STAR WARS™

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About the LEGO® *Star Wars*™ Design Team

LEGO® *Star Wars*™ started in 1999, and we have made new models for the product line every year since then. The LEGO *Star Wars* design team consists of eight model designers, and four graphic designers. The team is a mix of brand new designers with fresh ideas, and experienced LEGO *Star Wars* designers with many models under their belts.

This is an ideal team for creating new, innovative LEGO *Star Wars* models, as well as revising and improving previous LEGO versions of classic and iconic *Star Wars* ships. The focus of our main LEGO *Star Wars* product line is to make cool, fun, and inspiring LEGO *Star Wars* models for children.

For LEGO Direct we have the opportunity to make even bigger, more challenging, models with special attention to accuracy and details. These models are fun and exciting to develop, but also a huge challenge! We always do our very best, and hope you will enjoy building this one.

Happy building!

Jens Kronvold Frederiksen
Design Director LEGO *Star Wars*

About the Snowspeeder

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The Incom Corporation is best known for its production of the T-65 X-wing Starfighter, but it also produced an airspeeder that would become one of the main vehicles used by the Alliance during the Galactic Civil War to Restore the Republic in 3 ABY. T-47 airspeeders, more commonly known as snowspeeders, were used extensively in the Rebel Alliance stronghold on Hoth, known as Echo Base. Technicians at Echo Base modified the snowspeeder to change the airspeeder, used mainly for industrial cargo transport, into a light and fast vehicle for both patrol and combat. The glacial weather on Hoth also forced the Rebel Alliance to adapt the snowspeeder to function in frigid temperatures for extended lengths of time. Heaters were added near the drive units, de-icing nozzles were added to prevent ice forming on control surfaces, and Rebel technicians also used scavenged Y-wing parts, armour plates, and refitted cockpit modules to further improve the design and defence capabilities.

Due to its small size, the snowspeeder had a crew of just two: a pilot who could handle the speed and manoeuvrability of the airspeeder, and a gunner to fire the AP/11 dual laser cannons and harpoon gun. Because the ship lacked shields, armour plating was added to the hull, and repulsorlift engines were installed to dramatically increase the speed, enabling the snowspeeder to be fast enough to dodge weapons fire.

Despite the snowspeeder's humble creation and patchwork modifications, snowspeeder pilots were inventive enough to use the vehicle to its full potential. When they realised laser fire was ineffective against more advanced Galactic Empire vehicles, snowspeeder crews used the harpoon gun and tow cables to tie up the massive legs of the Galactic Empire AT-AT walkers and disable or bring them down entirely.

T-47 airspeeders also proved useful to the Rebel Alliance forces in more than just the frigid climate of Hoth. Rebel Alliance technicians modified the multi-faceted cargo transport ship into multiple incarnations besides the snowspeeder. The swampspeeder, for example, was rebuilt with flotation gear and water-tight seals. Other variants included the sandspeeder, which was customised with advanced air filters to keep out the sand and engine cooling units to combat the scorching desert sun; and skyspeeders, which had pressurised cockpits and more powerful repulsorlift engines for higher altitudes.

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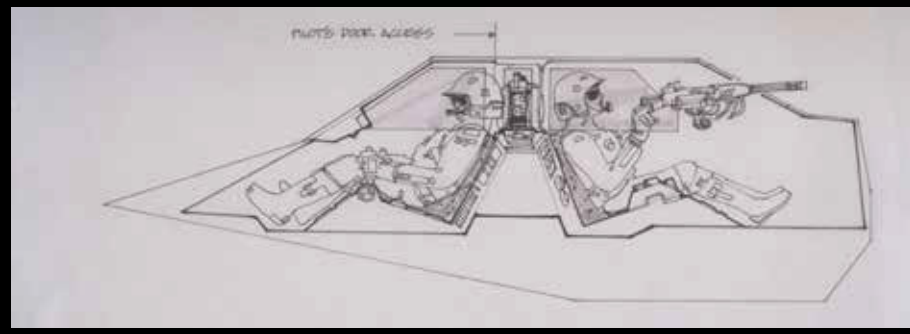

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Facts/Specifications

Snowspeeder Facts

Manufacturer ..... Incom Corporation
Model ..... T-47 airspeeder
Class ..... Airspeeder/Repulsorcraft

Technical Specifications – Modified T-47 airspeeder

Length ..... 5.3 metres
Maximum speed ..... 1,100 km/h
Maximum altitude ..... 175 metres
Armament ..... 2 CEC AP/11 double laser cannons
Ubrikkian Mo/Dk energy harpoon and tow cable
Light repeating blaster cannon
Engine Unit ..... Karydee KD49 repulsorlift engines
Crew ..... 1 pilot and 1 gunner
Cargo capacity ..... 10 kilograms

Meet the Model Designer

Jordan David Scott

Q: How many LEGO® *Star Wars*™ models have you designed?

A: The UCS snowspeeder will be the fifth LEGO *Star Wars* model that I have worked on which has been released.

Q: What kind of reference material did you use to begin designing the snowspeeder?

A: Firstly, I looked at the previous UCS snowspeeder that was designed back in 2003 to see what inspiration I could take from that. Secondly, I had various images and film stills from our *Star Wars* books and *Star Wars*: The Empire Strikes Back movie.

Q: How was designing the snowspeeder different from your work on other LEGO *Star Wars* models?

A: I think the main difference is the level of detail that you can put into the UCS models. These larger models allow for more complex building techniques and levels of detail which I personally love building into the models I work on. My favourite detail in the UCS snowspeeder was the use of LEGO minifigure ski blades on the underside to resemble part of the cooling fins. These UCS models are also meant to look as accurate as possible to the real vehicles. This means difficult angles or features can become quite tricky to recreate; the back window of the cockpit was particularly difficult to build as it slopes in three different directions, but also has to support the hinge connection for the cockpit.

Jordan David Scott

Q: The front of the snowspeeder has an easily recognisable, angled bow. Was this a challenge to recreate using LEGO bricks?

A: The angles were very tricky to achieve and this was something I wanted to do differently from the previous UCS snowspeeder. Back in 2003 we did not have as many elements that could achieve this look, and so it was built using angled bricks. Now, thanks to the miniature ball joints, I was able to achieve a more sleek and accurate front.

Q: How did you plan the design for the snowspeeder? Did you use artist sketches or film stills to inspire your design of the model?

A: Most of my inspiration came from film stills and cross section illustrations in *Star Wars™* encyclopedias that we have in work, and use a lot for reference.

Q: There are smaller versions of the snowspeeder in the LEGO® *Star Wars* Battle of Hoth set; how is this larger model similar to those smaller snowspeeders?

A: I think one thing that is similar even though the sizes are so different is the functionality; the UCS model has several functions that are similar to the smaller version, for example, the rotating rear gun and moveable air brakes. These functions make it a more interesting model and building experience.

Q: As a vehicle used for reconnaissance and defence, snowspeeders are equipped with both weapons and speed. How do these elements feature in the final design?

A: The high-speed nature of the snowspeeder is apparent in its compact design, using sharp angles to make it more streamlined; this was something I was very conscious about whilst designing the model, by making the underside less bulky and brick heavy. Another part I wanted to build as accurately as possible were the turbo lasers, which are designed to slant inwards so that they will focus fire at a certain point. This was a lot harder to build than I thought and at first glance it might not seem apparent, but they are in fact built on a very slight angle of about 10-15 degrees.

Q: Is there a specific feature of the model that you enjoyed designing the most?

A: I had a lot of fun designing the interior of the cockpit, like the back-to-back seats and all the small controls surrounding them, which were challenging to fit inside such a small space but just added so much detail.

Q: With a rotating rear gun, an opening cockpit, and moveable air breaks, there are many moving parts to this model. How did you create the design to ensure stability?

A: All of the moving parts on the model are fairly small builds, which meant it was easier to stabilise them. I did have some challenges with the cockpit as the two new window elements that I used to create it were very large and heavy and we wanted to ensure you could display it with the cockpit open or closed.

Meet the Graphic Designer

Marie Sertillanges

Q: Are these the first LEGO® *Star Wars*™ minifigures you've designed?

