

Vehicle	Point Value	Size	Handling	Speed	Weapons	Durability	Shields	Crew	Passengers	Cargo	Op Zones	Sensors					Comm	Hyperdrive	Weapons Mounted
												LoT	B	S	L	M			
AT-PT	9	1	1	0	2	3	0	0	2	0	G	0	0	0	0	0	1	0	(2T) Ultralight Laser Cannons
AT-ST	15	2	1	1	2	3	0	0	0	2	G	0	1	0	0	0	1	0	(2T) Light Laser Cannons
AT-AT	26	4	0	1	2	5	0	1	5	1	G	0	1	0	0	0	1	0	(2T) Medium Laser Cannons (2T) Heavy Laser Cannons
Flash Speeder	15	1	3	3	2	2	0	0	2	0	L	1	0	0	0	0	1	0	(1T) Light Laser Cannon
Gian Speeder	19	1	3	2	3	3	0	0	4	0	L	1	1	0	0	0	1	0	(2F) Light Laser Cannons
Military Speederbike	13	1	4	4	2	0	0	0	2	0	L	0	0	0	0	0	0	0	(2F) Ultralight Laser Cannons
Rebel Speeder Bike	10	1	4	4	1	0	0	0	0	0	L	0	0	0	0	0	0	0	(1F) Light Laser Cannon
ULAV	26	2	4	4	3	2	1	1	1	1	L	1	1	0	0	0	1	0	(1T) Light Laser Cannon (2F) Light Laser Cannon
Air Taxi	10	1	2	0	0	1	0	0	5	5	A	1	0	0	0	0	0	0	None
Incom T-47	14	1	3	5	0	3	0	0	0	0	A	1	0	0	0	0	1	0	None
STAP	7	1	3	1	1	0	0	0	0	0	A	0	0	0	0	0	0	0	(1F) Ultralight Laser Cannon
Cloud Car	25	2	4	5	1	4	0	1	0	0	A	1	1	0	0	0	2	0	(2F) Ultralight Laser Cannons
Koro-II	19	2	3	4	0	2	0	1	0	2	A	1	0	0	0	0	2	0	None
Shadow V	24	2	3	4	2	4	0	0	1	1	A	1	1	0	0	0	1	0	(2F) Light Laser Cannons
Snowspeeder	25	2	4	5	3	3	0	0	0	0	A	1	0	0	0	0	1	0	(2F) Light Laser Cannons (1T) Harpoon Launcher
A-Wing	27	2	4	4	3	2	2	1	0	0	A, S	0	1	0	0	0	1	0	(2F) Light Laser Cannons (1x5F) Concussion Missiles
B-Wing	39	3	2	2	4	4	4	2	0	0	A, S	1	1	0	0	0	3	2	(2x6F) Proton Torpedos (3F) Ion Cannons (3F) Medium Laser Cannons
E-Wing	36	3	5	4	2	3	2	2	0	0	A, S	1	1	0	0	0	3	1	(3F) Light Laser Cannons (9F) Proton Torpedos
X-Wing	38	3	4	4	2	3	2	2	0	0	A, S	1	1	1	0	0	3	3	(4F) Light Laser Cannons (2x3F) Proton Torpedos
Y-Wing	33	3	3	2	2	4	2	1	0	0	A, S	1	1	0	0	0	3	2	(2F) Light Laser Cannons (2F) Ion Cannons (2x5F) Proton Bombs
TIE Advanced	34	2	3	4	4	3	2	1	0	0	A, S	1	1	1	1	0	2	1	(2F) Medium Laser Cannons
TIE Avenger	37	2	3	5	4	3	3	1	0	0	A, S	1	1	1	0	0	3	2	(2F) Medium Laser Cannons
TIE Bomber	28	3	3	3	2	3	0	2	0	0	A, S	1	1	0	0	0	1	0	(2F) Light Laser Cannons (20F) Concussion Missiles
TIE Fighter	20	2	3	4	2	1	0	1	0	0	A, S	1	0	0	0	0	0	0	(2F) Light Laser Cannons
TIE Interceptor	29	2	4	4	3	3	2	1	0	0	A, S	1	1	0	0	0	1	0	(4F) Light Laser Cannons
TIE Defender	42	3	4	4	3	3	4	2	0	0	A, S	1	1	1	0	0	3	3	
TIE Shuttle	29	3	3	3	1	3	0	2	1	3	A, S	1	1	0	0	0	2	0	(2F) Light Laser Cannons
A-9 Vigilance	29	2	4	4	4	3	0	1	0	0	A, S	1	1	0	0	0	1	0	(2F) Medium Laser Cannons
Aethersprite	38	2	5	4	4	3	3	1	0	2	A, S	1	1	0	0	0	3	2	(4F) Light Laser Cannons
Assault Gunboat	31	2	2	2	3	3	4	2	0	0	A, S	1	1	1	0	0	1	2	(2x8F) Concussion Missiles (2F) Ion Cannons (2F) Medium Laser Cannons
Cloakshape	29	3	2	3	2	5	0	2	0	0	A, S	1	1	0	0	0	1	0	(2F) Light Laser Cannons (2x10F) Concussion Missiles
I-7 Howlrunner	31	3	4	4	2	2	2	2	0	0	A, S	1	1	0	0	0	1	0	(2F) Medium Laser Cannons
N-1 Starfighter	30	3	3	3	1	2	2	2	0	0	A, S	1	1	0	0	0	1	3	(2F) Light Laser Cannons
R-41 Starchaser	30	3	3	3	2	3	1	2	0	0	A, S	1	1	0	0	0	2	0	(2F) Light Laser Cannons (2F) Ion Cannons (2x4F) Concussion Missiles
Z-95 Headhunter	26	3	2	3	1	3	1	2	0	0	A, S	1	1	0	0	0	0	1	(2F) Light Laser Cannons (1x4F) Concussion Missiles
Lambda Shuttle	28	3	0	2	1	2	1	1	2	4	A, S	1	1	0	0	0	3	2	(2F) Light Laser Cannon (1T) Light Laser Cannon
Svelte "Vader" Shuttle	42	3	2	3	2	4	3	2	2	6	A, S	1	1	1	1	0	3	3	(4x2F) Light Laser Cannons
BR-23 Courier	38	4	2	3	1	2	1	3	5	1	A, S	1	1	1	1	0	3	2	(2T) Light Laser Cannons (2T) Medium Laser Cannons
Citadel Cruiser	37	4	2	3	1	2	2	3	3	3	A, S	1	1	0	1	0	3	1	(2x2T) Ion Cannons (2F) Light Laser Cannons (10F) Concussion Missiles
YT-1300	30	4	2	2	1	2	0	2	1	3	A, S	1	1	0	0	0	1	2	(2T) Light Laser Cannons (4 Empty Slots)
Jedi Carrier	42	5	2	3	1	3	2	3	1	3	A, S	1	1	0	2	0	3	2	(2x2T) Medium Laser Cannons (3x2F) Proton Torpedos
Naboo Royal Starship	39	5	2	1	0	1	1	3	2	0	A, S	1	1	1	1	0	5	5	None