



Name: Garbage Scow

Scale: Starfighter

Skill: Space Transports - Garbage Scow

Crew: 2; Skeleton 1/+5

Passengers: 4

Crew Skill: Space Transports 5D

Consumables: 2 Months

Cargo Capacity: 480 Tons

Hyperdrive Multiplier: x2

Hyperdrive Backup: x16

Nav Computer: Yes

Space: 4

Atmosphere: 295;850kmh

Maneuverability: 1D

Hull: 3D

Shields: 2D

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 45/2D

Focus: 2/3D

Weapons:

Equipment:

Winches: Used for lifting Garbage into the ships hold, or for lifting it beneath the vessel.

Description: Garbage scows were a model of starship that featured a cockpit and communications systems. At the onset of the Great Hyperspace Disaster in 232 BBY, Hetzal system scantechs Merven Getter and Vel Carann issued a system-wide alarm warning of the unexpected objects entering their area of space, with the former contemplating how their message would be heard everywhere, including the cockpits of garbage scows.

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