

# STAR WARS

ROLEPLAYING GAME



## VEHICLES STATS

THIAGO S. ARANHA



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# VEHICLES STATS

by Thiago S. Aranha



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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)

**Maneuverability:** 1D+2

**Move:** 70; 200 kmh

**Body Strength:** 1D

**Sensors:**

*Passive:* 5/0D

*Scan:* 10/1D

*Search:* 15/2D

*Focus:* 2/3D

**Source:** Wretched Hives of Scum and Villainy (page 53)

## Speeder Raft



**Type:** Underwater raft

**Scale:** Speeder

**Skill:** Aquatic vehicle operation: speeder raft

**Crew:** 1, 1 (can coordinate)

**Passengers:** 2

**Cargo Capacity:** 50 kilograms

**Cover:** 1/2

**Maneuverability:** 1D

**Move:** 35; 100 kmh

**Body Strength:** 1D+2

**Source:** Secrets of the Sisar Run (page 71)

## Aquatic Scout Ship

**Type:** Submersible scout

**Scale:** Speeder

**Skill:** Repulsorlift operation

**Crew:** 3

**Cargo Capacity:** 500 kilograms

**Cover:** Full

**Altitude Range:** 5 kilometers below surface

**Maneuverability:** 1D

**Move:** 30; 90 kmh

**Body Strength:** 2D

**Weapons:**

**Tow Cable**

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

## Gungan Lifepod

**Craft:** Noloh Gunga Repulsor Lifepod

**Type:** Lifeboat

**Scale:** Speeder

**Length:** 6.8 meters

**Skill:** Watercraft operation

**Crew:** 1

**Crew Skill:** Varies

**Passengers:** 6

**Cargo Capacity:** 150 kilograms

**Cover:** Full

**Cost:** 3,500 (new), 1,700 (used)

**Maneuverability:** 0D

**Move:** 18; 50 kmh

**Body Strength:** 2D+1

## Monobubble Racing Bongo

**Craft:** Modified Otoh Gunga Bonmeken Cooperative Monobubble Bongo

**Type:** Submarine

**Scale:** Speeder

**Length:** 13.75 meters

**Skill:** Watercraft operation: submarine

**Crew:** 1 pilot

**Crew Skill:** Watercraft operation 8D

**Passengers:** 2

**Cargo Capacity:** None

**Cover:** Full

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

**Maneuverability:** 2D

**Move:** 105; 300 kmh

**Body Strength:** 2D+2

## Skimmersub

**Craft:** Noloh Gunga Bongoform Skimmersub

**Type:** Aquatic submersible

**Scale:** Speeder

**Length:** 9.25 meters

**Skill:** Watercraft operation: skimmersub

**Crew:** 1

**Passengers:** 4

**Cargo Capacity:** 18,000 kilograms

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

## Trawler Escape Submersible

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

## Boss Nass' Custom Bongo

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

## Bongo



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

## Amphibious Speeder

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

## Decommissioned Military Sub

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

## Mon Calamari Utility Sub



**Craft:** Urukabb Utility Submarine Vehicle with optional geological fittings

**Type:** Compact submarine

**Scale:** Speeder

**Length:** 12 meters

**Skill:** Repulsorlift operation: submarine

**Crew:** 1

**Passengers:** 3

**Cargo Capacity:** 30 kilograms

**Cover:** Full

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

**Maneuverability:** 1D

**Move:** 70; 200 kmh

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

**Sensors:**

*Passive:* 5/0D

*Scan:* 10/1D

*Search:* 15/2D

*Focus:* 2/3D

**Weapons:**

**Cutting Laser** (mounted on robotic arm)

*Fire Arc:* Turret (robotic arm)

*Scale:* Character

*Skill:* Vehicle blasters

*Fire Control:* 3D

*Range:* 1 meter

*Damage:* 2D

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

## Imperial Waveskimmer



**Type:** Waveskimmer

**Scale:** Speeder

**Skill:** Repulsorlift operation: waveskimmer

**Crew:** 1

**Cargo Capacity:** 30 Kg

**Cover:** 1/2

**Altitude Range:** Underwater, Water level-2 meters

**Maneuverability:** 2D+1

**Move:** 25; 70 kmh

**Body Strength:** 1D+2

**Weapons:**

**Sonic Blaster**

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 10-50/200/500

*Damage:* 2D

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



## Aquaspeeder

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

**Type:** Modified combat airspeeder

**Scale:** Speeder

**Length:** 5.8 meters

**Skill:** Aquatic vehicle operation: aquaspeeder

**Crew:** 1, 1 (can coordinate)

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

**Cargo Capacity:** 15 kilograms

**Cover:** Full

**Altitude Range:** ground level-100 meters

**Cost:** Not available for sale

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

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

**Body Strength:** 2D+2

**Weapons:**

**Quad Laser Cannon**

*Fire Arc:* Turret

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 50-400/900/3 km

*Damage:* 4D

**Power Harpoon**

*Fire Arc:* Rear

*Crew:* 1 (co-pilot)

*Skill:* Missile weapons

*Fire Control:* 2D

*Range:* 25/50/100/200

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

**Source:** Alliance Intelligence Reports (page 43)



**Crew Skill:** Varies

**Passengers:** 4

**Cargo Capacity:** 50 kilograms

**Cover:** Full

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

**Maneuverability:** 1D

**Move:** 70; 200 kmh

**Body Strength:** 3D

**Sensors:**

*Passive:* 5/0D

*Scan:* 10/1D

*Search:* 15/2D

*Focus:* 2/3D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Front

*Scale:* Speeder

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 25-100/300/500

*Damage:* 5D

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

## Aquadon CAVa 400



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

**Type:** Personal aquatic combat vehicle

**Scale:** Speeder

**Length:** 5.1 meters

**Skill:** Aquatic vehicle operation: CAVa 400

**Crew:** 1

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

**Cargo Capacity:** 75 kilograms

**Cover:** Full

**Cost:** Not available for sale

**Maneuverability:** 1D

**Move:** 26; 75 kmh

**Body Strength:** 4D

**Weapons:**

**Medium Blaster Cannon**

*Fire Arc:* Turret

*Skill:* Vehicle blasters

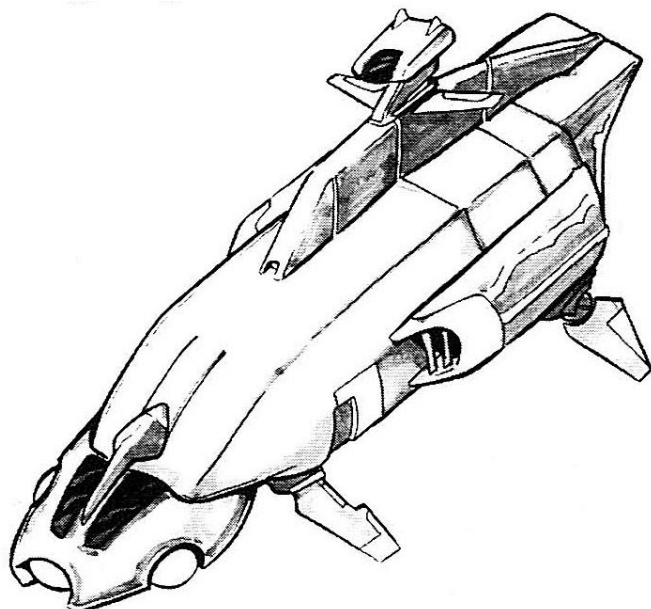
*Fire Control:* 1D

*Range:* 50-250/750/1.5 km

*Damage:* 4D

**Source:** Alliance Intelligence Reports (pages 41/43)

## Alliance Submarine



**Craft:** Modified Urukaab Submarine Transport

**Type:** Modified compact submarine

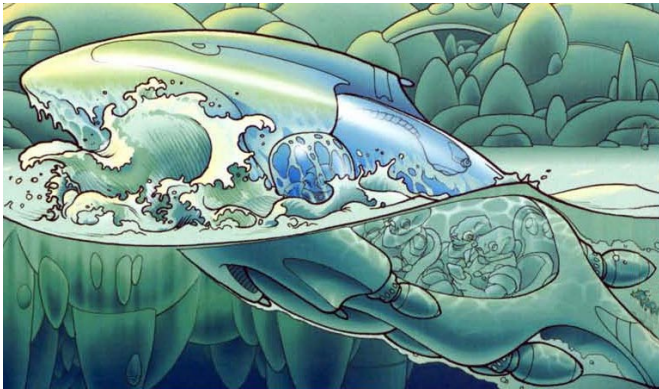
**Scale:** Speeder

**Length:** 15 meters

**Skill:** Repulsorlift operation: submarine

**Crew:** 1

## Mon Calamari Submersible



**Type:** Submarine vessel  
**Scale:** Speeder

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

**Torpedo Launcher** (3 missiles)

*Fire Arc:* Front

*Skill:* Missile weapons

*Fire Control:* 0D

*Range:* 50-100/500/1 Km

*Damage:* 5D

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

## V-Fin Submersible Icebreaker

**Craft:** V-Fin Submersible Icebreaker

**Type:** Aquatic submersible

**Scale:** Speeder

**Length:** 9.5 meters

**Skill:** Watercraft operation: V-Fin

**Crew:** 2

**Crew Skill:** 5D in all applicable skills

**Passengers:** 10

**Cargo Capacity:** 20 tons

**Cover:** Full

**Depth Range:** Surface level-2,000 meters

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

**Maneuverability:** 1D+2

**Move:** 40; 115 kmh



**Body Strength:** 4D

**Weapons:**

**Sonic Drill**

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 3-50/100/200

*Damage:* 9D

**Source:** Coruscant and the Core Worlds (page 138)

## Explorer



**Craft:** 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

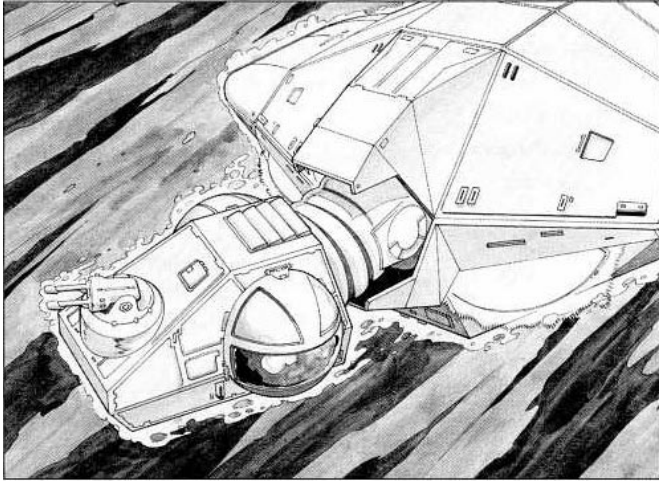
*Fire Control:* 1D

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

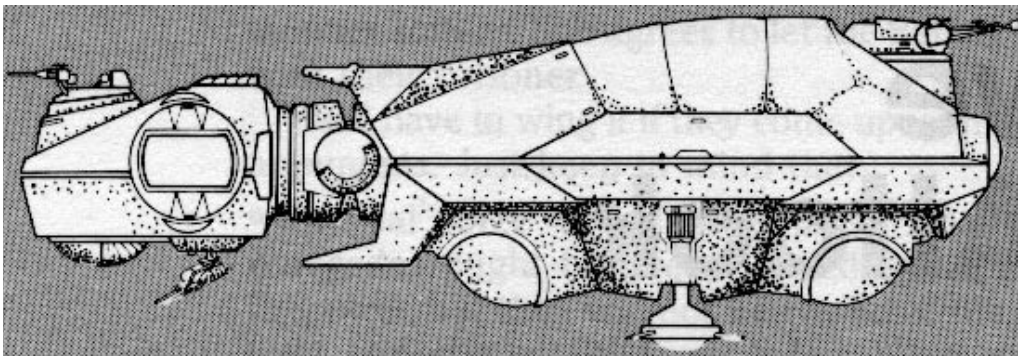
*Damage:* 2D

**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 kmh  
**Body Strength:** 6D  
**Weapons:**  
**Two Heavy Laser Cannons**  
*Fire Arc:* Front  
*Crew:* 1 (co-pilot or commander)  
*Skill:* Vehicle blasters  
*Fire Control:* 2D  
*Range:* 50-500/1.5/3 Km  
*Damage:* 6D  
**Two Medium Blasters**  
*Fire Arc:* Rear/Turret  
*Crew:* 1 (gunner)  
*Skill:* Vehicle blasters  
*Fire Control:* 2D  
*Range:* 50-200/500/1 Km  
*Damage:* 3D  
**Note:** The Swimmer's head is mounted on a pivoting neck, which can turn to face the left, front, and right fire arcs. An AT-AT Swimmer may move its head one fire arc per turn (from left to front, right to front, front to right, or front to left).  
**Source:** Battle for the Golden Sun (page 33)



## Leviathan Submersible Carrier

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

## Crestrunner

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

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

## BBK Escape Sub

**Craft:** Modified Ubrikkian BBK Repulsorsub

**Type:** Aquatic submersible

**Scale:** Starfighter

**Length:** 13.5 meters

**Skill:** Watercraft operation: repulsorsub

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

**Crew Skill:** All pertinent skills at 6D

**Passengers:** 25

**Cargo Capacity:** 33,000 kilograms

**Cover:** Full

**Maximum Depth:** 2,000 meters

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

**Maneuverability:** 2D+1

**Move:** 38; 110 kmh

**Body Strength:** 2D+2

**Shields:** 3D

**2 Dual Turbolaser Cannons** (fire-linked)

*Fire Arc:* Front Turret

*Scale:* Capital

*Skill:* Capital Ship gunnery

*Fire Control:* 4D

*Range:* 6-30/70/150 Km

*Damage:* 5D

**2 Proton Hydrotorpedo Launchers**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 4D

*Range:* 50-500/1.5/3 Km

*Damage:* 9D

# Watercraft

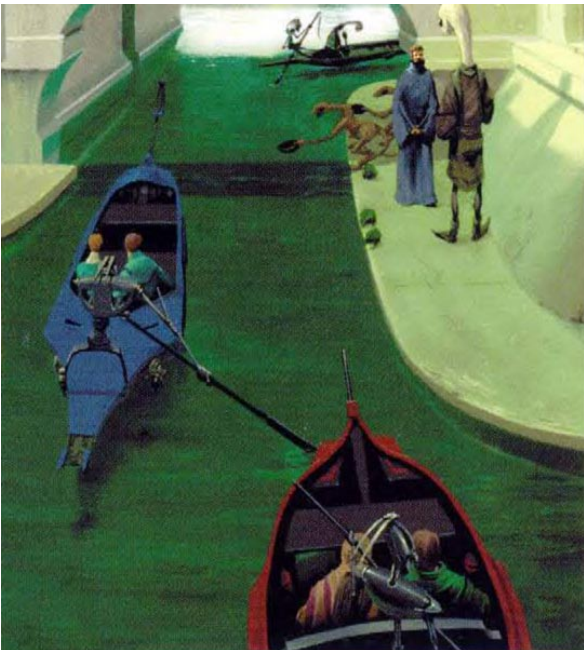
## Hydromancer

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

## Repulsorsail Skiff

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

## Gados Floatboat



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

## Wookiee Flying Catamaran



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

## TIE Boat

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

**2 Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Crew:* 1

*Skill:* Vehicle blasters

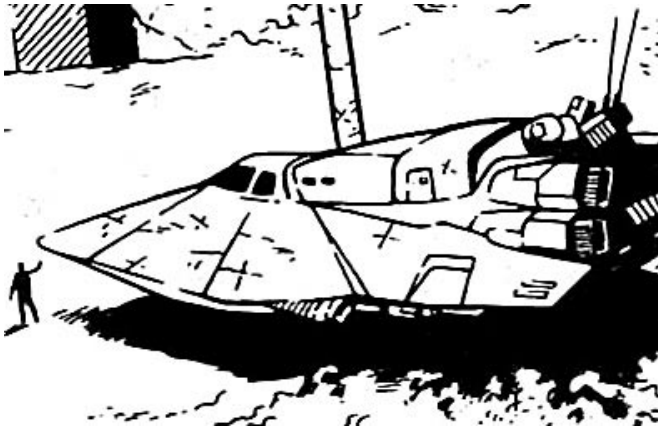
*Fire Control:* 2D

*Range:* 50-250/600/1 Km

*Damage:* 4D

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

## Cyropac-77 Waveskimmer



**Craft:** Cyropac-77 Waveskimmer

**Type:** Landspeeder variant

**Scale:** Speeder

**Length:** 7 meters

**Skill:** Repulsorlift operation

**Crew:** 1, gunners: 1

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

**Cargo Capacity:** 20 kilograms

**Cover:** Full

**Altitude Range:** 2 meters (over water only)

**Cost:** 5,500 credits

**Maneuverability:** 3D

**Move:** 140; 400 kmh

**Body Strength:** 3D

**Weapons:**

**Twin Heavy Blaster Cannons** (fire-linked)

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Vehicle blasters

*Fire Control:* 3D

*Range:* 2-25/50/250

*Damage:* 5D

**Source:** Hideouts & Strongholds (pages 66-67)

## Trade Federation Gunboat

**Craft:** Trade Federation Gunboat

**Type:** Watercraft/gunboat

**Scale:** Speeder

**Length:** 6 meters

**Skill:** Watercraft operation: gunboat

**Crew:** 1

**Crew Skill:** Watercraft operation 4D

**Passengers:** 3

**Cargo Capacity:** 40 kilograms

**Cover:** 1/2

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

**Maneuverability:** 1D



**Move:** 35; 100 kmh

**Body Strength:** 3D+2

**Weapons:**

**Heavy Laser Cannon**

*Fire Arc:* Turret

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 50-500/1/2 Km

*Damage:* 6D

**Energy Bombs** (10 carried)

*Fire Arc:* Rear

*Skill:* Missile weapons

*Fire Control:* 2D

*Range:* 2-12/25/50 m

*Damage:* 4D

## Ubrikkian Yacht

**Craft:** Ubrikkian Private Shipwright's Contract GBX-005

**Type:** Sea Yacht

**Scale:** Starfighter

**Length:** 70 meters

**Skill:** Watercraft operation: GBX-005

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

**Crew Skill:** All pertinent skills at 6D

**Passengers:** 45

**Cargo Capacity:** 2 metric tons

**Cover:** 1/4 to Full cover

**Cost:** Not available for sale (2.9 million estimated)

**Maneuverability:** 2D

**Move:** 140; 400 kmh

**Body Strength:** 6D+1

**Shields:** 3D

**Weapons:**

**2 Dual Turbolaser Cannons** (fire-linked)

*Fire Arc:* Front Turret

*Scale:* Capital

*Skill:* Capital Ship gunnery

*Fire Control:* 4D

*Range:* 6-30/70/150 Km

*Damage:* 5D

**2 Proton Hydrotorpedo Launchers**

*Fire Arc:* Front

*Skill:* Starship gunnery

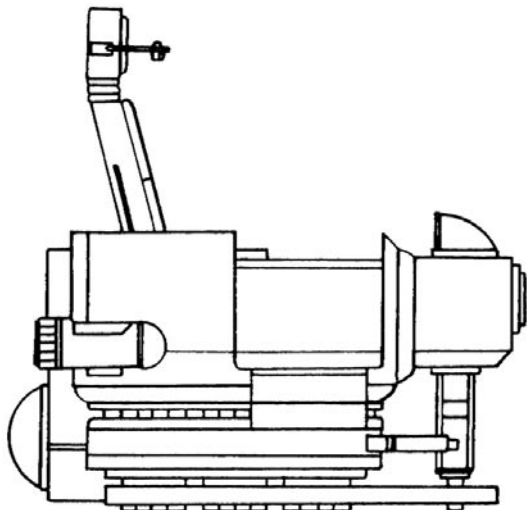
*Fire Control:* 4D

*Range:* 50-500/1.5/3 Km

*Damage:* 9D

# Hover Vehicles

## Columi Mental Hoverpod



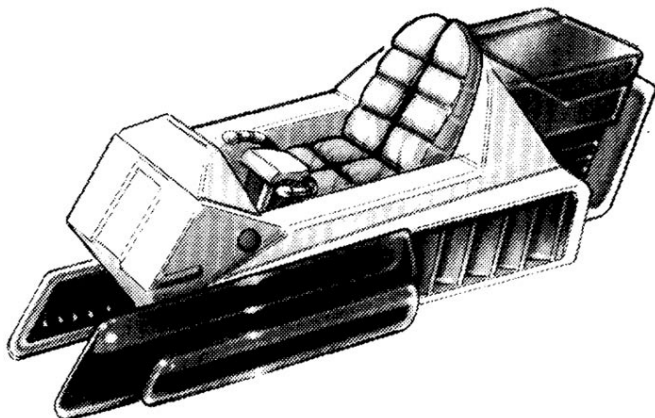
**Craft:** Columi Mental Hoverpod  
**Type:** Personal conveyance  
**Scale:** Character

**Length:** 3 meters  
**Skill:** Hover vehicle operation  
**Crew:** 1  
**Cargo Capacity:** 50 kilograms  
**Cover:** 1/2  
**Altitude Range:** Ground level-3 meters  
**Cost:** 15,000  
**Availability:** 4, R  
**Maneuverability:** 1D  
**Move:** 30; 120 kmh  
**Body Strength:** 1D

**Game Notes:** While existing stabilizing serums assist users in controlling this unit, some beings can experience bouts of nausea and other unpleasant side effects. A user must make a Difficult *stamina* check every half hour: failing the roll means the user will have to stop using the device for 1D hours.

**Source:** Galladinium's Fantastic Technology (page 86)

## Hover Shopper



**Craft:** Borliss Automation Concepts Incorporated HVP-200  
**Type:** One-person personal cargo carrier  
**Scale:** Character

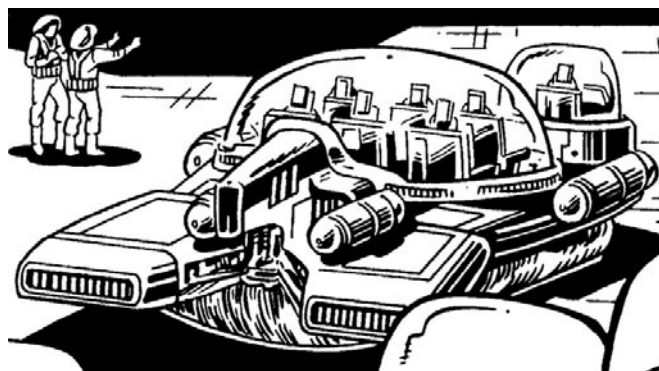
**Length:** 3 meters  
**Skill:** Hover vehicle operation  
**Crew:** 1  
**Cargo Capacity:** 300 kilograms  
**Cover:** 1/4  
**Altitude Range:** Ground level-2 meters  
**Cost:** 400  
**Maneuverability:** +1  
**Move:** 20; 60 kmh  
**Body Strength:** 3D  
**Source:** Galladinium's Fantastic Technology (pages 13-14), Arms and Equipment Guide (page 76)

## K'Rraith "Windstorm"

**Craft:** V'Jar be' Mun Technologies K'Rraith Hover Vehicle  
**Type:** Light hover vehicle  
**Scale:** Speeder

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

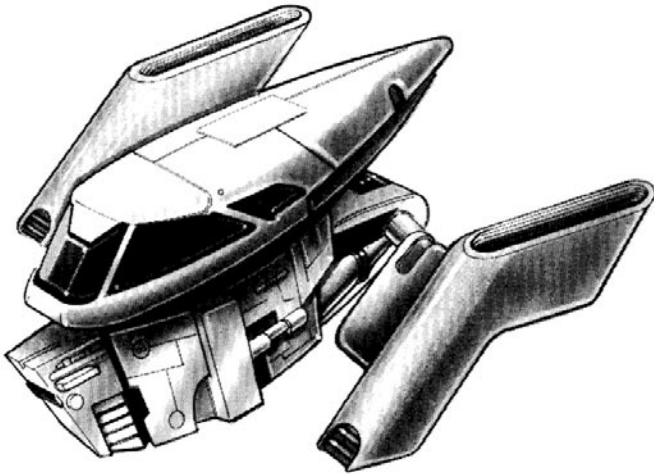
## 93-B Light Hover



**Craft:** Aratech 93-B Light Hover  
**Type:** Light hover vehicle  
**Scale:** Speeder

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

## Methane Sifter



**Craft:** Bespin Motors Methane Sifter Ramjet

**Type:** Exotic atmosphere hovercraft

**Scale:** Speeder

**Length:** 15 meters

**Skill:** Hover vehicle operation: methane sifter

**Crew:** 2; skeleton: 1/+10

**Passengers:** 1

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

**Cover:** Full

**Altitude Range:** Ground level-3 meters

**Cost:** 30,000 (new)

**Maneuverability:** 1D

**Move:** 75; 225 kmh

**Body Strength:** 2D+1

**Source:** Galladinium's Fantastic Technology (page 14)

**Passengers:** 20 (troops)

**Cargo Capacity:** 200 kilograms

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

**Consumables:** 3 days

**Cost:** 14,500 credits

**Maneuverability:** 1D+2

**Move:** 35; 100 kmh

**Body Strength:** 2D+2

**Weapons:**

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

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Vehicle blasters

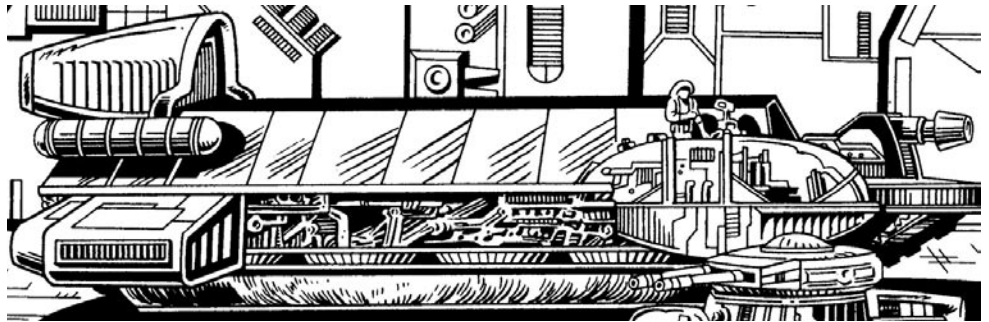
*Fire Control:* 1D

*Range:* 10-200/350/500

*Damage:* 2D+2

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

## 109-Z Armored Cargo Hover



**Craft:** Aratech 109-Z Armored Cargo Hover

**Type:** Heavy hover vehicle

**Scale:** Speeder

**Length:** 12 meters

**Skill:** Hover vehicle operation: 109-Z

**Crew:** 2 (1 can coordinate)

**Passengers:** 12

**Cargo Capacity:** 4 metric tons

**Cover:** Full

**Altitude Range:** Ground level-1 meter

**Cost:** 47,000 credits (Military)

**Maneuverability:** 1D

**Move:** 42; 120 kmh

**Body Strength:** 2D+2

**Weapons:**

**Laser Cannon**

*Fire Arc:* Front

*Crew:* 1 (co-pilot)

*Skill:* Vehicle blasters

*Range:* 3-50/100/200

*Damage:* 4D

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

## Amphibion



**Craft:** SedriMotors Ltd. Amphibion

**Type:** Modified aquatic combat speeder

**Scale:** Speeder

**Length:** 7.3 meters

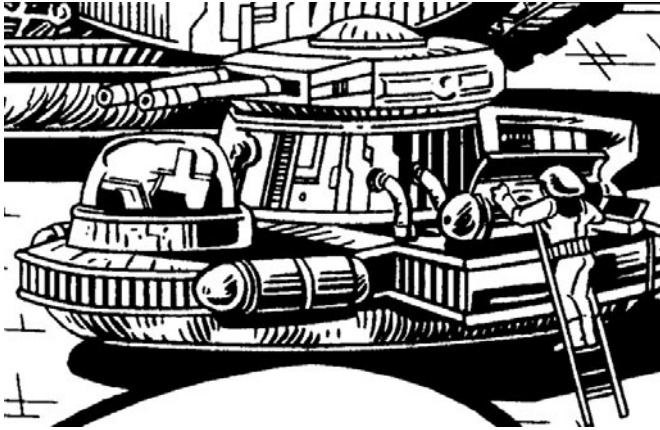
**Skill:** Hover vehicle operation: amphibion

**Crew:** 2, skeleton: 1/+5

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

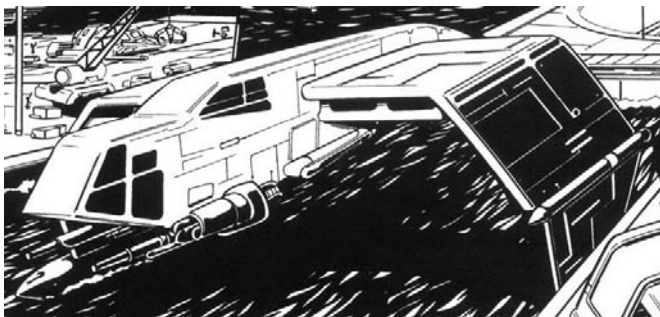


## 101-C Medium Military Hover



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

## Waveskimmer Prototype



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

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

## Waveskimmer

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



**Source:** Dark Empire Sourcebook (pages 126-127)

## Hoverscout

**Craft:** Mekuun Hoverscout

**Type:** Hoverscout

**Scale:** Speeder

**Length:** 15.9 meters

**Skill:** Hover vehicle operation: Hoverscout

**Crew:** 1, gunners: 3

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

**Passengers:** 6

**Cargo Capacity:** 50 kilograms

**Cover:** Full

**Cost:** Not available for sale

**Maneuverability:** 1D

**Move:** 70; 200 kmh

**Body Strength:** 3D

**Weapons:**

**Heavy Blaster Cannon**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 50-250/750/1.5 Km

*Damage:* 6D

**Laser Cannon**

*Fire Arc:* Turret\*

*Crew:* 1

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 50-100/200/500

*Damage:* 2D

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

**Concussion Missile Launcher**

*Fire Arc:* Turret

*Crew:* 1

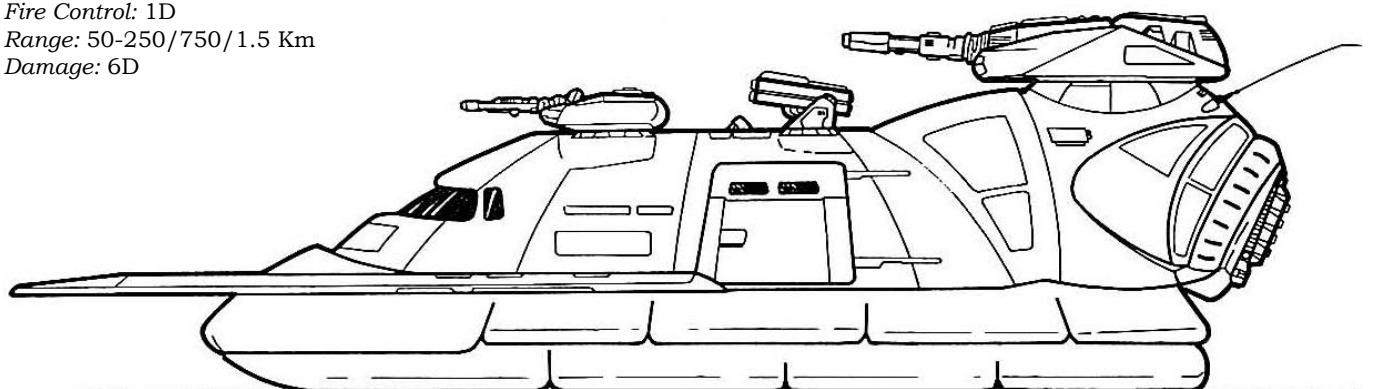
*Skill:* Missile weapons

*Fire Control:* 2D

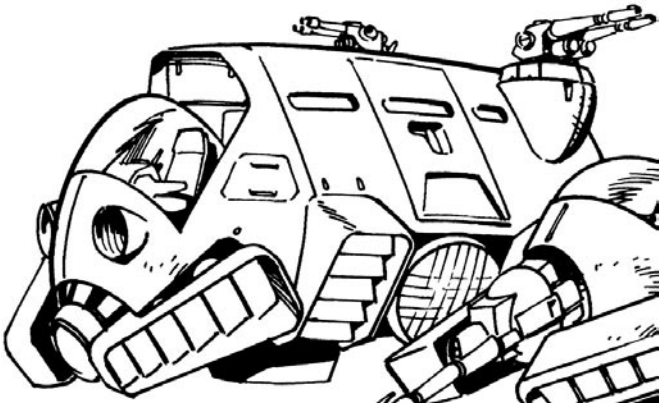
*Range:* 50-500/1.5/3 Km

*Damage:* 4D

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



## Espo Hovervan



**Craft:** Authority CX12 Hovervan

**Type:** Personnel carrier

**Scale:** Speeder

**Length:** 13 meters

**Skill:** Hover vehicle operation: Espo hovervan

**Crew:** 1, gunners: 2

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

**Cargo Capacity:** 1 metric ton

**Cover:** Full

**Altitude Range:** Ground level-10 meters

**Cost:** Not for sale to the public

**Maneuverability:** 2D

**Move:** 90; 260 kmh

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

**Weapons:**

**Twin Blaster Cannons**

*Fire Arc:* Left turret, right turret

*Crew:* 1

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 10-500/1/1.5 Km

*Damage:* 6D+1

**Grenade Mortar**

*Fire Arc:* front

*Scale:* Character

*Skill:* Missile weapons

*Range:* 3-75/150/300

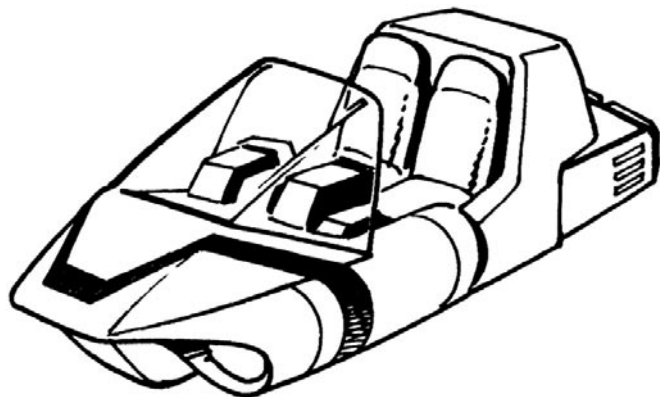
*Damage:* 5D (fragmentation grenade; other grenades can be used)

