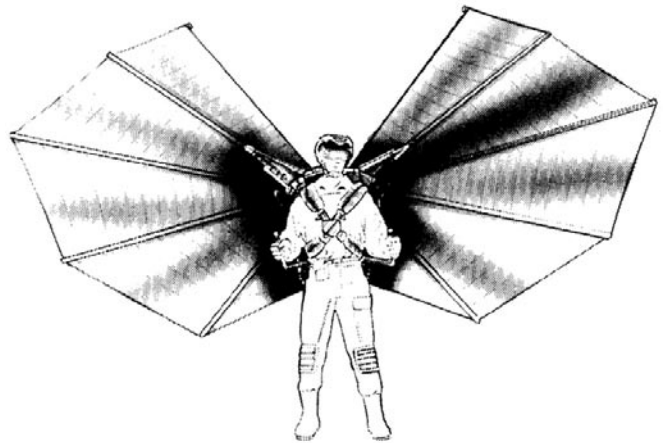


Craft: Nen-Carvon R-23 Recreational Paraglider
Type: Recreational paraglider
Scale: Speeder

Length: 4 meters
Skill: Repulsorlift operation: glider
Crew: 1
Altitude Range: Ground level-2,000 meters
Cost: 300 credits
Availability: 2, F
Maneuverability: 3D
Move: 80; 230 kmh
Body Strength: 1D
Source: Rules of Engagement – The Rebel SpecForce Handbook (page 51), Shadows of the Empire Sourcebook (pages 114/116), Arms and Equipment Guide (page 72)



Microweight Glider



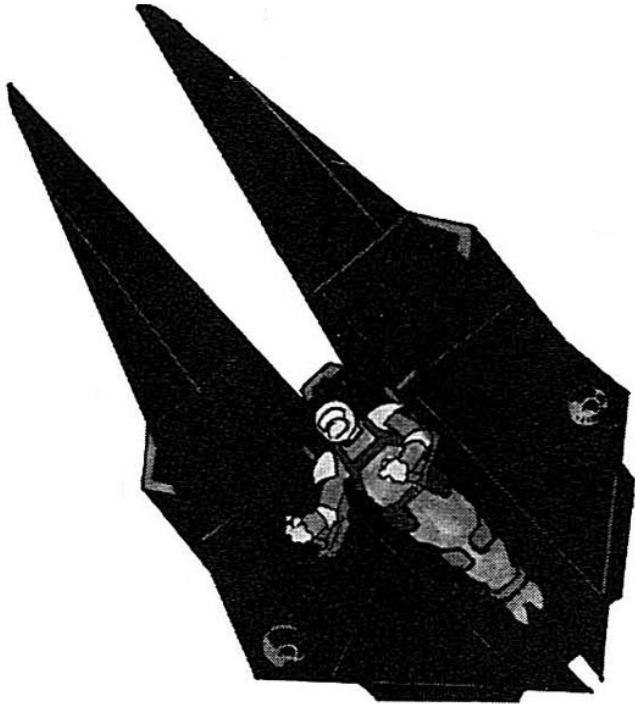
Craft: Illiseni Aerodyne HobbyCraft Microweight
Type: Ultra-light repulsor vehicle
Scale: Speeder

Length: 2.1 meters long, 4 meters wingspan
Skill: Repulsorlift operation
Crew: 1
Cover: 1/2
Altitude Range: Ground level-300 meters
Cost: 500 credits (new), 300 credits (used)
Maneuverability: 3D
Move: 80; 230 kmh
Body Strength: 2D
Source: Rules of Engagement – The Rebel SpecForce Handbook (page 53), Galladinium's Fantastic Technology (pages 14), Arms and Equipment Guide (page 72)

Parawing Glider

Type: Glider
Scale: Speeder
Skill: Repulsorlift operation
Crew: 1
Passengers: 1
Cover: 1/4
Altitude Range: Ground level-1,000 meters
Maneuverability: 1D
Move: 20; 60 kmh
Body Strength: 1D+2
Source: Tapani Sector Instant Adventures (page 47)