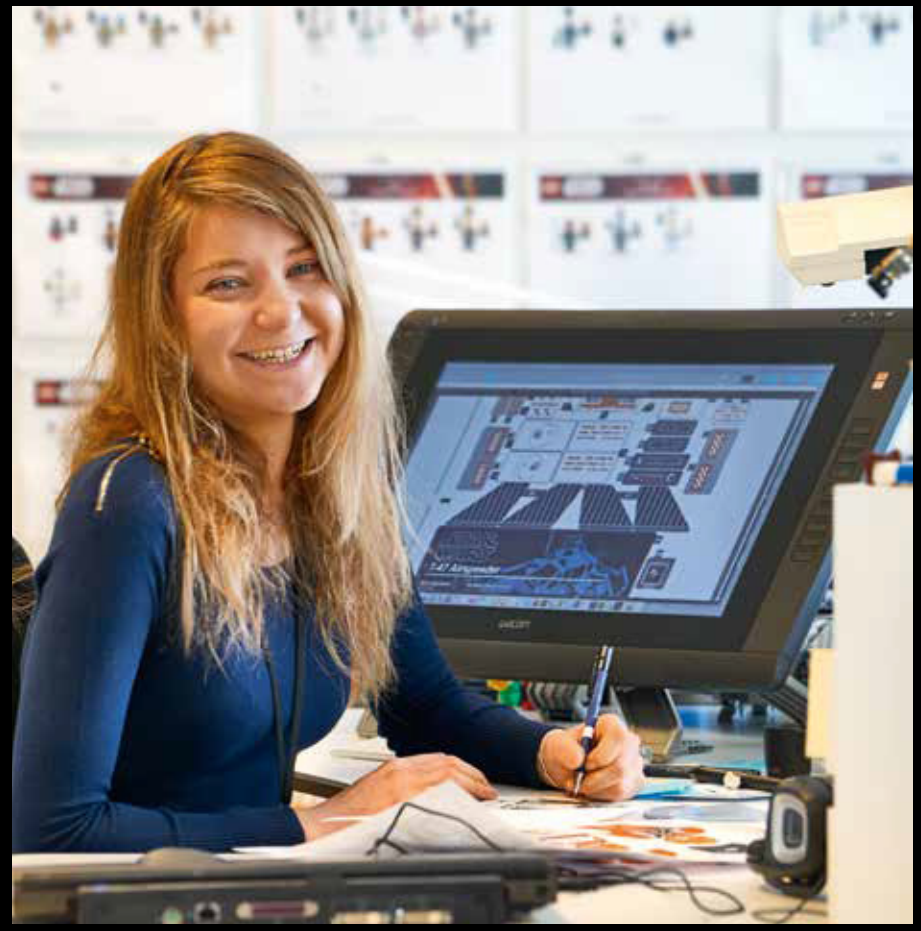
A: No, my first minifigure design was the last Naboo Pilot from 2015. The minifigures for this set are actually mostly existing designs. We decided to keep them since they are really iconic, whilst improving them with decorated arms. It was, however, my first time designing minifigure arms.

Q: What do you use to begin designing the decorations for LEGO *Star Wars* minifigures?

A: My very first step is to gather all the visual references I have for the character and try to build the big picture of their looks. Then, I choose which LEGO colours I will use for the torso, arms, legs and hands. The next step is to sketch the general shapes of the design, to translate the look of the character into LEGO style. To finalise the design, I go back and forth from the references to the minifigure sketch until I am satisfied, or until I am out of time!

Q: Minifigures are very small, what are some of the challenges in creating designs that are both detailed and easy to understand?

A: To ensure that the design is full of cool details but still readable, I start with extra simple and big shapes. Having the right composition at any time of the design is essential and it is easier to achieve when you have few elements. From there I will 'cut down' these big shapes to more detailed ones, as you would do while sculpting. The hard part is to choose the right details in order to really capture the character's look or personality!



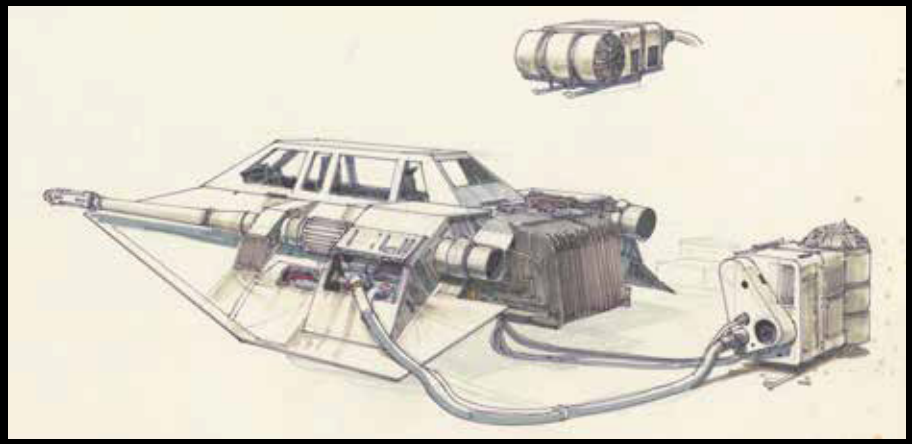
Marie Sertillanges

Q: What do you use as reference material for designing the minifigure decos? Film stills? Licensed art?

A: For the old *Star Wars* movies we use mainly film stills or photos from production, directly from LucasFilm. At that time in the film industry, behind the scenes documentation was not as complete as nowadays, which makes it a bit harder for us to collect all the accurate references.

Q: The flight suits worn by the characters in the *Star Wars*™ films are incredibly detailed. How do you choose which details to focus on when designing the art for the minifigures?

A: The design of these pilots was made way before I became a LEGO® Graphic Designer, but I can speak about my general way of approaching a minifigure. When I design a character, I choose what makes him/her really special, what defines him/her. The layering and materials are important on the Rebel Uniforms, and wrinkles, for example, can be used to show material qualities as well make a character less orderly or more dynamic. I always bear in mind that you cannot and don't need to draw everything like in real life. Think of looking at reality through a LEGO filter.



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Q: How do these minifigures compare to others you've designed?

A: Most of the minifigures we design are only decorated on torso, head and legs. Decorating on the arms is only reserved for special minifigures. I designed both main heroes and secondary characters like Zev Senesca. Compared to the main heroes, these generic characters are more challenging to design because you have to look closer to find what differentiates them from the crowd. To be honest, I prefer working on side characters as they seem plain at first sight but hold unique stories when I dig deeper.

Meet the Art Director

Michael Sion

Q: Have you worked on package design for LEGO® *Star Wars™* before?

A: I started working on LEGO *Star Wars* in 2009 and oddly enough, my first packaging was a set of battle packs with minifigures from the planet Hoth. Now, six years later, I'm back on Hoth with the snowspeeder.

Q: What kind of reference material do you use to begin designing the package art?

A: One of the great things about *Star Wars* is the amount of fan-based material that is out on the web. I like to scan the internet for a while to immerse myself in the world of *Star Wars*. Usually the model has an iconic scene from the movies that I always try to refer to. Then, while making the packaging, never underestimate the use of making sound effects while creating the packaging fronts.

Q: The snowspeeder is a *Star Wars* vehicle that features predominantly in the Battle of Hoth, which takes place in a very snowy environment. How did you ensure that the white vehicle stood out from the white environment?

A: Colour, lasers, explosions and smoke! Explosions have made my life much easier on a number of occasions.

Q: What are the first steps you take when you begin the package design for a new LEGO *Star Wars* set?

A: I always start with the brief to see what the LEGO *Star Wars* product team wants to show. Then I 'play study' the model to get a feel for its potential.

Michael Sion

Q: Are there specific techniques you use to depict the features and functions of a particular set on the box art?

A: I invariably struggle with function shots. Luckily, we get the models in a 3D program so we can rotate them instead of having to go right to photography. It's predominantly trying to get across the idea of cause and effect, for example; showing a set feature that involves pushing or pulling a section of the model and the resulting action. I also try to use depth of field to de-emphasise the parts of the model which are only there for context.

Q: What kind of challenges do you face when designing art that will be specifically used for packaging design? How is package art different from other forms of design work?

A: Sometimes challenges can be unexpected, for example, there are times when a model changes during the design so it is important for us to be flexible with our whole team. Additionally, because we have LEGO® sets all around the world, once in a while we need to put different translations of words or messages on the packaging which also alters the design slightly. Our team works well together however, so any challenges we come across we usually solve quickly, so we are able to produce something amazing to share with LEGO *Star Wars*™ fans everywhere.

Q: When you create packaging art, is your goal to recreate iconic scenes from the *Star Wars* film franchise, or are you more focused on displaying the unique qualities of the set?

A: First and foremost is the LEGO model, but I try to stay as authentic to the movies as possible.

Q: Is there a part of the design process that you enjoy most?

A: Beginning any new project is very exciting, and I enjoy the first phases of design the most. Before anything is actually started, all you have is the potential to make something, and that to me is the part of the project that is the most fun. Turning over in your head what the scene can be and how to get it on paper is a creative process that I can have a lot of fun with, and watching something be created from the beginning all the way to the end is a fascinating transformation.

