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**Submergibles**

**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)
- **Move:** 70; 200 kmh
- **Body Strength:** 1D+2
- **Sensors:**
  - Passive: 5/0D
  - Scan: 10/1D
  - Search: 15/2D
  - Focus: 2/3D
- **Source:** Wretched Hives of Scum and Villainy (page 53)

**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**
- **Type:** Noloh Gunga Repulsor Lifepod
- **Scale:** Lifeboat
- **Skill:** Watercraft operation
- **Crew:** 1
- **Crew Skill:** Varies
- **Passengers:** 6
- **Cargo Capacity:** 150 kilograms
- **Cover:** Full
- **Cost:** 3,500 (new), 1,700 (used)
- **Move:** 18; 50 kmh
- **Body Strength:** 2D+1
- **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
- **Source:** Wretched Hives of Scum and Villainy (page 53)

**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
- **Source:** Wretched Hives of Scum and Villainy (page 53)
**Trawler Escape Submersible**

**Craft:** Ubrikkian BBE Repulsor Sub

**Type:** Aquatic submersible

**Scale:** Starfighter

**Length:** 36 meters

**Skill:** Watercraft operation: repulsor sub

**Crew:** 3

**Passengers:** 45

**Cargo Capacity:** 70,000 kilograms

**Cover:** Full

**Maximum Depth:** 500 meters

**Cost:** 16,000 (new), 7,500 (used)

**Maneuverability:** 1D+1

**Move:** 143; 410 kmh

**Body Strength:** 3D+1

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**Boss Nass’ Custom Bongo**

**Craft:** Heavily Modified Otoh Gunga 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

**Maximum Depth:** 300 meters

**Cost:** 21,000 (new), 16,000 (used)

**Maneuverability:** 1D

**Move:** 103; 295 kmh

**Body Strength:** 3D+2

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**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

**Maximum Depth:** 15 meters

**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)

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**Decommissioned Military Sub**

**Craft:** Modified Grand Gungan Army Submersible

**Type:** Submarine

**Scale:** Speeder

**Length:** 17.5 meters

**Skill:** Watercraft operation: submarine

**Crew:** 1 pilot

**Passengers:** 3

**Cargo Capacity:** 500 kilograms

**Cover:** Full

**Maximum Depth:** 500 meters

**Cost:** 18,500 (used)

**Maneuverability:** 1D

**Move:** 95; 275 kmh

**Body Strength:** 5D

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**Bongo**
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)
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)

Alliance Submarine

Craft: Modified Urukaab Submarine Transport
Type: Modified compact submarine
Scale: Speeder
Length: 15 meters
Skill: Repulsorlift operation: submarine
Crew: 1

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)
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:** Hydrospeare 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 km/h
- **Body Strength**: 6D
- **Weapons**:
  - Two Heavy Laser Cannons
    - **Fire Arc**: Front
    - **Crew**: 1 (co-pilot or commander)
    - **Skill**: Vehicle blasters
    - **Fire Control**: 2D
    - **Range**: 50-500/1.5/5 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**: Tirsa 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 km/h
- **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
  - 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
- **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 km/h (ground) 50; 150 km/h (water)
- **Body Strength**: 8D
- **Weapons**:
  - 4 Blaster Cannons (fire-linked)
    - **Fire Arc**: Front
    - **Crew**: 1
    - **Skill**: Vehicle blasters
- **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:** Civilian 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  
**Cover:** 1/4  
**Cost:** Not available for sale (17,000 estimated)  
**Maneuverability:** 2D+1  
**Move:** 118; 340 kmh  
**Body Strength:** 3D  
**Source:** Coruscant and the Core Worlds (page 38)

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  
**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: 3D
Range: 2-25/50/250/250 m
Damage: 5D
Source: Hideouts & Strongholds (pages 66-67)

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

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

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

Source: Operation: Elrood (page 47)
**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
- **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)

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**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)

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**K’Raith “Windstorm”**

- **Craft:** V’Jar be’ Mun Technologies K’Raith Hover Vehicle
- **Type:** Light hover vehicle
- **Scale:** Speeder
- **Length:** 6 meters
- **Skill:** Hover vehicle operation: K’Raith
- **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:** Goroth, Slave of the Empire (page 78)

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**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:** Goroth, 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:** 250 kmh  
**Body Strength:** 2D+1  
**Source:** Galladim’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  
*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)

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**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

