

RAY'S SPEEDER EMPORIUM

by Ray, posted to the Rancorpit Forums Oct 30, 2003

Corellian Easyride

A large luxury speeder, one of the largest on the market. While big and beautiful, with a ride as smooth as it's name, the Corelli is also well known for being a tough vehicle, putting a few Military Speeders to shame, and it's large size allows it to be used for methods other than looking good and driving in comfort. As well, older models of these vehicles can be found almost everywhere, and the parts are easy to find... The used models are also a popular choice for richer Biological-Being Staffed Taxi Companies.

EASYRIDE

Craft: Corellian Speeders Easyride

Type:: Landspeeder Luxury Sedan

Scale: Speeder

Length: 4 meters

Skill: Repulsorlift Operations: Landspeeder

Crew: 1

Crew Skill: Varies (usually between 3D and 4D)

Passengers: 5 (comfortably)

Cargo Capacity: 50 kilograms

Cover: 1/2 for convertible models; Full for hardtops

Altitude Range: Ground-30 meters

Cost: 35,000 (new); 7,500 (used)

Maneuverability: 2D

Move: 80; 230 kmh

Body Strength: 3D+2

Corellian Gunrunner

Despite it's name, the Gunrunner is not designed for smuggling or blockade running, but, rather, is a comfortable, fast vehicle that also just happens to look good! It's maneuverability leaves a touch to be desired, but, on the straightaway, there are few Speeders that are (legally) faster. As well, the lack of maneuverability is due to the vehicles heavy weight, which also makes it one tough mother!!!

GUNRUNNER

Craft: Corellian Gunrunner

Type:: Sportsspeeder

Scale: Speeder

Length: 3 meters

Skill: Repulsorlift Operations: Landspeeder

Crew: 1

Crew Skill: Varies (usually between 3D and 4D).

Passengers: 3

Cargo Capacity: 15 kilograms

Cover: 1/2 for Convertable Models; Full for Hardtops

Altitude Range: Ground-5 meters

Cost: 27,500 (new); 8,750 (used)

Maneuverability: +2

Move: 210; 600 kmh

Body Strength: 3D

Corely FamilyVan

Of similar design as the Xergo Van, it is changed in various ways, the most important being that it has almost as many seats as a bus. Designed for the large family (or for a Mother that needs to transport the GravBall team), it lacks the thrust and power of the Cargo Van, but makes up for it in comfort. These vehicles were almost unheard of during the Old Republic, but have become more and more prevalent as the Empire has grown in power, and are still popular into the time of the New Republic. The seats can be folded down to allow for more space, but there is still the weight restriction... As well, most of the sides of these vehicles are transparisteel, and, as such, are not really well suited for covert-operations (at least, if you don't have a Grade School GravBall team with you...).

FAMILYVAN

Craft: Carely FamilyVan

Type:: Speeder Mini-Van

Scale: Speeder

Length: 4 meters

Skill: Repulsorlift Operations: Landspeeder

Crew: 1

Crew Skill: Varies Greatly (between 3D and 4D)

Passengers: 9

Cargo Capacity: 250 kilograms

Cover: Full

Altitude Range: Ground to 2 meters

Cost: 10,000 (new); 4,500 (used)

Maneuverability: +1

Move: 45; 130 kmh

Body Strength: 1D+2

Corely MassHauler 3000

The Speeder Equivalent of a Bulk Hauler, the MassHauler is pretty much the Benchmark for large Speeder Transports. Big, tough, reliable, and able to use the same electronic components as Corely Motors other vehicles! The engine compartment is also very roomy, good for after market add-ons, or for smuggling! Even a rather large-sized human can fit in there, although there is the danger of fuel fires...