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

# Landspeeders

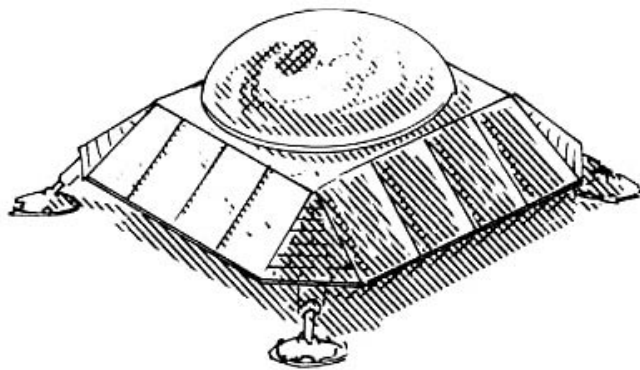
**Maneuverability:** 3D  
**Move:** 80; 230 kmh  
**Body Strength:** 1D  
**Source:** Mission to Lianna (page 51)

## Gravsled



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

## Void-Spider TX-3 Air Taxi



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

## Void-Spider TX-3



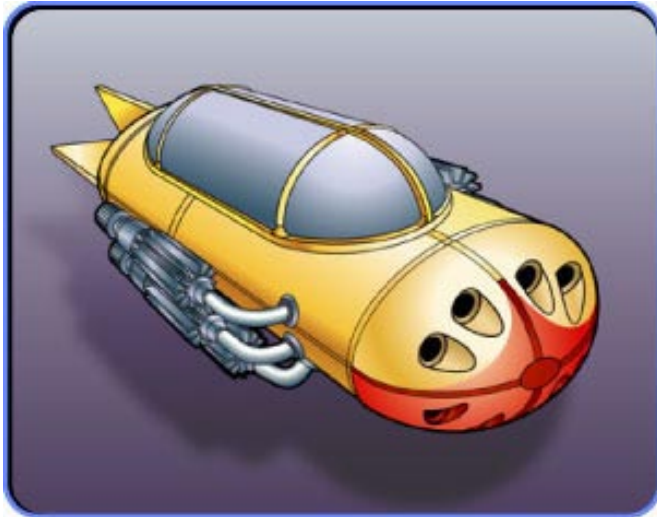
**Craft:** Bespin Motors Void-Spider TX-3  
**Type:** Landspeeder  
**Scale:** Speeder  
**Length:** 7.6 meters  
**Skill:** Repulsorlift operation: landspeeder  
**Crew:** 1 (equipped with autopilot and cruise control)  
**Passengers:** 3  
**Cargo Capacity:** 15 kilograms  
**Cover:** 3/4  
**Altitude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

## Ranger-5

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

## A-1 Deluxe Floater

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



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

## Fleetwing Landspeeder

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

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

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

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

## Ubrikkian 9000 Z001



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

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

## Ubrikkian 9000 Z004



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

## Ando Prime Speeder

**Craft:** Modified Ubrikkian 9000 Z001

**Type:** Landspeeder

**Scale:** Speeder

**Length:** 7.5 meters

**Skill:** Repulsorlift operation: landspeeder

**Crew:** 1

**Passengers:** 4 (possibly 6 with jumper seats)

**Cargo Capacity:** 50 kilograms

**Cover:** Full

**Altitude Range:** Ground level-10 meters

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

**Maneuverability:** 1D+1

**Move:** 70; 200 kmh

**Body Strength:** 2D

**Laser Cannon**

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 2D

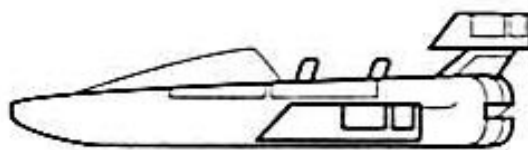
*Range:* 3-50/100/200 m

*Damage:* 4D

**Note:** Modified for use in icy conditions.

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

## OP-5 Landspeeder



**Craft:** SoroSuub OP-5

**Type:** Civilian Landspeeder

**Scale:** Speeder

**Skill:** Repulsorlift operation: landspeeder

**Crew:** 1

**Passengers:** 4

**Cargo Capacity:** 10 kilograms; 25 cubic centimeters

**Cover:** 1/2

**Altitude Range:** Ground level-1 meter

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

**Maneuverability:** 2D

**Move:** 80; 230 kmh

**Body Strength:** 2D

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

## V-35 Courier



**Craft:** SoroSuub V-35 Courier

**Type:** Landspeeder

**Scale:** Speeder

**Length:** 3.8 meters

**Skill:** Repulsorlift operation: landspeeder

**Crew:** 1

**Passengers:** 2

**Cargo Capacity:** 120 kilograms

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

**Altitude Range:** Ground level-1.5 meters

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

**Maneuverability:** 1D+2

**Move:** 40; 120 kmh

**Body Strength:** 2D

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

## XP-32-1 Landspeeder

**Craft:** SoroSuub XP-32-1

**Type:** Landspeeder

**Scale:** Speeder

**Skill:** Repulsorlift operation: landspeeder

**Crew:** 1

**Passengers:** 5

**Cargo Capacity:** 500 kilograms

**Cover:** 3/4

**Altitude Range:** Ground level-1 meter

**Maneuverability:** 1D+2

**Move:** 80; 230 kmh

**Body Strength:** 2D

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

## XP-38 Sport Landspeeder

**Craft:** SoroSuub XP-38 Sport Landspeeder

**Type:** Sport landspeeder

**Scale:** Speeder

**Length:** 3.5 meters

**Skill:** Repulsorlift operation: landspeeder

**Crew:** 1

**Passengers:** 1

**Cargo Capacity:** 30 kilograms

**Cover:** 1/2

**Altitude Range:** Ground level-1 meter

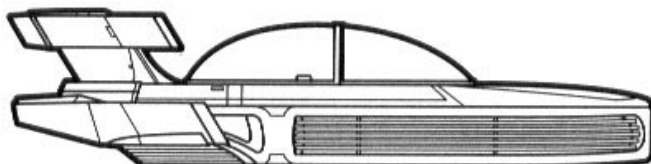
**Cost:** 12,500 (new), 3,500 (used)

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

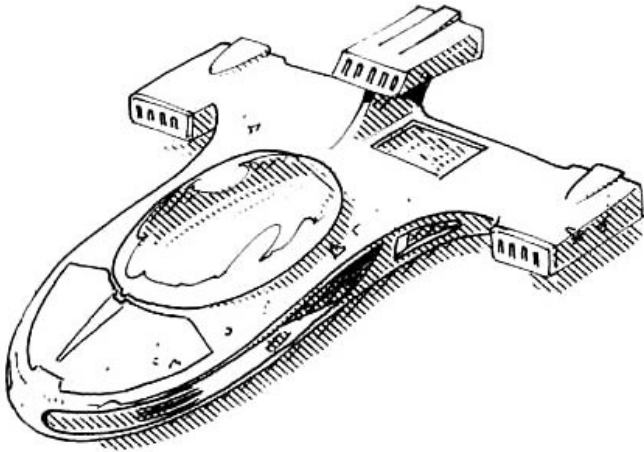
**Move:** 50; 150 kmh

**Body Strength:** 1D+2

**Source:** Arms and Equipment Guide (page 77)



## XP-38A Speeder



**Craft:** SoroSuub XP-38A

**Type:** Landspeeder

**Scale:** Speeder

**Length:** 7.4 meters

**Skill:** Repulsorlift operation: landspeeder

**Crew:** 1

**Passengers:** 2

**Cargo Capacity:** 5 kilograms

**Cover:** 3/4

**Altitude Range:** Ground level-1 meter

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

**Maneuverability:** 2D

**Move:** 35; 100 kmh

**Body Strength:** 2D

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

## X-34 Landspeeder

**Craft:** SoroSuub X-34 Landspeeder Ground Vehicle

**Type:** Landspeeder

**Scale:** Speeder

**Length:** 3.4 meters

**Skill:** Repulsorlift operation: landspeeder

**Crew:** 1

**Passengers:** 1

**Cargo Capacity:** 10 kilograms

**Cover:** 1/2

**Altitude Range:** Ground level-2 meters

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

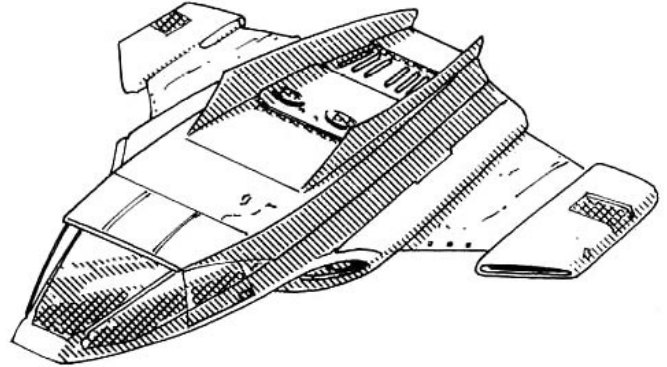
**Maneuverability:** 2D

**Move:** 115; 330 kmh

**Body Strength:** 2D

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

## XP-291 Skimmer



**Craft:** SoroSuub XP-291 Skimmer

**Type:** Landspeeder

**Scale:** Speeder

**Length:** 6.5

**Skill:** Repulsorlift operation: landspeeder

**Crew:** 1

**Passengers:** 3

**Cargo Capacity:** 10 kilograms

**Cover:** 3/4

**Altitude Range:** Ground level-2 meters

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

**Maneuverability:** 2D+1

**Move:** 80; 230 kmh

**Body Strength:** 2D+2

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

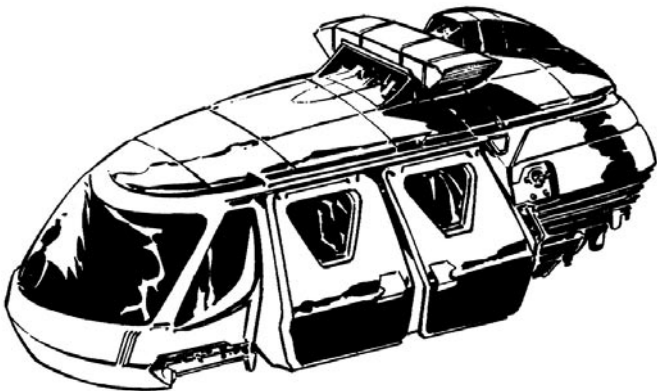


## Resource Recon Speeder



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

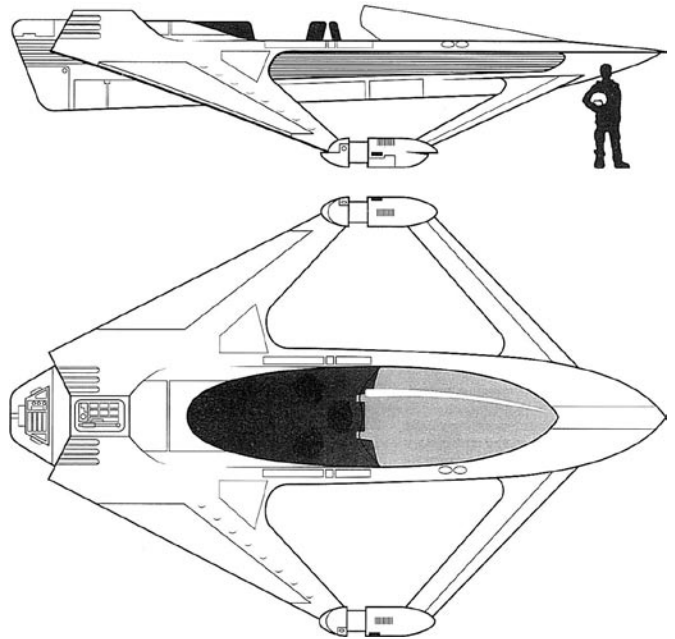
## Robo-Hack



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

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

## Boghopper

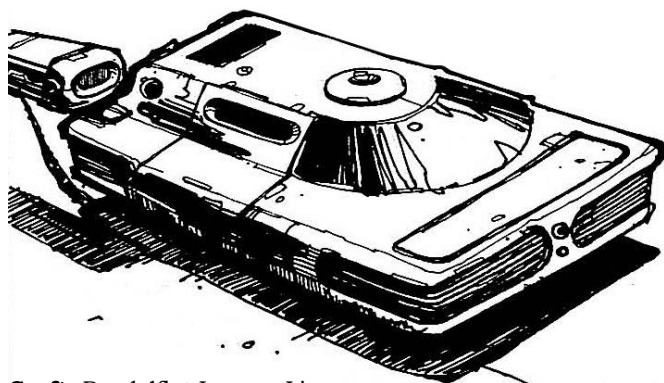


**Type:** Landspeeder variant  
**Scale:** Character  
**Length:** 11 meters  
**Skill:** Repulsorlift operation  
**Crew:** 1  
**Passengers:** 4-6  
**Cargo Capacity:** 40 kilograms  
**Cover:** 3/4  
**Altitude Range:** Ground level-7 meters  
**Cost:** 5,000 (new), 2,000 (used), 10 credits/day (rental)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



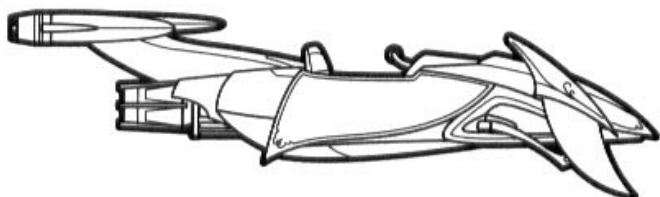
# Luxury Landspeeders

## Limo



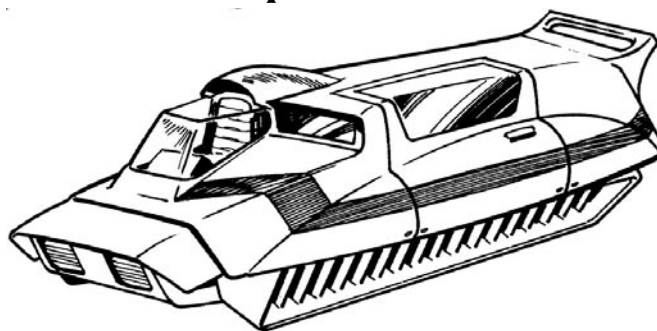
**Craft:** Pendelflot Luxury Limo  
**Type:** Repulsorlift car  
**Scale:** Speeder  
**Length:** 8 meters  
**Skill:** Repulsorlift operation  
**Crew:** 1  
**Crew Skill:** Repulsorlift operation 2D  
**Passengers:** 6  
**Cargo Capacity:** 10 kilograms  
**Cover:** Full  
**Altitude Range:** Ground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

## JG-8 Luxury Speeder



**Craft:** SoroSuub JG-8 Luxury Speeder  
**Type:** Luxury speeder  
**Scale:** Speeder  
**Length:** 6.2 meters  
**Skill:** Repulsorlift operation: landspeeder  
**Crew:** 1  
**Passengers:** 1  
**Cargo Capacity:** 20 kilograms  
**Cover:** 1/2  
**Altitude Range:** Ground level-1 meter  
**Cost:** 40,000 (new), 20,500 (used)  
**Maneuverability:** 0D  
**Move:** 60; 180 kmh  
**Body Strength:** 2D+2  
**Source:** Arms and Equipment Guide (page 76)

## Mobquet Corona



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

## Mobquet Deluxe

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

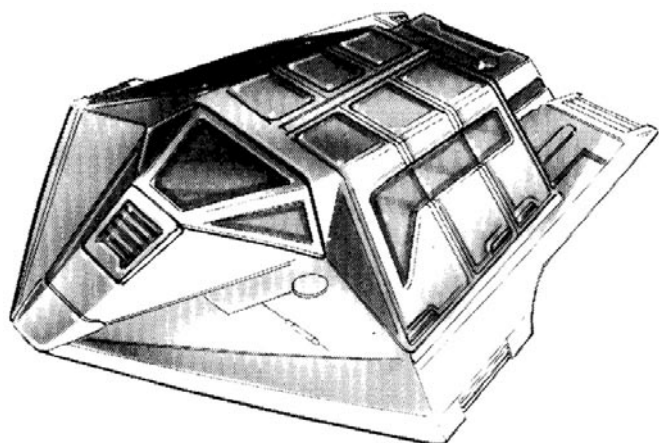
## Ubrikkian Limousine

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

## Ubrikkian Zisparanza

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

## Astral-8 Luxury Speeder



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

## Land Carrier

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

## WLZ-101 Groundcoach

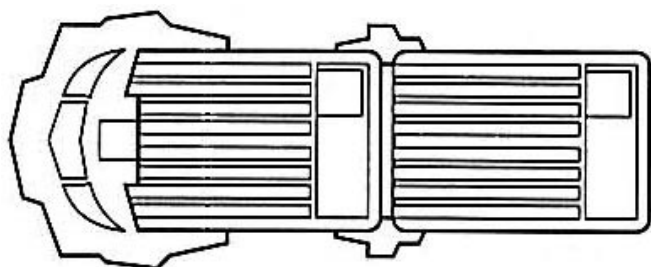
**Craft:** SoroSuub WLZ-101 Groundcoach  
**Type:** Armored groundcoach speeder  
**Scale:** Speeder  
**Length:** 12 meters  
**Skill:** Repulsorlift operation: luxury speeder  
**Crew:** 1  
**Crew Skill:** Repulsorlift operation 4D  
**Passengers:** 5  
**Cargo Capacity:** 500 kilograms  
**Cover:**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

# Cargo Landspeeders

## Repulsor Cart

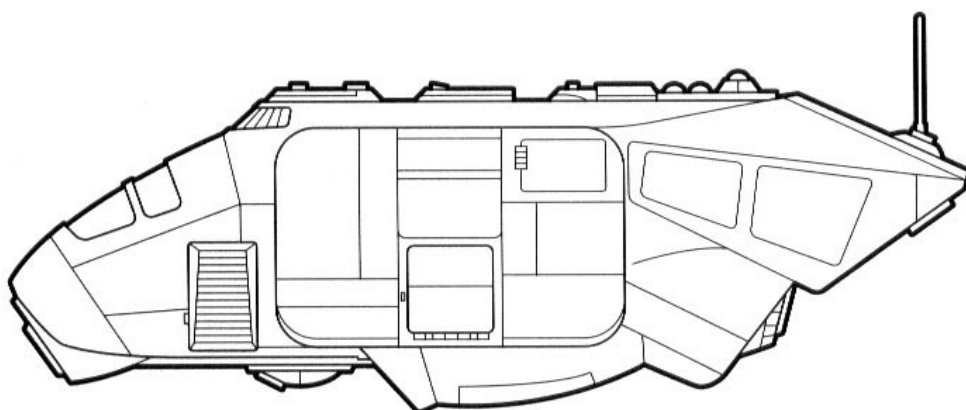
**Type:** Repulsor carts  
**Scale:** Speeder  
**Skill:** Repulsorlift operation  
**Crew:** 1  
**Passengers:** 4  
**Cover:** 1/2  
**Altitude Range:** Ground level-1.5 meters  
**Maneuverability:** 0D  
**Move:** 14; 40 kmh  
**Body Strength:** 1D  
**Source:** Operation: Elrood (page 14)

## Transport Sled



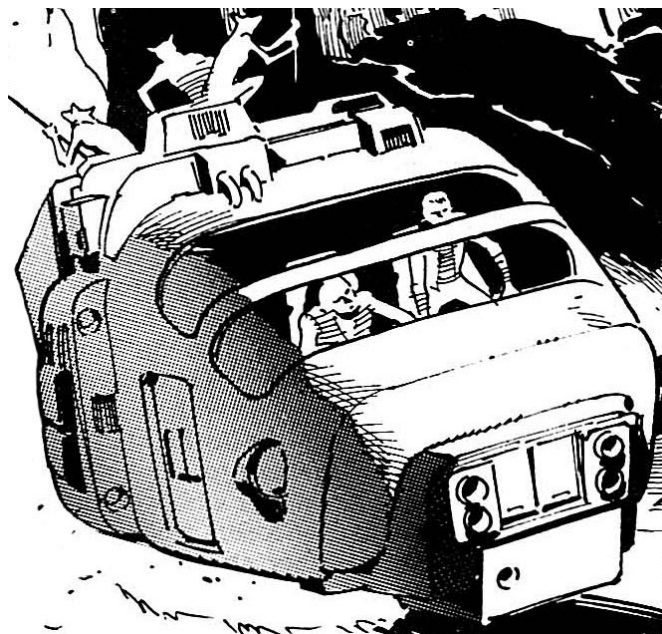
**Type:** Repulsorlift sled  
**Scale:** Speeder  
**Length:** 10.5 meters  
**Skill:** Repulsorlift operation  
**Crew:** 1  
**Cover:** Full (pilot), 1/4 (cargo area)  
**Altitude Range:** Ground level-1.5 meters  
**Maneuverability:** 0D  
**Move:** 70; 200 kmh  
**Body Strength:** 2D  
**Source:**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

## Rebel Speeder Truck



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

## Speeder Truck

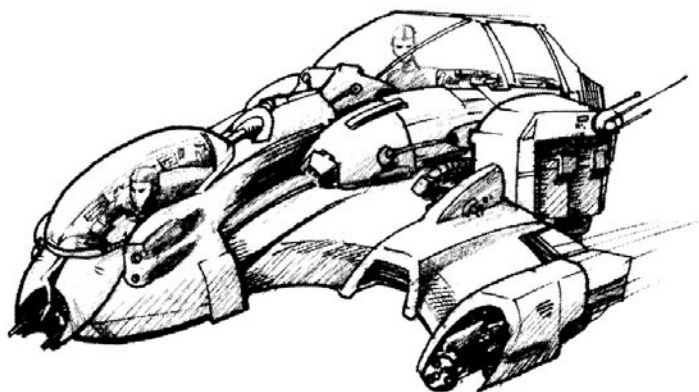


**Craft:** Modified Trast A-A6z Speeder Truck  
**Type:** Speeder truck  
**Scale:** Walker  
**Length:** 15 meters  
**Skill:** Repulsorlift operation  
**Crew:** 1; 1 (can coordinate) (Automated version is equipped with droid brain)

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

## Catering SpeederVan

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



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

## HL-38 Armored Hovervan

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

## Ore Hauler

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

## Mineral Extractor

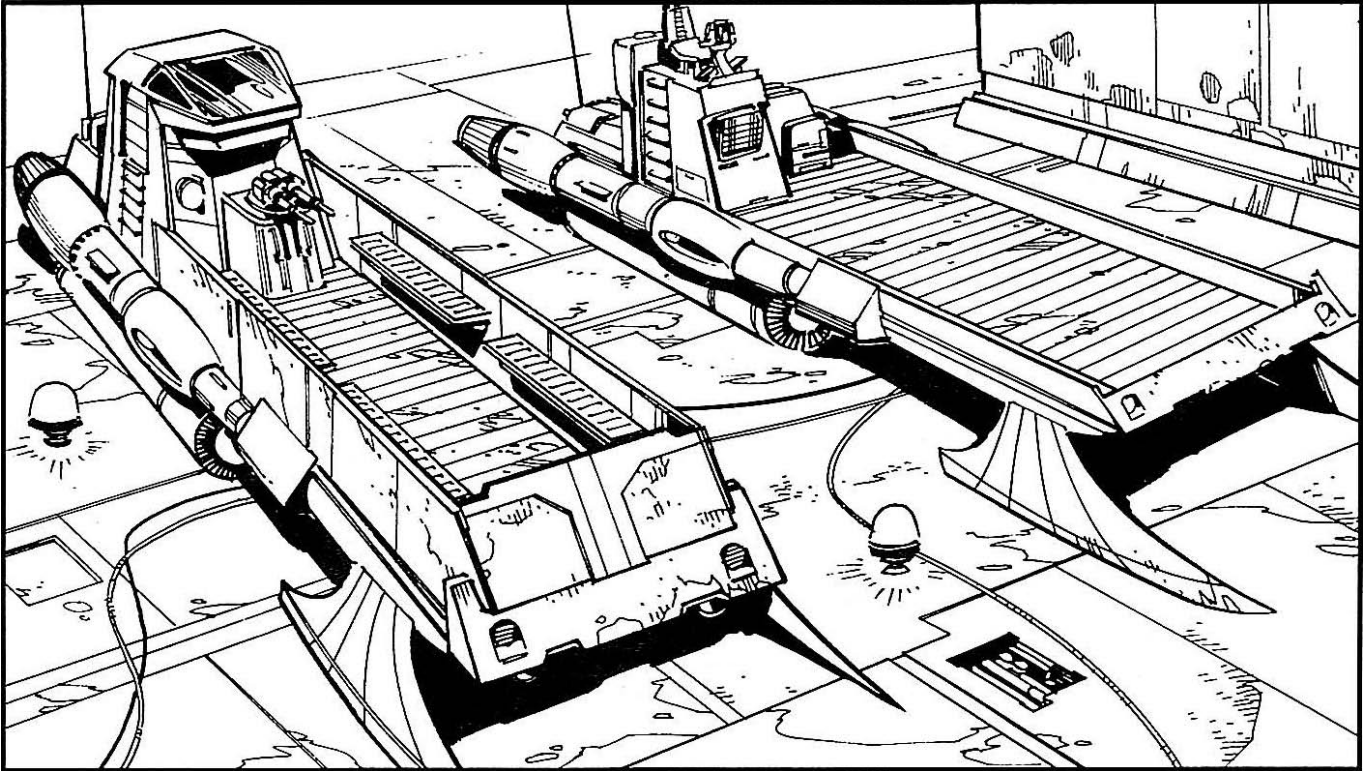
**Craft:** Tagge Mining Co. AEA-500 Mineral Extractor  
**Type:** Contained mining vehicle  
**Scale:** Speeder  
**Length:** 20 meters  
**Crew:** 2 (driver, dig operator)  
**Cargo Capacity:** 10 metric tons  
**Cover:** Full  
**Altitude Range:** Ground level-2 meters  
**Cost:** 25,000  
**Maneuverability:**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

## QL-2a Speeder Truck

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

## Cargo Master Speeder Truck

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



**Weapons:**

**Heavy Blaster Cannon**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Vehicle blasters

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

*Range:* 400/800/1.2 Km

*Damage:* 4D+2

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

# Military Landspeeders

## JX-09 Prisoner Transport

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

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

## Speeder Command Vehicle

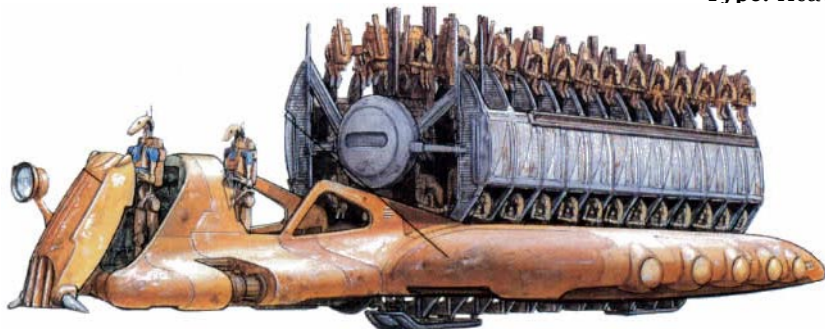
**Craft:** Mekuun CMD-1 Speeder Command Vehicle  
**Type:** Command speeder  
**Scale:** Speeder

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

## Trade Federation Troop Carrier

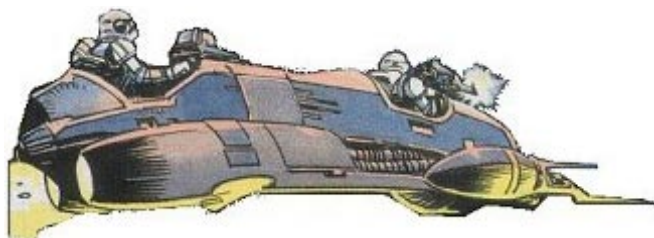
**Craft:** Baktoid Armor Workshop's Troop Carrier  
**Type:** Troop transport  
**Scale:** Speeder

**Length:** 29.7 meters



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

## Storm Skimmer Patrol Sled



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

## Urban Assault Speeder

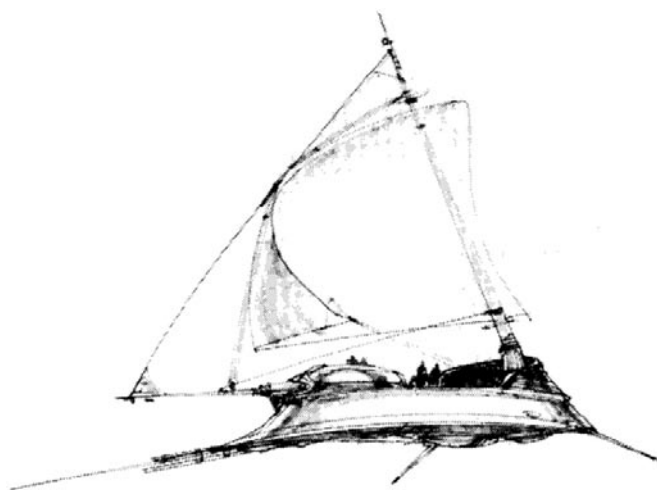
**Craft:** RepulsorCorp. Urban Assault Speeder  
**Type:** Heavy Speeder  
**Scale:** Speeder

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

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



## Sevari Wind Rider



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

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

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

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

**Weapons:**

**Ballista**

*Fire Arc:* Front

*Crew:* 2

*Skill:* Archaic weapons: crossbows

*Fire Control:* 0D

*Range:* 3-25/75/100

*Damage:* 3D

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

## Armored Landspeeder

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

**Length:** 6.2 meters

**Skill:** Repulsorlift operation: landspeeder

**Crew:** 1

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

## Flash Speeder



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

**Crew:** 1

**Passengers:** 1

**Cargo Capacity:** 10 kilograms

**Cover:** 1/2

**Altitude Range:** Ground level-2 meters

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

**Maneuverability:** 2D+1

**Move:** 70; 200 kmh

**Body Strength:** 2D

**Weapons:**

**Defense Blaster**

*Fire Arc:* Turret

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 3-50/120/300

*Damage:* 3D

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

## Escort Speeder

**Craft:** Dromor Motors "Escort Speeder"

**Type:** Escort speeder

**Scale:** Speeder

**Skill:** Repulsorlift operation

**Crew:** 1

**Passengers:** 3

**Cargo Capacity:** 50 kilograms

**Cover:** Full

**Altitude Range:** Ground level-2 meters

**Maneuverability:** 2D

**Move:** 105; 300 kmh

**Body Strength:** 2D

**Weapons:**

**Small Repeating Blaster**

*Fire Arc:* Concealed turret

*Crew:* 1

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 0-3/75/100

*Damage:* 4D

**Source:** Mission to Lianna (page 51)

*Crew:* 1

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 3-150/300/450

*Damage:* 4D

**Source:** Arms and Equipment Guide (page 80)

## Gian Speeder



**Craft:** SoroSuub V-19 Gian Speeder

**Type:** Military landspeeder

**Scale:** Speeder

**Length:** 5.7 meters

**Skill:** Repulsorlift operation: landspeeder

**Crew:** 1, gunners: 1

**Passengers:** 2

**Cargo Capacity:** 50 kilograms

**Cover:** 1/2

**Altitude Range:** Ground level-1.5 meters

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

**Maneuverability:** 1D

**Move:** 80; 240 kmh

**Body Strength:** 2D+2

**Weapons:**

**Double Repeating Blaster Cannon** (fire-linked)

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 10-50/200/500

*Damage:* 4D

**Repeating Blaster Cannon**

*Fire Arc:* Turret

*Crew:*

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 10-50/200/500

*Damage:* 4D

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

## Transpeeder

**Craft:** Baktoid Armor Workshop Transpeeder

**Type:** Personal speeder

**Scale:** Speeder

**Length:** 2 meters

**Skill:** Repulsorlift operation

**Crew:** 1

**Cargo Capacity:** 5 kilograms

**Cover:** None

**Altitude Range:** Ground level-1 meter

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

**Maneuverability:** 2D+2

**Move:** 95; 270 kmh

**Body Strength:** 2D

**Weapons:**

**Double Light Laser Cannon** (fire-linked)

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 3-50/100/200

*Damage:* 4D

**Source:** Arms and Equipment Guide (page 79)

## Repulsorlift Sled

**Craft:** Merr-Sonn WW-676 Repulsorlift Sled

**Type:** Repulsorsled weapon platform

**Scale:** Speeder

**Length:** 3.2 meters

**Skill:** Repulsorlift operation

**Crew:** 1, gunners: 1

**Cargo Capacity:** 250 kilograms

**Cover:** None

**Altitude Range:** Ground level-3 meters

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

**Maneuverability:** 3D

**Move:** 105; 300 kmh

**Body Strength:** 2D

**Weapons:**

**Frag Grenade Launcher**

*Fire Arc:* Front

## 008 Heavy Landspeeder

**Craft:** Trask Industries 008 Heavy Landspeeder

**Type:** Combat landspeeder

**Scale:** Speeder

**Length:** 8 meters

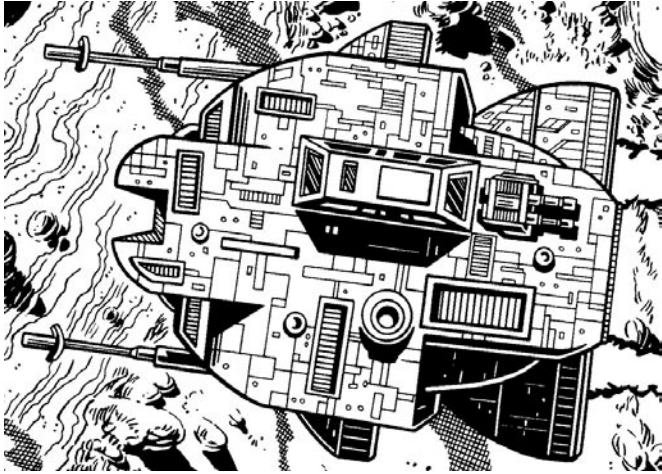
**Skill:** Repulsorlift operation: landspeeder