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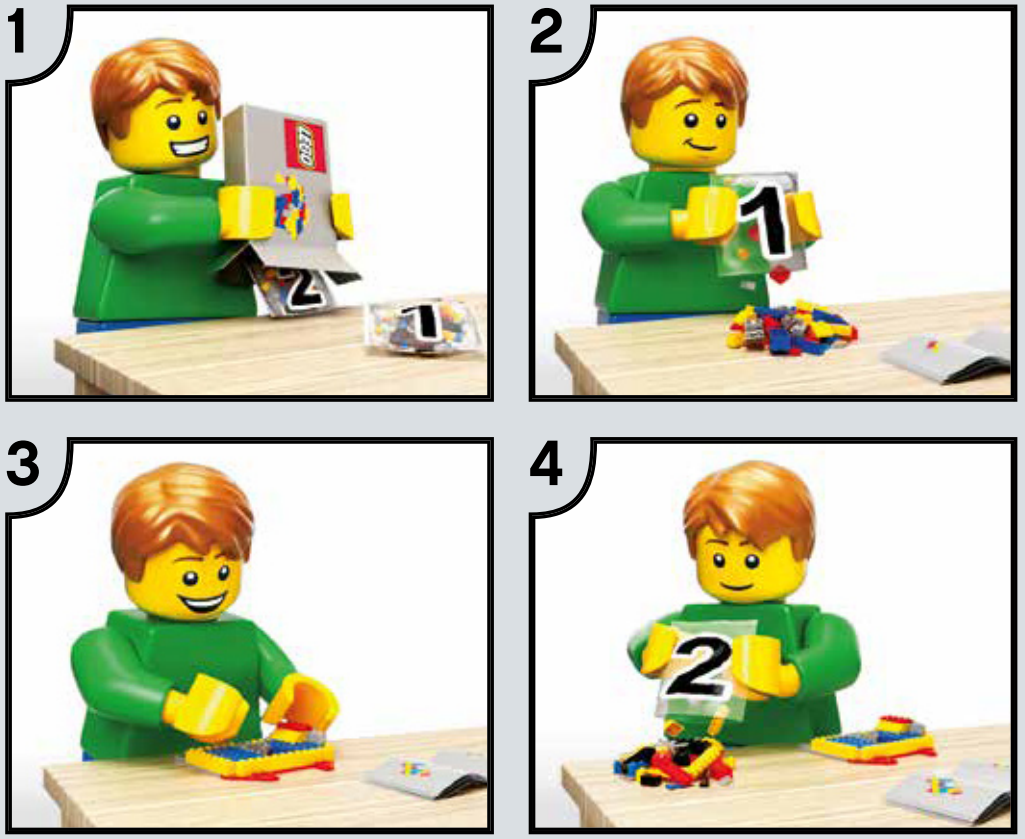

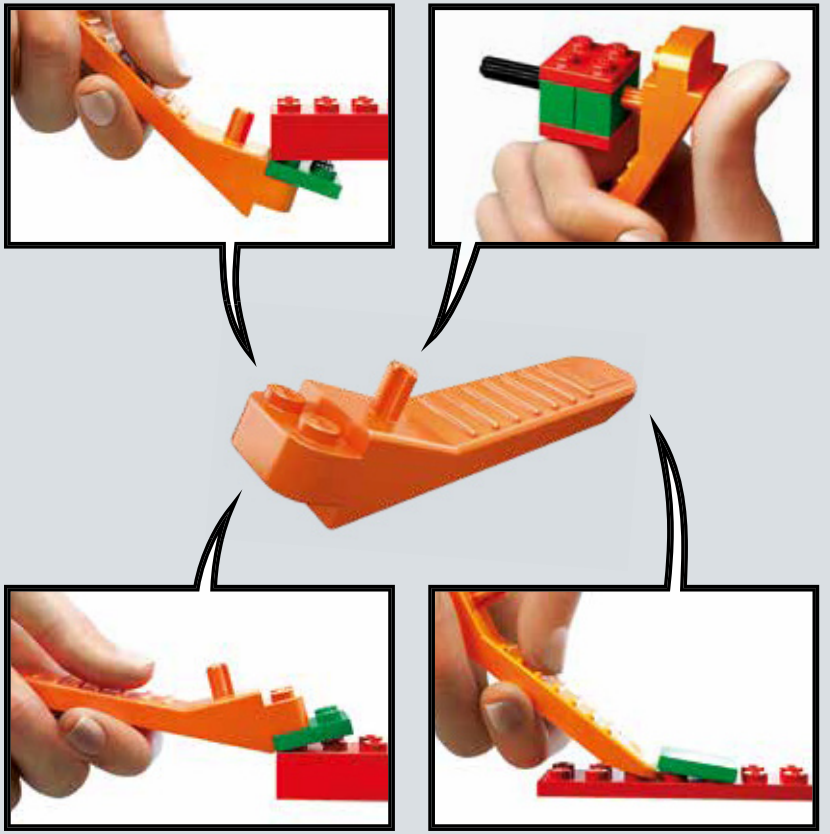

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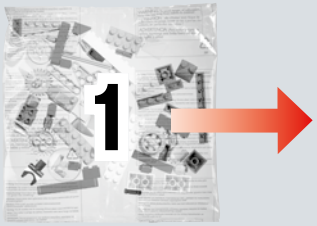
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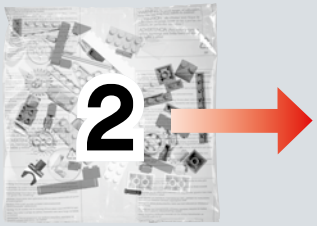
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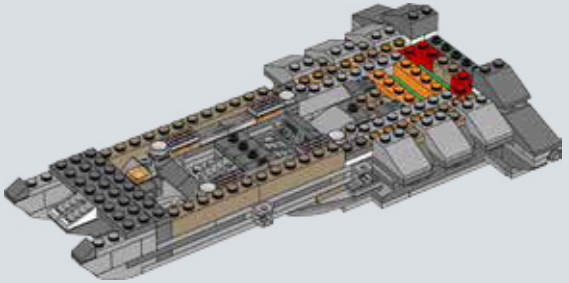

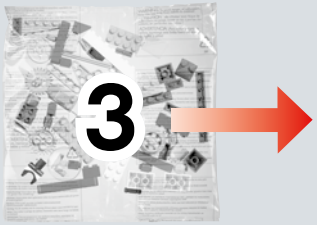
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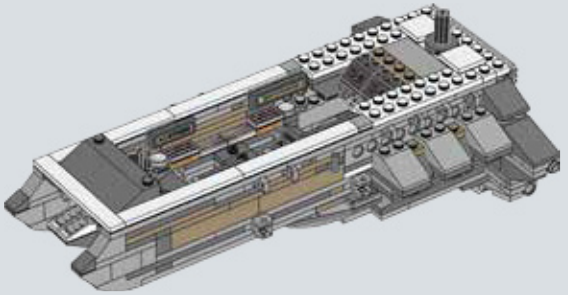

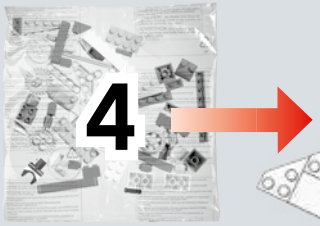
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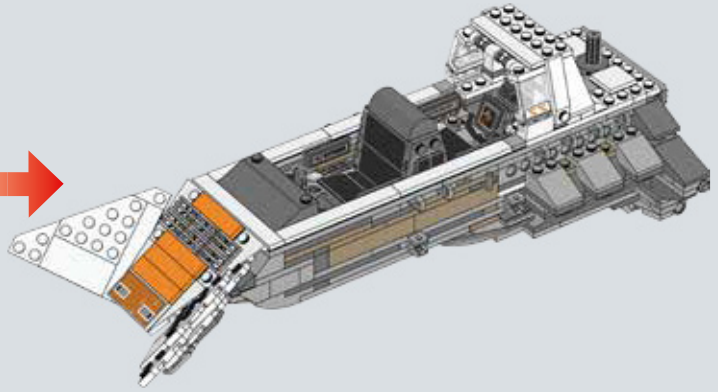

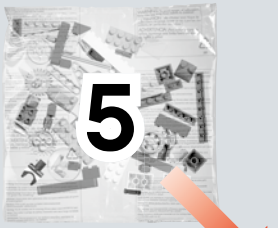
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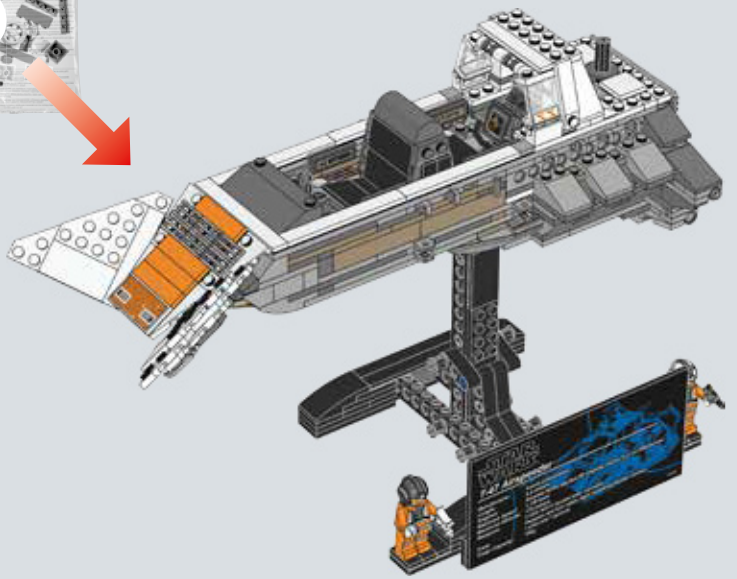