MASSHAULER 3000

Craft: Corely MassHauler 3000
Type:: Large Speeder Transport
Scale: Walker
Length: 25 meters
Skill: Repulsorlift Operations: Speeder Transport
Crew: 1
Crew Skill: Varies (4D or above, none lower are given licences)
Passengers: 2
Cargo Capacity: 50 Metric Tons
Cover: Full (both cargo and driver)
Altitude Range: Ground
Cost: 35,000 (new); 15,000 (used)
Maneuverability: OD
Move: 105; 300 kmh
Body Strength: 3D

Corely RoadMaster

While not as fast, nor as manoeuvrable as a Swoop, RoadMasters are still found in Swoop Gangs for one reason and one reason only. They are, indeed, Masters Of The Road. They are big, mean, tough Speederbikes that continue to move!!! Not as fast as some, they are geared for power, and get up to their top end in less than half the time it takes faster Speederbikes. "When you're driving down the road in one of these, everyone knows what you are... That's the Master Of The Road!!!" as the Commercials say, and very few choose to show them wrong!

M2352 ROADMASTER

Craft: Corely M2352 Speederbike
Type:: Speeder Bike
Scale: Speeder
Length: 5 meters
Skill: Repulsorlift Operations: Speeder Bike
Crew: 1
Crew Skill: Varies (between 3D and 4D)
Passengers: 1
Cargo Capacity: 5 kilograms (in saddlebags)
Cover: 1/4
Altitude Range: Ground to 15 meters
Cost: 6,000 (new); 1,000 (used)
Maneuverability: 3D
Move: 160; 400 kmh
Body Strength: 2D+1

CSA Mealmaster

Pretty much the standard Chuckwagon in Imperial Space, and have kept up that title in the New Republic on sheer reliability and design. On it's own, the Mealmaster can produce enough hot meals for almost on hundred people once, and, with adequate support (like a Trip full of raw food materials), can produce enough meals for 300 people three times a day. These vehicles can be found all

over the place, at factories, construction sites, and there is even an Armoured Military Model for Military and Police forces only.

MEALMASTER MK. IV CHUCKWAGON

Craft: Coporate Sector Authority Mealmaster Mk. IV Chuckwagon
Type:: Landspeeder
Scale: Speeder
Length: 7.5 meters
Skill: Repulsorlift Operations: Landspeeder
Crew: 1 Driver, 2 Cooks, 1 Server
Crew Skill: Varies (3D to 4D Repulsorlift operations, 3D to 4D Culinary arts)
Passengers: 0
Cargo Capacity: 1 Metric Tons (refridgerated)
Cover: Full (except for one side that can flip up, it is 1/2)
Altitude Range: Ground (civilian Model); Ground - 10 meters (military Model)
Cost: Civilian: 12,000 (new); 4,500 (used)/Military: 23,000 (new); 6,000 (used)
Maneuverability: OD
Move: 140; 400 kmh
Body Strength: 2D (civilian model); 3D+1 (military model)

Draven Trip

"Ugly Box-Like Abomination That Drags Us To Death" is one of the nicer things combat troops have called the "Trip", or Triple-Metric Ton Prime Mover built by Draven Prime-Movers. It's simply engine, cab for two, and a cargo bed covered by a few pieces of metal and a camouflage sheet. Used to haul everything from food to troops to ammunition to siege weapons to port-a-potties, these vehicles have been the backbone of any military since the days of the Old Republic! Some even have siege weapons mounted on their beds, and are used as improvised tanks!!! When they're used up for military purposes, they're usually refurbished, and sold to the general public (if any weapons have been mounted on them, they are removed), and are still used even in the time of the New Republic.

DRAVEN "TRIP"

Craft: Draven Triple-Metric Ton Prime Mover ("Trip")
Type:: Large Landspeeder Truck
Scale: Speeder
Length: 10 meters
Skill: Repulsorlift Operations: Speeder Truck
Crew: 1
Crew Skill: Around 4D
Passengers: 1
Cargo Capacity: 3 Metric Tons (30 troops can uncomfortably be moved with detachable benches)
Cover: Full (cab); 1/4 (bed)
Altitude Range: Ground to 20 meters

Cost: 25,000 (new, military only); 5,000-10,000 (used, at military surplus auction)

Maneuverability: 0D

Move: 140; 400 kmh

Body Strength: 3D

Gervarian SpeciesMover

Elected "The Most Ugly Speeder Considered By All Species" when it first came out, the lines of this vehicle just seemed to get uglier and uglier over the eras. They are, however, reliable, cheap, and able to keep moving despite damage and environment conditions. In fact, despite not being designed for it, this vehicle can take the harshest environment of them all, Deep Space, for a limited period of time (about fifteen minutes), however, lacking thrusters or a magnetic system to react off of, it cannot maneuver. Despite being unarmed or armored, and even being slow, it was used by some very desperate members of the Rebellion as Scout vehicles, and were a popular choice for City-Based recon missions, as no one suspected Rebel Agents in the common small speeder.