**Crew:** 1, gunners: 1

**Cargo Capacity:** 10 kilograms

**Cover:** Full

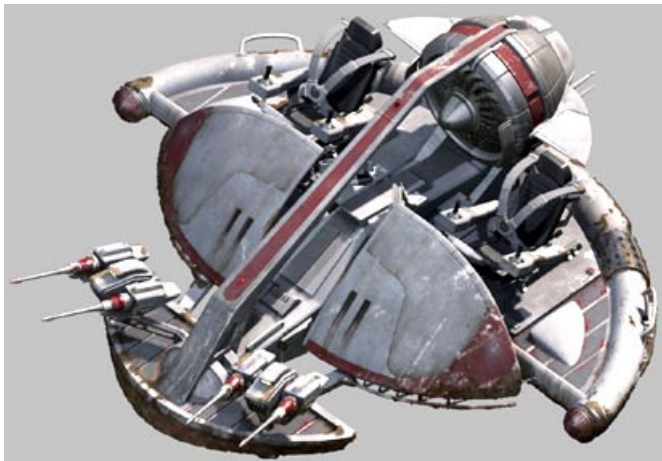




**Altitude Range:** Ground level-3 meters  
**Cost:** 23,000 credits (Military)  
**Maneuverability:** 3D  
**Move:** 110; 315 kmh  
**Body Strength:** 2D+1  
**Weapons:**  
**Double Laser Cannon** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Vehicle blasters  
*Fire Control:* 3D  
*Range:* 50-300/700/1.1 Km  
*Damage:* 4D  
**2 Medium Blasters** (fire-linked)  
*Fire Arc:* Back  
*Crew:* 1  
*Skill:* Vehicle blasters  
*Fire Control:* 1D  
*Range:* 50-300/450/850  
*Damage:* 6D  
**Source:** Goroht, Slave of the Empire (pages 81-82)

## Swamp Speeder

**Craft:** Uulshos Manufacturing Infantry Support Platform (ISP)  
**Type:** Light attack vehicle  
**Scale:** Speeder  
**Length:** 5 meters  
**Skill:** Repulsorlift operation: swamp speeder  
**Crew:** 2  
**Cargo Capacity:** 20 kilograms  
**Cover:** 1/2



**Altitude Range:** Ground level-1.3 meters  
**Cost:** 16,000 (new), 10,000 (used)  
**Maneuverability:** 3D+2  
**Move:** 35; 100 kmh  
**Body Strength:** 4D  
**Weapons:**  
**2 Twin Blaster Cannons**  
*Fire Arc:* 1 front/right turret, 1 front/left turret  
*Skill:* Vehicle blasters  
*Fire Control:* 2D  
*Range:* 10-100/500/800  
*Damage:* 4D

## Rebel ULAV



**Craft:** Modified Siemar Ultra-Light Assault Vehicle  
**Type:** Light assault vehicle  
**Scale:** Speeder  
**Length:** 7 meters  
**Skill:** Repulsorlift operation: ULAV  
**Crew:** 1, gunners: 1  
**Crew Skill:** Vehicle blasters 4D, repulsorlift operation 4D  
**Cargo Capacity:** 5 kilograms  
**Cover:** Full  
**Altitude Range:** Ground level-0.6 meters  
**Cost:** 12,900 (used only)  
**Maneuverability:** 3D  
**Move:** 140; 400 kmh  
**Body Strength:** 2D+2  
**Weapons:**  
**Twin Light Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Vehicle blasters  
*Fire Control:* 1D  
*Range:* 3-50/100/200  
*Damage:* 2D+2  
**Concussion Grenade Launcher**  
*Fire Arc:* Front  
*Skill:* Missile weapons  
*Fire Control:* 1D  
*Range:* 10-50/100/200  
*Damage:* 3D+1  
**Medium Blaster Cannon**  
*Fire Arc:* Back  
*Crew:* 1 (gunner)  
*Skill:* Vehicle blasters  
*Fire Control:* 2D  
*Range:* 50-200/500/1 Km  
*Damage:* 5D  
**Source:** Rebel Alliance Sourcebook (pages 104-105), The DarkStryder Campaign (page 76), Arms and Equipment Guide (page 80)



## Stinger

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

## Intimidator

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

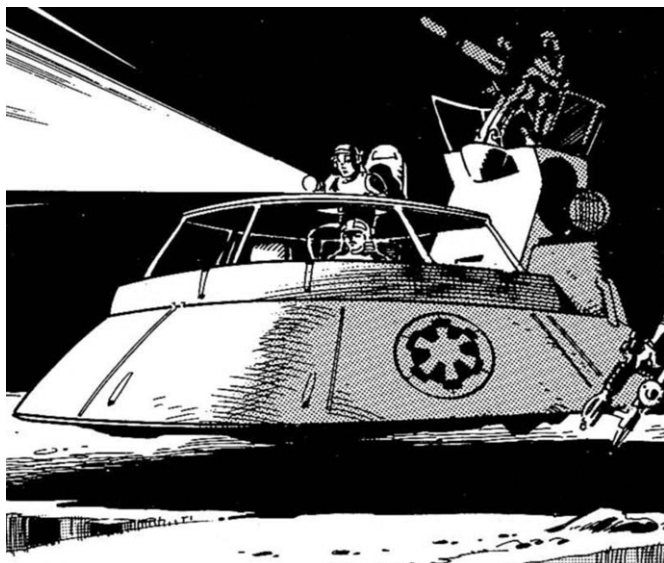
## Dominator

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

## Imperial Troop Transport

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

## Mekuun Repulsor Scout



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

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

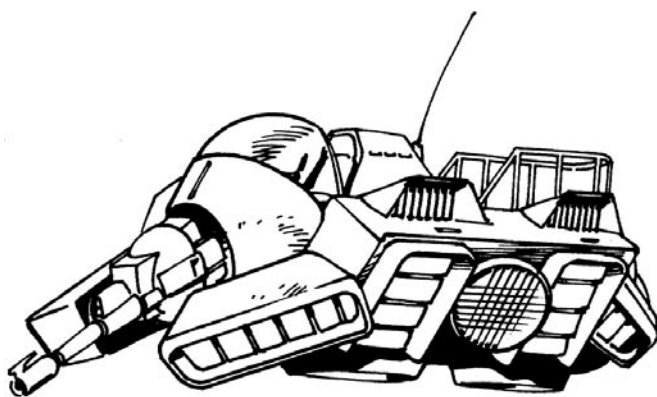
## Arrow-23 Tramp Shuttle

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



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

## X10 Groundcruiser

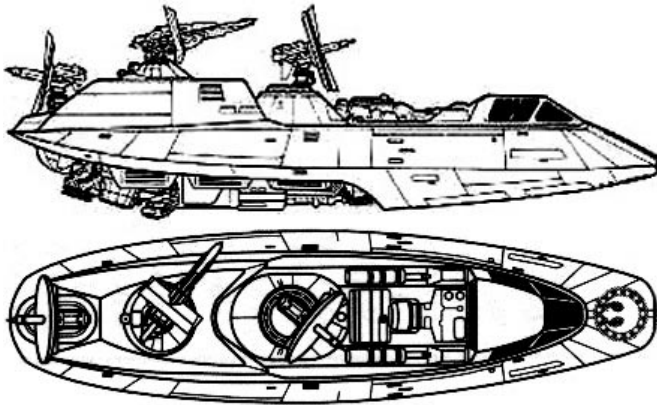


**Craft:** Authority X10 Groundcruiser  
**Type:** Espo patrol craft  
**Scale:** Speeder  
**Length:** 6 meters  
**Skill:** Repulsorlift operation: X10 Groundcruiser  
**Crew:** 1  
**Crew Skill:** Vehicle blasters 4D+1, Repulsorlift operation 5D  
**Passengers:** 6 (troops)  
**Cargo Capacity:** 100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

**Heavy Blaster Cannon**

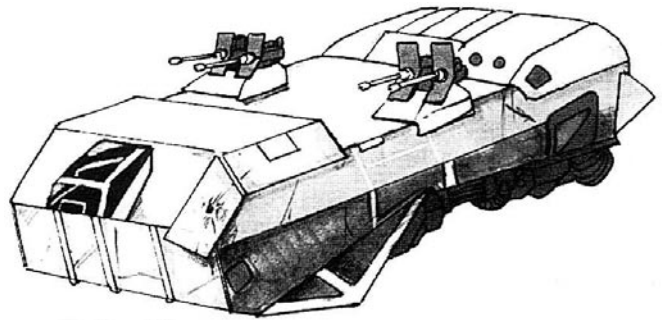
*Fire Arc:* Front  
*Skill:* Vehicle blasters  
*Fire Control:* 1D  
*Range:* 50-200/400/600  
*Damage:* 5D  
**Source:** Han Solo and the Corporate Sector Sourcebook (pages 110-111)

**Rebel Armored Freerunner**



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

**SpecForce Freerunner APC**



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

**Imperial Patrol Landspeeder**



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

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

## Armored Repulsorlift Transport



## Chariot Command Speeder

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

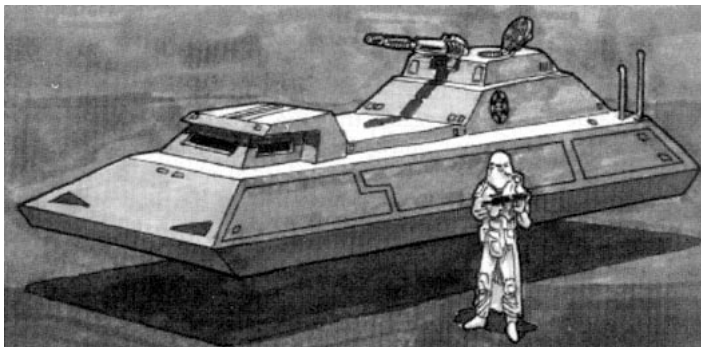
**Scale:** Speeder  
**Skill:** Repulsorlift operation  
**Crew:** 1, gunners: 1  
**Crew Skill:** Repulsorlift operation 3D, vehicle blasters 3D  
**Passengers:** 20  
**Cargo Capacity:** 500 kilograms  
**Cover:** Full  
**Altitude Range:** Ground level-1.5 meters  
**Move:** 12; 40 kmh  
**Body Strength:**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



## SCS-19 Sentinel

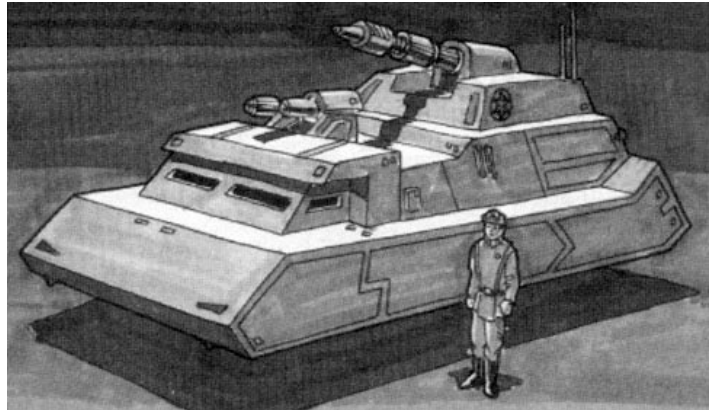
**Craft:** TaggeCo SCS-19 Sentinel  
**Type:** Armored transport  
**Scale:** Speeder  
**Length:** 12 meters  
**Skill:** Repulsorlift operation  
**Crew:** 1  
**Passengers:** 4  
**Cargo Capacity:** 50 kilograms  
**Cover:** Full  
**Altitude Range:** Ground level-1.5 meters  
**Cost:** 60,000 (new),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

## Light Imperial Repulsortank



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

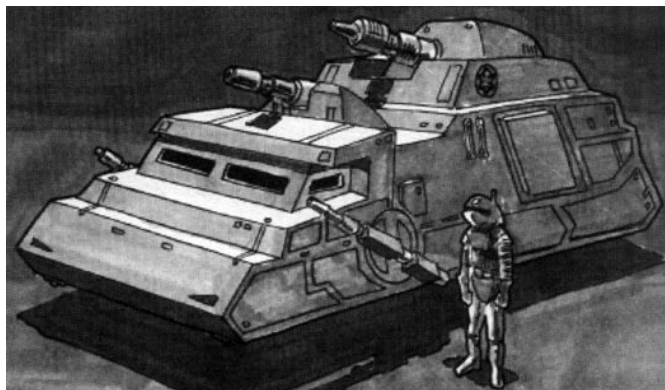
## Medium Imperial Repulsortank



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

## Heavy Imperial Repulsortank

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



**Maneuverability:** 1D+2

**Move:** 105; 300 kmh

**Body Strength:** 4D+2

**Weapons:**

**Heavy Laser Cannon**

*Fire Arc:* Turret

*Crew:* 2

*Skill:* Vehicle blasters

*Fire Control:* 2D+2

*Range:* 200-1/3/5 Km

*Damage:* 6D

**Medium Blaster Cannon**

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

*Crew:* 1

*Skill:* Vehicle blasters

*Fire Control:* 1D+1

*Range:* 50-200/500/1 Km

*Damage:* 3D+2

**Source:** Adventure Journal 9 (pages 232-234)

## FireHawke Heavy Repulsortank

**Craft:** S-1 FireHawke Heavy Repulsortank

**Type:** heavy repulsortank

**Scale:** Speeder

**Length:** 10.1 meters

**Skill:** Repulsorlift operation: S-1 FireHawke

**Crew:** 3, gunners: 2

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

**Passengers:** 1 (troop)

**Cargo Capacity:** 50 kilograms

**Cover:** Full

**Altitude Range:** Ground level-2 meters

**Maneuverability:** 1D+2

**Move:** 140; 400 kmh

**Body Strength:** 4D+2

**Weapons:**

**Heavy Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Vehicle blasters

*Fire Control:* 2D+2

*Range:* 50-200/500/1 Km

*Damage:* 6D

**Medium Blaster Cannon**

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

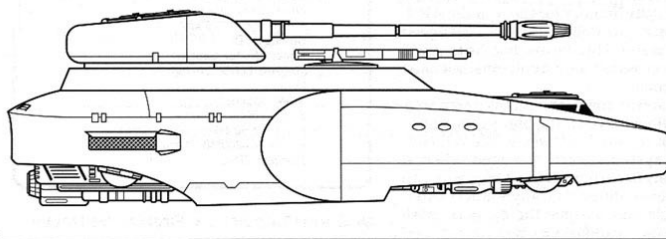
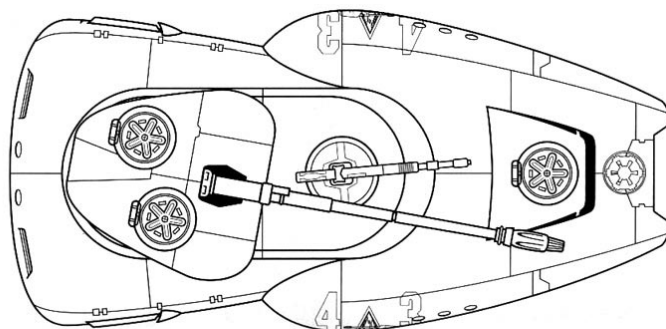
*Crew:* 1

*Skill:* Vehicle blasters

*Fire Control:* 1D+1

*Range:* 50-200/500/1 Km

*Damage:* 3D+2



**Source:** Adventure Journal 15 (page 58)

## Imperial Heavy Repulsortank

**Type:** Heavy repulsortank

**Scale:** Speeder

**Skill:** Repulsorlift operation

**Crew:** 1, gunners: 3

**Crew Skill:** All related skills 4D

**Cover:** Full

**Altitude Range:** Ground level-1 meter

**Cost:** Not available for sale

**Maneuverability:** 0D

**Move:** 15; 50 kmh

**Body Strength:** 5D

**Weapons:**

**2 Light Repeating Blasters**

*Fire Arc:* 1 left, 1 right

*Crew:* 1

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 10-50/200/500

*Damage:* 4D

**Heavy Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 50-100/500/1 Km

*Damage:* 8D



**Grenade Launcher**

*Fire Arc:* Front

*Skill:* Missile weapons

*Fire Control:* 0D

*Range:* 5-50/100/300

*Damage:* 3D

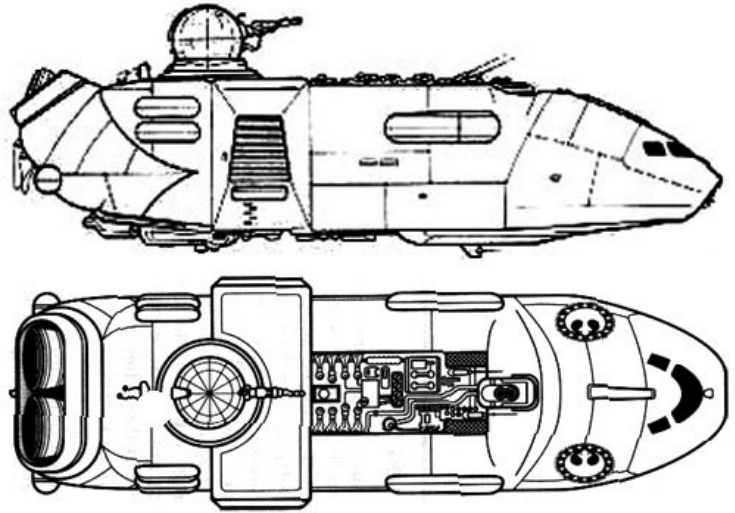
**Source:** Introductory Adventure Game – Adventure Book (page 35)

**MTT**



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

**Heavy Tracker**



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



## TX-130 Fighter Tank

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

**Type:** Speeder tank

**Scale:** Speeder

**Length:** 8.2 meters

**Skill:** Repulsorlift operation: speeder tank

**Crew:** 2, gunners: 1

**Passengers:** 2

**Cargo Capacity:** 750 kilograms

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

**Altitude Range:** Ground level-2 meters

**Cost:** Not available for sale

**Maneuverability:** 2D

**Move:** 110; 320 kmh

**Body Strength:** 2D+2

**Shields:** 3D

**Weapons:**

**Medium Twin-Laser Turret**

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

*Crew:* 1

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 5-50/200/500

*Damage:* 6D

**2 Heavy Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 50-500/1/2 Km

*Damage:* 9D

**2 Thermal Detonator Missile Launchers** (8 missiles each)

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 100/200/400

*Damage:* 8D

## Teklos Battle Vehicle

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

**Type:** Mobile command base

**Scale:** Speeder

**Length:** 21.8 meters

**Skill:** Repulsorlift operation: Teklos

**Crew:** 2, gunners: 3

**Crew Skill:** Varies greatly

**Passengers:** 7

**Cargo Capacity:** 1 metric ton or 4 additional passengers

**Cover:** Full

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

**Maneuverability:** 0D

**Move:** 35; 100 kmh

**Body Strength:** 7D

**Weapons:**

**Triple Laser Cannon** (fire-linked)

*Fire Arc:* Turret\*

*Crew:* 1

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 50-250/500/1 Km

*Damage:* 4D

**2 Concussion Grenade Launchers**

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

*Crew:* 1

*Skill:* Missile weapons

*Fire Control:* 1D

*Range:* 10-50/100/250

*Damage:* 3D+2

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

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

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

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



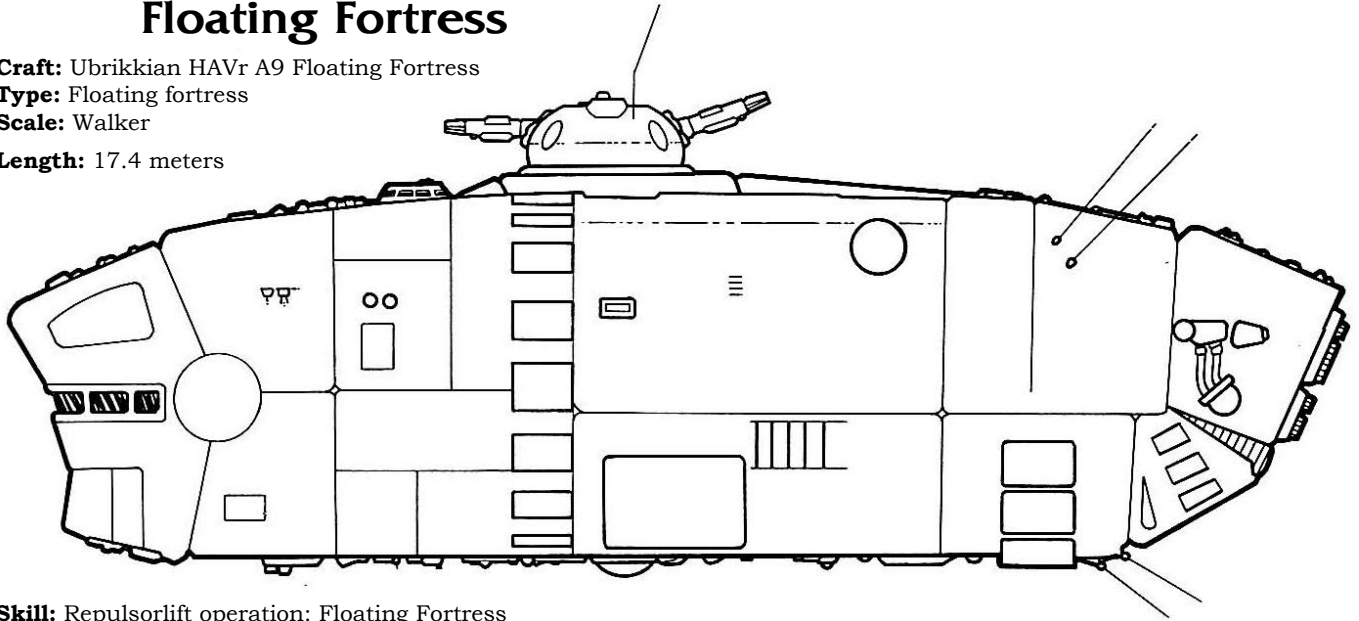
## Floating Fortress

**Craft:** Ubrikkian HAVr A9 Floating Fortress

**Type:** Floating fortress

**Scale:** Walker

**Length:** 17.4 meters



**Skill:** Repulsorlift operation: Floating Fortress

**Crew:** 2, gunners: 2

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

**Passengers:** 10 (troops)

**Cargo Capacity:** 1 metric ton

**Cover:** Full

**Altitude Range:** Ground level-2 meters

**Move:** 70; 200 kmh

**Body Strength:** 5D

**Weapons:**

**2 Heavy Blaster Cannons**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 50-500/1/2 Km

*Damage:* 5D

**Source:** Imperial Sourcebook (pages 72-73)

**8 Light Repeating Laser Cannons** (fire separately)

*Fire Arc:* Front

*Scale:* Speeder

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 3-50/120/300

*Damage:* 4D

**6 Shell Launchers**

*Fire Arc:* Front

*Skill:* Missile weapons

*Fire Control:* 0D

*Range:* 100/200/400

*Damage:* 3D

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

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

## AAT

**Craft:** Baktoid Armor Workshop Armored Assault Tank-1

**Type:** Armored assault tank

**Scale:** Walker

**Length:** 9.75 meters

**Skill:** Repulsorlift operation: AAT-1

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

**Crew Skill:** 4D in all applicable skills

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

**Cargo Capacity:** 500 kilograms

**Cover:** Full (None for exterior passengers)

**Altitude Range:** Ground level-4 meters

**Maneuverability:** 1D

**Move:** 42; 120 kmh

**Body Strength:** 6D

**Weapons:**

**Heavy Laser Cannon**

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 50-500/1/2 Km

*Damage:* 6D



# Imperial Mobile Base

**Craft:** Imperial MFB-4 Mobile Repulsor Base

**Type:** Mobile multi-function base

**Scale:** Walker

**Length:** 200 meters

**Skill:** Repulsorlift operation: MFB-4

**Crew:** 30, gunners: 4

**Passengers:** 120 (support staff), 300 (troops)

**Cargo Capacity:** 150 metric tons

**Cover:** Full

**Altitude Range:** Ground level-3 meters

**Cost:** Not available for sale

**Maneuverability:** 0D

**Move:** 25; 70 kmh

**Body Strength:** 6D

**Shields:** 2D+2

**Sensors:**

*Passive:* 300/0D

*Scan:* 400/1D

*Search:* 600/2D

*Focus:* 2 Km/2D+2

**Weapons:**

**Heavy Turbolaser**

*Fire Arc:* Turret

*Crew:* 4

*Scale:* Capital

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Fire Rate:* 1/6

*Range:* 2-10/20/30 Km

*Damage:* 5D

**4 Laser Cannons**

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

*Crew:* 1

*Scale:* Starfighter

*Skill:* Starship gunnery

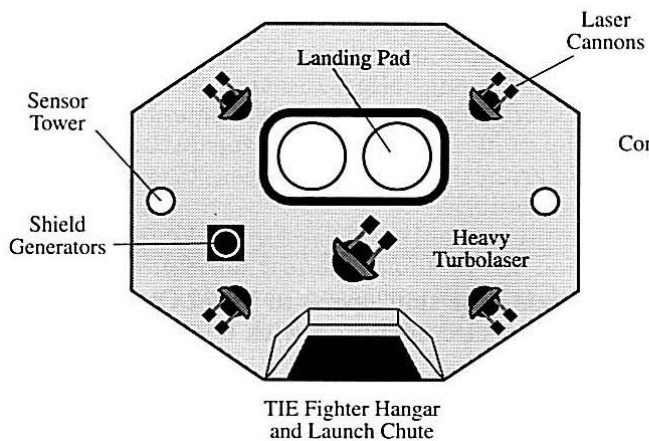
*Fire Control:* 1D

*Range:* 1-2/4/6 Km

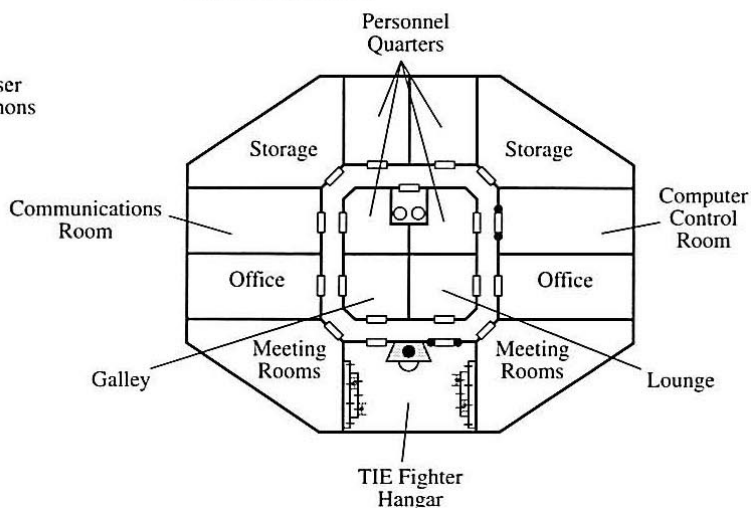
*Damage:* 3D

**Source:** Operation: Elrood (page 41)

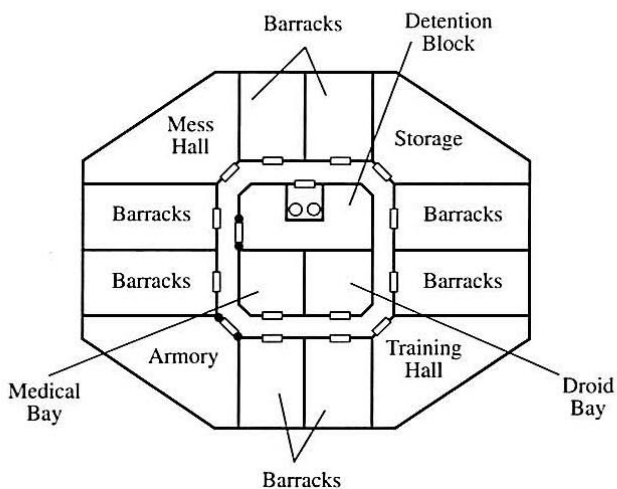
**Exterior  
Aerial View**



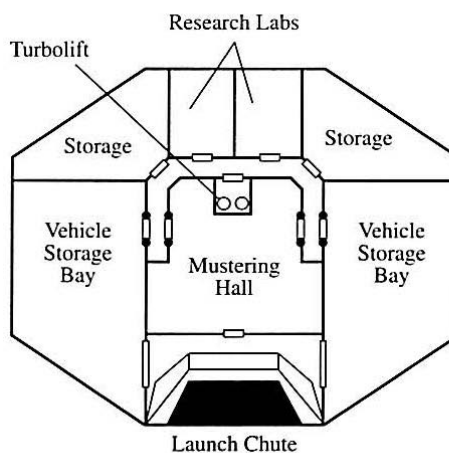
**Level 1  
Personnel Deck**



**Level 2  
Barracks**



**Level 3  
Vehicle Bay**



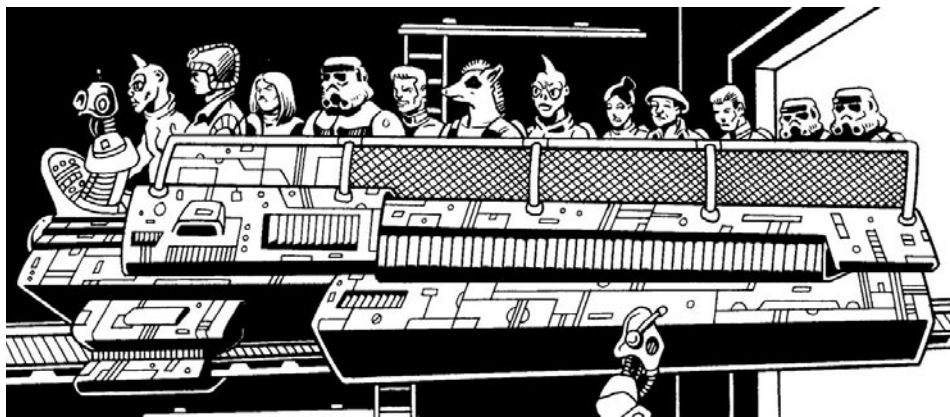
# Ground Vehicles

## PM-7C Cargo Car



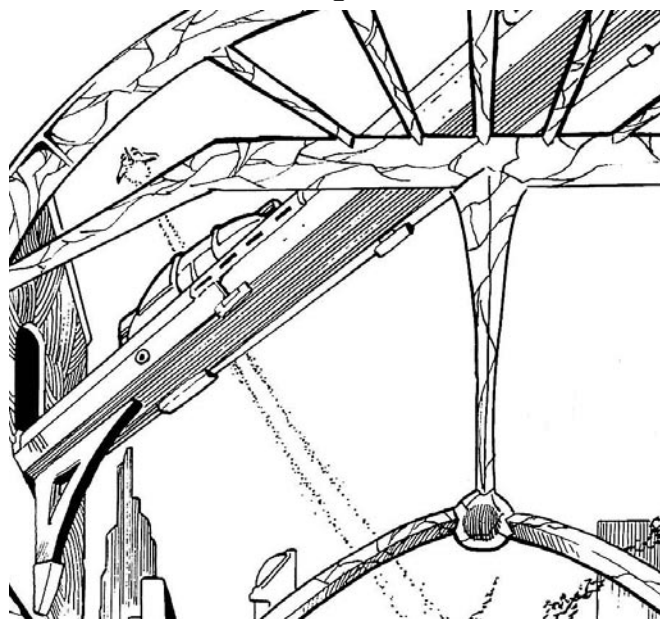
**Craft:** Minas-Lergo PM-7C Cargo Car  
**Type:** People-mover vehicle  
**Scale:** Speeder  
**Length:** 9 meters  
**Skill:** Ground vehicle operation: PM-7C  
**Crew:** 1 (droid)  
**Passengers:** 2  
**Cargo Capacity:** 5 metric tons  
**Cost:** 8,000  
**Move:** 18; 50 kmh  
**Body Strength:**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