Combat Paraglider



Craft: Modified Nen-Carvon R-19 Paraglider
Type: Combat paraglider
Scale: Character

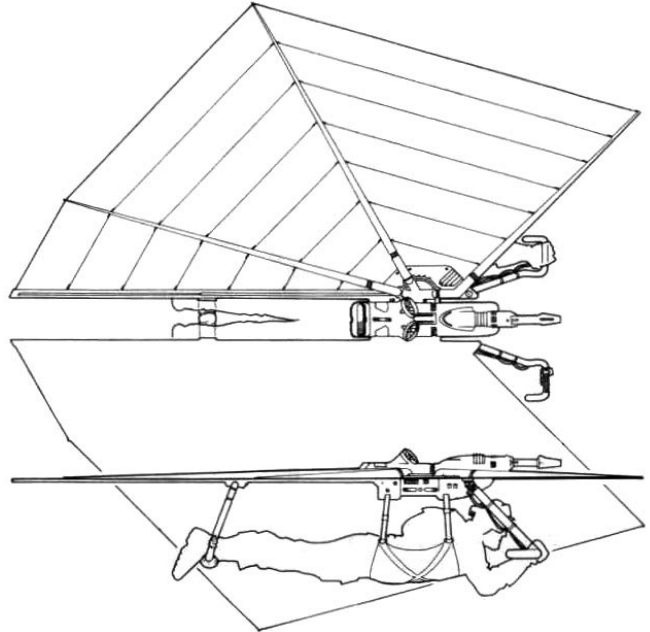
Length: 4.5 meters
Skill: Repulsorlift operation
Crew: 1

Altitude Range: Ground level-5,000 meters
Cost: 1,900 credits (black marker only)
Availability: 2, X
Maneuverability: 3D
Move: 90; 260 kmh
Body Strength: 2D

Game Notes: Reflex body panels increase *sensors* checks to detect the glider by one difficulty level. Head-up display has night-vision mode (allows sight with no penalty in a 45-degree arc in front of the pilot, up to a range of 50 meters), terrain-following mode (+1D to *sensors* checks to follow terrain), and a directional mode (which shows the glider's current position). A low-level transponder allows the pilot to identify other paragliders using the same frequency (allowing the pilot to remain in visual contact with other team members).

Source: Rules of Engagement – The Rebel SpecForce Handbook (pages 51-52), Gundark's Fantastic Technology (page 67)

Imperial Sky Swooper



Craft: Nen-Carvon Imperial Sky Swooper
Type: Repulsor/Para-wing glider
Scale: Speeder

Length: 4 meters
Skill: Repulsorlift operation: para-wing glider
Crew: 1

Cargo Capacity: 2 kilograms
Cover: 1/4
Altitude Range: Ground level-5,000 meters
Cost: 400

Maneuverability: 4D
Move: 80; 230 kmh
Body Strength: 1D
Sensors: None, *stealth* +2D

Weapons:

Light Blaster Cannon

Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-300/500/1 Km
Damage: 2D

Source: Rules of Engagement – The Rebel SpecForce Handbook (page 105), Cracken's Rebel Field Guide (page 44)

Rotor Vehicles

Skill: Vehicle blasters

Fire Control: 2D

Range: 5-20/150/400

Damage: 4D

Source: Geonosis and the Outer Rim Worlds (page 37)

De' B'Den "Silver Falcon" Rotorcraft



Craft: V'jar be' Mun Technologies Silver Falcon

Type: Medium rotorcraft

Scale: Speeder

Length: 12 meters

Skill: Rotor vehicle operation: De' B'Den (unskilled: -3D)

Crew: 2 (1 can coordinate), skeleton: 1/+15

Crew Skill: Rotor vehicle operation 3D+1

Passengers: 6

Cargo Capacity: 2 metric tons

Cover: Full

Altitude Range: Ground level-8,000 meters

Cost: 40,000 credits

Maneuverability: 1D

Move: 175; 500 kmh

Body Strength: 1D+2

Source: Goroth, Slave of the Empire (page 82)