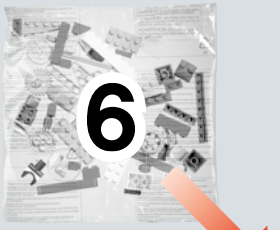
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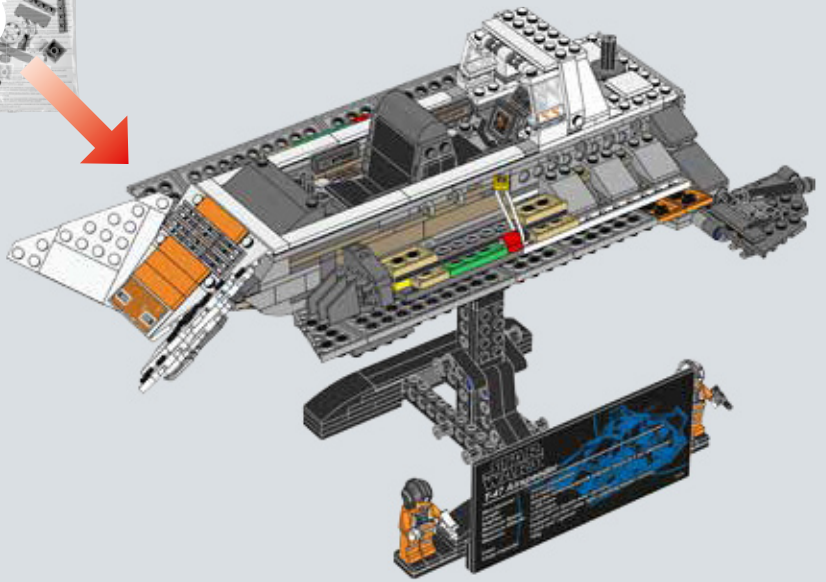

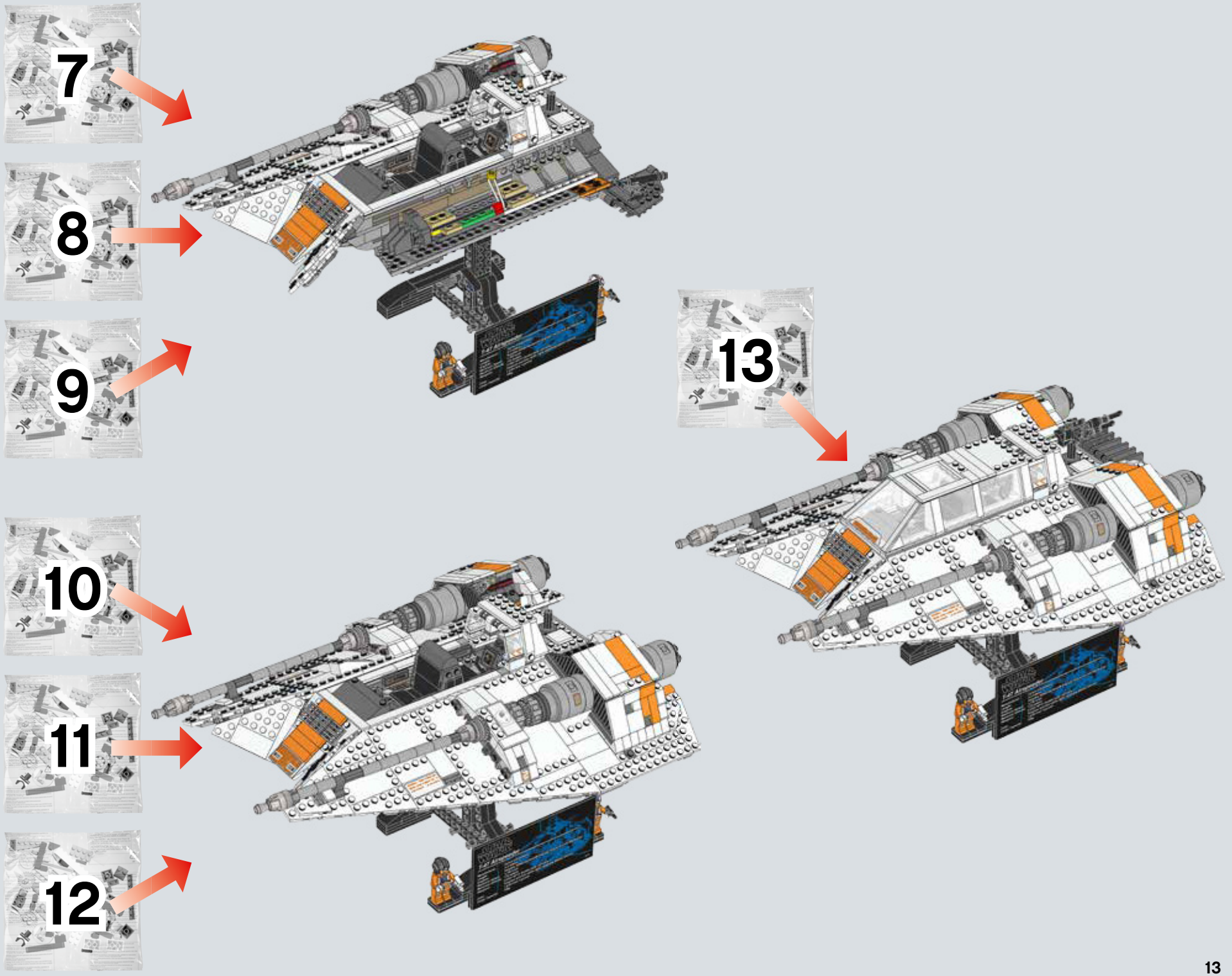
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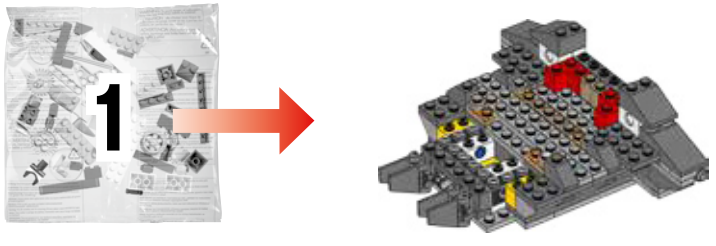

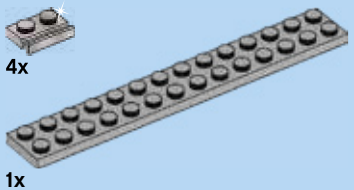

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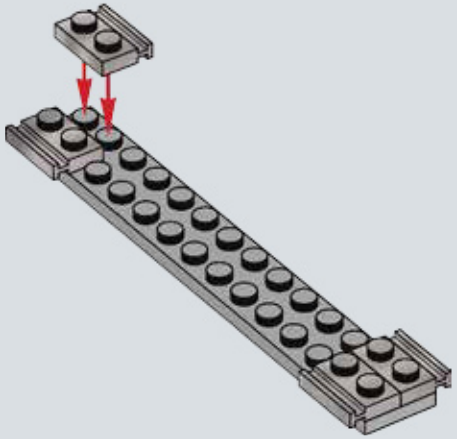

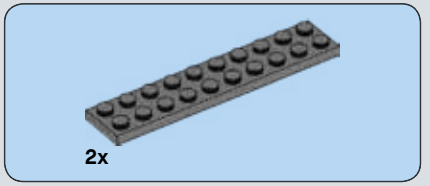

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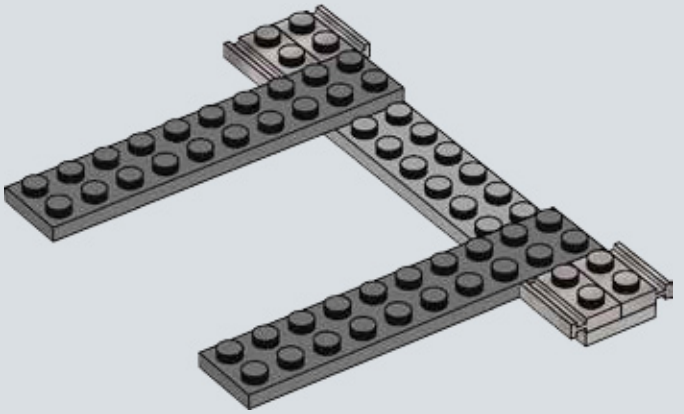

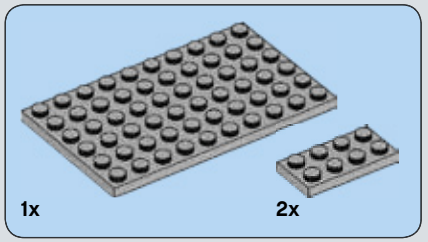

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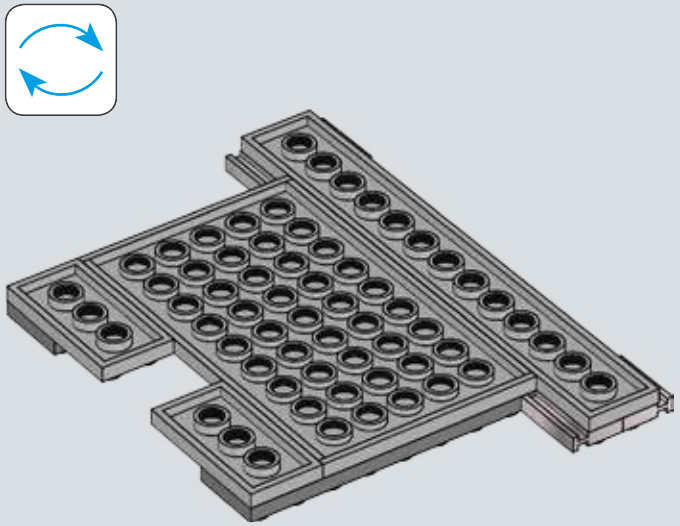