## PM-38 Passenger Car



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

## “The Loop” Unirail



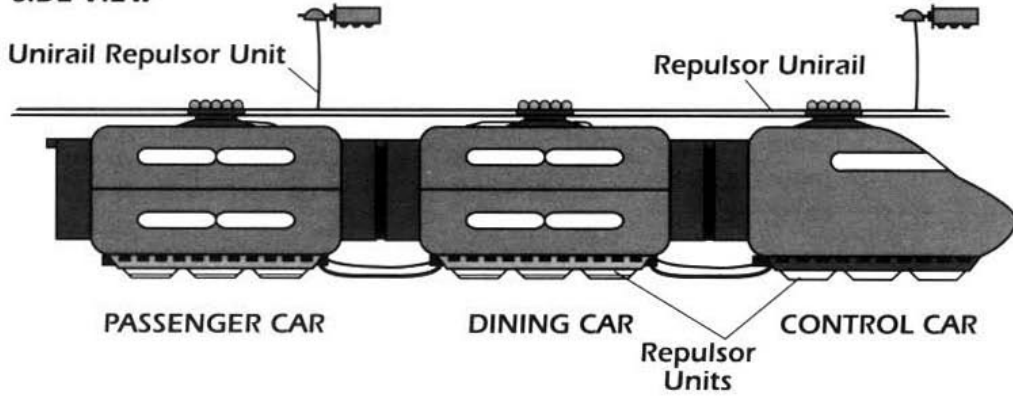
**Craft:** Modified Kuat Drive Yards' Model 8-X Unirail  
**Type:** Mass transport  
**Scale:** Speeder  
**Length:** 320 meters  
**Skill:** Ground vehicle operation: Model 8-X unirail  
**Crew:** 10, skeleton: 5/+10  
**Passengers:** 1,350 (90 per car)  
**Cargo Capacity:** 1 metric ton (plus mass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

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

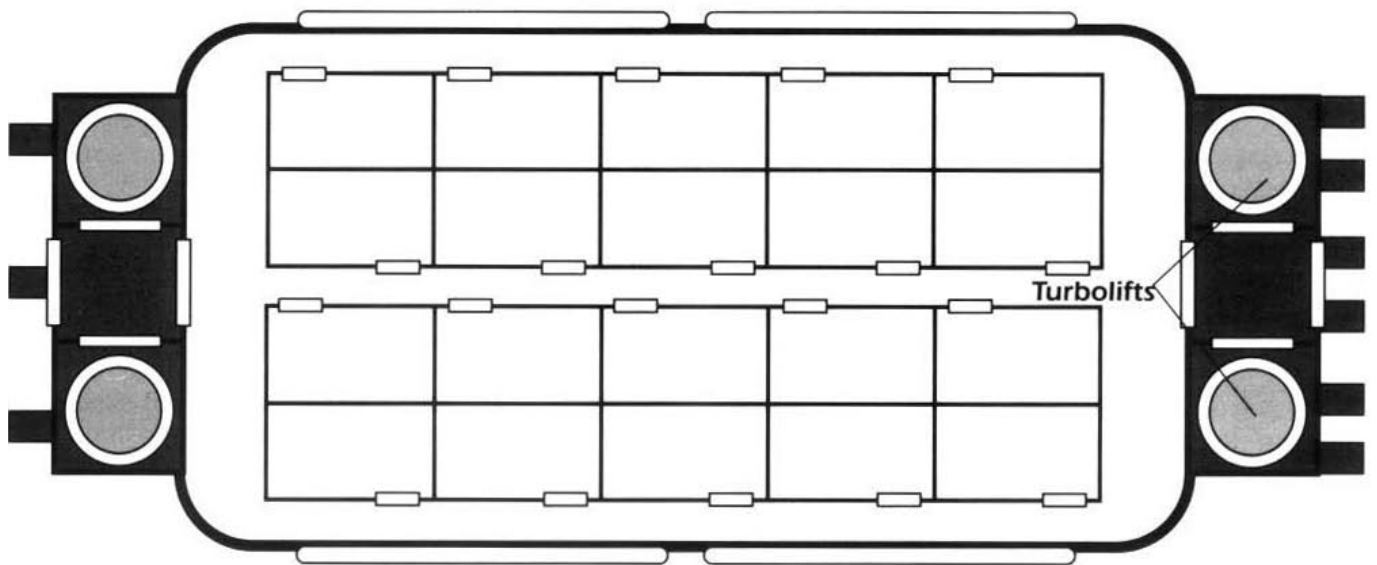
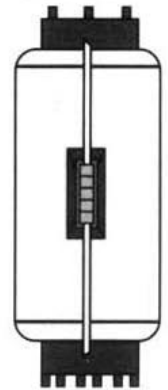
## Vohai Unirail

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

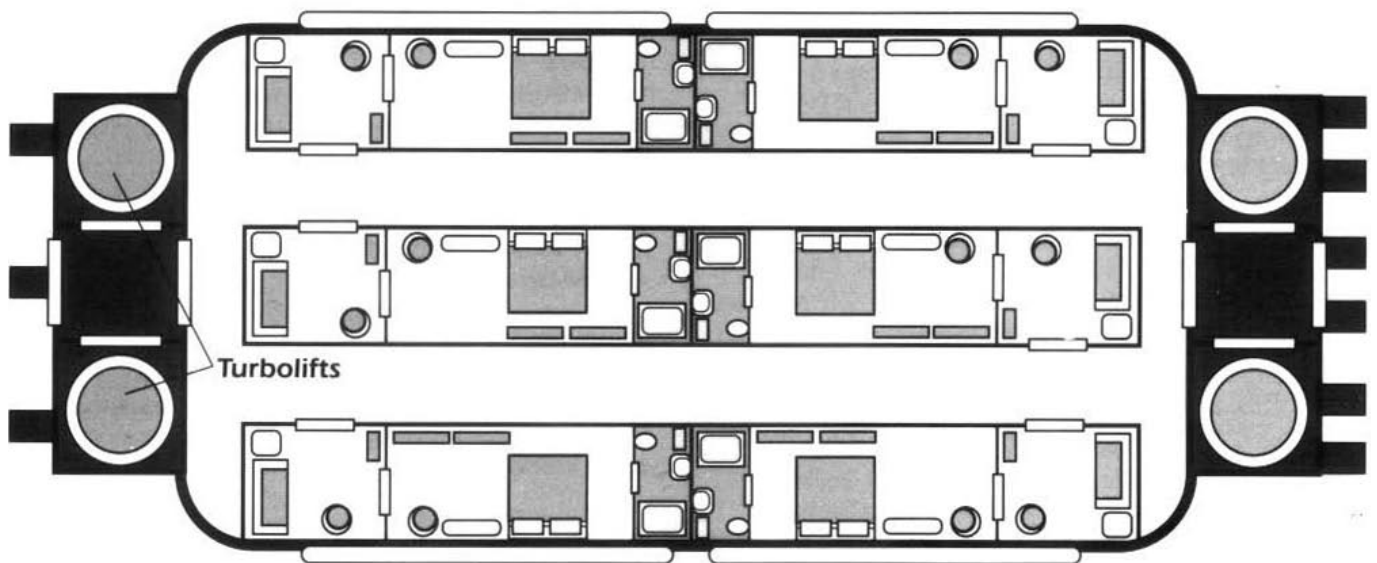
SIDE VIEW



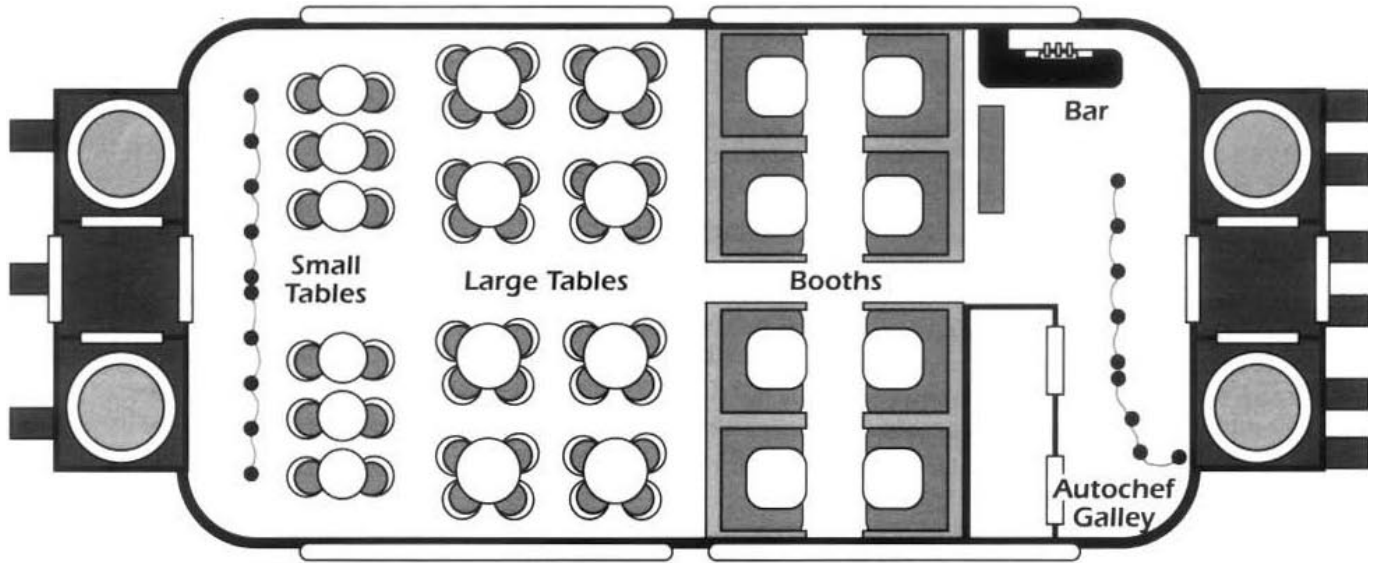
TOP VIEW



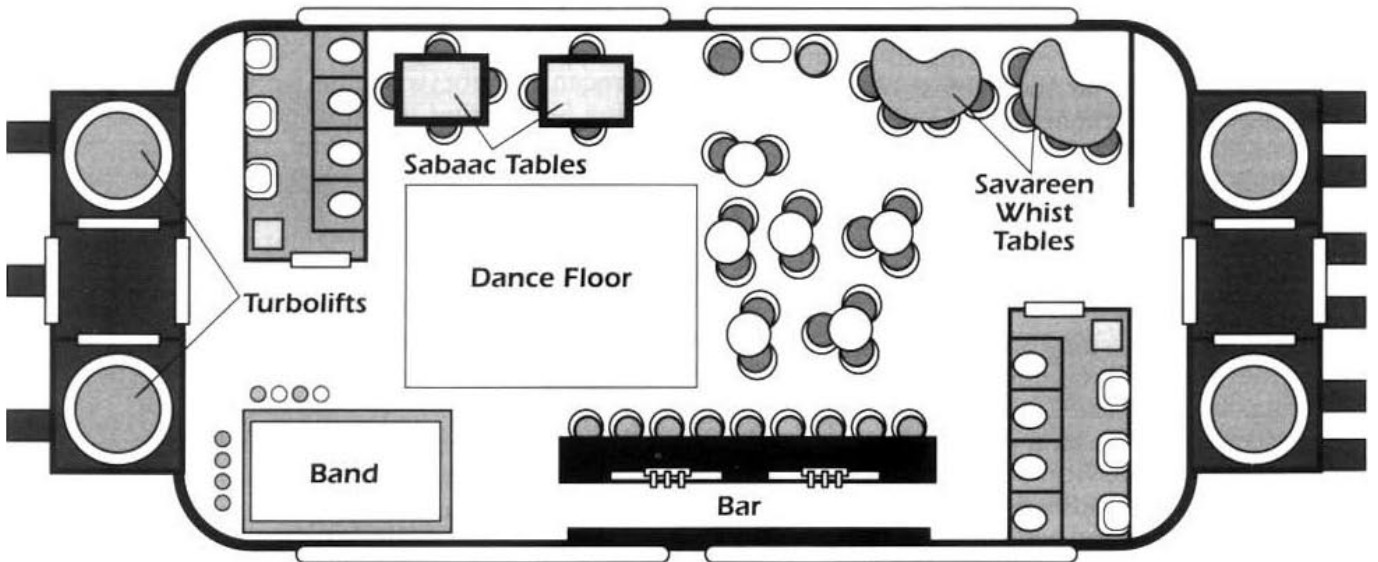
UPPER LEVEL STATEROOMS (Passenger Car)



LOWER LEVEL SUITES (Passenger Car)



DINING CAR (Upper Level)



CASINO (Lower Level)

## Jadai Q-6100

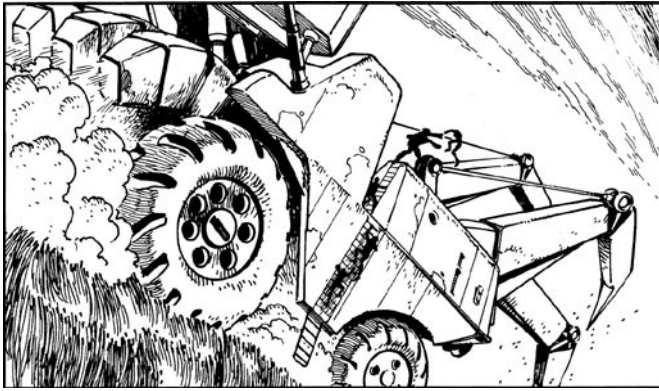
**Craft:** Jadai Motors Q-6100  
**Type:** Ground Vehicle  
**Scale:** Speeder  
**Length:** 8.5 meters  
**Skill:** Ground vehicle operation: Jadai Q-series  
**Crew:** 1  
**Crew Skill:** Ground vehicle operation 7D  
**Passengers:** 4  
**Cargo Capacity:** 150 kilograms  
**Cover:** Full, 1/2 when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

## Harvester Droid

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

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

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



## Miniature Sandcrawler

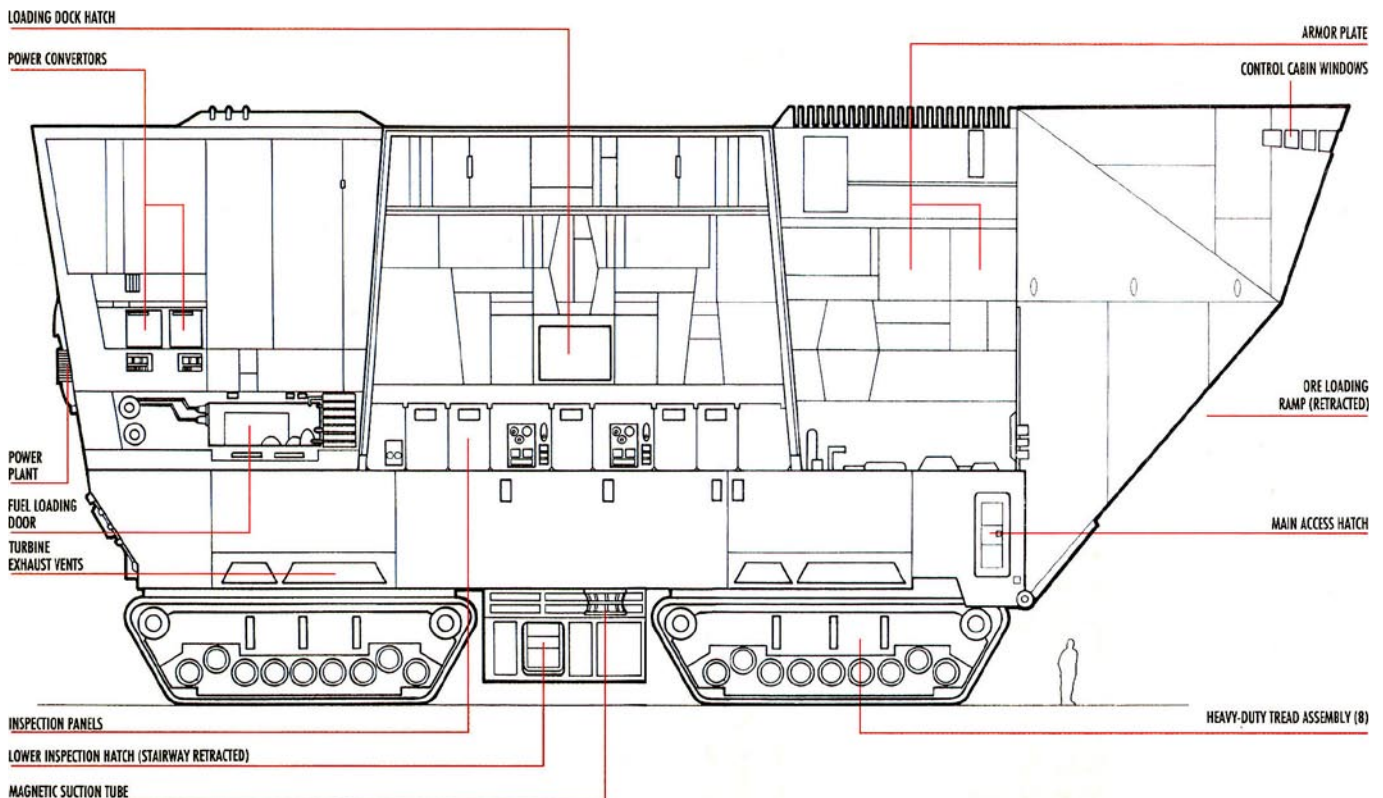
**Craft:** Modified TaggeCo *Survey-class* Crawler  
**Type:** Ground vehicle  
**Scale:** Speeder  
**Length:** 7 meters high, 40 meters long  
**Skill:** Ground vehicle: *Survey-class* crawler  
**Crew:** 2  
**Passengers:** 26 (16 jawas, 10 holding cells)  
**Cargo Capacity:** 20 metric tons  
**Cover:**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

## Jawa Sandcrawler

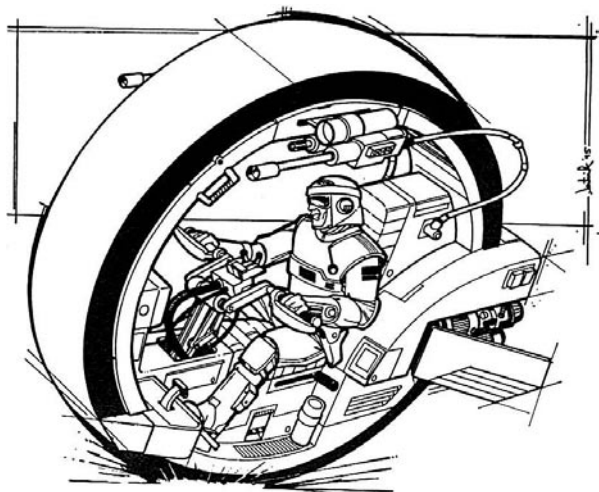
**Type:** Modified Corellia Mining Digger Crawler  
**Scale:** Walker



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



## Wheelbike



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

## Wheel Bike

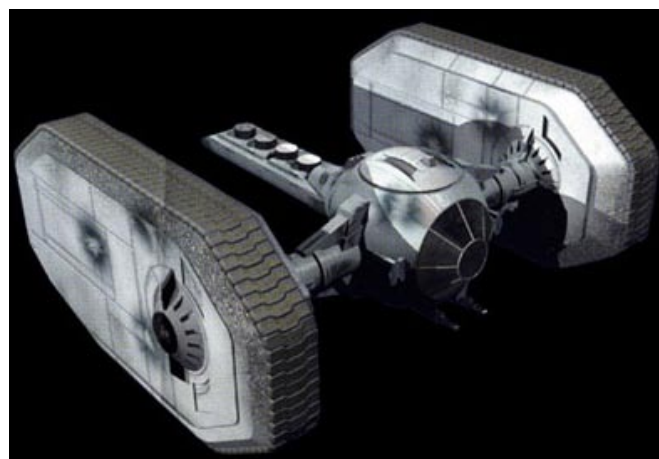
**Craft:** Z-Gomor Ternbuell Guppat Corp. Tmeu-6 Tumbling Twinwheel  
**Type:** Personal wheel bike  
**Scale:** Speeder  
**Length:** 3.5 meters long  
**Skill:** Ground vehicle operation/walker operation  
**Crew:** 1  
**Passengers:** 0 (Civilian version has room for 1)  
**Cargo Capacity:** 5 kilograms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



**Note:** Wheel rim claws inflict +1 ramming damage.

## TIE Crawler (Century Tank)

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





## Imperial Troop Transport



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

## Storm Cannon

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

*Fire Arc:* Turret  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Range:* 20/500/1/1.7 Km  
*Damage:* 4D

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

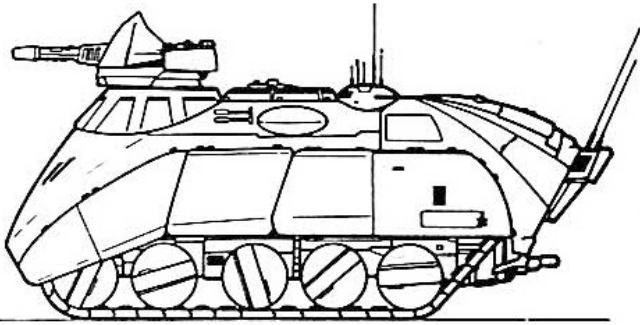
## New Republic SRV-1



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

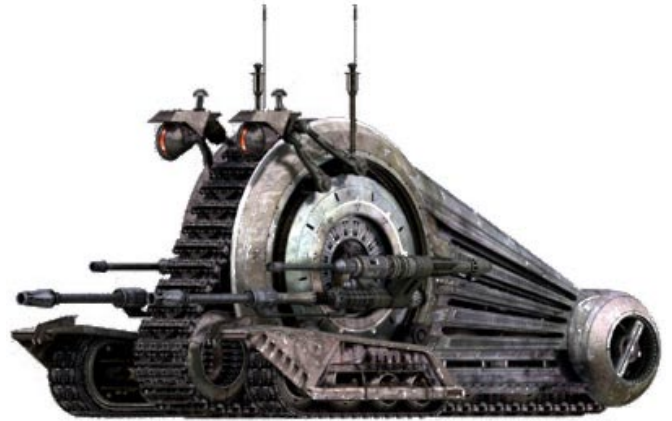
## Compact Assault Vehicle

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



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

## Tank Droid



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

## Hailfire Droid



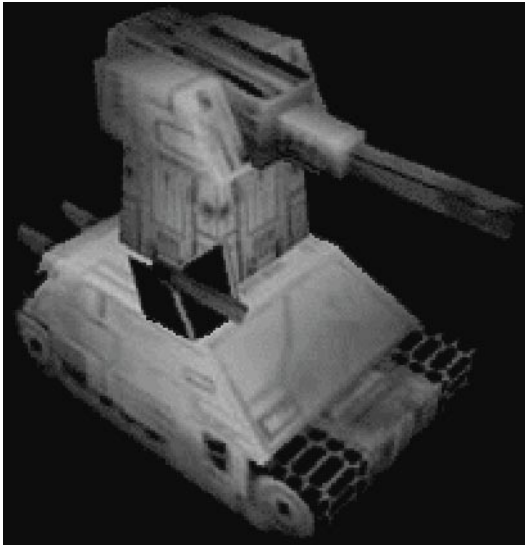
**Craft:** Corporate Alliance *Tank-series* Droid  
**Type:** Tank droid  
**DEXTERITY 1D**  
*Vehicle blasters 4D*  
**KNOWLEDGE 1D**  
**MECHANICAL 1D**  
*Ground vehicle operation 4D*  
**PERCEPTION 1D**  
*Search 4D*  
**STRENGTH 1D**  
**TECHNICAL 1D**  
**Scale:** Speeder

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

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

**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

## Arakyd Tank Droid



**Craft:** Arakyd XR-85 Tank Droid

**Type:** Tank droid

**DEXTERITY 2D**

*Vehicle blasters 6D*

**KNOWLEDGE 1D**

*Urban warfare 2D*

**MECHANICAL 2D**

*Ground vehicle operation 6D*

**PERCEPTION 2D**

*Search 6D*

**STRENGTH 1D**

**TECHNICAL 1D**

**Scale:** Walker

**Length:** 32 meters

**Cost:** 56,000 credits

**Maneuverability:** 1D+1

**Move:** 25; 70 kmh

**Body Strength:** 6D

**Weapons:**

**2 Light Turbolasers**

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 5-300/600/1 Km

*Damaae:* 4D+1

**4 Twin Heavy Repeating Blasters**

*Fire Arc:* 2 front, 2 back

*Scale:* Speeder

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 50-400/900/2 Km

*Damage:* 5D

**Golan Arms DF.9**

*Fire Arc:* Back

*Scale:* Speeder

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 29-500/800/1.2 Km

*Damage:* 4D

**Source:** Dark Empire Sourcebook (pages 124-125)

## Mobile Command Base

**Craft:** Nen-Carvon PX-4 Mobile Command Base

**Type:** Mobile command base

**Scale:** Speeder

**Length:** 21.8 meters

**Skill:** Ground vehicle operation: PX-4

**Crew:** 2, gunners: 1

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

**Passengers:** 7

**Cargo Capacity:** 1 metric ton

**Cover:** Full

**Cost:** Not available for sale

**Maneuverability:** 0D

**Move:** 35; 100 kmh

**Body Strength:** 7D

**Weapons:**

**Heavy Laser Cannon**

*Fire Arc:* Turret\*

*Crew:* 1

*Skill:* Vehicle blasters

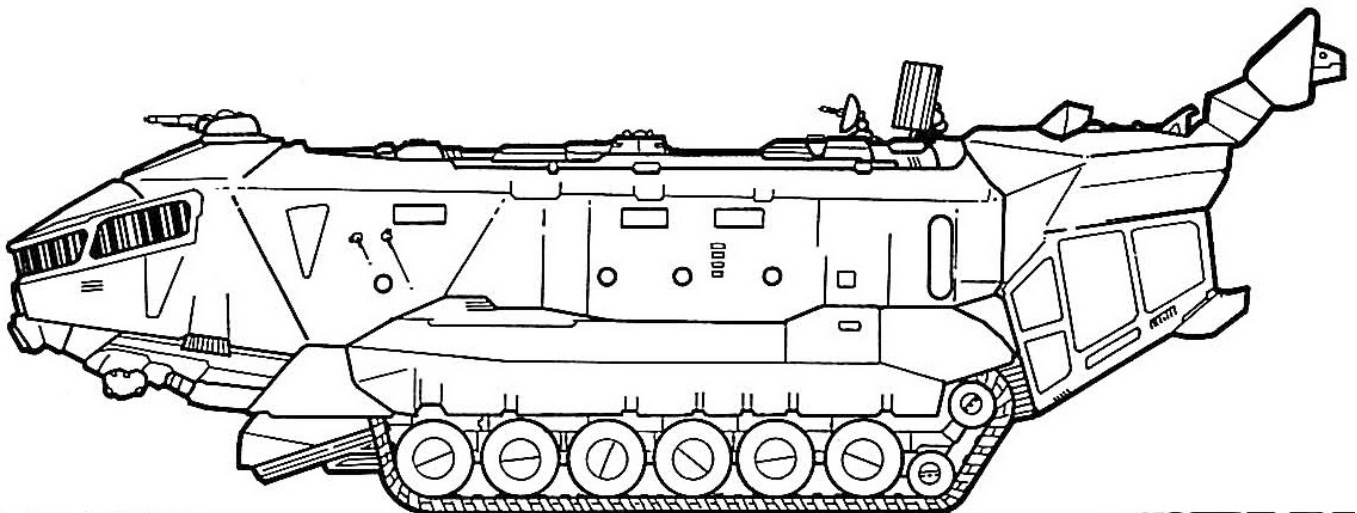
*Fire Control:* 2D

*Range:* 50-500/1/2 Km

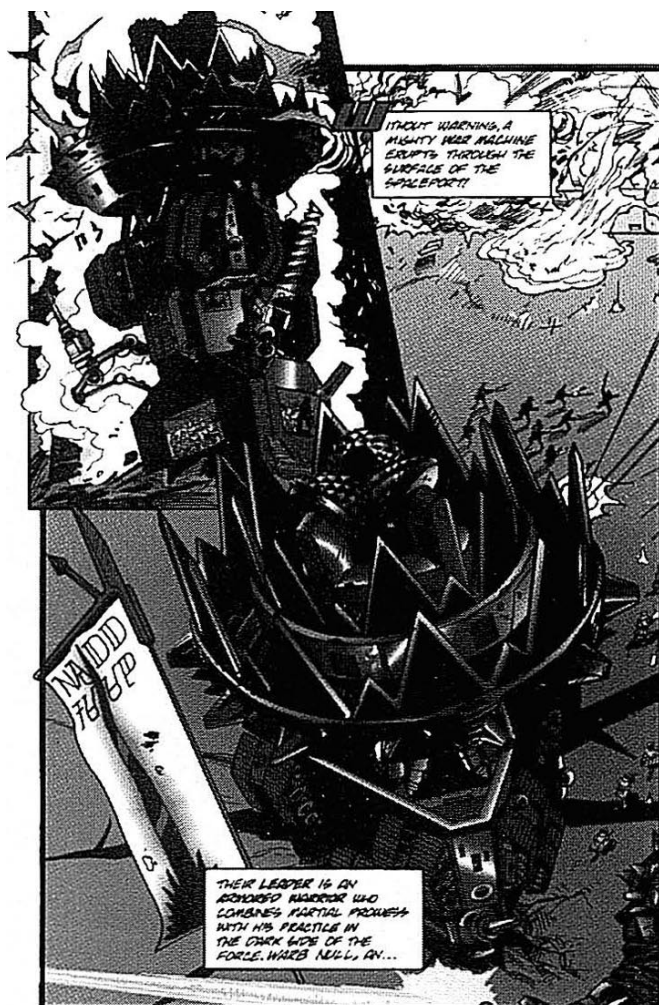
*Damage:* 4D+2

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

**Source:** Imperial Sourcebook (page 71)



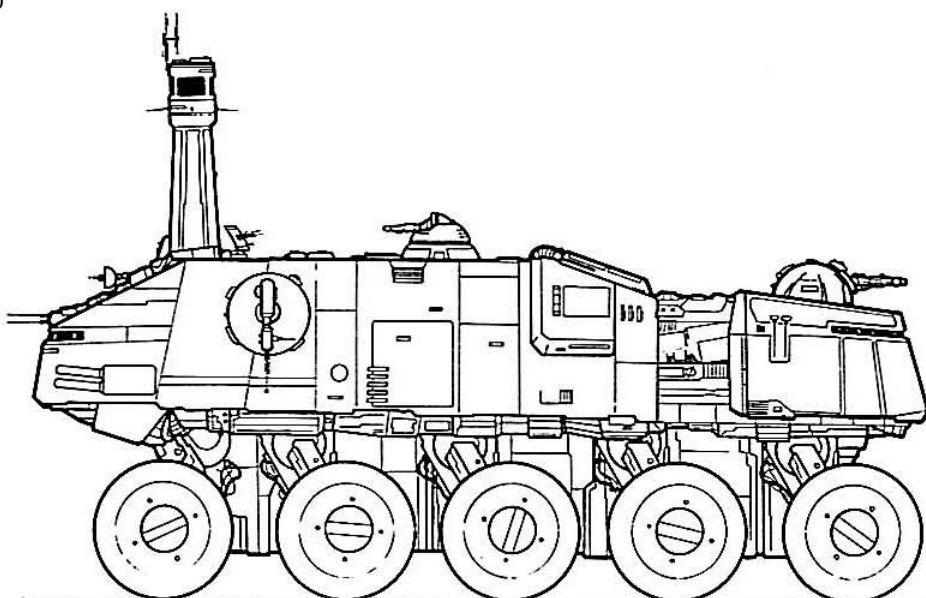
## Onderonian War Machine



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

## Juggernaut

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



## Clone Turbo Tank



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

**Weapons:**

**Heavy Laser Cannon**

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

**Rapid Repeating Heavy Laser Cannon**

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

**2 Medium Laser Cannons**

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

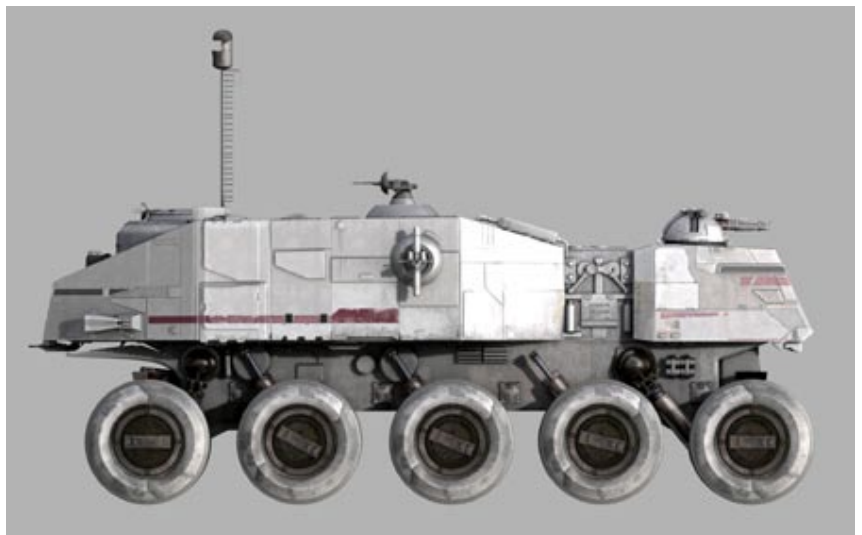
**2 Twin Blaster Cannons**

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

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

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

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



# Walkers

## Personal Walker

### Neimoidian Mechno-Chair



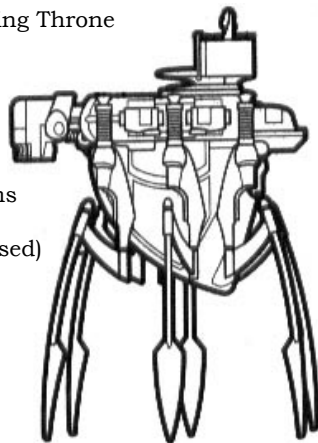
**Craft:** Neimoidian Mechno-Chair  
**Type:** Personalized one-person conveyance  
**Scale:** Character  
**Length:** 0.5 meters to 1.5 meters with legs extended  
**Skill:** Walker operation: mechno-chair  
**Crew:** 1 pilot/passenger  
**Crew Skill:** Usually 4D or higher  
**Passengers:** None  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