SPECIESMOVER

Craft: Gervarian SpeciesMover

Type:: Landspeeder Sub-Compact

Scale: Speeder

Length: 1.2 meters

Skill: Repulsorlift Operations: Landspeeder

Crew: 1

Crew Skill: Varies (usually between 3D to 4D)

Passengers: 3 (barely)

Cargo Capacity: 20 kilograms

Cover: Full

Altitude Range: Ground to 1 meter

Cost: 7,500 (new); 3,000 (used)

Maneuverability: +2

Move: 35; 100 kmh

Body Strength: 2D

Hot Chub "Chubmobile"

It's a giant sausage on a bun with Repulsorlifts on the underneath, and works as a Hot Chub stand. What more description do you need???

HOTCHUB "CHUBMOBILE"

Craft: Hot Chub Industries "Chubmobile"

Type:: Landspeeder

Scale: Speeder

Length: 10 meters

Skill: Repulsorlift Operations: Landspeeder

Crew: 1 Driver, 1 Cook, 1 Server

Crew Skill: Varies (3D to 4D Repulsorlift operations, 2D Culinary arts)

Passengers: 0

Cargo Capacity: 1 Metric Tons (refrigerated, 10,000 Hot Chubs and buns, with condiments)

Cover: Full (except for one side that can flip up, it is 1/2)

Altitude Range: Ground

Cost: 15,000 (new, for sale only to licensed Hot Chub Dealers, like anyone else would want one!)

Maneuverability: 0D

Move: 115; 330 kmh

Body Strength: 2D

Miniature Speeder

This... Has got to be the smallest landspeeder ever made for your average (human-sized) Humanoid. It's *tiny!!!* Despite that, even Wookiees can find enough legroom (if the front seat is removed), and, due to its overstrength repulsorlift coils, can take the weight of a Hutt (which, unfortunately, cannot fit in the vehicle.). This system allows the vehicle to turn very sharply at high speed (which it can get to at an insane rate!), and is sometimes used by Rebel Forces as a Recon Speeder.

XT-42 "MINIATURE SPEEDER"

Craft: Republic Manufacturing XT-42 "Miniature Speeder"

Type:: Landspeeder

Scale: Speeder

Length: 1 meter

Skill: Repulsorlift Operations: Landspeeder

Crew: 1

Crew Skill: Varies (between 3D and 4D)

Passengers: 3 (uncomfortably)

Cargo Capacity: 400 kilos (but no space for it)

Cover: Full (convertable models give 1/2)

Altitude Range: Ground

Cost: 20,000 (new); 10,000 (used, collectors item, but beat up models go for about 2,000)

Maneuverability: 3D

Move: 175; 500 kmh

Body Strength: 1D+2

Republic/Imperial Citizen

An average, run of the mill, reliable sedan. It's not very big, flashy, or fast. It lacks altitude range, body strength, or acceleration. But they're fairly cheap, have enough room for the kids and some groceries. While the design started out with Republic Manufacturing, the line was later taken up by Imperial Speeders, who did some work on it, and produced their own version of it. Both versions can be found across the Galaxy.