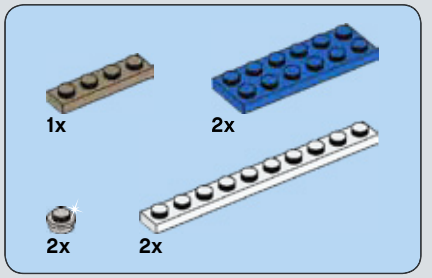

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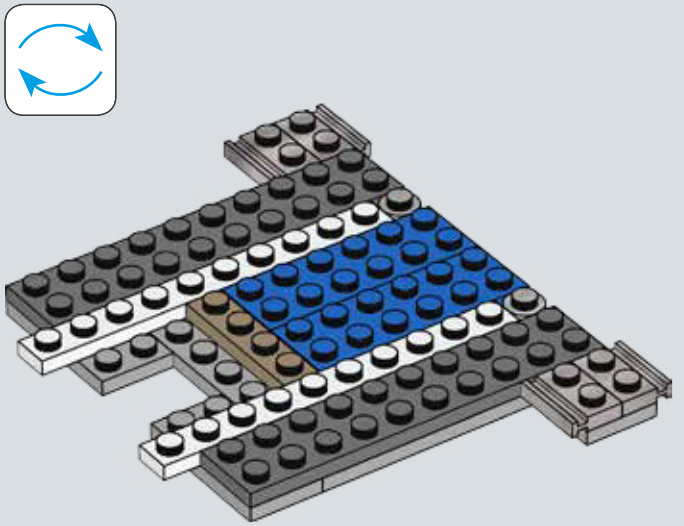

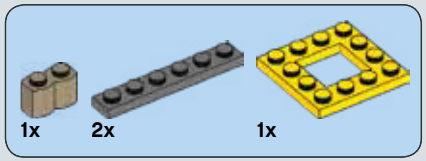

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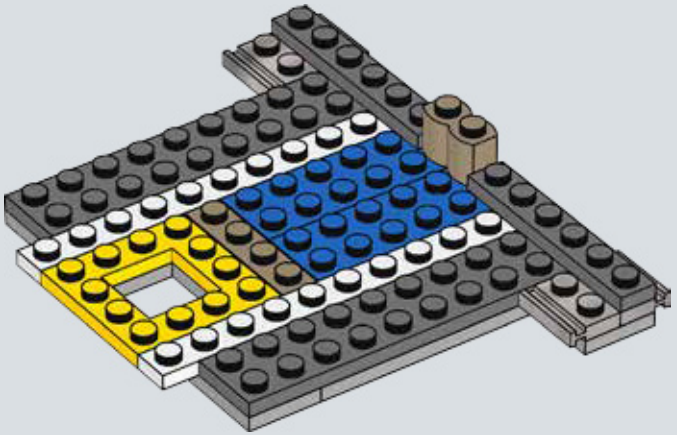

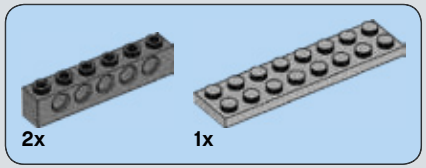

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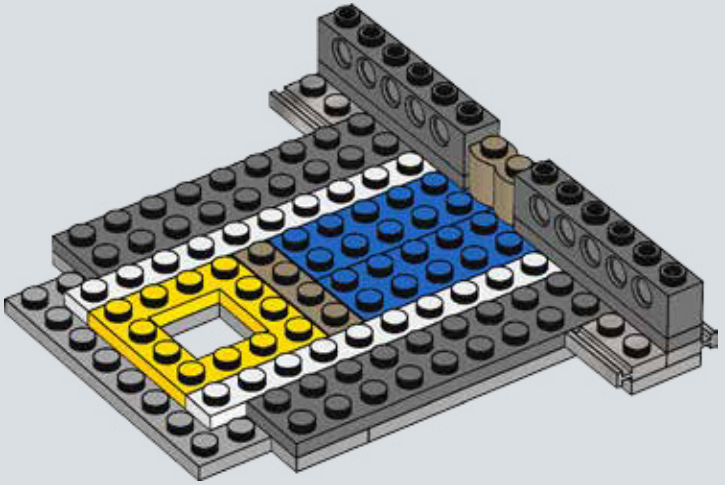

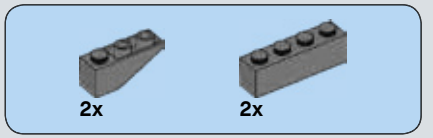

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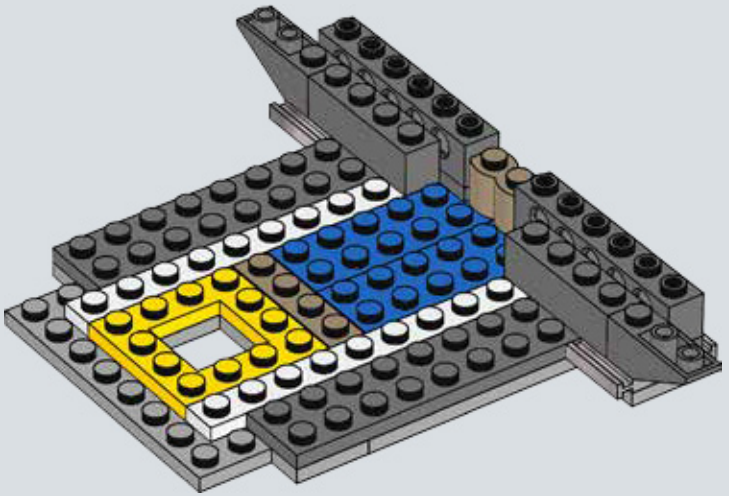

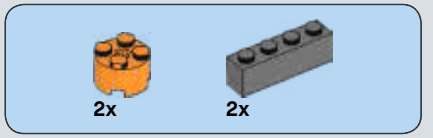

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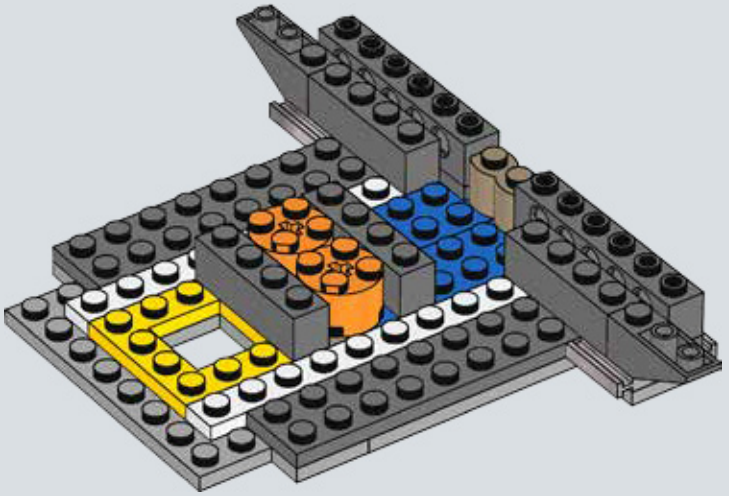

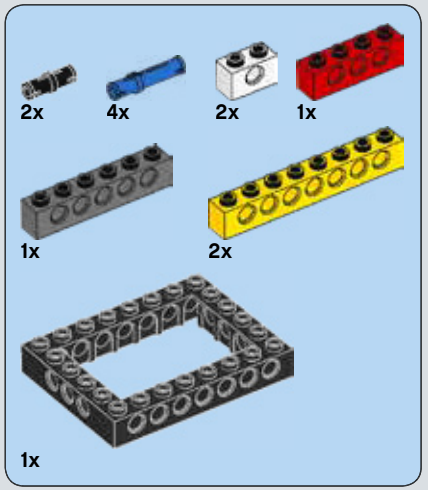

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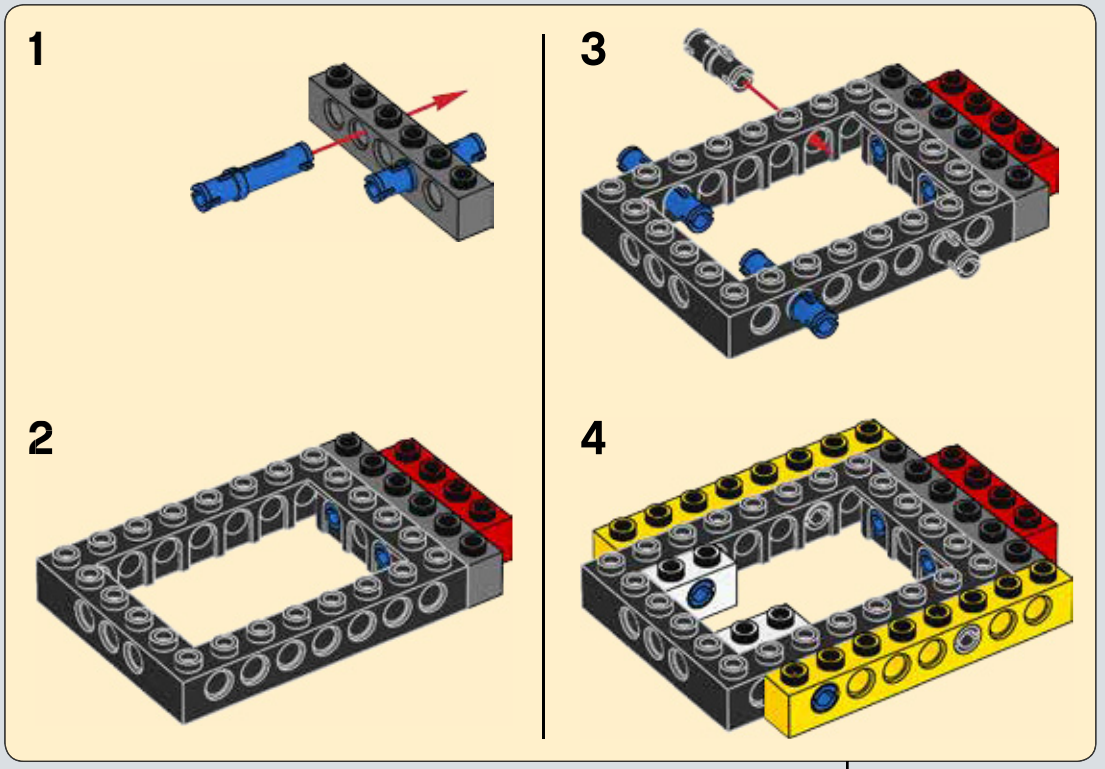