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**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:** 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:** Goroth, Slave of the Empire (page 80)
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

| 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 |
| Altitude Range: Ground level-1 meter |
| 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* |
| 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: 1D+2 |
| Source: Alliance Intelligence Reports (page 41) |

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) |
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

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

Craft: Bespin Motors Void-Spider TX-3 Air Taxi
Type: Landspeeder
Scale: Speeder
Length: 7.6 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Passengers: 3
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)

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

Craft: Bespin Motors Void-Spider TX-3 Air Taxi
Type: Landspeeder
Scale: Speeder
Length: 7.6 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Passengers: 3
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)

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
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)

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)

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)
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)

**XP-291 Skimmer**

- **Craft:** SoroSuub XP-291 Skimmer
- **Type:** Landspeeder
- **Scale:** Speeder
- **Length:** 6.5 meters
- **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)

**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)
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**  
**MECHANICAL 1D**  
**PERCEPTION 1D**  
**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

### Craft: Pendellot 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:** 4  
- **Cargo Capacity:** 10 kilograms  
- **Cover:** Full  
- **Altitude Range:** Ground level-1 meter  
- **Maneuverability:** 1D+2  
- **Move:** 70; 200 kmh  
- **Body Strength:** 3D  
- **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)

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)

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)

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)

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  
**Source:** Galladinium’s Fantastic Technology (page 55)

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:** 2D  
**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  
**Source:** Galladinium’s Fantastic Technology (page 55)

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
- **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

**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
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)

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: ½
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)

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: 1D*
*Range: 24-75/150/300*
*Damage: 2D*
Source: Classic Campaigns (page 88)
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: Arms and Equipment Guide (page 80)

Transspeeder

Craft: Baktoid Armor Workshop Transspeeder
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
Crew: 1
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)

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: 1
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)

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 Sienar 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:** Esso 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
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
* May be controlled by the pilot or co-pilot, but with a fire control of 0D.

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
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

Imperial Patrol Landspeeder

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

Source: Rebel Alliance Sourcebook (pages 105/107), The Thrrawn Trilogy Sourcebook (pages 205-206), Dark Force Rising Sourcebook (page 113), Arms and Equipment Guide (page 79)
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)

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: 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)

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  
**Source:** Adventure Journal 9 (page 230)

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:** 3-75/200/500  
**Damage:** 8D  
**Source:** Adventure Journal 9 (pages 228-229)

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

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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)

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**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)

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**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
- **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

- **Shields:** 3D

**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 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

*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)

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

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)
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

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)
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: 8,000
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)
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
Skill: Vehicle blasters
Fire Control: 1D
Range: 3-50/120/300
Damage: 6D
Source: Classic Adventures – Volume Four (page 143)

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: 37,000 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)

Wheel Bike

Craft: Z-Gomor Ternbuell Guppat Corp. Tmeu-6 Tumbling
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.
### 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  
**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  

**Source:** Adventure Journal 2 (page 269)

### New Republic SRV-1

**Craft:** Aratech SRV-1  
**Type:** Tracked scouting and retrieval vehicle  
**Scale:** Speeder  
**Length:** 8-10 meters  
**Skill:** Ground vehicle operation  
**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:** Front/back, Front/right/back  
  - **Skill:** Vehicle blasters  
  - **Fire Control:** 1D+2  
  - **Range:** 50-200/500/1 Km  
  - **Damage:** 3D+2  

**Source:** The DarkStyder Campaign (pages 75-76)

### 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**

### 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
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: 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
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

Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D
Range: 5-300/600/1 Km
Damage: 5D

2 Heavy Laser Cannons (fire-linked)
Fire Arc: Front
Scale: Walker
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-400/900/2 Km
Damage: 4D

2 Heavy Repeating Blasters
Fire Arc: 1 front/left, 1 front/right
Skill: Vehicle blasters
Fire Control: 3D
Source: Ultimate Adversaries (page 150)
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
  - **Damage:** 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)

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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: 50-250/750/1.5 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

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  
**Cargo Capacity:** 20 kilograms  
**Cover:** ¼  
**Cost:** 12,500  
**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)

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:**  
- **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)
Gladiator Walker

**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)

AT-RT

**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:** 20; 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  

### 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  
  - **Skill:** Missile weapons: grenade launcher  
  - **Fire Control:** 1D  
  - **Range:** 10-50/80/160  
  - **Damage:** 4D+2  