Maslovar Copter

Craft: Lorrard Flightworks H-12 Copter

Type: Small rotorcraft

Scale: Speeder

Length: 6 meters

Skill: Rotor vehicle operation

Crew: 1

Passengers: 5

Cargo Capacity: 100 kilograms

Cover: 3/4

Altitude Range: Atmosphere

Cost: 9,000 (new), 3,500 (used)

Maneuverability: 1D

Move: 80; 240 kmh

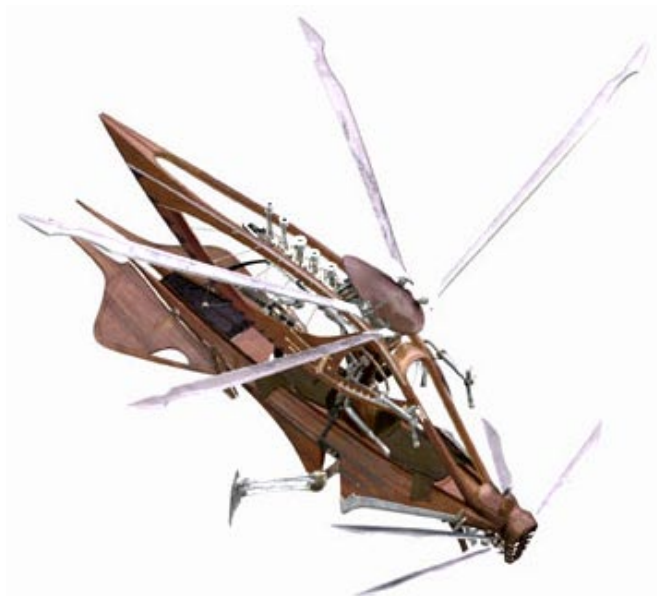
Body Strength: 1D+2

Weapons:

4 Blaster Cannons (2 fire-linked pairs)

Fire Arc: Turret (front, right and left arcs only)

Wookiee Ornithopter



Craft: Appazanna Engineering Works Raddaugh *Gnasp* Fluttercraft

Type: Patrol ornithopter

Scale: Speeder

Length: 7 meters

Skill: Rotor vehicle operation: ornithopter

Crew: 1, gunners: 1

Passengers: 0

Cargo Capacity: 20 kilograms

Cover: 1/4

Altitude Range: Ground level-1,000 meters

Maneuverability: 3D

Move: 190; 540 kmh

Body Strength: 2D

Weapons:

Laser Cannon

Fire Arc: Rear

Crew: 1

Skill: Vehicle blasters

Fire Control: 1D

Range: 10-50/200/500

Damage: 4D

Airships

Gas Prospector's Airbarge



Craft: Home-built Airbarge
Type: Airbarge
Scale: Speeder
Length: 15-30 meters
Skill: Airship piloting
Crew: Varies, often 1 to 5
Passengers: Varies, often 1 to 5
Cargo Capacity: 10 kilograms
Cover: 1/4-Full (Varies)
Altitude Range: Ground level-100 kilometers
Cost: Not available for sale
Move: 105; 300 kmh
Body Strength: 1D
Source: The Jedi Academy Sourcebook (page 136)

