

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: he 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 to her employers. However she swiftly killed them with the Force and took the ship to Dathomir. This ship was latter 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.

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