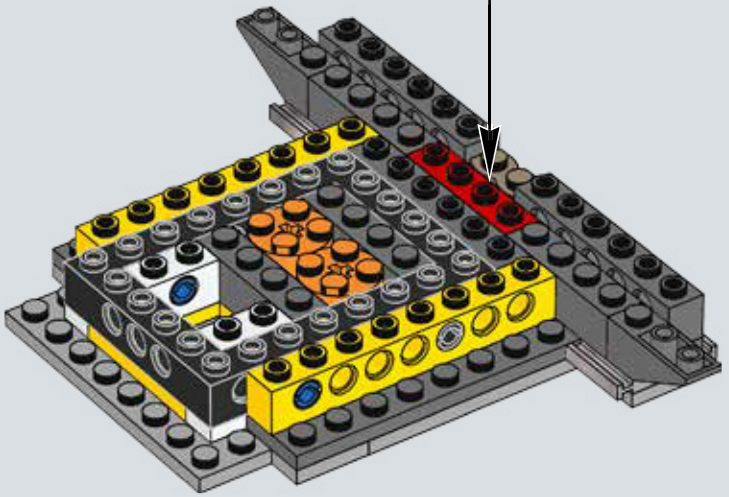

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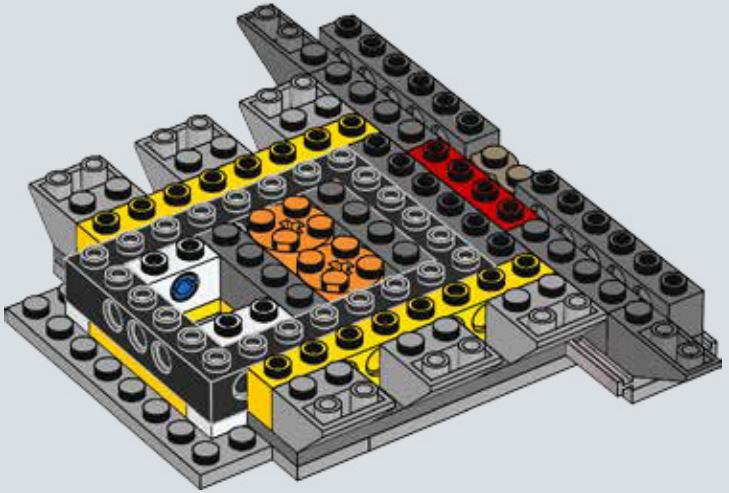

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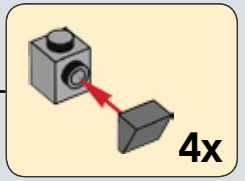

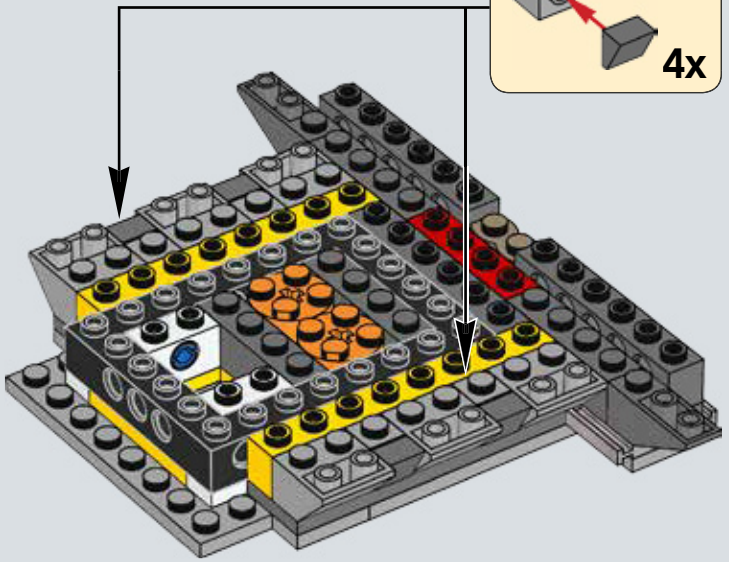

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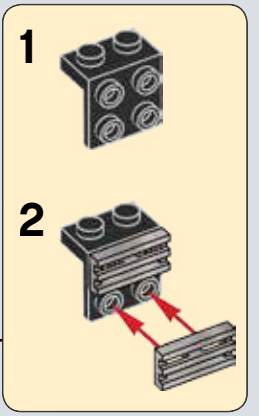

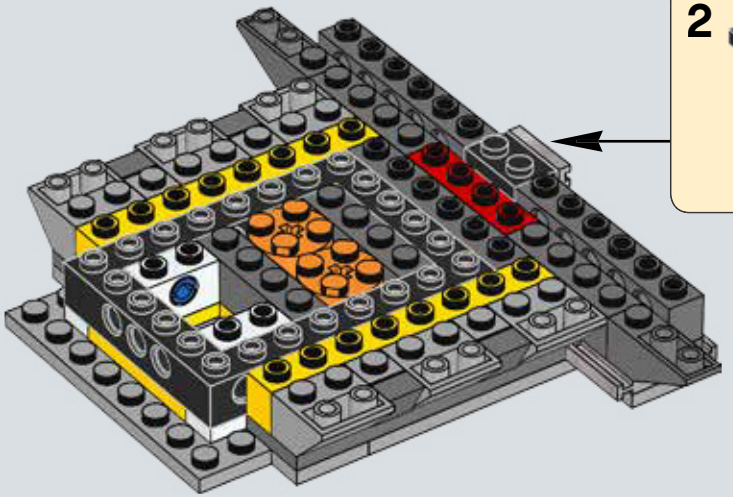

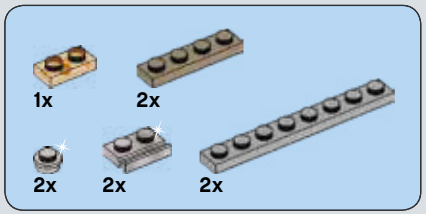

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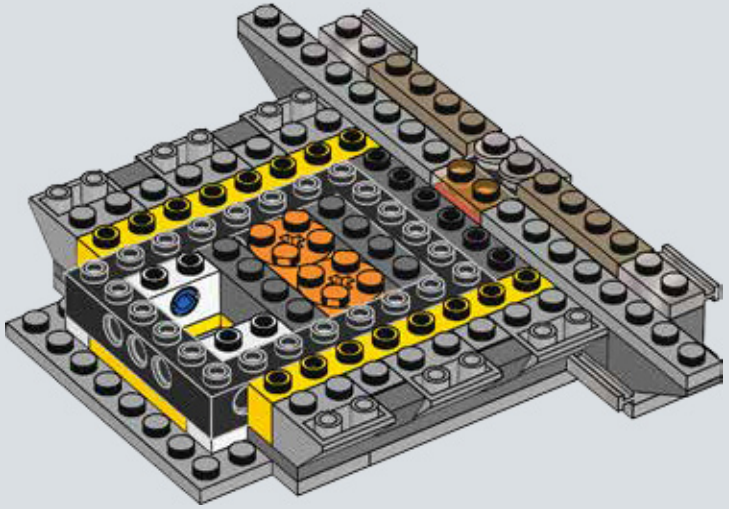