**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 101

**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)

AT-ST

**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:** 4D  
- **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
**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:* 50-300/500/1 Km
  - *Damage:* 6D

- **Proton Mortar**
  - *Fire Arc:* Front
  - *Skill:* Missile weapons
  - *Fire Control:* 1D+1
  - *Range:* 10-50/80/150 m
  - *Damage:* 6D

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**Homing Spider Droid**

**Craft:** Commerce Guild Homing Spider Droid
**Type:** Droid walker
**DEXTERITY 1D**
**KNOWLEDGE 1D**
**MECHANICAL 1D**
**PERCEPTION 1D**
**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)

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**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)

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**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

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**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

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**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

**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

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**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)

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**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

**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

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**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, right to right, or front to lef).

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)
**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
- **Cargo Capacity:** None
- **Cover:** None
- **Cost:** Not available for sale
- **Maneuverability:** 0D
- **Move:** 25; 70 kmh
- **Body Strength:** 1D

**Source:** Secrets of Naboo (page 48)
Yuuzhan Vong Tsik Vai Flier

**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)
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)

**Flitknot Speeder**

Craft: Geonosian Flitnkot 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)

**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: 1/4  
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)

**Pirate Speeder Bike**

Type: Speeder bike  
Scale: Speeder  
Skill: Repulsorlift operation: speeder bike  
Crew: 1  
Crew Skill: Repulsorlift operation 3D+2  
Cover: 1/4  

**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 75)

**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**

Move: 125; 260 kmh  
Body Strength: 1D+1  
Source: Galaxy Guide 7 – Mos Eisley (pages 34-36)

**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
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

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.

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

Source: Imperial Sourcebook (pages 71-72)
**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:** 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)

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**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  

**Source:** Rulebook (page 243), Wretched Hives of Scum and Villainy (page 74), d20 Core Rulebook (page 200)
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:* 1D  
*Range:* 3-50/100/200  
*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)

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 swoop
- **Scale:** Speeder
- **Length:** 2.5 meters
- **Skill:** Swoop 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:** Galladimun’s Fantastic Technology (page 52)

**Skybird**

- **Craft:** Skybird
- **Type:** Racing swoop
- **Scale:** Speeder
- **Length:** 4.2 meters
- **Skill:** Swoop 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)

**Asteroid-3 Racer**

- **Craft:** Mobquet Asteroid-3 Swoop Racer
- **Type:** Racing swoop
- **Scale:** Speeder
- **Skill:** Swoop 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)

**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: Ubrikian 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)

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
Source: Pirates & Privateers (pages 49-50)

Craft: TaggeCo Air-2 Heavy 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)

Craft: K2K Vehicles Swoop
Type: Swoop
Scale: Speeder
Length: 2.4 meters
Skill: Swoop operation
Crew: 1
Passengers: None
Cargo Capacity: 2 kilograms
Cover: 1/4
Altitude Range: Ground level-325 meters
Cost: 5,500 (new), 1,050 (used)
Maneuverability: 4D
Move: 210; 600 kmh
Body Strength: 1D
Source: Star Wars: The Roleplaying Game (pages 48-49)
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)

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)

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)

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)

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)
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: 1/4
Altitude Range: Ground level-20 meters
Cost: 750 (used)
Maneuverability: 2D+1
Move: 125; 350 kmh
Body Strength: 3D+1

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)

Craft: 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
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)

Craft: Rabid Mynock’s 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:
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 67)

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)

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: Galaxy Guide 9 – Fragments from the Rim (page 130)

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

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)

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)

### 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)

### 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:**
**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**

*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)

**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  
*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)

**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)
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

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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)

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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

**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)

**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)

**Converted Cargo Skiff**

**Type:** Modified skiff  
**Scale:** Speeder  
**Skill:** Repulsorlift operation: skiff  
**Crew:** 1, gunners: 2  
**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:** 2D  
**Range:** 10-50/200/500  
**Damage:** 8D  
**Source:** Secrets of the Sisar Run (page 54)

**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:** Goroth, 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)

**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: Bespin 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  
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