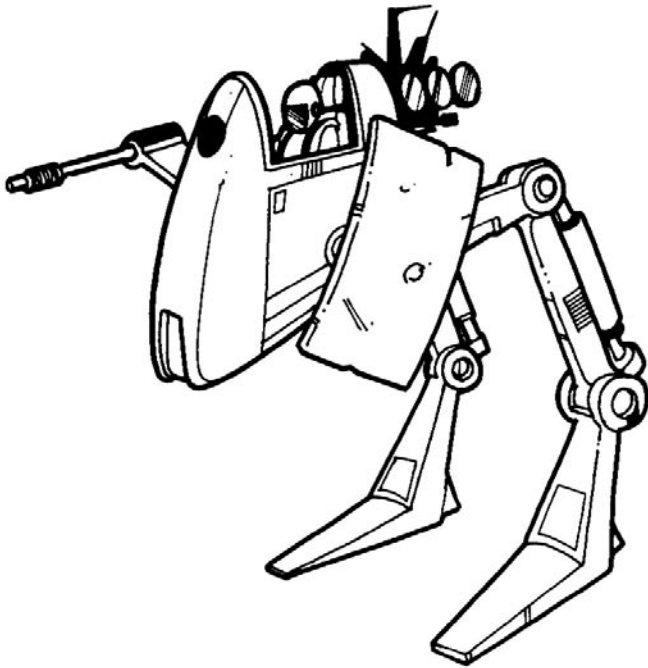
**Type:** Personal walker  
**Scale:** Walker  
**Skill:** Walker operation  
**Crew:** 1  
**Cargo Capacity:** 10 kilograms  
**Cover:** Full  
**Maneuverability:** 2D  
**Move:** 21; 60 kmh  
**Body Strength:** 1D+2  
**Weapons:**  
**Blaster Cannon**  
*Fire Arc:* Front  
*Skill:* Vehicle blasters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

### Walking Throne

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



## Gladiator Walker



## AT-RT



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

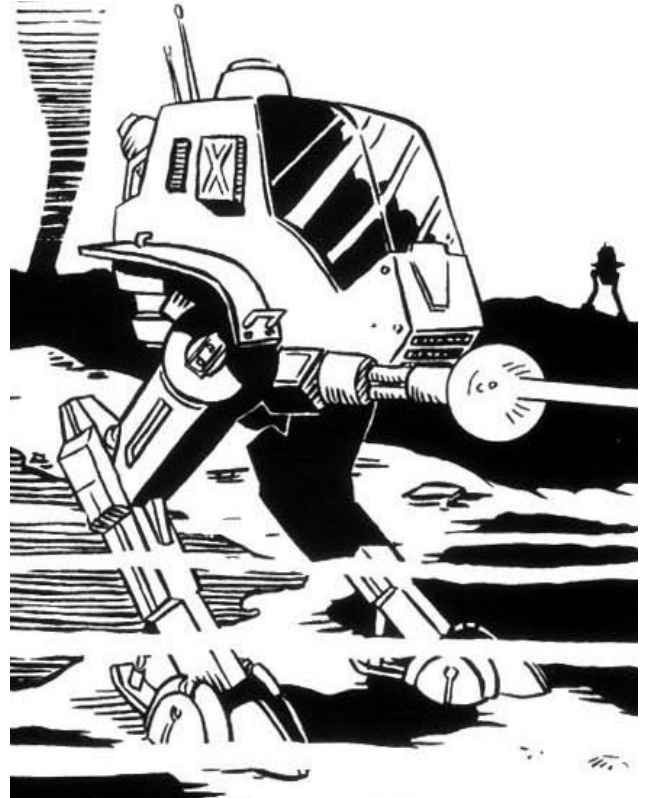
**Craft:** Kuat Drive Yards All Terrain Recon Transport  
**Type:** Recon walker  
**Scale:** Walker  
**Length:** 3.2 meters tall  
**Skill:** Walker operation: AT-RT  
**Crew:** 1  
**Passengers:** 0  
**Cargo Capacity:** 60 kilograms  
**Cover:** 1/4  
**Cost:** 40,000 (new), 24,000 (used)  
**Maneuverability:**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

## AT-PT



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

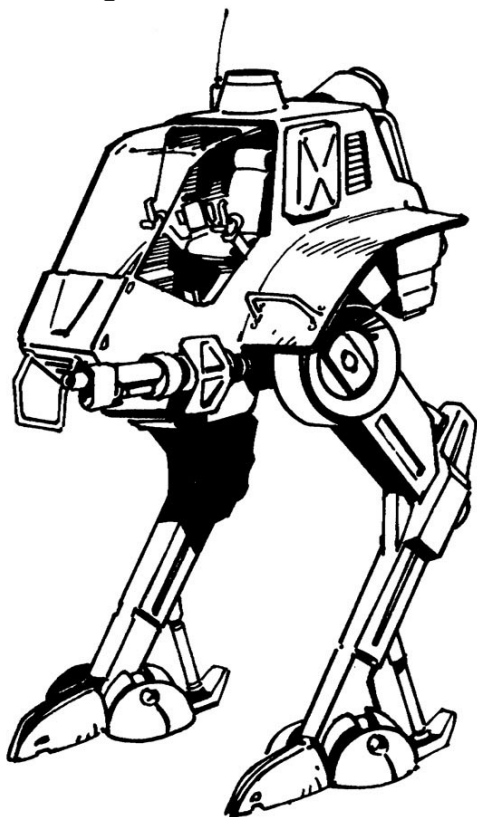
## Espo Walker 91



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



## Espo Walker 101



## AT-ST



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

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

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

## AT-XT



**Craft:** Rothana Engineering All Terrain eXperimental Transport

**Type:** Light walker

**Scale:** Walker

**Length:** 6.2 meters tall

**Skill:** Walker operation: AT-XT

**Crew:** 2; skeleton: 1/+10

**Passengers:** 0

**Cargo Capacity:** 20 kilograms

**Cover:** Full

**Maneuverability:** 0D+2

**Move:** 20; 60 kmh

**Body Strength:** 2D+1

**Shields:** 1D

**Weapons:**

**Heavy Laser Cannon**

*Fire Arc:* Front

*Scale:* Speeder

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 50-30/500/1 Km

*Damage:* 6D

**Proton Mortar**

*Fire Arc:* Front

*Skill:* Missile weapons

*Fire Control:* 1D+1

*Range:* 10-50/80/150 m

*Damage:* 6D

## Homing Spider Droid

**Craft:** Commerce Guild Homing Spider Droid

**Type:** Droid walker

**DEXTERITY 1D**

*Vehicle blasters 4D*

**KNOWLEDGE 1D**

**MECHANICAL 1D**

*Walker operation 4D*

**PERCEPTION 1D**

*Search 4D*

**STRENGTH 1D**

**TECHNICAL 1D**

**Scale:** Walker

**Length:** 7.6 meters wide, 6.2 meters tall

**Skill:** Walker operation: droid walker

**Cargo Capacity:** None

**Cost:** 70,000 (new), 42,000 (used)

**Maneuverability:** 1D

**Move:** 17; 48 kmh

**Body Strength:** 2D+2

**Weapons:**

**Homing Laser Cannon**

*Fire Arc:* Turret

*Skill:* Vehicle blasters

*Fire Control:* 4D

*Range:* 50-400/900/2 Km

*Damage:* 5D

**Light Blaster Cannon**

*Fire Arc:* Turret

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 5-300/600/1 Km

*Damage:* 3D

**Source:** Ultimate Adversaries (pages 149-150)



## MT-AT Spider Walker

**Craft:** Carida Engines MT-AT Spider Walker

**Type:** Spider walker

**Scale:** Walker

**Length:** 15.6 meters

**Skill:** Walker operation: MT-AT

**Crew:** 1, gunners: 2

**Crew Skill:** Vehicle blasters 4D+2, walker operation 5D

**Cargo Capacity:** 300 kilograms

**Cover:** Full

**Maneuverability:** 2D

**Move:** 45; 130 kmh

**Body Strength:** 3D+1

**Weapons:**



**8 Twin Blaster Cannons** (mounted on each leg joint)

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

**2 Laser Cannons** (fire-linked)

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

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

## AT-AP

**Craft:** Rothana Heavy Engineering All Terrain Attack Pod

**Type:** Tripod walker

**Scale:** Walker

**Length:** 10.97 meters tall

**Skill:** Walker operation: AT-AP

**Crew:** 2, gunners: 1

**Cargo Capacity:** 200 kilograms

**Cover:** Full, 1/2 to top blaster gunner

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

**Maneuverability:** 1D

**Move:** 21; 60 kmh

**Body Strength:** 6D

**Weapons:**

**Heavy Projectile Launcher** (50 shells carried)

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 200-800/1.8/3.5 Km

*Damage:* 6D

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



are free actions that take one round.

**Heavy Blaster Cannon**

*Fire Arc:* Turret

*Scale:* Speeder

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

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 50-300/500/1 Km

*Damage:* 5D

**Medium Laser Cannon**

*Fire Arc:* Front/left/right turret

*Skill:* Vehicle blasters

*Fire Control:* 3D

*Range:* 75-400/750/1.5 Km

*Damage:* 3D

## SPHA-T



**Craft:** Rothana Engineering Self Propelled Heavy Artillery-Turbolaser

**Type:** Heavy artillery walker

**Scale:** Walker

**Length:** 34 meters

**Skill:** Walker operation: SPHA-T

**Crew:** 5, gunners: 10

**Passengers:** 20 (troops)

**Cargo Capacity:** 500 kilograms

**Cover:** Full

**Maneuverability:** 0D

**Move:** 12; 35 kmh

**Body Strength:** 3D

**Shields:** 1D

**Weapons:**

**Heavy Turbolaser Cannon**

*Fire Arc:* Front

*Crew:* 10

*Skill:* Vehicle weapons

*Fire Control:* 1D

*Range:* 100-400/2/4 Km

*Damage:* 6D

**12 Blaster Cannons** (fire separately)

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

*Scale:* Character

*Crew:* 1

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 10-50/250/500 m

*Damage:* 6D

## AT-OT

**Craft:** Kuat Drive Yards All Terrain Open Transport

**Type:** Troop transport walker

**Scale:** Walker

**Length:** 14.3 meters

**Skill:** Walker operation: AT-OT

**Crew:** 1, gunners: 2

**Passengers:** 34 (troops)

**Cargo Capacity:** 1 ton

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



**Maneuverability:** 0D

**Move:** 21; 60 kmh

**Body Strength:** 5D

**Weapons:**

**2 Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 50-300/1/3 Km

*Damage:* 5D

**2 Laser Cannons**

*Fire Arc:* Back Turrets

*Crew:* 1

*Skill:* Vehicle blasters

*Fire Control:* 3D

*Range:* 10-250/500/1 Km

*Damage:* 4D

## AT-TE



**Craft:** Rothana Heavy Engineering All-Terrain Tactical Enforcer

**Type:** Walker

**Scale:** Walker

**Length:** 12.4 meters long

**Skill:** Walker operation: AT-TE

**Crew:** 1, gunners 6

**Crew Skill:** All skills typically at 8D

**Passengers:** 20 (troops) or cargo

**Cargo Capacity:** 60 tons

**Cover:** Full

**Cost:** Not available for sale

**Maneuverability:** 0D+1

**Move:** 21; 60 kmh

**Body Strength:** 5D+1

**Weapons:**

**Heavy Projectile Cannon**

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 50-300/1/3 Km

*Damage:* 5D

**6 Light Blaster Cannons** (fire separately)

*Fire Arc:* 4 front, 2 rear

*Scale:* Speeder

*Crew:* 1

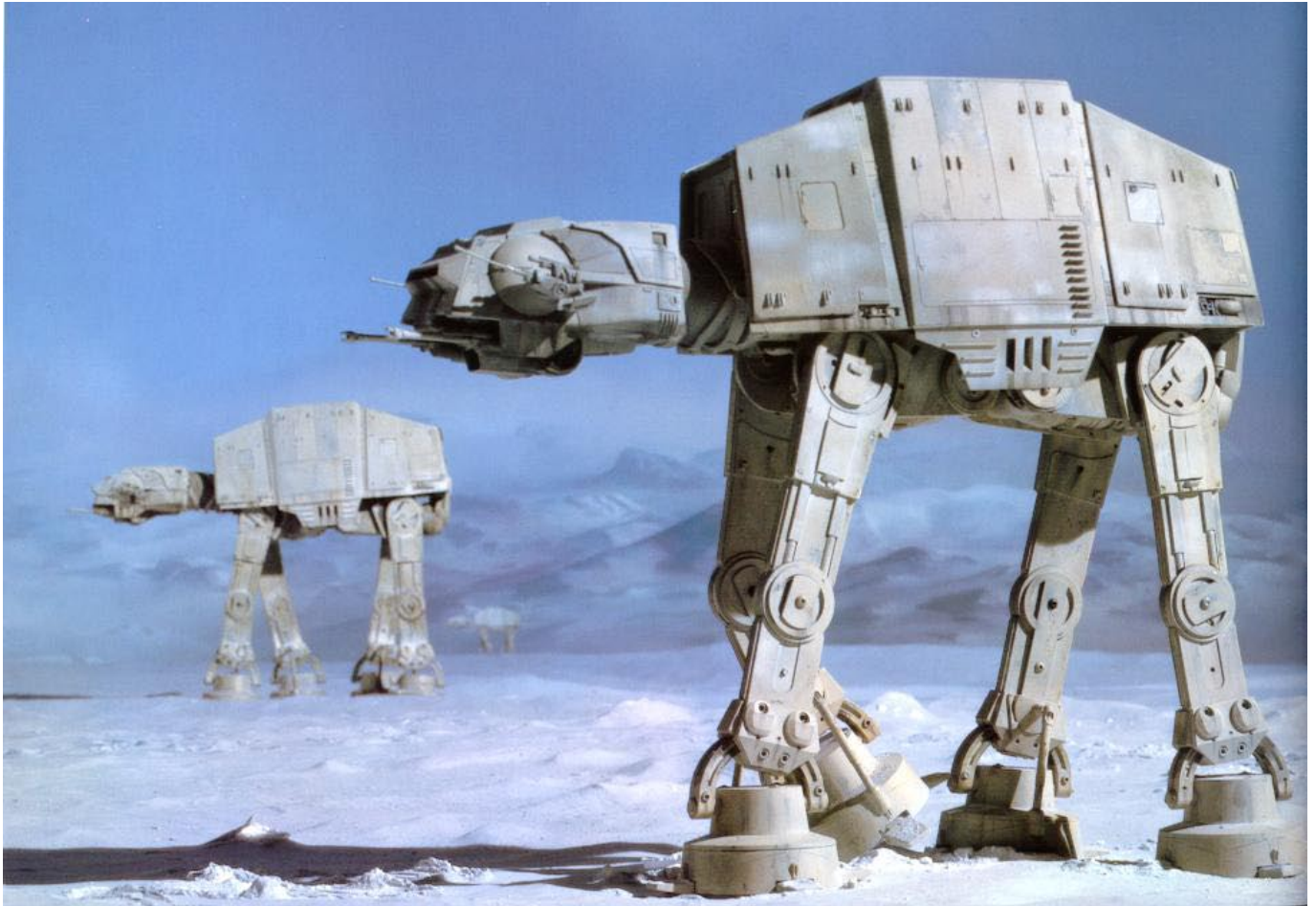
*Skill:* Vehicle blasters

*Fire Control:* 3D

*Range:* 10-250/500/1 Km

*Damage:* 4D

**Source:** d20 Core Rulebook (page 197)



## AT-AT

**Craft:** All Terrain Armored Transport

**Type:** Assault walker

**Scale:** Walker

**Length:** 20.6 meters long, 15.5 meters tall

**Skill:** Walker operation: AT-AT

**Crew:** 5, skeleton: 3/+10

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

**Passengers:** 40 (troops) or 2 AT-STs

**Cargo Capacity:** 1 metric ton

**Cover:** Full

**Cost:** Not available for sale

**Move:** 21; 60 kmh

**Body Strength:** 6D

**Weapons:**

**2 Heavy Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Crew:* 1 (co-pilot or commander)

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 50-500/1.5/3 Km

*Damage:* 6D

**2 Medium Blasters** (fire-linked)

*Fire Arc:* Front

*Crew:* 1 (co-pilot or commander)

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 50-200/500/1 Km

*Damage:* 3D

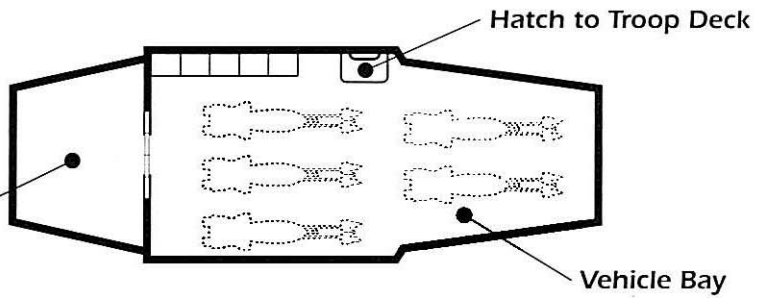
**Note:** The AT-AT walker's head is mounted on a pivoting neck, which can turn to face left, front and right fire arcs. An AT-AT may move its head one fire arc per turn (from left to front, right to front, front to right, or front to left).

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

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

#### VEHICLE DECK

Storage, Repair  
and Emergency  
Supplies Compartment



#### COMMAND AND TROOP DECK

Co-pilot's  
Station

Pilot's  
Station

Commander's  
Station

Troop Benches

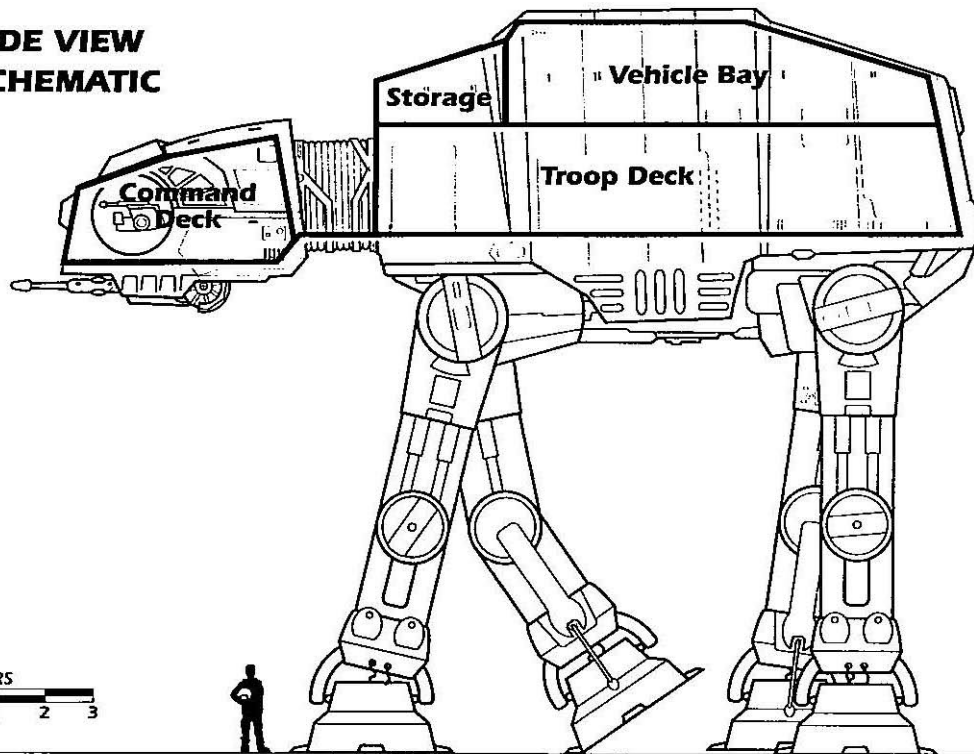
Staging  
Area

Ladder to  
Vehicle Bay

First Aid Station

Side Panels  
Swing Down  
to Form  
Assault Ramps

#### SIDE VIEW SCHEMATIC



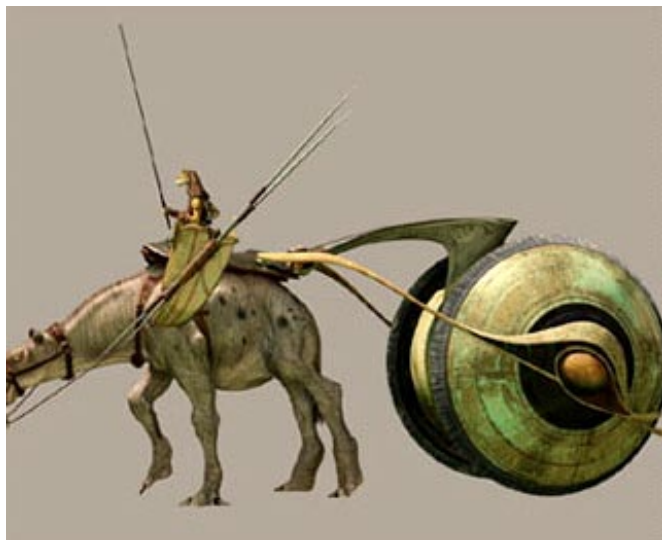
METERS  
0 1 2 3

# Beast Vehicles

## Anaxes Groundcoach

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

## Gungan Battle Wagon



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

## Gungan Energy Catapult



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

## Yuuzhan Vong Tsik Vai Flier



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

## Yuuzhan Vong Thrall Herder

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

## Yuuzhan Vong Warkeeper

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



# Speeder Bikes

## Patrol Scooter

**Craft:** Menstar Motors 22 Patrol Scooter

**Type:** Patrol scooter

**Scale:** Character

**Length:** 2.1 meters

**Skill:** Repulsorlift operation: patrol scooter

**Crew:** 1

**Passengers:** 0

**Cargo Capacity:** 5 kilograms

**Cover:** 1/4

**Altitude Range:** Ground level-4 meters

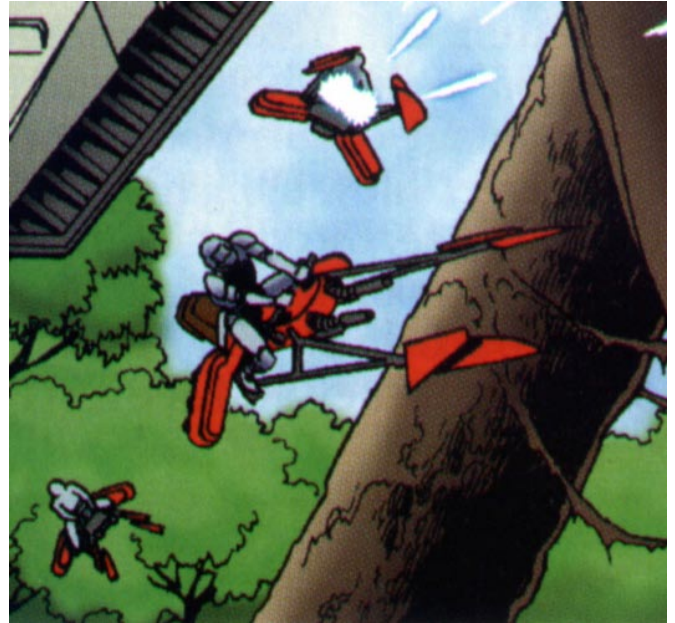
**Cost:** 5,420 credits

**Maneuverability:** 1D+1

**Move:** 25; 70 kmh

**Body Strength:** 4D

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



**Altitude Range:** Ground level-50 meters

**Maneuverability:** 3D+1

**Move:** 160; 460 kmh

**Body Strength:** 1D+2

**Source:** Rulebook (page 178)

## Flitknot Speeder



**Craft:** Geonosian Flitknot Speeder

**Type:** Speeder bike

**Scale:** Speeder

**Length:** 2 meters

**Skill:** Repulsorlift operation: speeder bike

**Crew:** 1

**Cargo Capacity:** 2 kilograms

**Cover:** 1/4

**Altitude Range:** Ground level-70 meters

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

**Maneuverability:** 3D

**Move:** 220; 630 kmh

**Body Strength:** 1D

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

## Pirate Speeder Bike

**Type:** Speeder bike

**Scale:** Speeder

**Skill:** Repulsorlift operation: speeder bike

**Crew:** 1

**Crew Skill:** Repulsorlift operation 3D+2

**Cover:** 1/4

## Jedi Speeder Bike

**Craft:** Modified Ikas-Adno 10-C Speeder Bike

**Type:** Speeder bike

**Scale:** Speeder

**Length:** 5.5 meters

**Skill:** Repulsorlift operation: speeder bike

**Crew:** 1

**Crew Skill:** 4D in all appropriate skills

**Passengers:** 1 or 2

**Cargo Capacity:** 20 kilograms

**Cover:** ¼

**Altitude Range:** Ground level-3.4 km

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

**Maneuverability:** 1D+2

**Move:** 210; 600 kmh

**Body Strength:** 2D

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

**Source:** Power of the Jedi Sourcebook (page 58)

## Razalon FC-20

**Craft:** Razalon FC-20 Speeder Bike

**Type:** Speeder bike

**Scale:** Speeder

**Length:** 1.5 meters

**Skill:** Repulsorlift operation: speeder bike

**Crew:** 1

**Cargo Capacity:** 2 kilograms

**Cover:** 1/4

**Altitude Range:** Ground level-0.8 meters

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



**Maneuverability:** 2D+2

**Move:** 60; 180 kmh

**Body Strength:** 2D

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

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

## Ikas-Adno Raptor

**Craft:** Ikas-Adno R-2000 Raptor Speeder Bike

**Type:** Speeder bike

**Scale:** Speeder

**Length:** 3.9 meters

**Skill:** Repulsorlift operation: speeder bike

**Crew:** 1

**Cargo Capacity:** 1 kilogram

**Cover:** 1/4

**Altitude Range:** Ground level-50 meters

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

**Maneuverability:** 3D+2

**Move:** 170; 480 kmh

**Body Strength:** 3D

**Source:** Arms and Equipment Guide (page 74)

## Ikas-Adno Starhawk

**Craft:** Ikas-Adno Starhawk 2b

**Type:** Speeder bike

**Scale:** Speeder

**Length:** 5 meters

**Skill:** Repulsorlift operation: speeder bike

**Crew:** 1

**Passengers:** None

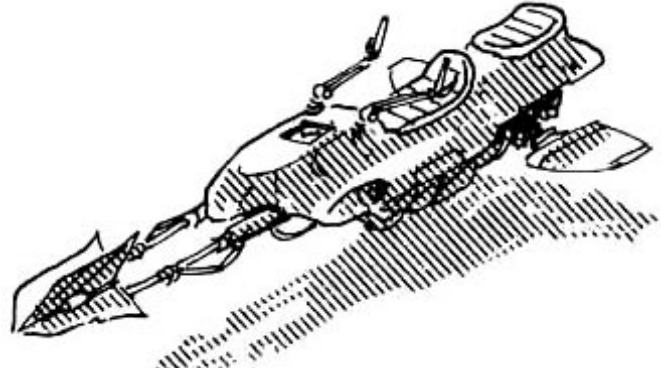
**Cargo Capacity:** 3 kilograms

**Cover:** 1/4

**Altitude Range:** Ground level-12 meters

**Cost:** 3,600 (used)

**Maneuverability:** 3D+1



**Move:** 125; 260 kmh

**Body Strength:** 1D+1

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

## Police Starhawk

**Craft:** Modified Ikas-Adno Starhawk 2b

**Type:** Speeder bike

**Scale:** Speeder

**Length:** 5 meters

**Skill:** Repulsorlift operation: speeder bike

**Crew:** 1

**Cargo Capacity:** 3 kilograms

**Cover:** 1/4

**Altitude Range:** Ground level-10 meters

**Maneuverability:** 3D

**Move:** 140; 400 kmh

**Body Strength:** 1D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Front

*Skill:* Vehicle blasters

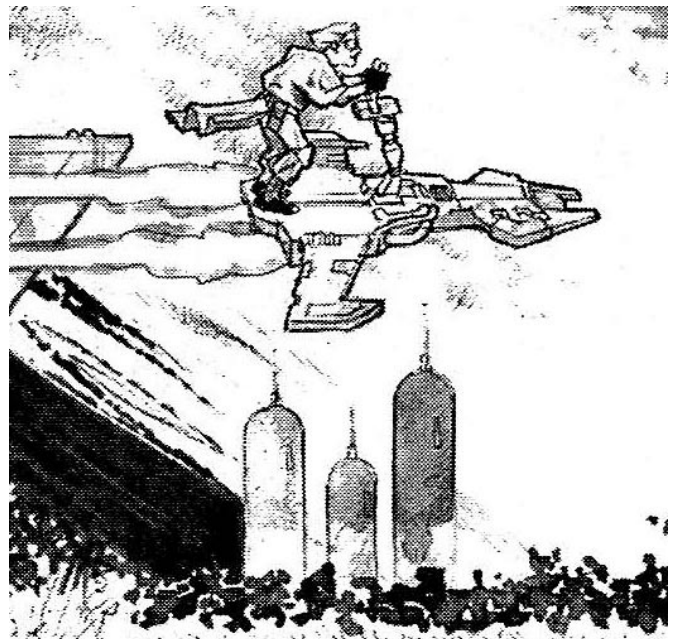
*Fire Control:* 2D

*Range:* 30-50/100/200

*Damage:* 4D

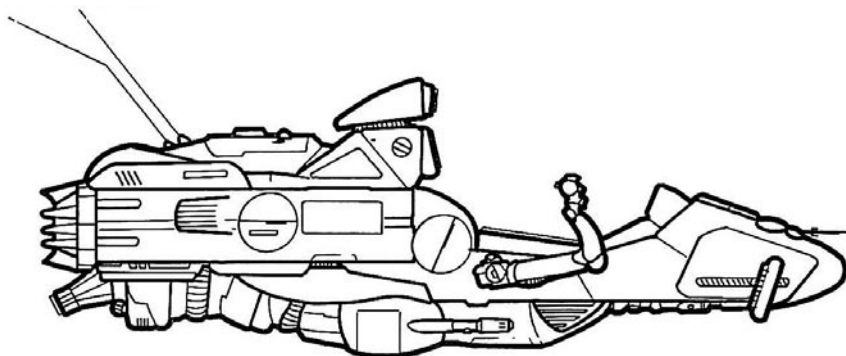
**Source:** Wretched Hives of Scum and Villainy (page 74)