REPUBLIC Z75/IMPERIAL PEOPLECAR

Craft: Republic Z75/Imperial PeoplesCar

Type:: Landspeeder

Scale: Speeder

Length: 4 meters

Skill: Repulsorlift Operations: Landspeeder

Crew: 1

Crew Skill: Varies (3D to 4D)

Passengers: 3

Cargo Capacity: 50 kilograms
Cover: Full
Altitude Range: Ground - 3 meters
Cost: 10,000 (new); 2,000 (used)
Maneuverability: 1D
Move: 55; 160 kmh
Body Strength: 1D+2

Republic Manufacturing General Purpose Military Vehicle

Even more well known than the "Trip", the "G.P." as it is known, was originally designed 250-years before the fall of the Old Republic, by the Corellian Engineering Corporation in an attempt to break into the Speeder market. It caught the attention of the Old Republic Senate as a method of making one standard Speeder for it's military, but were dismayed when CEC only put a very small portion of it's production capacity towards building them (despite the very large initial order!), and invited Republic Manufacturing Engineers to view a demonstration of the vehicle, and it's designs. The wink and the nod worked, and Republic Manufacturing came out with their own, "surprisingly" almost identical model, and the rest is history. In fact, aside from the useage of modern power plants, and the materials of construction, this vehicle's design is practically unchanged!!!

In the field, these vehicles are pretty much used for everything! From basic scout duty, ferrying small numbers of troops, hauling ammo, and, when put up on skids, used as a generator! In fact, due to the generous power supply, the G.P.s can even mount and power up to a Medium-Repeater on a pintal mount with no problem (dual-light repeaters are slightly more common, however.). While the vehicle suffers from Republic Manufacturing's usual tendency of using "Set Parts" that had to be special ordered, almost every mechanic in the known universe knows these vehicles inside and out, and are able to make parts for almost everything (Save the Fusion Generator). The Repulsorlift field is spread out over a very broad area, making it's "footprint" very small for a vehicle it's size/weight, and also allows the vehicle to work at top speed in uneven terrain!

These vehicles are still in use by the Empire, continued on in the New Republic Era, and don't look like they'll be going away any time soon. A good number of these vehicles have gone on the Civilian Market, and one infamous HoloNet Military series had a character shipping his unit's G.P. back home, one piece at a time.

GENERAL PURPOSE MILITARY VEHICLE

Craft: Republic Manufacturing General Purpose Military Vehicle ("G.P.")
Type:: Landspeeder
Scale: Speeder
Length: 3 meters

Skill: Repulsorlift Operations: G.P.
Crew: 1
Crew Skill: Repulsorlift Operations: 3D
Passengers: 3
Cargo Capacity: 250 kilograms (in space of Passengers, or in trailer)
Cover: 1/4 (no top is available. If retractable transparisteel windscreen is up, then 1/2 from the front.)
Altitude Range: Ground-10 meters
Cost: 15,000 (new); 6,000 (used)
Maneuverability: 1D
Move: 70; 200 kmh
Body Strength: 3D+1
Game Notes: When around Repulsorlift Senseing Mines, the G.P. gains a +1D against detection (and, thus, detonation!) due to it's Light Footprint. In addition, the Difficulty for Uneven Terrain is decreased by 10, but has no effect on even terrain.

TaggeCo Coursemaster 49,000 Golf Cart And Autocaddy

Alot of buisness deals aren't made in the meeting rooms and offices, they're made on golf courses. Noone knows why, or even when this tradition started, but it's a given. And why should those successful, and rich, people walk when they can ride in comfort and style! Add in a Caddy that never needs tipping, and the ability to drive itself when the owner is too tired to drive himself after a hard game of golf, this may be the perfect recreational vehicle. Due to the commonality of water traps, these vehicles are also designed to drive over calm waters, as well as land.

COURSEMASTER 49,000 AND AUTOCADDY

Craft: TaggeCo Coursemaster 49,000
Type:: Landspeeder
Scale: Speeder
Length: 2.5 meters
Skill: Repulsorlift Operations: Landspeeder
Crew: 1 (or none, if the Autocaddy is driving)
Crew Skill: Varies (autocaddy 4D)
Passengers: 2
Cargo Capacity: 75 kilograms (in addition to clubs)
Cover: 1/4
Altitude Range: Ground
Cost: Luxury Model: 45,000 (new); 15,000 (used)/Basic Model: 10,000 (new); 3,000 (used)
Maneuverability: 1D
Move: 18; 50 kmh
Body Strength: 1D+2