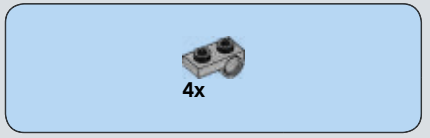

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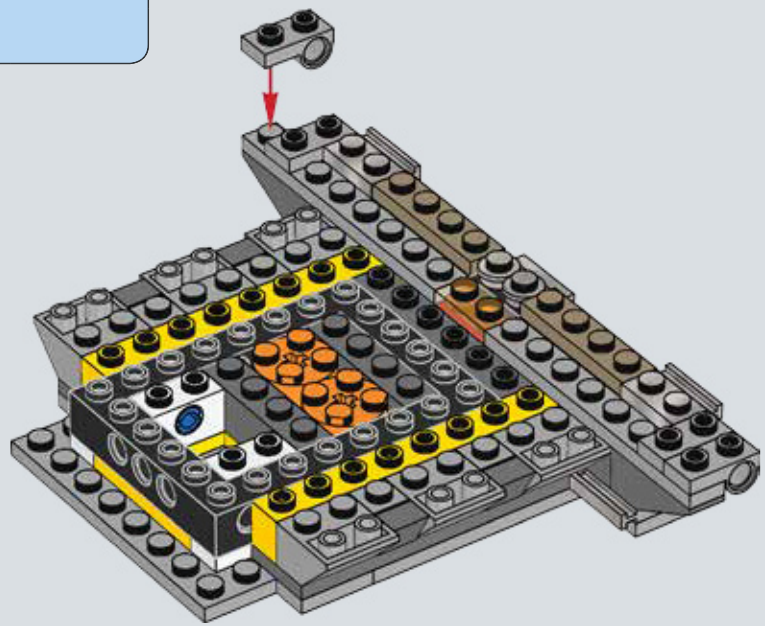

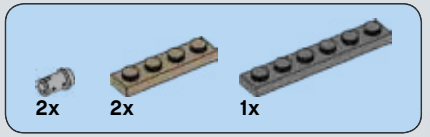

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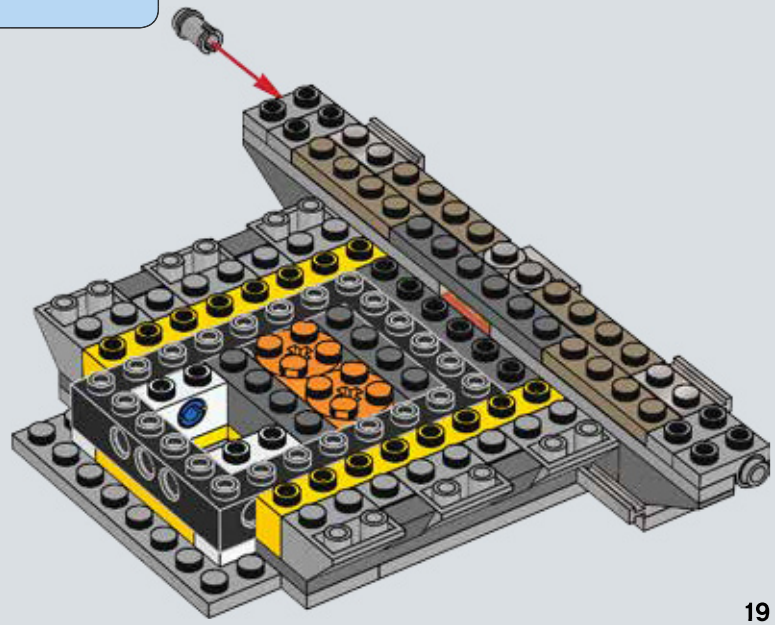

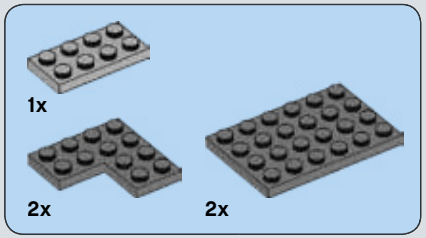

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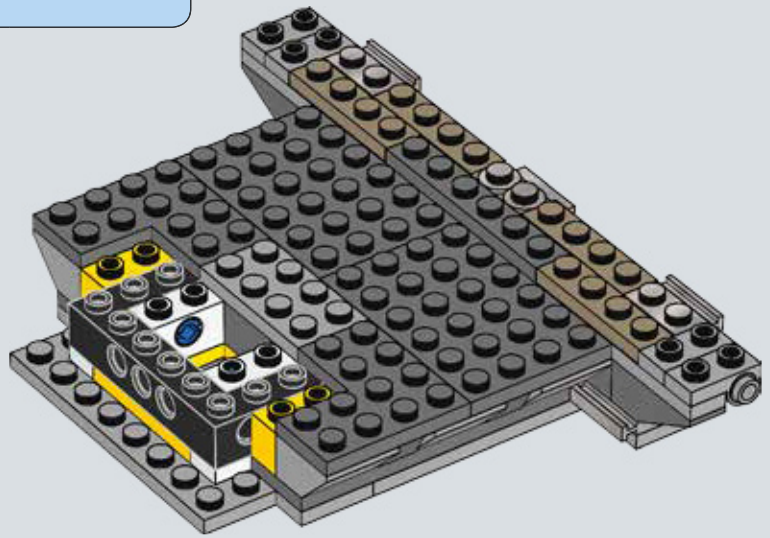

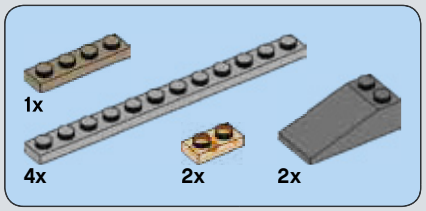

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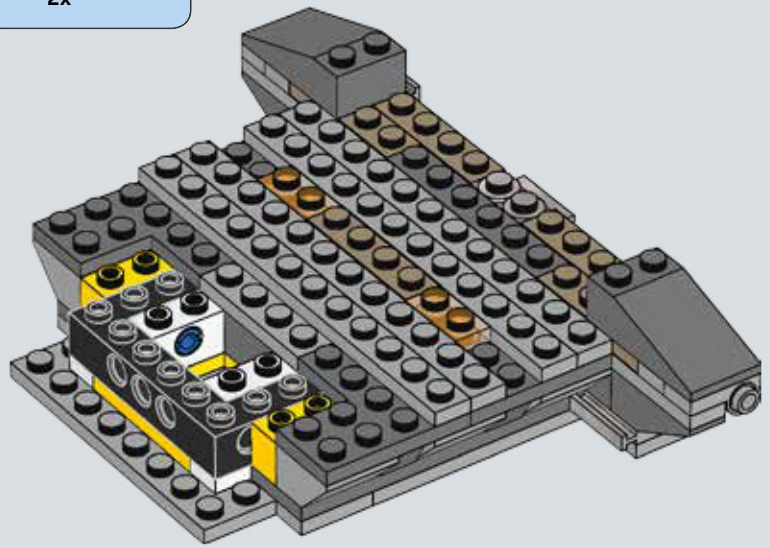

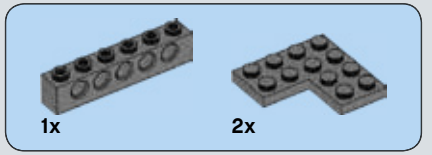

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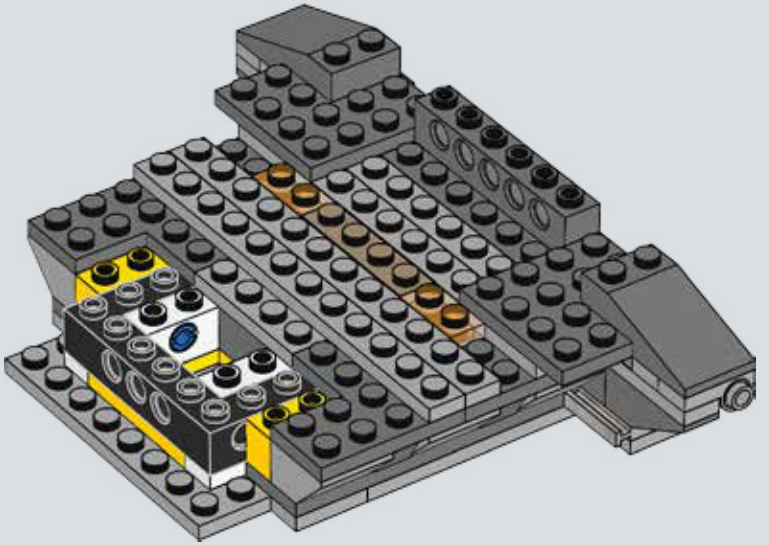

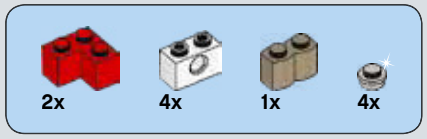

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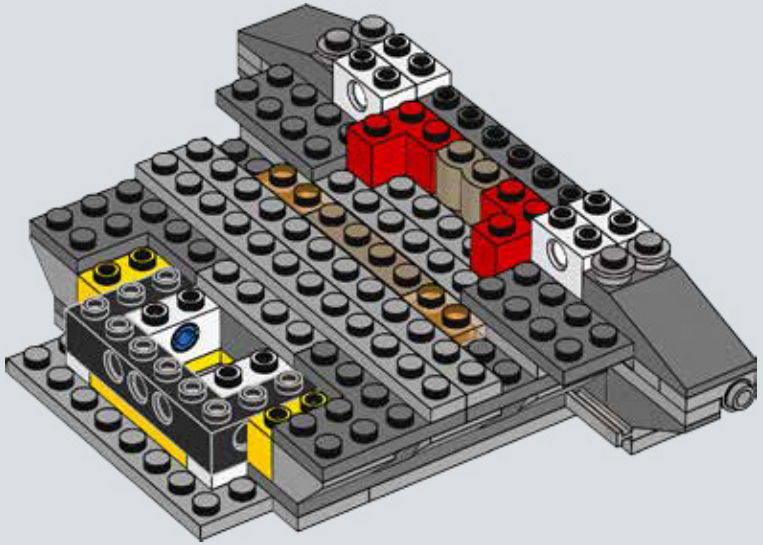