## 3-2-XR Repulsorlift Sled



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

## Swift 3 Repulsorlift Sled



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

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

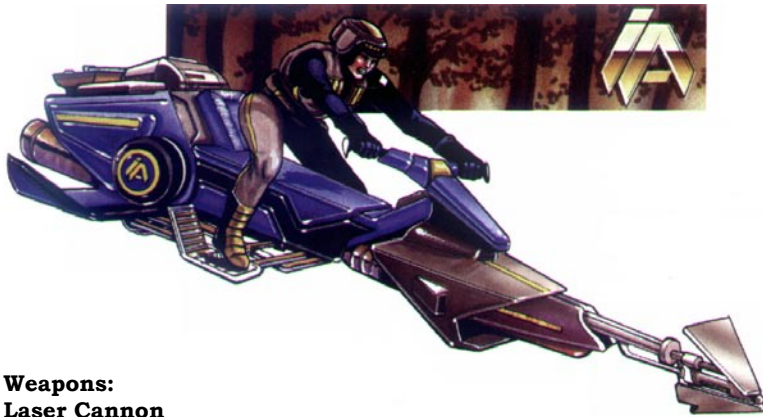
## Mobquet OVERRACER



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

## Ikas-Adno Nightfalcon

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



## Aratech 74-Z Military Speeder Bike

**Craft:** Aratech 74-Z Military Speeder Bike

**Type:** Speeder bike

**Scale:** Speeder

**Length:** 3 meters

**Skill:** Repulsorlift operation: speeder bike

**Crew:** 1

**Cargo Capacity:** 3 kilograms

**Cover:** 1/4

**Altitude Range:** Ground level-25 meters

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

**Maneuverability:** 3D+2

**Move:** 175; 500 kmh

**Body Strength:** 2D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 30-50/100/200

*Damage:* 4D

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

**Weapons:**

**Laser Cannon**

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 3-50/100/200

*Damage:* 3D

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

## BARC Speeder



**Craft:** Aratech Biker Advanced Recon Commando Speeder Bike

**Type:** Speeder bike

**Scale:** Speeder

**Length:** 4.57 meters

**Skill:** Repulsorlift operation: speeder bike

**Crew:** 1

**Cargo Capacity:** 4 kilograms

**Cover:** 1/4

**Altitude Range:** Ground level-150 meters

**Maneuverability:** 2D+2

**Move:** 150; 430 kmh

**Body Strength:** 2D

**Weapons:**

**2 Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 30-50/100/200

*Damage:* 4D



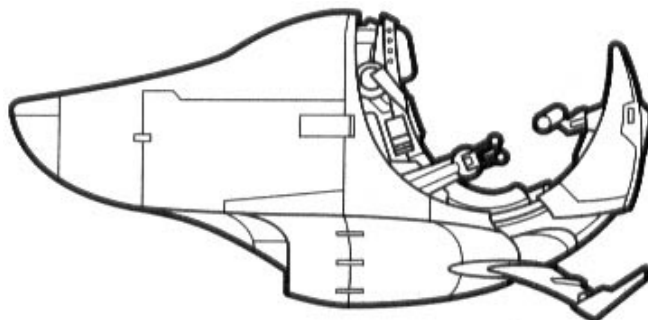
## Dark Rider XR-10 Shadowhawk



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

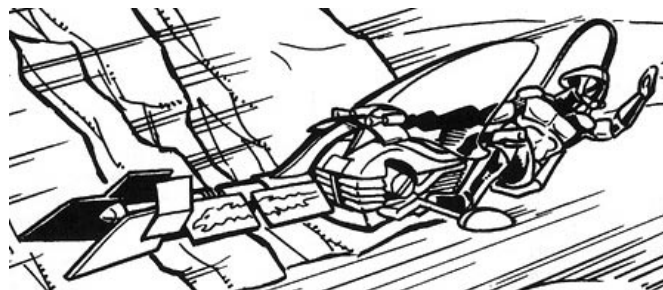
## Incom MVR-3

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



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

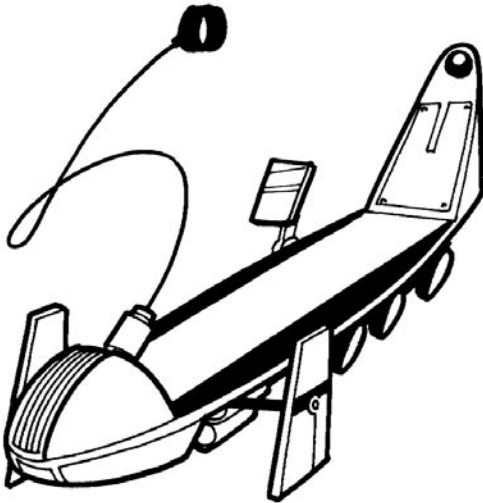
## Ikas-Adno XP-2000



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

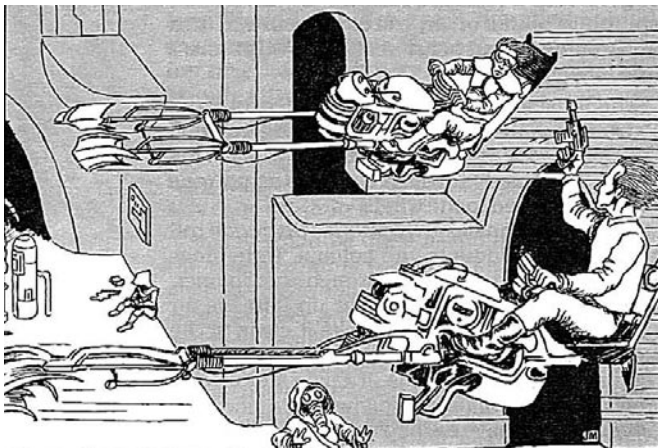
# Swoops

## Sky Slicer



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

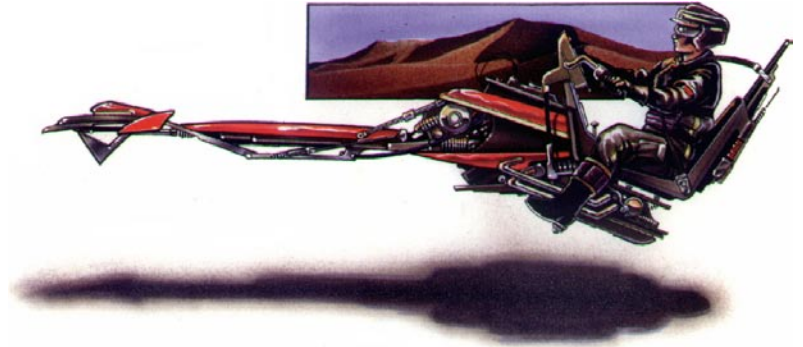
## Asteroid-3 Racer



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

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

## Skybird



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

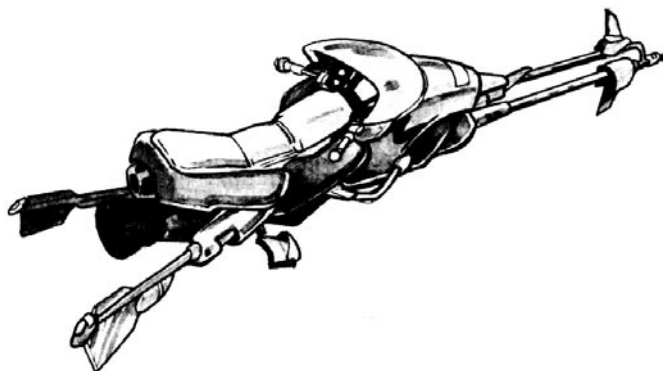
## Nebulon-Q



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

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

## Ubrikkian Skybird



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

## TaggeCo Air-2 Heavy Swoop

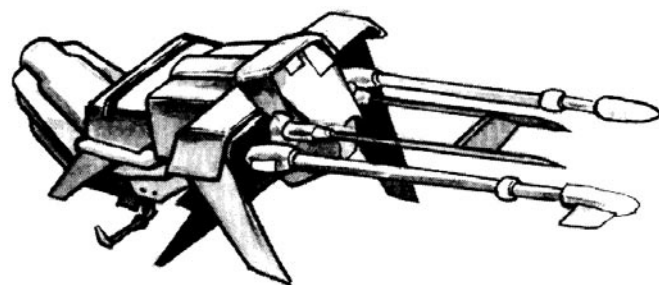


**Craft:** TaggeCo Air-2 Swoop  
**Type:** Heavy swoop  
**Scale:** Speeder  
**Length:** 2.4 meters  
**Skill:** Swoop operation  
**Crew:** 1  
**Passengers:** 1  
**Cargo Capacity:** 4 kilograms  
**Cover:** 1/4  
**Altitude Range:** Ground level-3.4 meters  
**Cost:** 6,000 (new), 2,000 (used)  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

## Air-2 Racing Swoop

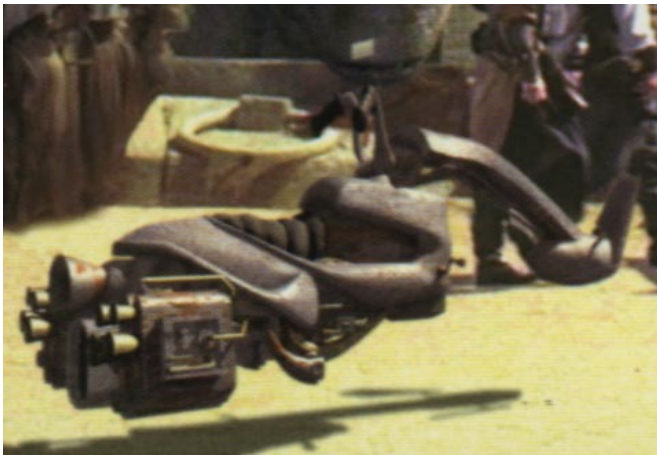


## Kuat Vehicles Swoop



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

## Flare-S



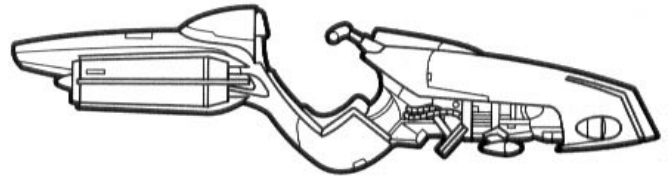
**Craft:** Mobquet Flare-S Swoop  
**Type:** Swoop  
**Scale:** Speeder  
**Length:** 2.5 meters  
**Skill:** Swoop operation  
**Crew:** 1  
**Cargo Capacity:** 2 kilograms  
**Cover:** 1/4  
**Altitude Range:** Ground level-350 meters  
**Cost:** 6,500 (new), 2,000 (used)  
**Maneuverability:** 4D+2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

## Converted Swoop

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



## Bespin Motors IR-4



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

## CR-43 Low-Ride

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





## Zephyr-G



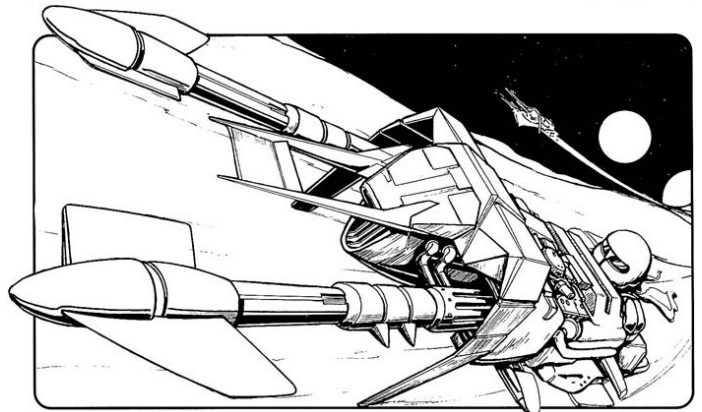
**Craft:** Mobquet Swoops and Speeders Zephyr-G Swoop  
**Type:** Swoop  
**Scale:** Speeder  
**Length:** 3.68 meters  
**Skill:** Swoop operation: Zephyr-G  
**Crew:** 1  
**Passengers:** 0  
**Cargo Capacity:** 35 kilograms  
**Cover:** ¼  
**Altitude Range:** Ground level-20 meters  
**Cost:** 750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

## Uukablis Light Swoop

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

## Nebulon-S Racer

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



## Rabid Mynock's Swoop

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

## Skulls' Swoop

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

## Siderider Swoop

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

## Star Slinger Prototype

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

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

## Bloodsniffer Swoop

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

## Knights' Swoop

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



**Weapons:**

**Blaster Cannon**

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 3-75/150/250

*Damage:* 5D+1

**Source:** Galaxy Guide 9 – Fragments from the Rim (page 68)

## Razer Swoop

**Craft:** Modified Mobquet Flare-S Swoop

**Type:** Modified swoop

**Scale:** Speeder

**Length:** 2.5 meters

**Skill:** Swoop operation

**Crew:** 1

**Cargo Capacity:** 1 kilograms

**Cover:** 1/4

**Altitude Range:** Ground level-350 meters

**Maneuverability:** 4D+2

**Move:** 225; 650 kmh

**Body Strength:** 1D+2

**Weapons:**

**Light Laser Cannon**

*Fire Arc:* Front

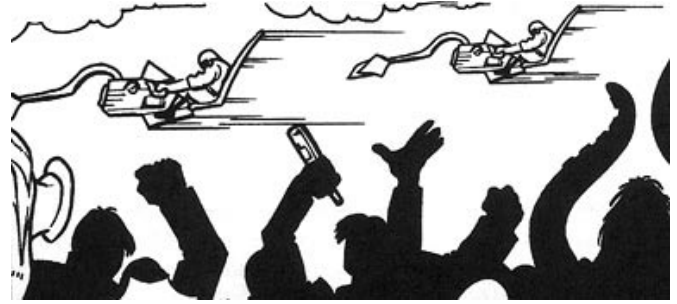
*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 30-50/100/200

*Damage:* 4D

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



## RDD-7 “Rudy”

**Craft:** Modified RDD-7 Racing Swoop

**Type:** Swoop

**Scale:** Speeder

**Length:** 4.3 meters

**Skill:** Swoop operation: RDD-7

**Crew:** 1

**Crew Skill:** Firearms 4D+2, swoop operation 6D

**Passengers:** 1

**Cargo Capacity:** 12 kilograms

**Cover:** None

**Altitude Range:** Ground level-14 meters

**Cost:** Not available for sale (7,000 estimated)

**Maneuverability:** 2D+2

**Move:** 168 ; 480 kmh

**Body Strength:** 2D+2

**Weapons:**

**Repeating Slugthrower Gun**

*Fire Arc:* Front

*Skill:* Firearms

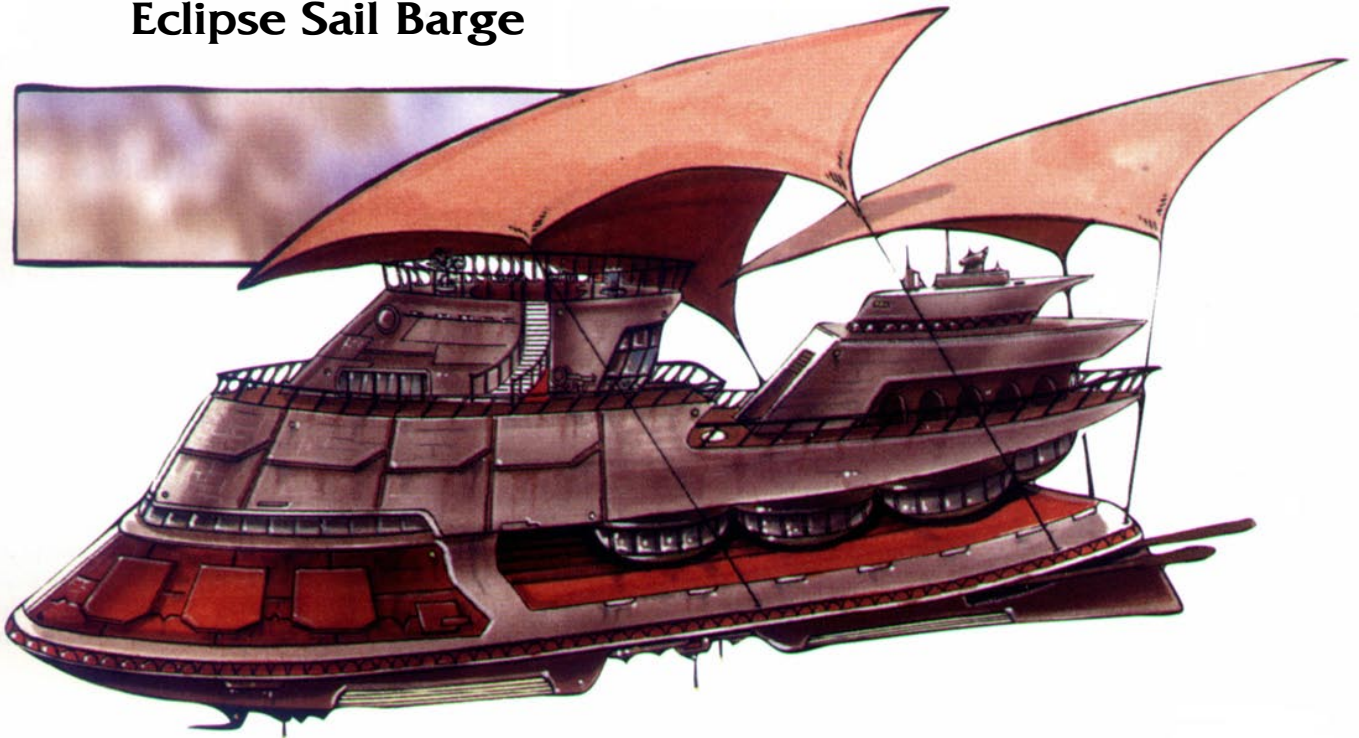
*Fire Control:* 3D

*Range:* 3-10/30/60

*Damage:* 3D

# Sail Barges

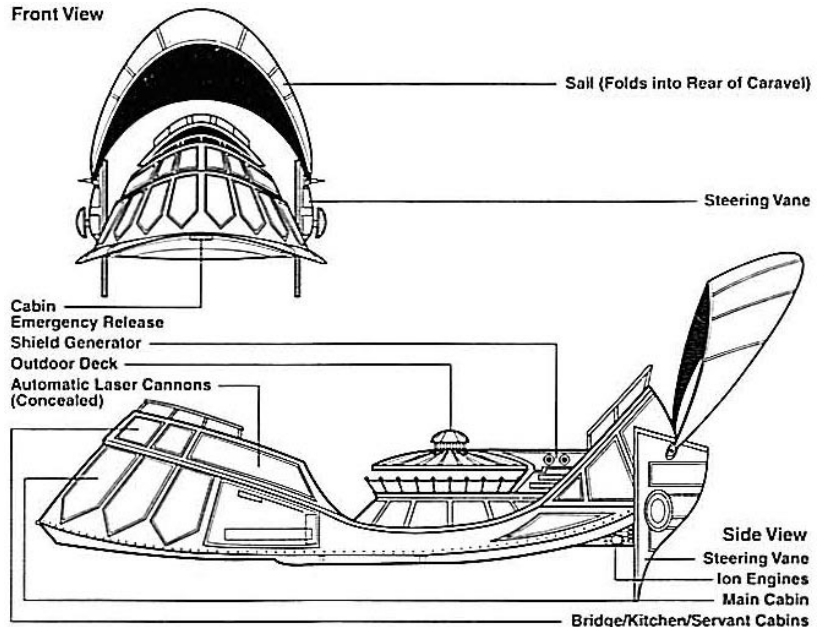
## Eclipse Sail Barge



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

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

Front View



## Twilight Sail Barge

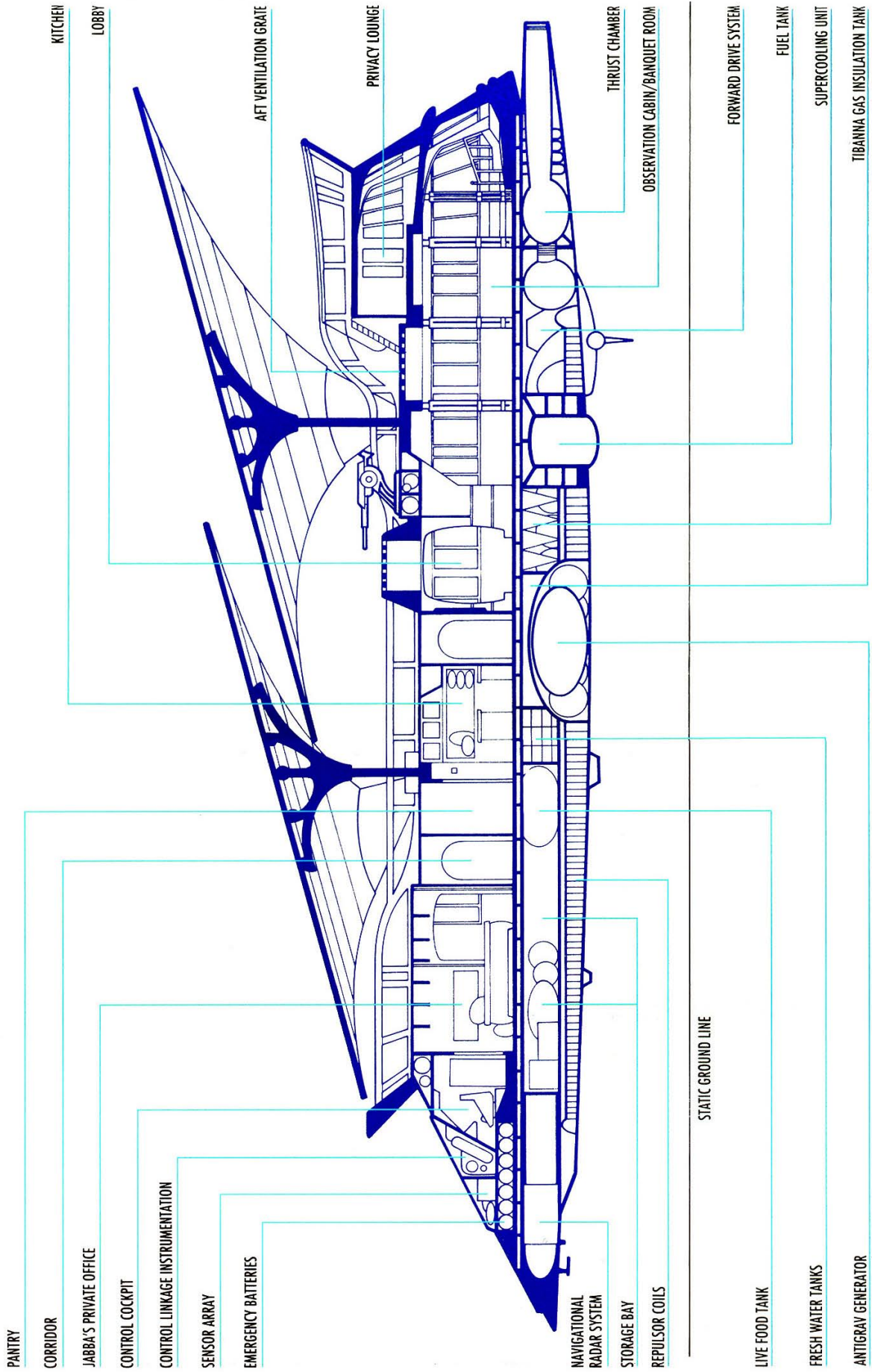
**Craft:** Elaor Propulsion Twilight Sailer  
**Type:** Sail barge  
**Scale:** Speeder

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

### 2 Heavy Blasters

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

**Source:** Tales of the Jedi Companion (page 119)





## Sail Barge

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

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

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

**Weapons:**

**Heavy Blaster Cannon**

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

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

## Floating Eatery Barge

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

**Tractor Beam Projector**

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

## Mining Barge

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

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

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

**8 Plasma Drills**

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

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

**8 High Intensity Mining Lasers**

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

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

**8 Tractor Beams**

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

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

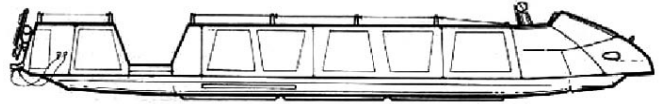
**Source:** Flashpoint! Brak Sector (page 27)

# Skiffs

## Hoverskiff

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

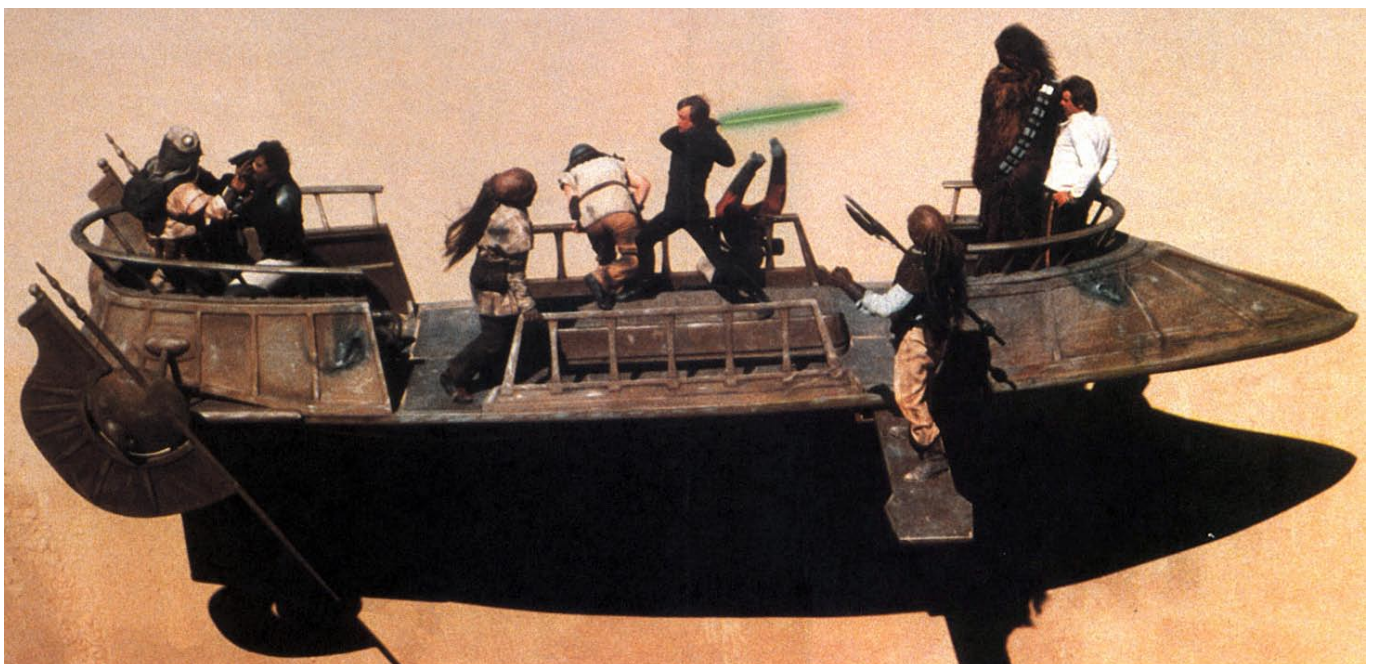
## Personnel Skiff



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

## Cargo Skiff

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

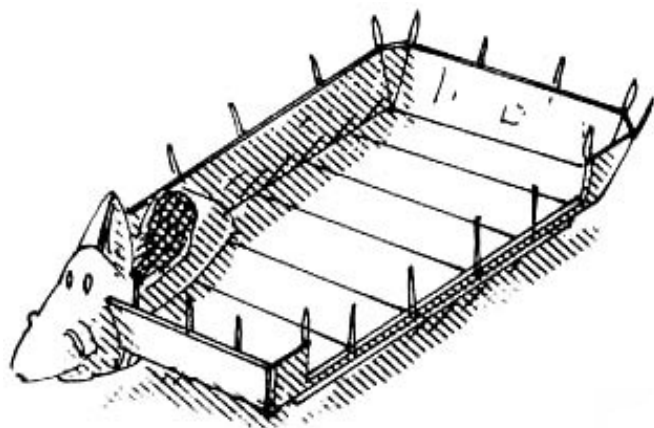


## Transport Skiff

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



## Arunskin 32 Cargo Skiff



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

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

## SuperHaul Skiff



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

## Hutt Floater

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



## Repulsorlift Service Platform

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

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

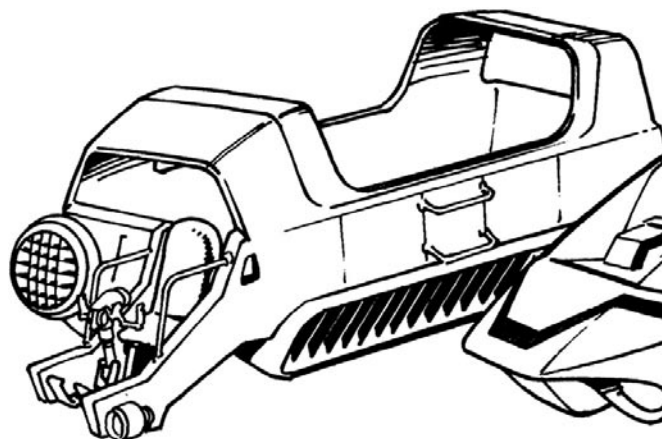
## Drogue

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

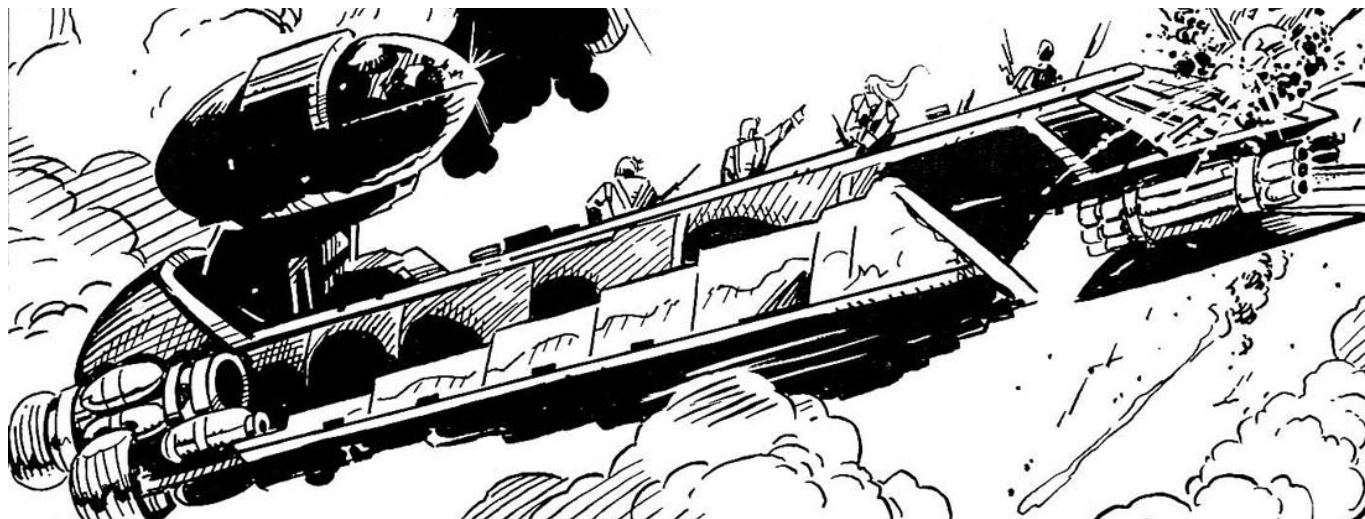
## Cloudskiff

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

## Cargohopper 102



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



## Ubrikkian Floater-935

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

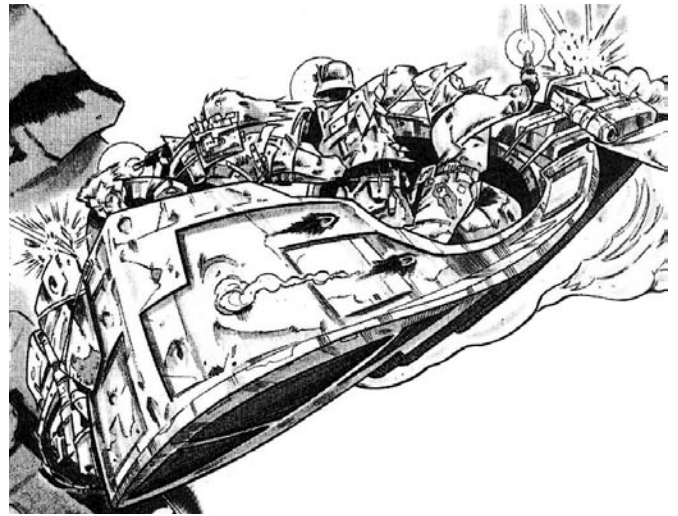
## Harvesting Skiff

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

## Security Skiff

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

## Converted Cargo Skiff

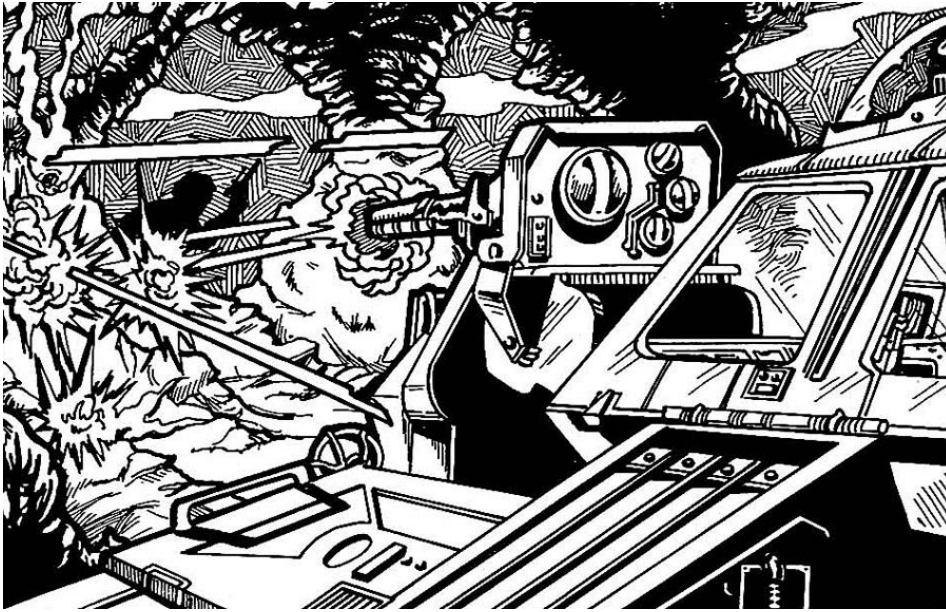


**Type:** Modified skiff  
**Scale:** Speeder  
**Skill:** Repulsorlift operation: skiff  
**Crew:** 1, gunners: 1  
**Passengers:** 4  
**Cargo Capacity:** 200 kilograms  
**Cover:** 1/4  
**Altitude Range:** Ground level-50 meters  
**Maneuverability:** 1D  
**Move:** 30; 90 kmh  
**Body Strength:**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

