

Starships D6 / Gallofree Yards, Inc. GS

Name: Gallofree Yards, Inc. GS-100 salvage ship

Type: salvage ship

Scale: Capital

Length: 174.78 meters

Skill: Capital Ship Piloting - GS-100 salvage ship

Crew: 3; Skeleton Crew: 1/+10

Crew Skill: Capital Ship Piloting 4D, Astrogation 4D

Passengers: 20

Consumables: 1 Month

Cost: 190,000 credits (95,000 used)

Cargo Capacity: 140 tons

Hyperdrive Multiplier: X3

Hyperdrive Backup: N/A

Nav Computer: Yes

Space: 3

Atmosphere: 400 km/h

Maneuverability: 0D+1

Hull: 3D

Shields: 1D

Cargo handling systems: Multiple cargo arms for handling salvaged material

Sensors:

Passive: 15/0D

Scan: 25/1D

Search: 35/2D

Focus: 2/3D

Weapons:

Laser cannons (2)

Fire Arc: Turret

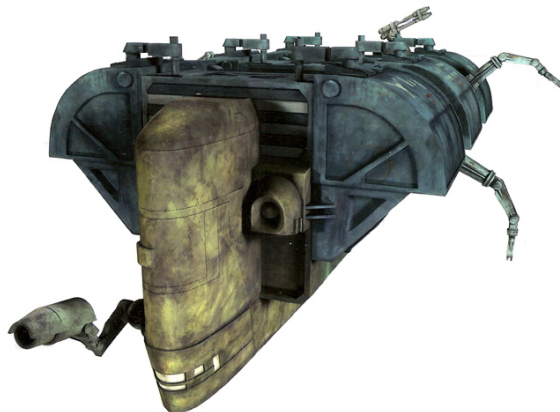
Scale: Starfighter

Fire Control: 1D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 3D



Description: The GS-100 salvage ship, more commonly known as a Trandoshan scavenger ship, was a Gallofree Yards vessel, designed to navigate debris fields in the wake of space battles, picking up

salvageable parts to sell for scrap.

A durable vessel capable of dealing with dangerous spatial anomalies, it required a small crew to operate, which allowed the owner to share the profit from salvage with fewer associates.

A notable GS-100 was the Vulture's Claw, owned by Gha Nachkt. Circa 21 BBY, he used it to scavenge the debris field after the Battle of Bothawui and later to bring the astromech droid R2-D2 to Ruusan 2.

Another GS-100, the Raider, was seen scavenging the wreckage after the Battle of Sullust and the crew picked up a wounded Asajj Ventress, hoping to ransom her to her employers. However she swiftly killed them with the Force and took the ship to Dathomir. This ship was later used to transport Ventress, along with two other Nightsisters to Serenno to assassinate Count Dooku. When the attempt failed, the ship was used to bring them back to Dathomir.

Stats by FreddyB, descriptive text from Wookieepedia

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