

Starships D6 / Garbage Scow

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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