<table>
<thead>
<tr>
<th>Craft</th>
<th>Mrlsst Motorworks MVD-1 Aeroflitter</th>
</tr>
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<tbody>
<tr>
<td>Type</td>
<td>Airspeeder</td>
</tr>
<tr>
<td>Scale</td>
<td>Speeder</td>
</tr>
<tr>
<td>Length</td>
<td>14 meters</td>
</tr>
<tr>
<td>Skill</td>
<td>Repulsorlift operation: Flitter</td>
</tr>
<tr>
<td>Crew</td>
<td>1</td>
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<tr>
<td>Passengers</td>
<td>5</td>
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<tr>
<td>Cargo Capacity</td>
<td>1 metric ton</td>
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<tr>
<td>Cover</td>
<td>Full</td>
</tr>
<tr>
<td>Altitude Range</td>
<td>Ground level-250 meters</td>
</tr>
<tr>
<td>Maneuverability</td>
<td>3D</td>
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<tr>
<td>Move</td>
<td>140; 400 kmh</td>
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<tr>
<td>Body Strength</td>
<td>1D</td>
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<tr>
<td>Cost</td>
<td>11,500 (new)</td>
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<tr>
<td>Source</td>
<td>The Abduction of Crying Dawn Singer (page 58)</td>
</tr>
</tbody>
</table>

### Peregrine Skyspeeder

<table>
<thead>
<tr>
<th>Craft</th>
<th>Modified Aratech Peregrine-340 Airspeeder</th>
</tr>
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<tbody>
<tr>
<td>Type</td>
<td>Airspeeder</td>
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<tr>
<td>Scale</td>
<td>Speeder</td>
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<tr>
<td>Length</td>
<td>3.25 meters</td>
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<tr>
<td>Skill</td>
<td>Repulsorlift operation: Peregrine-340</td>
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<tr>
<td>Crew</td>
<td>1 pilot</td>
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<tr>
<td>Crew Skill</td>
<td>Repulsorlift operation 4D</td>
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<td>Passengers</td>
<td>1</td>
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<tr>
<td>Cargo Capacity</td>
<td>None</td>
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<tr>
<td>Cover</td>
<td>None</td>
</tr>
<tr>
<td>Altitude Range</td>
<td>Ground level-50 meters</td>
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<tr>
<td>Maneuverability</td>
<td>3D</td>
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<tr>
<td>Move</td>
<td>122; 350 km/h</td>
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<tr>
<td>Body Strength</td>
<td>1D+1</td>
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<tr>
<td>Cost</td>
<td>2,500 (used)</td>
</tr>
<tr>
<td>Source</td>
<td>The Abduction of Crying Dawn Singer (page 58)</td>
</tr>
</tbody>
</table>

### Commandeered Airspeeder

<table>
<thead>
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<td>Skill</td>
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<td>Move</td>
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<td>Source</td>
<td>The Truce at Bakura Sourcebook (pages 128-129)</td>
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</tbody>
</table>
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)

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-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)

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)

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)
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)  

**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 km/h  
**Body Strength:** 1D  
**Source:** Galaxy Guide 2 – Yavin and Bespin (pages 61-62)

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:** The Abduction of Crying Dawn Singer (page 58)

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 km/h  
**Body Strength:** 6D  
**Source:** Coruscant and the Core Worlds (page 121)

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 km/h  
**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  
**Maneuverability:** 1D  
**Move:** 225; 650 km/h  
**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
Mole Miner

**Craft:** Slayn & Corbil 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)

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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

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Source: The Thrawn Trilogy Sourcebook (pages 206/208), Heir to the Empire Sourcebook (page 115)
**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**

Hatch to Entertainment Area

Bargain Room

**COMMAND AND LIVING DECK**

Jet Tub

Ladder to Bargain Room

Slythor's Room

Galley

Entertainment Area

Commander's Station

Guest Room

Transparisteel Window

Co-pilot's Station

Refrisher

Pilot's Station

Commander's Station

Entrance Chamber

**SIDE VIEW**

Turret-Mounted Laser Cannon

Command Deck

Storage

Bargain Room

Living Area

Repulsorlift Engines
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 |

STAP
**Skyraptor**

**Type:** Airspeeder  
**Scale:** Starfighter  
**Skill:** Repulsorlift operation: airsneider  
**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)  

**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: Goroth, 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)

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)

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:** Goroth, Slave of the Empire (page 81)

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)
### 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) |

### 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 |
| Fire Arc: Front | Skill: Vehicle blasters |
| Fire Control: 2D | Range: 50-300/800/1.5 Km |
| Damage: 3D+2 |