Vert'bo Airship

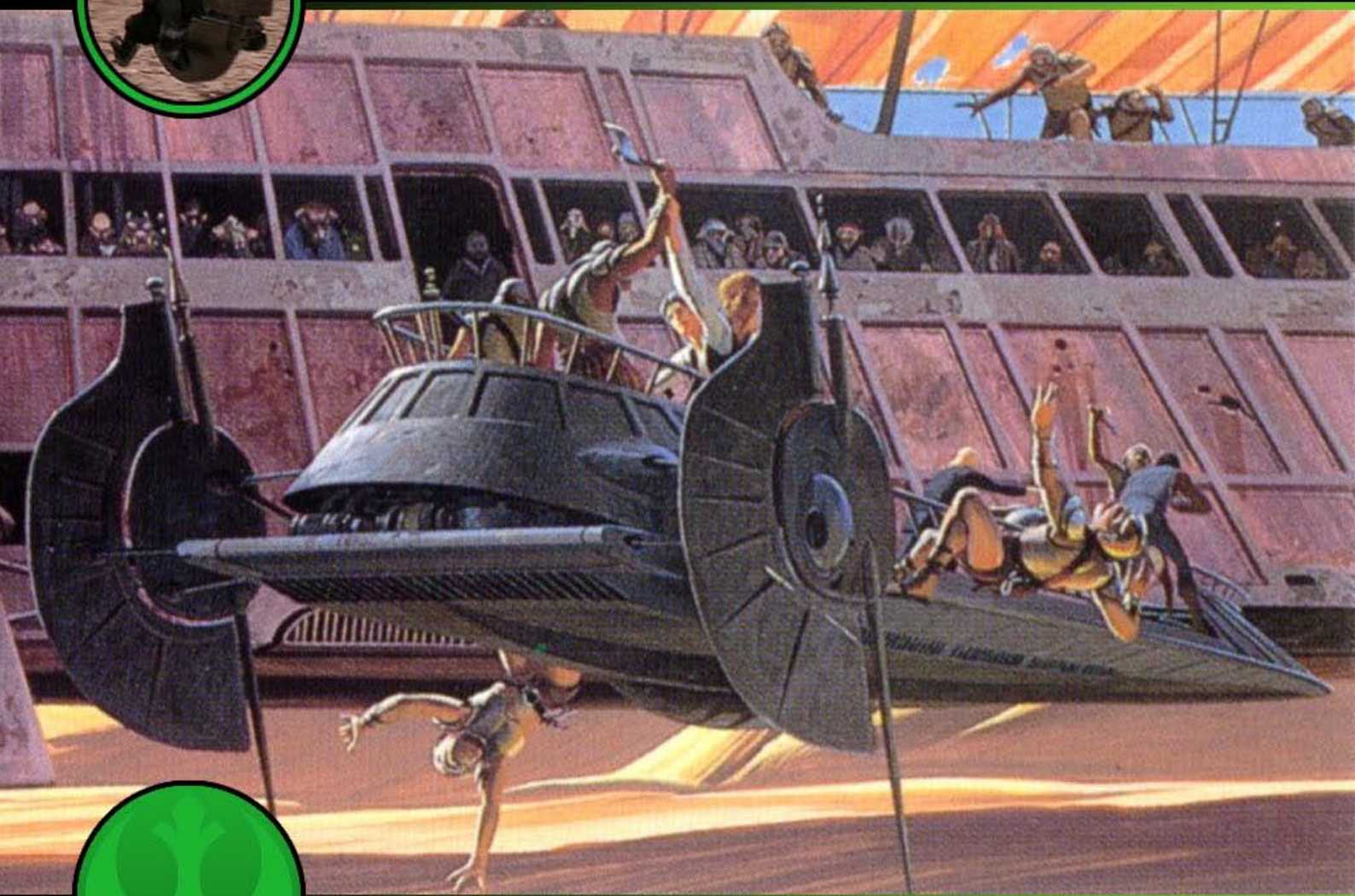
Craft: Vert'bo Airship
Type: Air/ground transport
Scale: Speeder
Length: 22 meters
Skill: Dirigible: Vert'bo airship
Crew: 2
Crew Skill: 7D in all applicable skills
Passengers: 40
Cargo Capacity: 1 ton
Cover: Full
Altitude Range: Ground level-5,000 meters
Cost: 50,000 (new), 28,000 (used)
Maneuverability: 0D
Move: 21; 60 kmh (flying)/10; 30 kmh (ground)
Body Strength: 8D
Weapons:
Deck-Mounted Blaster Cannon
Fire Arc: Turret
Skill: Vehicle blasters
Fire Control: 2D
Range: 3-50/150/300
Damage: 5D
2 Swivel Laser Cannons (fire separately)
Fire Arc: Turret
Skill: Vehicle blasters
Fire Control: 2D
Range: 3-50/100/200
Damage: 5D
Source: Coruscant and the Core Worlds (page 102)

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I couldn't find a speeder that I really liked, with an open cockpit and the right speed capabilities.



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