AUTOCADDY

DEXTERITY 1D
KNOWLEDGE 2D
Scholar: golf 5D
MECHANICAL 3D

Repulsorlift operations: Coursemaster 49,000 4D

PERCEPTION 1D

SRENGTH (Body)

TECHNICAL 1D

Repulsorlift Repair 3D

TaggeCo Faggio

A small, cheap runabout "Speederbike" that doesn't go very fast, barely has any power, and is frankly not that much to look at. But it gets you where you want to go, easy to store (And push if it breaks down), and better than walking!

FAGGIO

Craft: TaggeCo Faggio

Type:: Speederbike

Scale: Speeder

Length: 0.8 meters

Skill: Repulsorlift Operations: Faggio

Crew: 1

Crew Skill: Repulsorlift Operations: 3D

Passengers: 0

Cargo Capacity: 30 kilograms

Cover: None

Altitude Range: Ground

Cost: 1,000 (new); 500 (used)

Maneuverability: 0D

Move: 18; 50 kmh

Body Strength: 1D

SoroSuub Blue Verdock Bus

A long-running series of long-distance ground-level transports, the Blue Verdock is named after a breed of Sullustan racing lizard. While lacking in amenities (only a very small Fresher is available, and a few viewscreens for entertainment), it is a cheap alternative to higher-altitude speeders to connect people from city to city by way of Speeder- and Repulsorways.

The Blue Verdock series suffers even greater than usual from SoroSuub's infamous tendency of not accepting any other company's components, but is such a popular vehicle that getting spares new or used is not much of an issue. An optional Droid Back-Up Unit is required in some systems, and is a popular option even on planets that don't legally require it.

BLUE VERDOCK BUS

Craft: SoroSuub Blue Verdock Bus

Type:: Landspeeder Bus

Scale: Speeder

Length: 12 meters

Skill: Repulsorlift Operations: Speederbus

Crew: 1

Crew Skill: Varies (usually 4D).

Passengers: 30-50 (depending on legroom given to each being)

Cargo Capacity: 250 kilograms

Cover: Full

Altitude Range: Ground

Cost: 175,000 (new); 100,000 (used)

Maneuverability: 0D

Move: 80; 230 kmh

Body Strength: 3D

Game Notes: Add +10 to the difficulty of repairs or modifications if using Non-SoroSuub parts. Optional Droid Back-Up Driver (Repulsorlift operations: speederbus of 3D) costs 2,500 credits and takes up negligible space/weight.

Verzer Screacher

"The TIE Fighter of Speeders!" is the motto for this vehicle, and it's fitting! This vehicle is fast, turns like it's on a Monorail, and screams out with a volume that puts some Swoops to shame!!! It's sharp, dagger-like lines also makes this Racing Speeder look as threatening as it sounds!!! A decent altitude also doesn't hurt. Now, if only the rich kids that get these had some decent driving skills...

VERZER V738 "SCREACHER"

Craft: Verzer V738 "Screacher"

Type:: Racing Speeder

Scale: Speeder

Length: 2.5 meters

Skill: Repulsorlift Operations: Landspeeder

Crew: 1

Crew Skill: Varies Greatly (between 2D and 4D)

Passengers: 1

Cargo Capacity: 10 kilograms

Cover: Full (1/2 for convertible model)

Altitude Range: Ground to 200 meters

Cost: 30,000 (new); 10,000 (used)

Maneuverability: 3D

Move: 260; 750 kmh

Body Strength: 1D+1

Xergo OUV

The OUV (Off-Speederway Utility Vehicle) was originally intended for wilderness enthusiasts. For some reason, however, they appeal more to inner-city upper-middle class beings. You're more likely to see these on the Speederways than off of it, despite the inefficiency of the powerplant for road driving. Armoured versions are also available, and are usually used to protect VIPs (both legitimate and criminal), as well as for prisoner transport in the case of important witnesses.