### 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 |
| Fire Arc: Front | Fire Arc: Front |
| Skill: Vehicle blasters | Skill: Missile weapons: concussion missiles |
| Fire Control: 1D+2 | Fire Control: 2D+2 |
| Range: 50-300/800/1.5 Km | Range: 50-500/1/2 Km |
| Damage: 4D+1 | Damage: 7D |
| Source: Han Solo and the Corporate Sector Sourcebook (page 110) |
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: 2D+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:** 2D  
  - **Range:** 50-400/1/2 km  
  - **Damage:** 5D+1  
  - **Source:** Dark Empire Sourcebook (pages 121-122), Arms and Equipment Guide (page 70)

**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:**
Flurry II Cloud Car

**Craft:** Bespin 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 Truce at Bakura Sourcebook (page 128)
- 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)

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**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 (prisioners), 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)

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**Riot Control Vehicle**
Craft: TaggeCo. Strikebreaker
Type: Riot control/assault vehicle
Scale: Walker
Length: 14 meters
Skill: Repulsorlift operation: Strikebreaker
Crew: 2, gunners: 7
Crew Skill: Vehicle blasaters 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 blasaters
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 blasaters
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)

Attack Gunship
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 blasaters
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 blasaters
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 blasaters
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

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  

- **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
<table>
<thead>
<tr>
<th>Armored Speedertruck</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Craft:</strong> Ralltiir Securities Armored Speedertruck</td>
</tr>
<tr>
<td><strong>Type:</strong> Repulsor truck</td>
</tr>
<tr>
<td><strong>Scale:</strong> Speeder</td>
</tr>
<tr>
<td><strong>Length:</strong> 7 meters</td>
</tr>
<tr>
<td><strong>Skill:</strong> Repulsorlift operation: armored speedertruck</td>
</tr>
<tr>
<td><strong>Crew:</strong> 2</td>
</tr>
<tr>
<td><strong>Crew Skill:</strong> 5D in all applicable skills</td>
</tr>
<tr>
<td><strong>Passengers:</strong> 3</td>
</tr>
<tr>
<td><strong>Cargo Capacity:</strong> 120 tons</td>
</tr>
<tr>
<td><strong>Cover:</strong> ¾</td>
</tr>
<tr>
<td><strong>Altitude Range:</strong> Ground level-20 meters</td>
</tr>
<tr>
<td><strong>Maneuverability:</strong> 1D+1</td>
</tr>
<tr>
<td><strong>Move:</strong> 70; 200 kmh</td>
</tr>
<tr>
<td><strong>Body Strength:</strong> 6D</td>
</tr>
<tr>
<td><strong>Weapons:</strong></td>
</tr>
<tr>
<td><strong>Defense Blaster</strong></td>
</tr>
<tr>
<td>Fire Arc: Turret</td>
</tr>
<tr>
<td><strong>Skill:</strong> Vehicle blasters</td>
</tr>
<tr>
<td><strong>Fire Control:</strong> 2D</td>
</tr>
<tr>
<td><strong>Range:</strong> 3-50/100/200</td>
</tr>
<tr>
<td><strong>Damage:</strong> 3D</td>
</tr>
<tr>
<td><strong>Source:</strong> Coruscant and the Core Worlds (page 130)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Airfleet Cruiser Desaclates</th>
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<tbody>
<tr>
<td><strong>Craft:</strong> Airfleet Cruiser <em>Desclates</em></td>
</tr>
<tr>
<td><strong>Type:</strong> Air cruiser</td>
</tr>
<tr>
<td><strong>Scale:</strong> Walker</td>
</tr>
<tr>
<td><strong>Skill:</strong> Repulsorlift operation</td>
</tr>
<tr>
<td><strong>Cover:</strong> Full</td>
</tr>
<tr>
<td><strong>Altitude Range:</strong> Ground level-10 kilometers</td>
</tr>
<tr>
<td><strong>Maneuverability:</strong> 1D</td>
</tr>
<tr>
<td><strong>Move:</strong> 25; 75 kmh</td>