## Cargo Container Loader

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

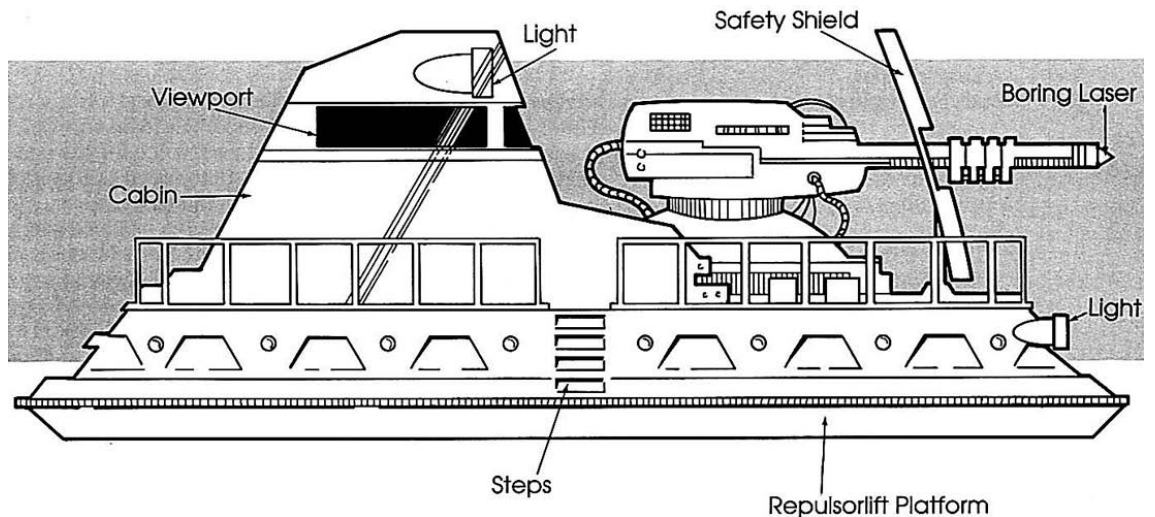
## Laser Skiff



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

## Mining Laser Platform

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

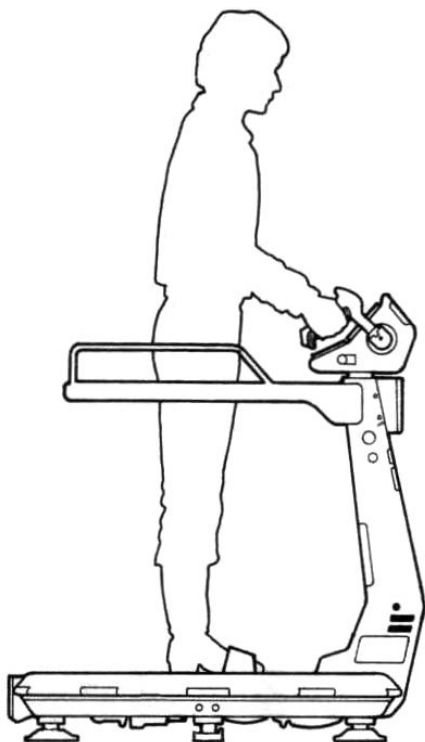


# Airspeeders

## Iego Ramshackle

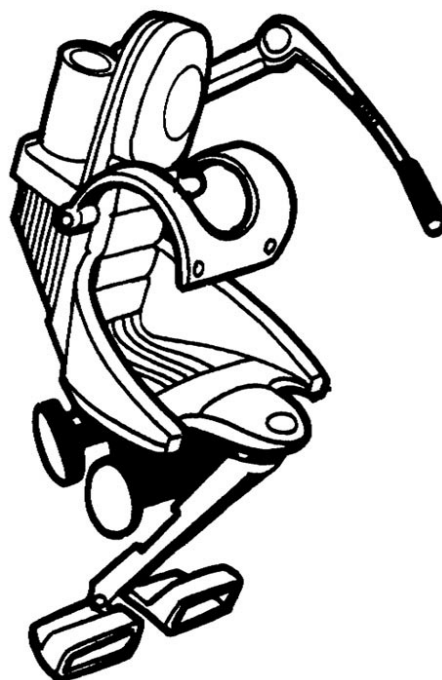
**Craft:** Iego Ramshackle  
**Type:** Jury-rigged repulsorlift sled  
**Scale:** Speeder  
**Length:** 4.7 meters  
**Skill:** Repulsorlift operation  
**Crew:** 1  
**Passengers:** 1  
**Cargo Capacity:** 4 kilograms  
**Cover:** None  
**Altitude Range:** Ground level-25 meters  
**Maneuverability:**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

## Repulsorlift Disk



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

## Grav-Ball Sport Lifter

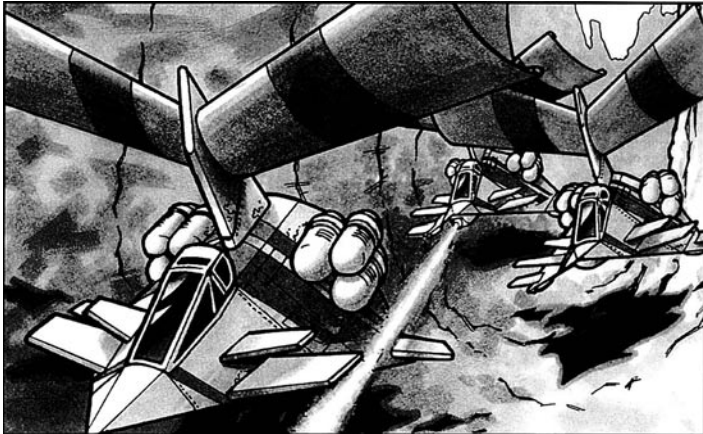


**Craft:** Nen-Carvon Sport Lifter CSL-1  
**Type:** Repulsorlift sport vehicle  
**Scale:** Character  
**Length:** 1.4 meters tall  
**Skill:** Repulsorlift operation  
**Crew:** 1  
**Cover:** 1/4  
**Altitude Range:** Ground level-50 meters  
**Cost:** 12,000  
**Availability:** 2  
**Maneuverability:**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

## AirDomination Sling Racer

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

## SkyFoil Sling Racer



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

## Anakin Skywalker's Podracer

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



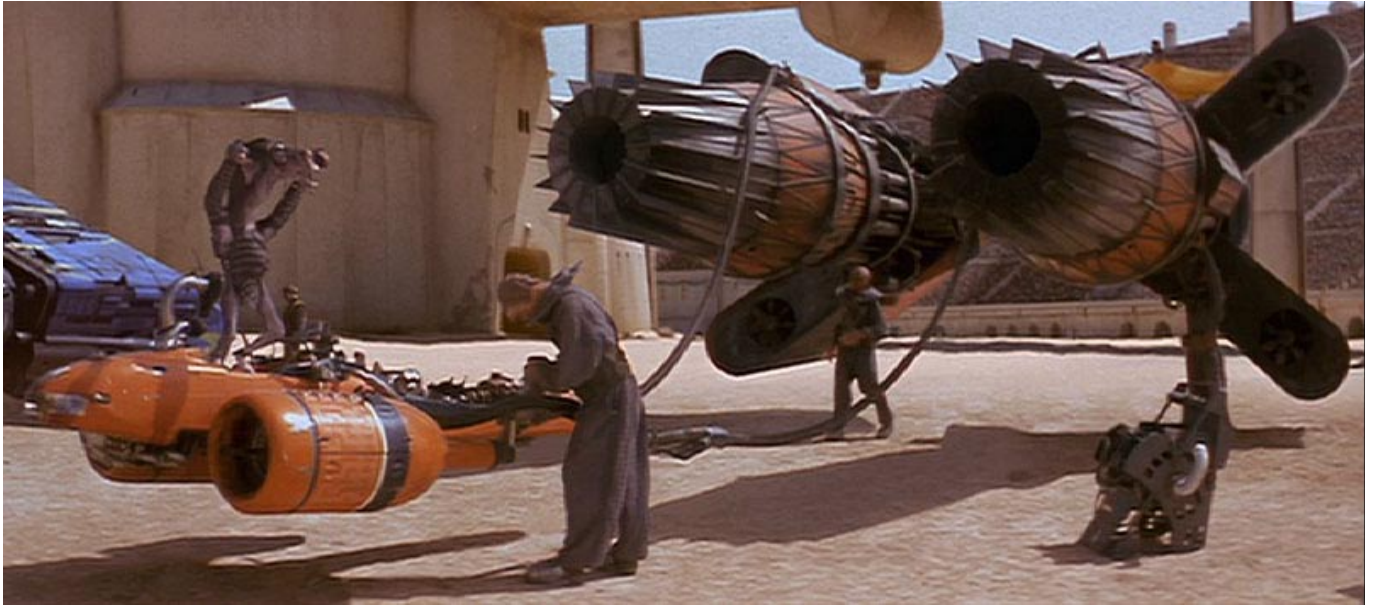
## Boles Roor's Podracer



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

## Sebulba's Pod Racer

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



## Mrlsst Flitter



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

## Commandeered Airspeeder

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

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

## Peregrine Skyspeeder

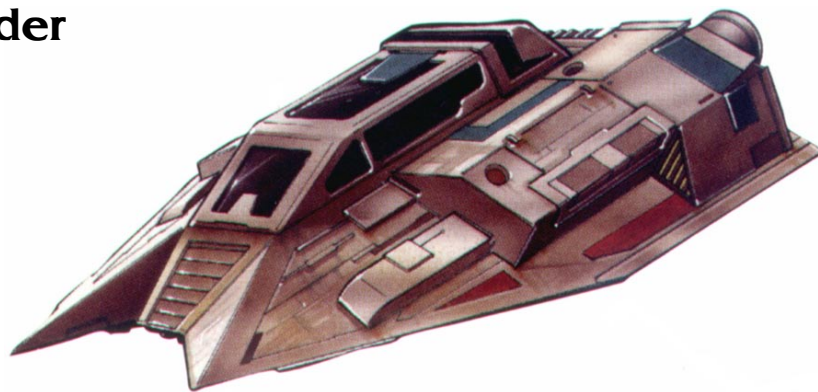
**Craft:** Modified Aratech Peregrine-340 Airspeeder  
**Type:** Airspeeder  
**Scale:** Speeder  
**Length:** 3.25 meters  
**Skill:** Repulsorlift operation: Peregrine-340  
**Crew:** 1 pilot  
**Crew Skill:** Repulsorlift operation 4D  
**Passengers:** 1  
**Cargo Capacity:** None  
**Cover:** None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

## Kishh'tih Airspeeder

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

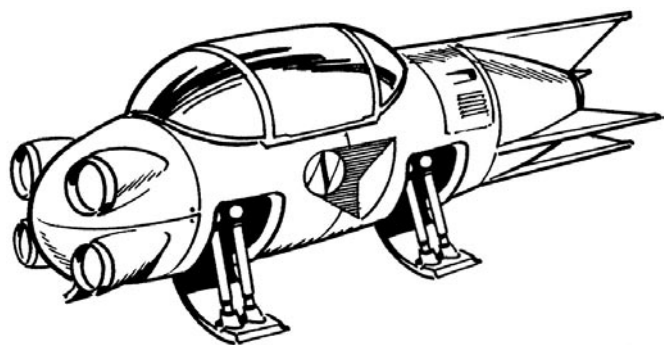
## Pols Anaxes Airspeeder

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



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

## Mobquet Wandering Flyer



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

## T-47I Airspeeder

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

## T-47 Airspeeder

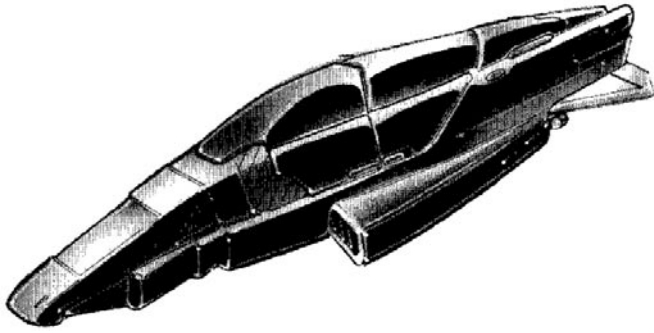
**Craft:** Incom T-47 (civilian)  
**Type:** Airspeeder  
**Scale:** Speeder  
**Length:** 6.3 meters  
**Skill:** Repulsorlift operation: airspeeder  
**Crew:** 1  
**Passengers:** 1  
**Cargo Capacity:** 10 kilograms  
**Cover:** Full  
**Altitude Range:** Ground level-250 meters  
**Cost:** 10,000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

## Hot Rod Airspeeder



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

## Hyperfoil 1000



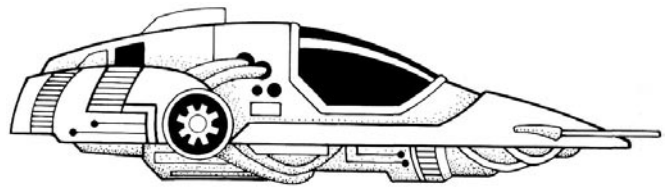
**Craft:** Tion Industries, Civil Aeronautics Division Hyperfoil 1000-XTC  
**Type:** VTOL (Vertical Take Off/Landing) speeder  
**Scale:** Speeder  
**Length:** 15 meters  
**Skill:** Repulsorlift operation  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Passengers:** 2  
**Cargo Capacity:** 100 kilograms  
**Cover:** Full  
**Altitude Range:** Ground level-50 meters  
**Cost:** 12,500 (new), 7,000 (used)  
**Maneuverability:** 2D+2  
**Move:** 105; 300 kmh  
**Body Strength:** 2D+1  
**Source:** Galladinium's Fantastic Technology (page 14), Arms and Equipment Guide (page 78)

## Koro-2 Airspeeder



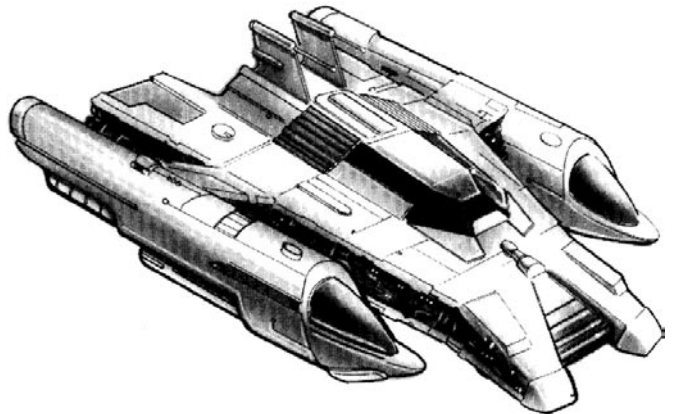
**Craft:** Desler Gizh Outworld Mobility Corp Koro-2  
**Type:** Airspeeder  
**Scale:** Speeder  
**Length:** 6.61 meters  
**Skill:** Repulsorlift operation: Koro-2  
**Crew:** 1  
**Crew Skill:** Varies  
**Passengers:** 1  
**Cargo Capacity:** 80 kilograms  
**Cover:** Full  
**Altitude Range:** 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)

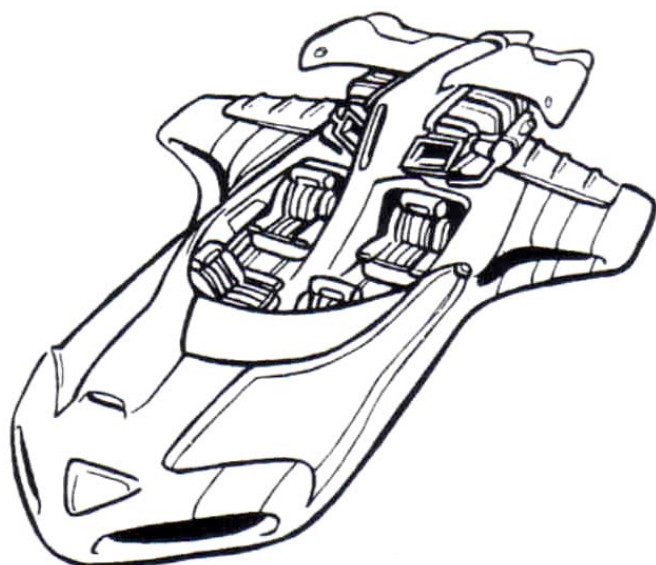
## SCS-19 Sentinel



**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)

## Pubtrans Flitter



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

## Coruscant Air Taxi



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

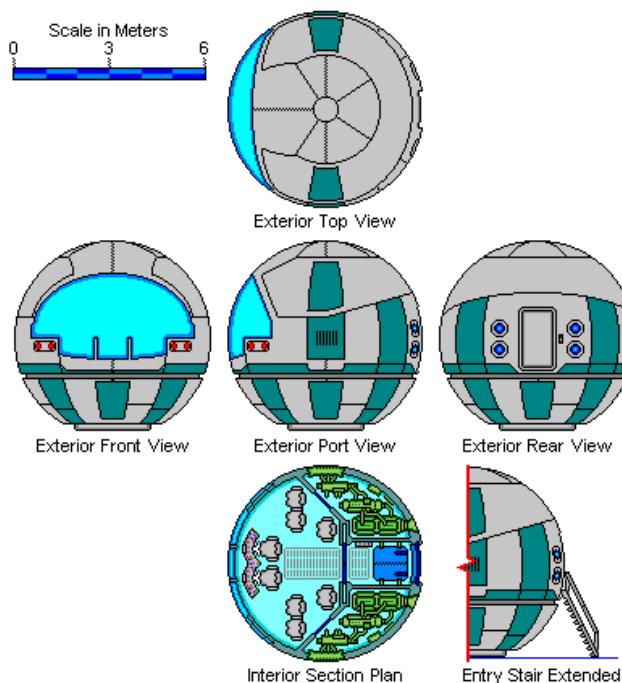
## Skyship

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

## Nubian Cloudbus

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

## Landing Sphere



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

## Air Ambulance

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

## RES-Q Airspeeder

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

## Emergency Firespeeder

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



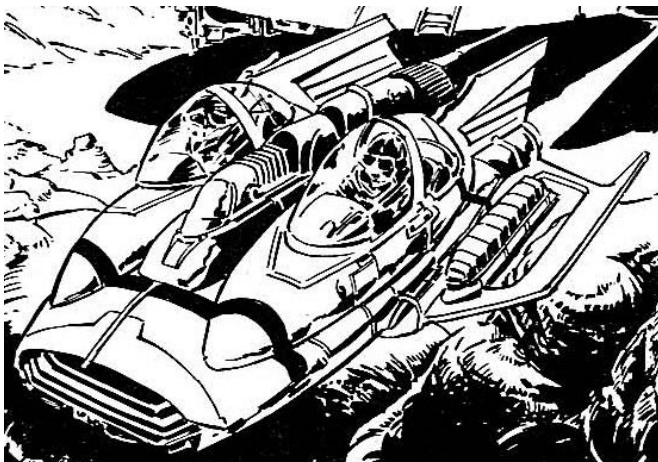
*Skill:* Starship gunnery: mole miner jets  
*Fire Control:* 4D  
*Range:* 2 meters  
*Damage:* 8D (starfighter scale)  
**Source:** The Thrawn Trilogy Sourcebook (pages 206/208),  
 Heir to the Empire Sourcebook (page 115)

## KE-8 Enforcer Ship



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

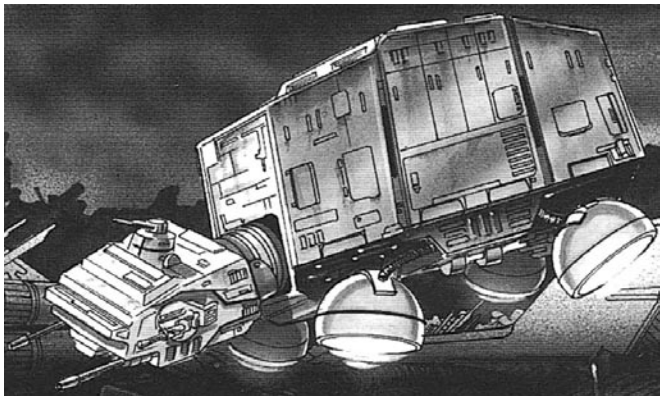
## Mole Miner



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

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

# AT-PV



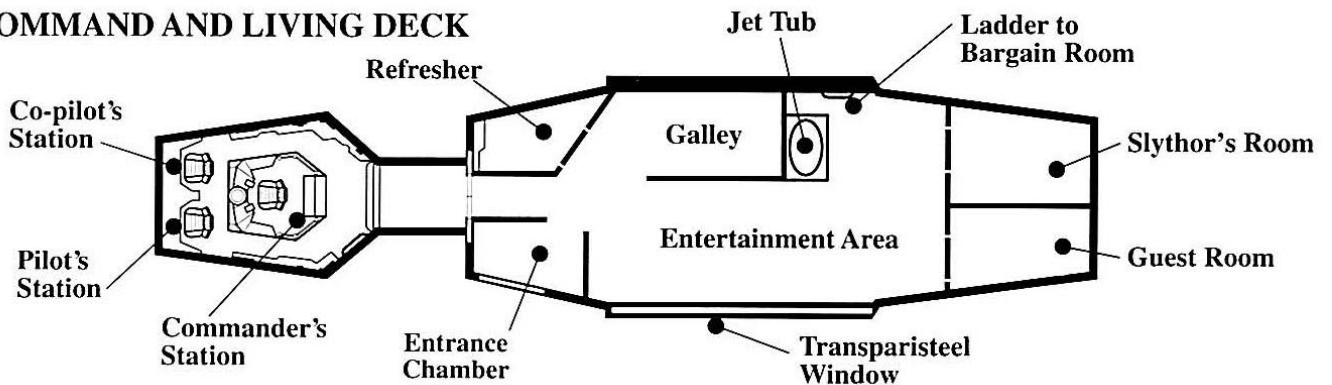
**Craft:** Modified AT-AT (All Terrain Pleasure Vehicle)  
**Type:** Pleasure vessel  
**Scale:** Walker  
**Length:** 20.6 meters  
**Skill:** Repulsorlift operation  
**Crew:** 5; skeleton: 3/+10  
**Crew Skill:** Vehicle blasters 4D, repulsorlift operation 4D

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

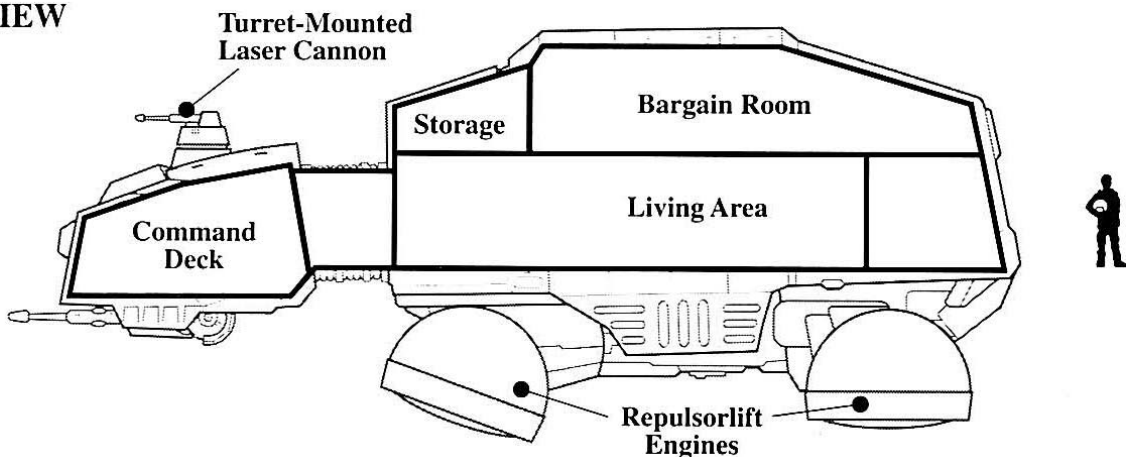
## STORAGE DECK



## COMMAND AND LIVING DECK



## SIDE VIEW



## Harvester Plant

**Craft:** SoroSuub AQ21 Aqua-Harvester Factory

**Type:** Hovering harvester factory

**Scale:** Walker

**Length:** 110 meters

**Skill:** Repulsorlift operation: AQ21

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

**Crew Skill:** Up to 4D in all applicable skills

**Passengers:** 150

**Cargo Capacity:** 18,000 metric tons

**Cover:** Full

**Altitude Range:** Ground level-20 meters

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

**Maneuverability:** 0D

**Move:** 35; 100 kmh

**Body Strength:** 10D

**Weapons:**

**4 Defense Blasters** (fire separately)

*Fire Arc:* Turret

*Scale:* Speeder

*Skill:* Vehicle blasters

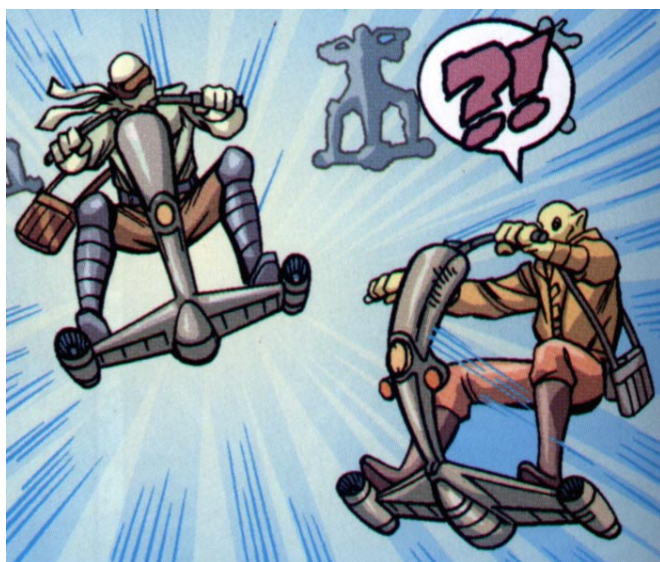
*Fire Control:* 2D

*Range:* 750 meters

*Damage:* 3D

# Military Airspeeders

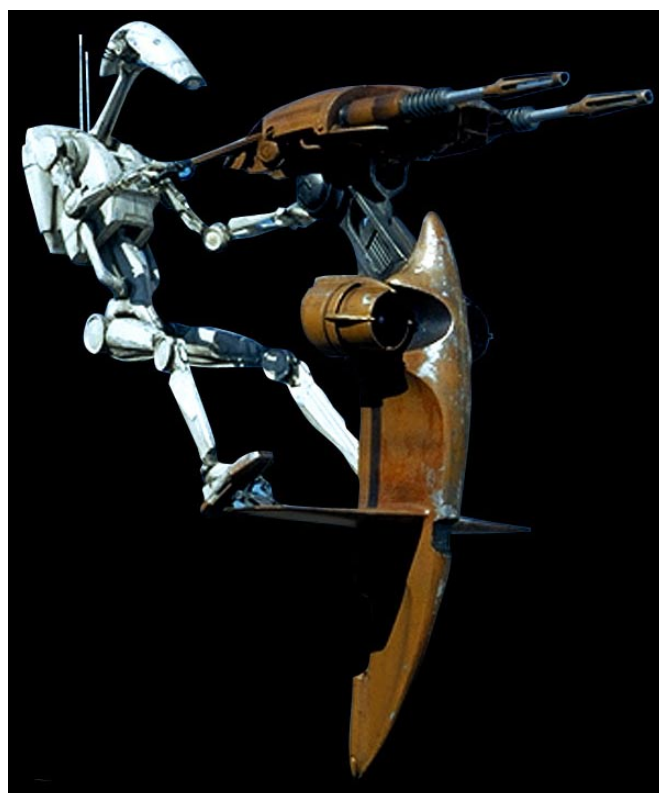
## Airhook



**Craft:** Longspur and Alloi Airhook  
**Type:** Personal flitter  
**Scale:** Speeder  
**Length:** 1.9 meters  
**Skill:** Repulsorlift operation  
**Crew:** 1  
**Cargo Capacity:** None  
**Cover:** 1/4  
**Altitude Range:** Ground level-1 kilometer  
**Cost:** 10,000 (new), 3,000 (used)  
**Maneuverability:** 2D  
**Move:** 105; 300 kmh  
**Body Strength:** 1D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Front  
*Skill:* Vehicle blasters  
*Fire Control:* 0D  
*Range:* 5-10/100/300  
*Damage:* 2D  
**Source:** Geonosis and the Outer Rim Worlds (page 22)

## STAP

**Craft:** Baktoid Armor Workshop STAP-1  
**Type:** Single trooper aerial platform  
**Scale:** Speeder  
**Length:** 1.9 meters  
**Skill:** Repulsorlift operation: STAP  
**Crew:** 1  
**Crew Skill:** Repulsorlift operation 4D; vehicle blasters 4D  
**Passengers:** None  
**Cargo Capacity:** None  
**Cover:** 1/4



**Altitude Range:** Ground level-20 meters  
**Cost:** Not available for sale  
**Maneuverability:** 3D  
**Move:** 105; 300 kmh  
**Body Strength:** 1D  
**Weapons:**  
**2 Blaster Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Vehicle blasters  
*Fire Control:* 1D  
*Range:* 50-400/900/3 Km  
*Damage:* 5D  
**Source:** d20 Core Rulebook (page 237), Secrets of Naboo (page 10)

## Heavy STAP



**Craft:** Baktoid Armor Workshop STAP-2  
**Type:** Heavy Single trooper aerial platform  
**Scale:** Speeder  
**Length:** 1.9 meters

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

## Skyraptor

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

## Starport Control Flitter

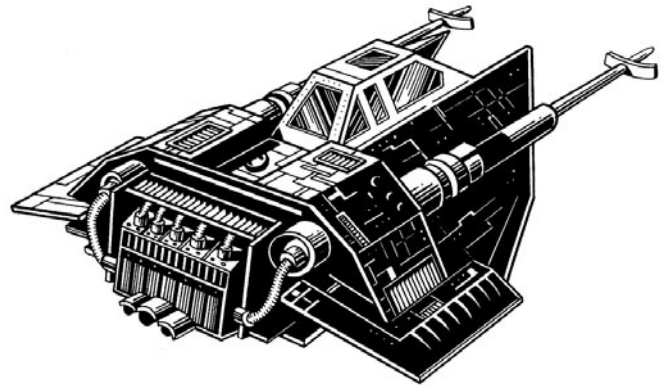
**Craft:** Incom T-40 Flitter  
**Type:** Flitter  
**Scale:** Speeder  
**Skill:** Repulsorlift operation: Flitter  
**Crew:** 1  
**Passengers:** 1  
**Cover:** Full  
**Altitude Range:** Ground level-1,000 meters  
**Maneuverability:** 3D  
**Move:** 105; 300 kmh  
**Body Strength:** 2D  
**Weapons:**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

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

## PCBU

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

## “Deathhawk” Combat Airspeeder



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

**Weapons:**

**Double Laser Cannon** (fire-linked)

*Fire Arc:* Front

*Crew:* 1 (co-pilot)

*Skill:* Vehicle blasters

*Fire Control:* 3D

*Range:* 50-300/800/1.5 Km

*Damage:* 5D+1

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

## T-16 Skyhopper



**Craft:** Incom T-16 Skyhopper

**Type:** Skyhopper

**Scale:** Speeder

**Length:** 5.2 meters

**Skill:** Repulsorlift operation: skyhopper

**Crew:** 1

**Cargo Capacity:** 25 kilograms

**Cover:** Full

**Altitude Range:** Ground level-150 km

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

**Maneuverability:** 3D

**Move:** 450; 1,300 kmh

**Body Strength:** 2D+1

**Weapons:**

**4 Stun Lasers** (fire-linked)

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 0D

*Range:* 50-300/800/1.5 Km

*Damage:* 2D (Stun damage only)

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

## MT-16

**Craft:** New Republic “MT-16”

**Type:** Combat modified Incom T-16 Skyhopper

**Scale:** Speeder

**Length:** 5.2 meters

**Skill:** Repulsorlift operation: skyhopper

**Crew:** 1

**Passengers:** 1

**Cargo Capacity:** 10 kilograms

**Cover:** Full

**Altitude Range:** Ground level-150 km

**Maneuverability:** 3D+1

**Move:** 450; 1,300 kmh

**Body Strength:** 2D+1

**Weapons:**

**Blaster Cannon**

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 50-300/800/1.5 Km

*Damage:* 3D

**Source:** Heir to the Empire Sourcebook (page 114)

## LMC Security Patrol Airspeeder

**Craft:** Bespin Motors AirPatrol II

**Type:** Airspeeder

**Scale:** Speeder

**Length:** 8 meters

**Skill:** Repulsorlift operation: AirPatrol II

**Crew:** 1

**Passengers:** 2

**Cargo Capacity:** 20 kilograms

**Cover:** Full

**Altitude Range:** Ground level-250 kilometers

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

**Maneuverability:** 3D

**Move:** 470; 1,350 kmh

**Body Strength:** 2D+2

**Weapons:**

**Twin Blaster Cannon** (fire-linked)

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 50-400/900/2 Km

*Damage:* 2D+2

**Source:** Flashpoint! Brak Sector (page 27)

## Troop Transport

**Craft:** Ubrikkian GPT-117 Troop Transport

**Type:** Troop transport

**Scale:** Speeder

**Skill:** Repulsorlift operation

**Crew:** 1, gunners: 1

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

**Passengers:** 8 (troops)

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

**Altitude Range:** Ground level-100 meters

**Maneuverability:** 1D+2

**Move:** 125; 360 kmh

**Body Strength:** 2D+2

**Weapons:**

**Light Blaster Cannon**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Vehicle blasters

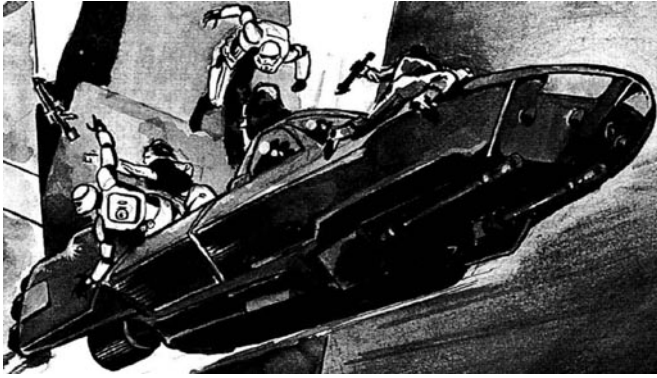
*Fire Control:* 1D

*Range:* 3-50/100/250

*Damage:* 3D

**Source:** Operation: Elrood (page 94)





## Hurricane 506 Cloud Car



**Craft:** Bespin Motors Hurricane 506 Cloud Car

**Type:** Twin-Pod Cloud Car

**Scale:** Speeder

**Skill:** Repulsorlift operation: cloud car

**Crew:** 1

**Passengers:** 1

**Cargo Capacity:** 15 kilograms

**Cover:** Full

**Altitude Range:** 50-100 kilometers

**Cost:** 60,000 credits

**Maneuverability:** 2D+2

**Move:** 520; 1,500 kmh

**Body Strength:** 2D+2

**Weapons:**

**Double Blaster Cannon** (fire-linked)

*Fire Arc:* Front

*Crew:* 1

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 50-400/900/3 Km

*Damage:* 3D

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

## Patrol Skimmer

**Craft:** Authority SX20 Airskimmer

**Type:** Atmospheric patrol vehicle

**Scale:** Airspeeder

**Length:** 4.7 meters

**Skill:** Repulsorlift operation: SX20 airskimmer

**Crew:** 1, gunners: 1

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

**Cargo Capacity:** 25 kilograms

**Cover:** 1/2

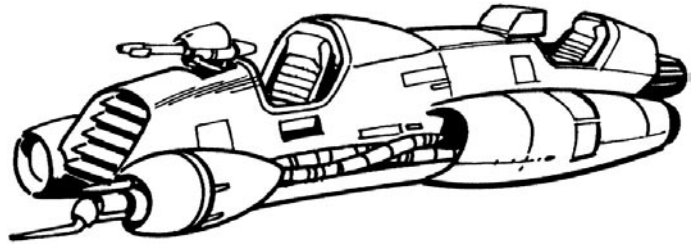
**Altitude Range:** Ground level-10 kilometers; 11-15 kilometers, -1D maneuverability