XERGO OUV

Craft: Xergo OUV

Type:: Landspeeder Truck

Scale: Speeder

Length: 10 meters

Skill: Repulsorlift Operations: Speeder Truck

Crew: 1
Crew Skill: Varies (usually between 2D and 3D)
Passengers: 8
Cargo Capacity: 1/4 Metric Ton
Cover: Full
Altitude Range: Ground to 10 meters
Cost: 20,000 (new); 5,000 (used)/Armoured Version: 50,000 (new)
Maneuverability: OD
Move: 70; 200 kmh
Body Strength: 3D+1; 5D+1 (armoured version)

Xergo Repulsor-Truck

The definitive work vehicle! The Xergo Truck has altered mostly in external design over the centuries of it's being built, usually following two steps behind the Technologically Engineering Curve, going for the "Old, But Reliable As A Rock!" ideal! Parts are easy to find and cheap, and there are 200-Year Old Specimens of these vehicle that they're operators have pridefully stated are "Just Barely Broken In Enough". There are three models around, the 1/4 Metric Ton, the 1/2 Metric Ton, and the Full Metric Ton, the only real design changes between these vehicles are the "Weight" of the repulsorcoils on the bottom of them.

XERGO REPULSOR-TRUCK

Craft: Xergo Repulsor-Truck
Type:: Landspeeder Truck
Scale: Speeder
Length: 7 meters
Skill: Repulsorlift Operations: speeder truck
Crew: 1
Crew Skill: Varies (usually between 3D and 4D, but sometimes as high as 6D)
Passengers: 3 or 6 (extended cab optional: increase cost by 2,500 credits)
Cargo Capacity: 1/4 Metric Ton, 1/2 Metric Ton, 1 Metric Ton (depending on model)
Cover: Full
Altitude Range: Ground to 5 meters
Cost: 1/4 Ton: 10,000 (new); 2,500 (used)/1/2 Ton: 12,000 (new); 3,000 (used)/1 Ton: 15,000 (new); 5,000 (used)
Maneuverability: +1
Move: 70; 200 kmh
Body Strength: 3D

Xergo Van

"It's a Shoebox with Repulsor Coils" is how most people describe this vehicle. It's design is to allow for the transport of certain cargos without exposing them to the environment. They're found everywhere, and are a popular

choice, after the addition of a heating unit, of hot food delivery drivers. Secret Imperial Organizations love to drive White Vans for some strange reason.

XERGO VAN

Craft: Xergo Van
Type:: Speeder Van
Scale: Speeder
Length: 6.5 meters
Skill: Repulsorlift Operations: Landspeeder
Crew: 1
Crew Skill: Varies Greatly (between 3D and 4D)
Passengers: 1 (In seat), Up to 10 in the back
Cargo Capacity: 3/4 Metric Ton
Cover: Full
Altitude Range: Ground to 20 meters
Cost: 12,000 (new); 5,000 (used)
Maneuverability: +1
Move: 70; 200 kmh
Body Strength: 2D+1

Xergo Coupe

A classic from the Old Republic era, this two-door speeder was popular amongst the core worlds and the mid-rim for many centuries, and was exported to the outer-rim extensively as well. A popular family car to begin with, the used models were often extensively modified into "Hot Rod Speeders" and used in illegal speeder races often. A common modification was to supercharge the power generator to provide better speed, which overheated the generator, but was compensated by just leaving the hood off the car. Rusted out, beat up, but well-running versions are also seen in a lot of areas, and are often referred to as "Mynock Rods". Production ended sometime during the Imperial era, but started up again during the New Republic's control of the Core Worlds.

XERGO COUPE

Craft: Xergo Coupe
Type:: Airspeeder
Scale: Speeder
Length: 10 meters
Skill: Repulsorlift Operations: Airspeeder
Crew: 1
Crew Skill: Varies (usually between 3D and 4D)
Passengers: 3
Cargo Capacity: 200 kg
Cover: Full
Altitude Range: Ground to 1 km
Cost: 20,000 (new); 5,000 (used)
Maneuverability: 2D
Move: 175; 500 kmh
Body Strength: 3D