</tr>
<tr>
<td><strong>Body Strength:</strong> 3D</td>
</tr>
<tr>
<td><strong>Weapons:</strong></td>
</tr>
<tr>
<td><strong>10 Projectile Cannons</strong></td>
</tr>
<tr>
<td>Fire Arc: 3 front, 4 left, 4 right, 3 back</td>
</tr>
<tr>
<td><strong>Scale:</strong> Capital</td>
</tr>
<tr>
<td><strong>Crew:</strong> 4</td>
</tr>
<tr>
<td><strong>Skill:</strong> Archaic guns: projectile cannon</td>
</tr>
<tr>
<td><strong>Fire Control:</strong> 1D</td>
</tr>
<tr>
<td><strong>Range:</strong> 6-25/250/20 Km</td>
</tr>
<tr>
<td><strong>Damage:</strong> 3D</td>
</tr>
<tr>
<td><strong>18 Percussion Cannons</strong></td>
</tr>
<tr>
<td>Fire Arc: 3 front, 6 left, 6 right, 3 back</td>
</tr>
<tr>
<td><strong>Crew:</strong> 1</td>
</tr>
<tr>
<td><strong>Skill:</strong> Archaic guns: percussion weapons</td>
</tr>
<tr>
<td><strong>Fire Control:</strong> 1D</td>
</tr>
<tr>
<td><strong>Range:</strong> 2-10/250/1 Km</td>
</tr>
<tr>
<td><strong>Damage:</strong> 3D</td>
</tr>
<tr>
<td><strong>Source:</strong> The DarkStryder Campaign – The Kathol Outback (page 72)</td>
</tr>
</tbody>
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<table>
<thead>
<tr>
<th>Guardian Patrol Ship</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Craft:</strong> Tion Mil/Sci Industries <em>Guardian</em>-class Patrol Ship XL-5</td>
</tr>
<tr>
<td><strong>Type:</strong> Orbital and upper atmospheric patrol vessel</td>
</tr>
<tr>
<td><strong>Scale:</strong> Speeder</td>
</tr>
<tr>
<td><strong>Length:</strong> 10 meters</td>
</tr>
<tr>
<td><strong>Skill:</strong> Repulsorlift operation: XL-5 Guardian</td>
</tr>
<tr>
<td><strong>Crew:</strong> 2</td>
</tr>
<tr>
<td><strong>Crew Skill:</strong> Repulsorlift operation 4D, vehicle blasters 5D</td>
</tr>
<tr>
<td><strong>Passengers:</strong> 12 (prisoners)</td>
</tr>
<tr>
<td><strong>Cargo Capacity:</strong> 150 metric tons</td>
</tr>
<tr>
<td><strong>Cover:</strong> Full</td>
</tr>
<tr>
<td><strong>Altitude Range:</strong> Ground level-100 kilometers</td>
</tr>
<tr>
<td><strong>Maneuverability:</strong> 1D</td>
</tr>
<tr>
<td><strong>Move:</strong> 280; 800 kmh</td>
</tr>
<tr>
<td><strong>Body Strength:</strong> 3D</td>
</tr>
<tr>
<td><strong>Shields:</strong> 3D</td>
</tr>
<tr>
<td><strong>Sensors:</strong></td>
</tr>
<tr>
<td>Passive: 4Km/1D</td>
</tr>
<tr>
<td>Scan: 8Km/2D</td>
</tr>
<tr>
<td>Search: 20Km/3D</td>
</tr>
<tr>
<td>Focus: 500/4D</td>
</tr>
<tr>
<td><strong>Weapons:</strong></td>
</tr>
<tr>
<td><strong>2 Blaster Cannons</strong> (fire-link optional)</td>
</tr>
<tr>
<td><em>All fire-linked stats are listed in ()</em></td>
</tr>
<tr>
<td>Fire Arc: 1 left/front, 1 right/front (front)</td>
</tr>
<tr>
<td>Crew: left/front: pilot, right/front (co-pilot)</td>
</tr>
<tr>
<td><strong>Skill:</strong> Vehicle blasters</td>
</tr>
<tr>
<td><strong>Fire Control:</strong> 1D (1D+2)</td>
</tr>
<tr>
<td><strong>Range:</strong> 50-400/900/3 Km</td>
</tr>
<tr>
<td><strong>Damage:</strong> 4D (5D+1)</td>
</tr>
<tr>
<td><strong>Source:</strong> Dark Empire Sourcebook (page 122)</td>
</tr>
</tbody>
</table>

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

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

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

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)  
**Maneuverability:** 3D  
**Move:** 90; 260 kmh  
**Body Strength:** 2D  

**Game Notes:** Reflect 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

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)

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

Maslovar Copter

Craft: Lorrad 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)

Skill: Vehicle blasters
Fire Control: 2D
Range: 5-20/150/400
Damage: 4D
Source: Geonosis and the Outer Rim Worlds (page 37)
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  
**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.