**Cost:** 24,000 credits

**Maneuverability:** 3D

**Move:** 115; 330 kmh

**Body Strength:** 2D+2



**Weapons:**

**Laser Cannon**

*Fire Arc:* Front/left/right\*

\* May turn to one facing per round

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 10-100/200/400

*Damage:* 4D

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

## Shark Airspeeder



**Craft:** Mobquet Shark Airspeeder

**Type:** Combat airspeeder

**Scale:** Speeder

**Length:** 5 meters

**Skill:** Repulsorlift operation: airspeeder

**Crew:** 1, gunners: 1

**Cargo Capacity:** 10 kilograms

**Cover:** Full

**Altitude Range:** Ground level-300 meters

**Cost:** 62,000 credits (Military)

**Maneuverability:** +1

**Move:** 350; 1,000 kmh

**Body Strength:** 2D+2

**Weapons:**

**Double Laser Cannon** (fire-linked)

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Vehicle blasters

*Fire Control:* 1D+2

*Range:* 50-100/150/200

*Damage:* 5D+1

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

## Tracker-4 Military Airspeeder

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

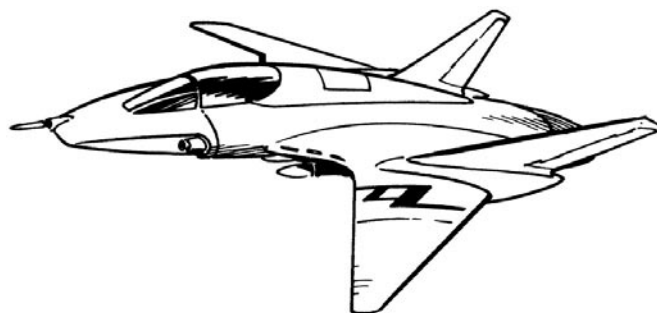
**Length:** 7 meters  
**Skill:** repulsorlift operation: airspeeder  
**Crew:** 1, gunners: 1  
**Crew Skill:** Vehicle blasters 4D, repulsorlift operation 4D  
**Passengers:** 2 (troops)  
**Cargo Capacity:** 20 kilograms  
**Cover:** 1/2 or Full (retractable transparisteel blast shield)  
**Altitude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



### Power Harpoon

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

## K-222



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



## Rebel Snowspeeder

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

## Conjo Fighter

**Craft:** Aratech Conjo Y41-C2LC Fighter  
**Type:** Atmospheric fighter  
**Scale:** Speeder

**Length:** 14 meters

**Skill:** Repulsorlift operation: Conjo

**Crew:** 1

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

**Cargo Capacity:** 50 kilograms

**Cover:** Full

**Altitude Range:** Ground level-4 kilometers

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

**Maneuverability:** 3D+1

**Move:** 280; 800 kmh

**Body Strength:** 3D

**Weapons:**

**Concussion Missiles** (12 carried; fired in pairs)

*Fire Arc:* Front

*Skill:* Missile weapons

*Fire Control:* 1D

*Range:* 50-100/300/700

*Damage:* 7D

**2 Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 50-300/500/800

*Damage:* 3D+2

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

**Weapons:**

**4 Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 50-500/1/2 Km

*Damage:* 5D+2

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

**Maneuverability:** 3D+2

**Move:** 225; 650 kmh

**Body Strength:** 2D+2

**Weapons:**

**2 Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 50-300/500/800

*Damage:* 3D

**Concussion Missiles** (6 carried; fired in pairs)

*Fire Arc:* Front

*Skill:* Missile weapons

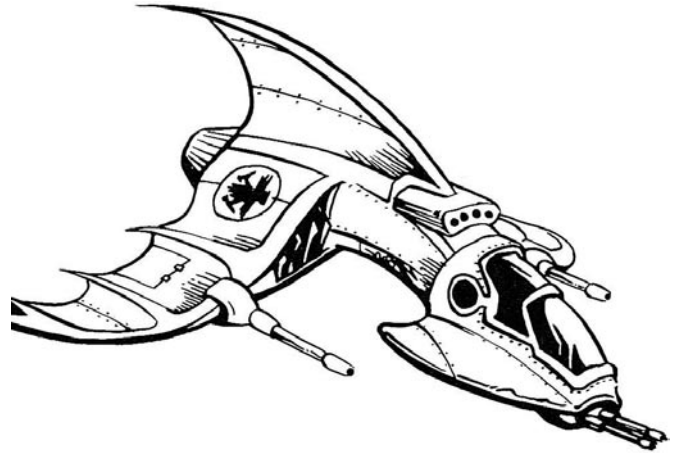
*Fire Control:* 1D

*Range:* 50-100/300/700

*Damage:* 7D

**Source:** The Truce at Bakura Sourcebook (page 130)

## Skylark



**Craft:** Exocron Airfleet Skylark Airspeeder

**Type:** Airspeeder

**Scale:** Speeder

**Skill:** Repulsorlift operation: Skylark

**Crew:** 1

**Cover:** Full

**Altitude Range:** Ground level-10 kilometers

**Maneuverability:** 2D+1

**Move:** 70; 200 kmh

**Body Strength:** 3D+2

**Weapons:**

**Projectile Cannon**

*Fire Arc:* Front

*Skill:* Archaic guns: projectile cannon

*Fire Control:* 1D

*Range:* 6-25/250/20 Km

*Damage:* 3D

**2 Percussion Cannons**

*Fire Arc:* Front

*Skill:* Archaic guns: percussion weapons

*Fire Control:* 1D

*Range:* 2-10/250/1 Km

*Damage:* 3D

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

## V-Wing



**Craft:** Slayn & Korpil V-Wing Airspeeder

**Type:** Combat speeder

**Scale:** Speeder

**Length:** 6.3 meters

**Skill:** Repulsorlift operation: V-wing

**Crew:** 1

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

**Cargo Capacity:** 15 kilograms

**Cover:** Full

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

**Cost:** 26, 500 credits

**Maneuverability:** 3D

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

**Body Strength:** 3D+2

**Weapons:**

**Double Blaster Cannon** (fire-linked)

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 50-400/1/2 km

*Damage:* 5D+1

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

## Orbitblade-2000

**Craft:** zZips Motor Concepts Orbitblade-2000

**Type:** Armored aerospace transport

**Scale:** Speeder

**Length:** 4 meters

**Skill:** Repulsorlift operation: airspeeder

**Crew:** 1

**Crew Skill:** Repulsorlift operation 4D

**Passengers:** 2

**Cargo Capacity:** 200 Kg

**Cover:** Full

**Altitude Range:** Ground level-150 kilometers

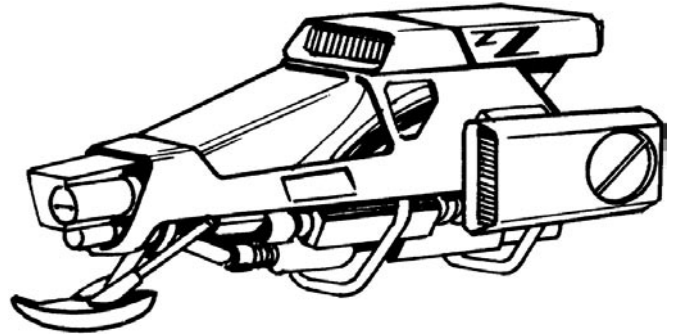
**Cost:** 18,500 (new)

**Maneuverability:** 2D

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

**Body Strength:** 3D+2

**Weapons:**



**Concussion Missile Launcher**

*Fire Arc:* Front

*Scale:* Starfighter

*Skill:* Missile weapons: concussion missiles

*Fire Control:* 2D+1

*Range:* 50-100/300/700

*Damage:* 6D

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

## Shadow V Combat Airspeeder

**Craft:** MandalMotors Shadow V Combat Airspeeder

**Type:** Combat airspeeder

**Scale:** Speeder

**Length:** 6.5 meters

**Skill:** Repulsorlift operation: Shadow V

**Crew:** 1, gunners: 1

**Crew Skill:** Varies

**Passengers:** 1

**Cargo Capacity:** 10 kilograms

**Cover:** Full

**Altitude Range:** Ground level-550 meters

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

**Maneuverability:** 2D

**Move:** 280; 800 kmh

**Body Strength:** 4D

**Weapons:**

**Double Laser Cannon**

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 50-300/800/1.5 Km

*Damage:* 4D+2

**Source:** d20 Core Rulebook (page 235)

## Patrol Cloud Car

**Craft:** Bakur RepulsorCorp. Tinok-F Patrol Cloud Car

**Type:** Cloud car

**Scale:** Speeder

**Length:** 7.3 meters

**Skill:** Repulsorlift operation: cloud car

**Crew:** 1, gunners: 1

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

**Cargo Capacity:** 20 kilograms

**Cover:** Full

**Altitude Range:** Ground level-60 kilometers

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

**Maneuverability:** 2D

**Move:** 330; 950 kmh

**Body Strength:** 4D

**Sensors:**

*Passive:* 100/0D

*Scan:* 200/1D

*Search:* 400/2D

*Focus:* 40/3D

**Note:** All distances are in meters

**Weapons:**

**Double Blaster Cannon** (fire-linked)

*Fire Arc:* Front

*Crew:* 1

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 50-200/600/1.5 Km

*Damage:* 4D+1

**Source:** The Truce at Bakura Sourcebook (page 128)

## Cloud Car



**Craft:** Bespin Motors Storm IV

**Type:** Twin-pod Cloud Car

**Scale:** Speeder

**Length:** 7 meters

**Skill:** Repulsorlift operation: cloud car

**Crew:** 1; 1 (can combine)

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

**Cargo Capacity:** 10 kilograms

**Cover:** Full

**Altitude Range:** 50-100 kilometers

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

**Maneuverability:** 2D+2

**Move:** 520; 1,500 kmh

**Body Strength:** 4D

**Weapons:**

**Double Blaster Cannon** (fire-linked)

*Fire Arc:* Front

*Crew:* 1 (co-pilot)

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 50-400/900/3 Km

*Damage:* 5D

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

## 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

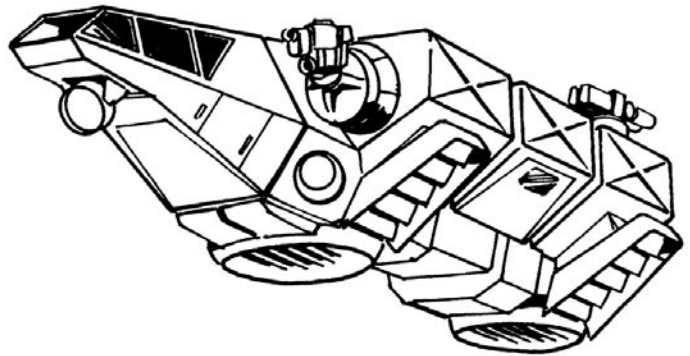
**Source:** The Thrawn Trilogy Sourcebook (page 205), The Last Command Sourcebook (page 128), Arms and Equipment Guide (page 71)

## Corsair Raider



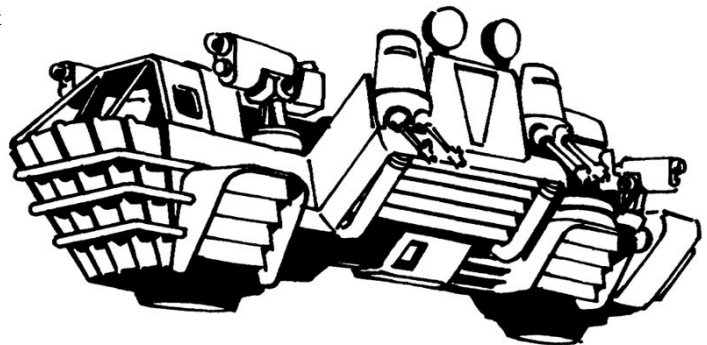
**Type:** Airspeeder  
**Scale:** Speeder  
**Skill:** Repulsorlift operation: airspeeder  
**Crew:** 1  
**Cover:** Full  
**Altitude Range:** Ground level-10 kilometers  
**Maneuverability:** 2D+1  
**Move:** 70; 200 kmh  
**Body Strength:** 4D+2  
**Weapons:**  
**Projectile Cannon**  
*Fire Arc:*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

## Mobile Detention Wagon



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

## Riot Control Vehicle



## Attack Gunship

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

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





## Republic Assault Gunboat

**Craft:** Mekuun High-Altitude Entry Transport HAET-221

**Type:** Drop ship assault transport

**Scale:** Speeder

**Length:** 17.2 meters

**Skill:** Repulsorlift operation

**Crew:** 1, gunners: 1

**Passengers:** 12 (troops)

**Cargo Capacity:** 200 kilograms

**Cover:** Full

**Altitude Range:** Ground level-500 kilometers

**Maneuverability:** 2D

**Move:** 295; 850 kmh

**Body Strength:** 4D

**Shields:** 1D

**Weapons:**

**Repeating Blaster**

*Fire Arc:* Turret

*Scale:* Character

*Crew:* 1

*Skill:* Vehicle blasters

*Fire Control:* 2D+2

*Range:* 3-75/200/500

*Damage:* 7D

**Laser Cannon**

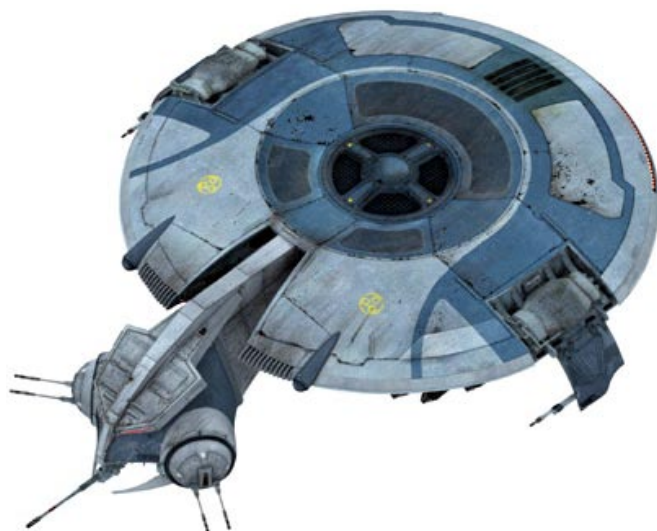
*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 1D+1

*Range:* 50-400/1/2 km

*Damage:* 5D+1



*Damage:* 4D

**2 Twin Laser Cannons**

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

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 50-200/1/2 Km

*Damage:* 4D

**2 Light Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 50-100/800/1.5 Km

*Damage:* 3D

**2 Missile Launchers** (14 missiles)

*Fire Arc:* Front

*Skill:* Missile weapons

*Fire Control:* 1D

*Range:* 10-100/300/700 m

*Damage:* 5D

## Droid Gunship

**Craft:** Baktoid Fleet Ordnance Heavy Missile Platform (HMP)

**Type:** Ground assault gunship

**Scale:** Walker

**Length:** 12.3 meters

**Skill:** Repulsorlift operation

**Crew:** 4 droid brains (allowing 4 action before multiple action penalties)

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

**Altitude Range:** Ground level-Suborbital

**Cost:** 60,000 (new), 30,000 (used)

**Maneuverability:** 2D+2

**Move:** 210; 600 kmh

**Space:** 4

**Body Strength:** 2D+2

**Shields:** 1D+2

**Weapons:**

**Medium Laser Cannon**

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 3D

*Range:* 100-300/1.2/2.5 Km



## Armored Speedertruck

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

## Guardian Patrol Ship

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

## Airfleet Cruiser Desclates

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

## Airfleet Rocket Cruiser

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

## Sky-Dreadnaught Maxion

**Craft:** Exocron Airfleet Battleship

**Type:** Airspeeder

**Scale:** Walker

**Length:** 200 meters

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

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

**Passengers:** 150 (troops)

**Cargo Capacity:** 880 metric tons

**Cover:** Full

**Altitude Range:** Ground level-10 kilometers

**Cost:** Not available for sale

**Move:** 21; 60 kmh

**Body Strength:** 5D+2

**Weapons:**

**18 Large Bore Projectile Cannons**

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

*Crew:* 4

*Skill:* Archaic guns: projectile cannon

*Fire Control:* 1D

*Range:* 6-25/250/20 Km

*Damage:* 6D

**38 Percussion Repeater Cannons**

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

*Crew:* 1

*Skill:* Archaic guns: percussion weapons

*Fire Control:* 1D

*Range:* 2-10/250/1 Km

*Damage:* 3D

**2 Static Ion Field Discharger**

*Fire Arc:* Turret

*Crew:* 5

*Scale:* Starfighter

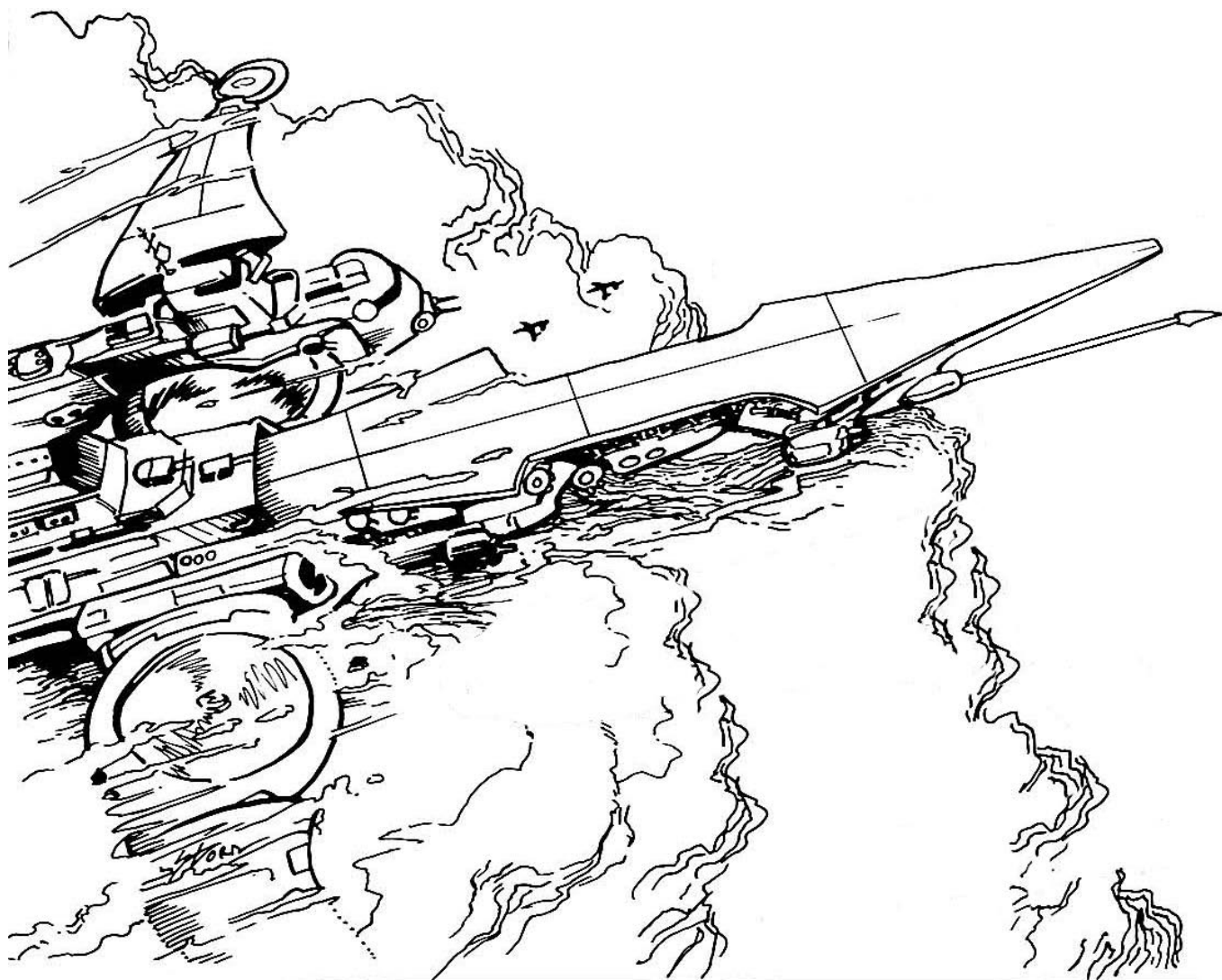
*Skill:* Archaic guns: ion field discharger

*Fire Control:* 1D

*Range:* 1 Km (Moderate difficulty)

*Damage:* 3D ion damage

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



# Gliders

## Ewok Glider

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



## Para-Wing Glider

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

## Racing Wing

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

## Paraglider

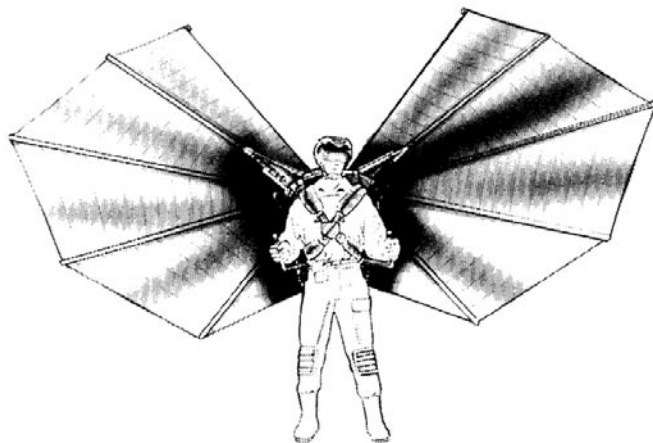


**Craft:** Nen-Carvon R-23 Recreational Paraglider  
**Type:** Recreational paraglider  
**Scale:** Speeder

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



## Microweight Glider



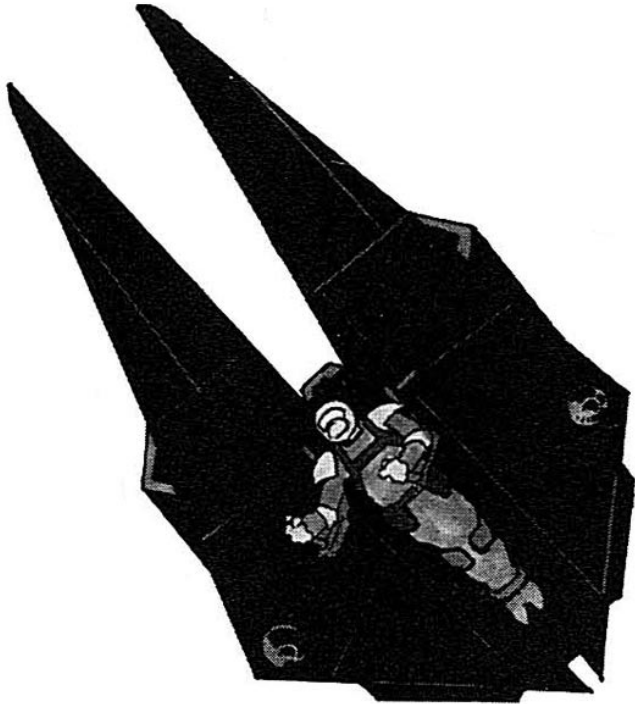
**Craft:** Illiseni Aerodyne HobbyCraft Microweight  
**Type:** Ultra-light repulsor vehicle  
**Scale:** Speeder

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

## Parawing Glider

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

## Combat Paraglider



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

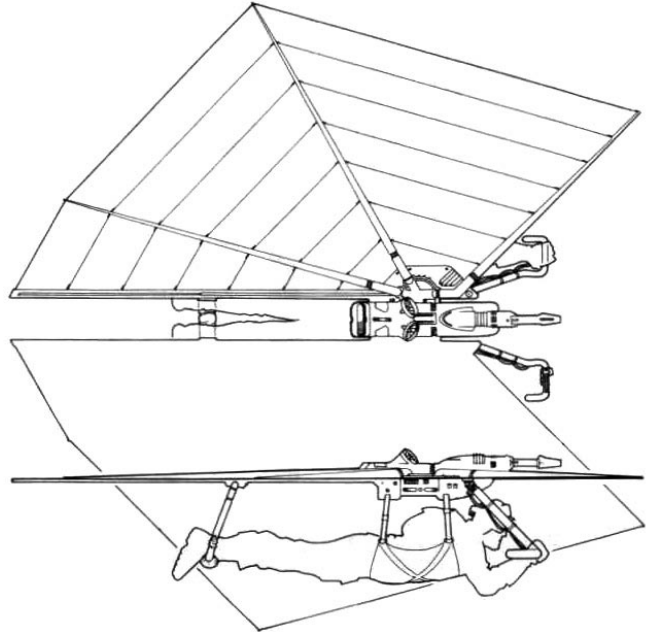
**Length:** 4.5 meters  
**Skill:** Repulsorlift operation  
**Crew:** 1

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

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

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

## Imperial Sky Swooper



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

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

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

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

**Weapons:**

**Light Blaster Cannon**

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

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

# Rotor Vehicles

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 5-20/150/400

*Damage:* 4D

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

## De' B'Den "Silver Falcon" Rotorcraft



**Craft:** V'jar be' Mun Technologies Silver Falcon

**Type:** Medium rotorcraft

**Scale:** Speeder

**Length:** 12 meters

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

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

**Crew Skill:** Rotor vehicle operation 3D+1

**Passengers:** 6

**Cargo Capacity:** 2 metric tons

**Cover:** Full

**Altitude Range:** Ground level-8,000 meters

**Cost:** 40,000 credits

**Maneuverability:** 1D

**Move:** 175; 500 kmh

**Body Strength:** 1D+2

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

## Maslovar Copter

**Craft:** Lorrard Flightworks H-12 Copter

**Type:** Small rotorcraft

**Scale:** Speeder

**Length:** 6 meters

**Skill:** Rotor vehicle operation

**Crew:** 1

**Passengers:** 5

**Cargo Capacity:** 100 kilograms

**Cover:** 3/4

**Altitude Range:** Atmosphere

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

**Maneuverability:** 1D

**Move:** 80; 240 kmh

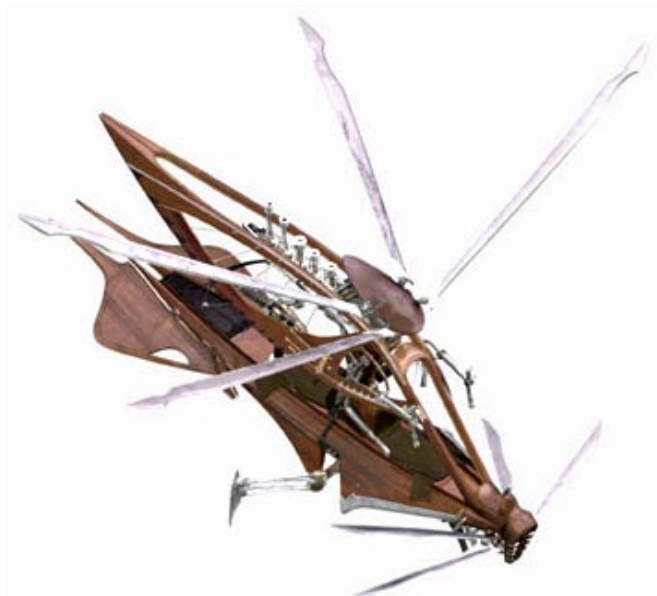
**Body Strength:** 1D+2

**Weapons:**

**4 Blaster Cannons** (2 fire-linked pairs)

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

## Wookiee Ornithopter



**Craft:** Appazanna Engineering Works Raddaugh *Gnasp* Fluttercraft

**Type:** Patrol ornithopter

**Scale:** Speeder

**Length:** 7 meters

**Skill:** Rotor vehicle operation: ornithopter

**Crew:** 1, gunners: 1

**Passengers:** 0

**Cargo Capacity:** 20 kilograms

**Cover:** 1/4

**Altitude Range:** Ground level-1,000 meters

**Maneuverability:** 3D

**Move:** 190; 540 kmh

**Body Strength:** 2D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Rear

*Crew:* 1

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 10-50/200/500

*Damage:* 4D

# Airships

## Gas Prospector's Airbarge



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

## Vert'bo Airship

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

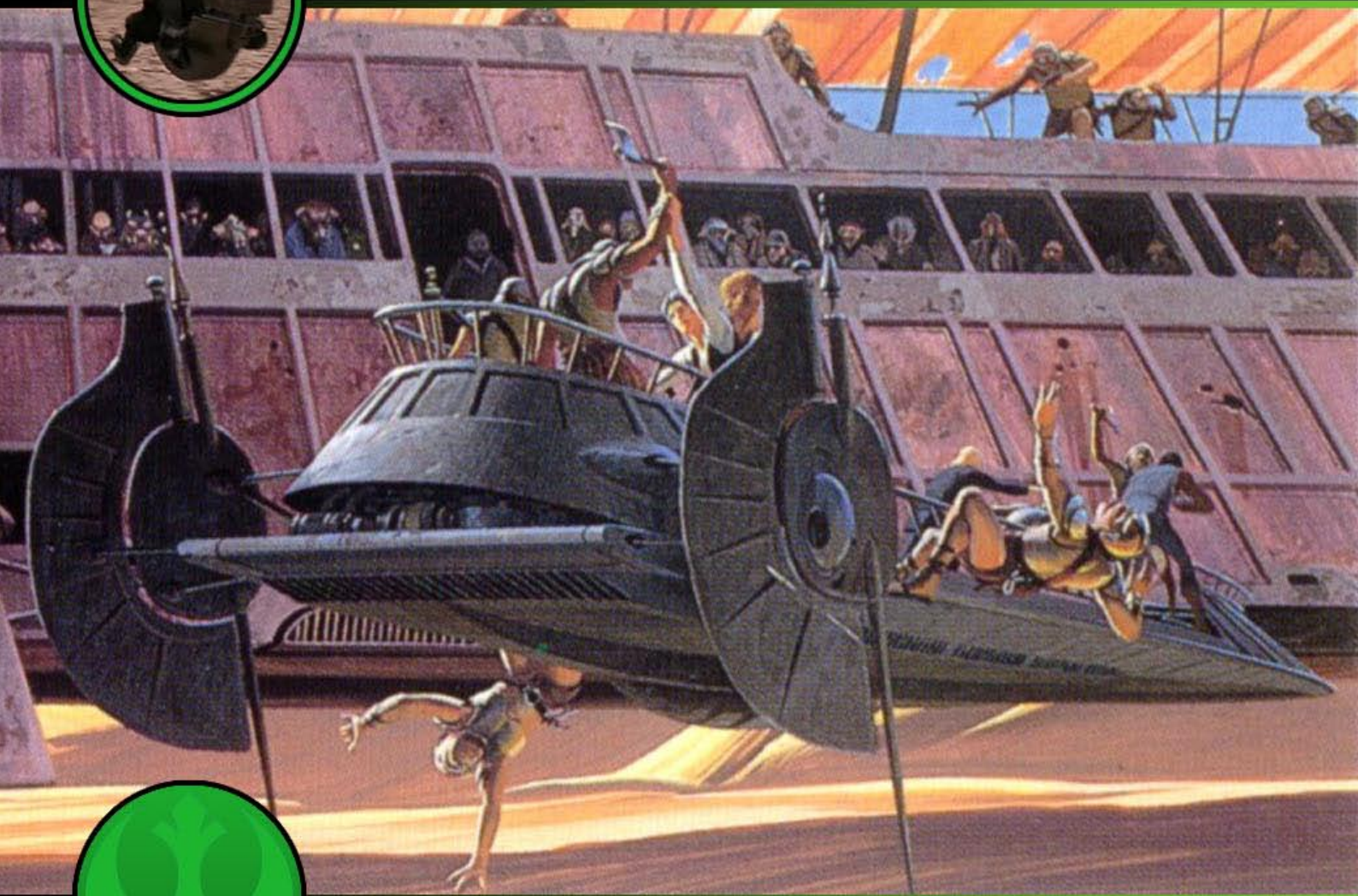
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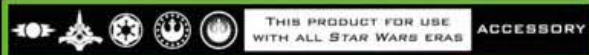


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I couldn't find a speeder that I really liked, with an open cockpit and the right speed capabilities.



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system

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