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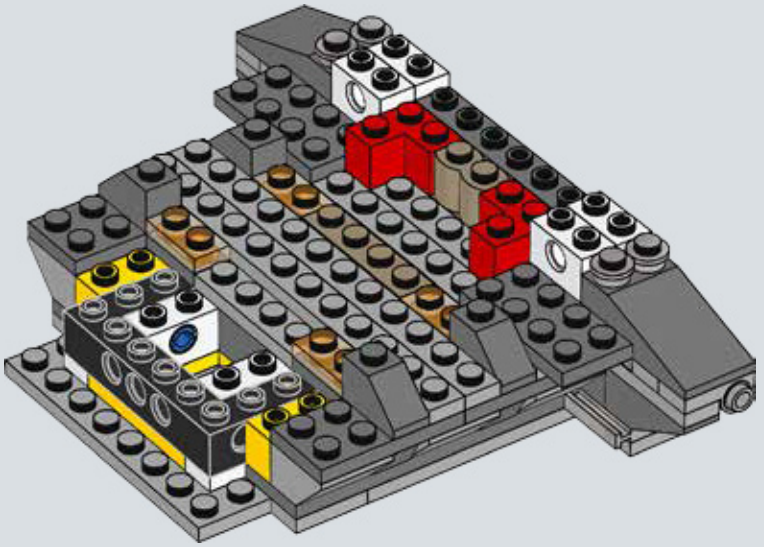

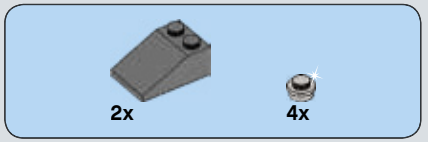

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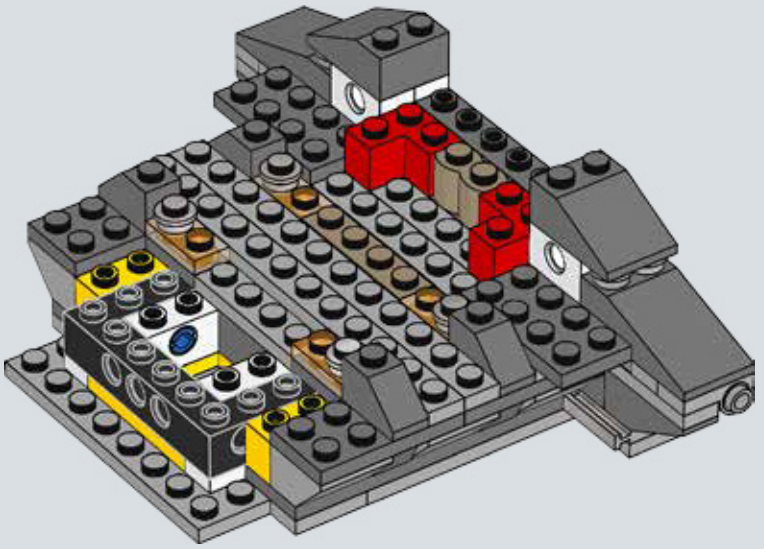

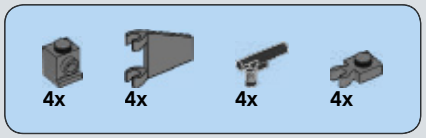

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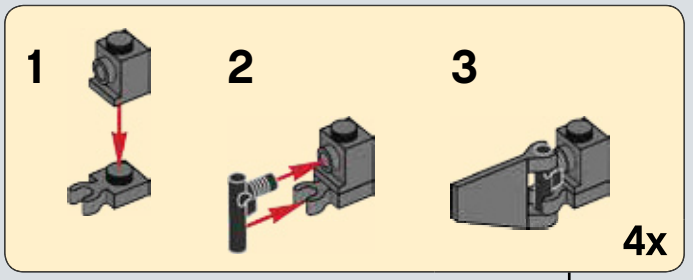

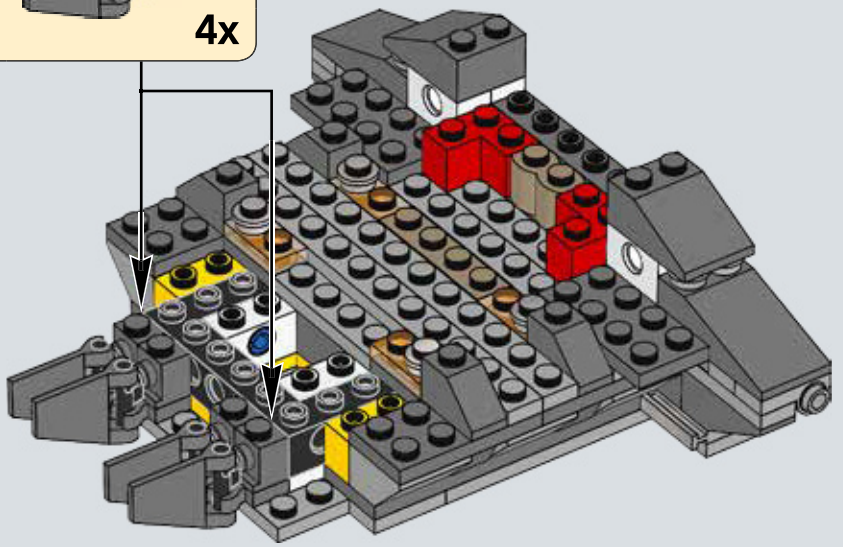

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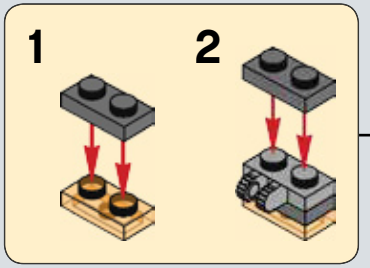

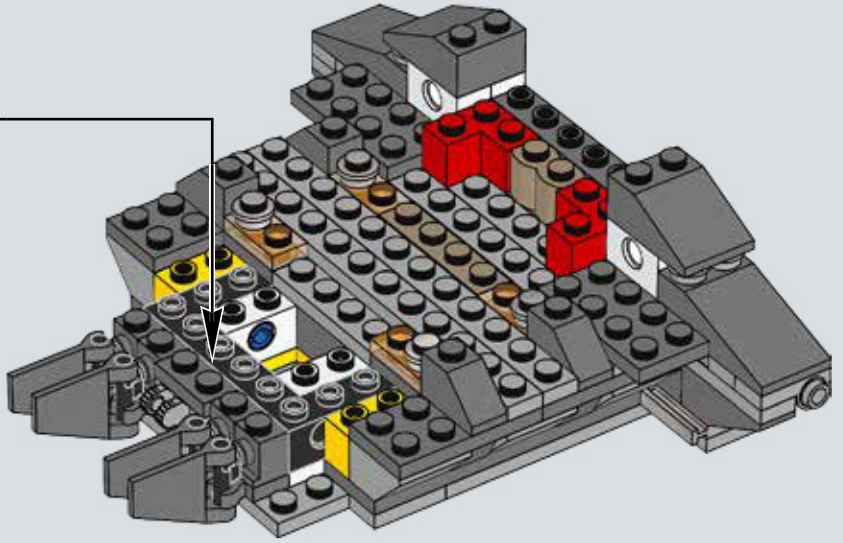

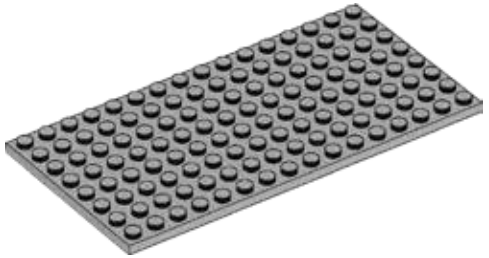

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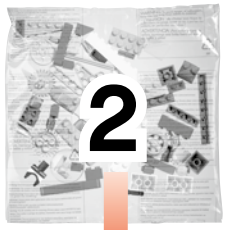

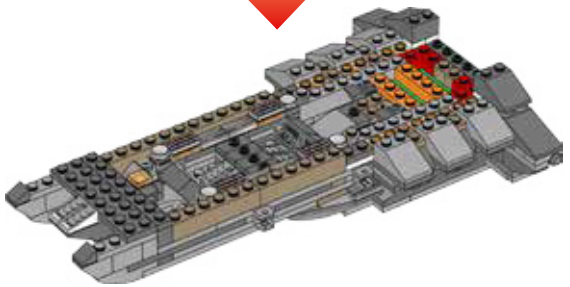

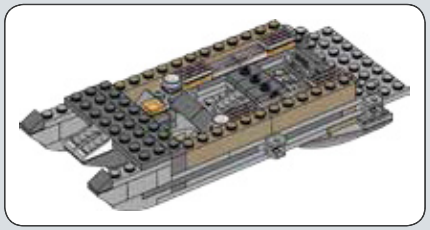

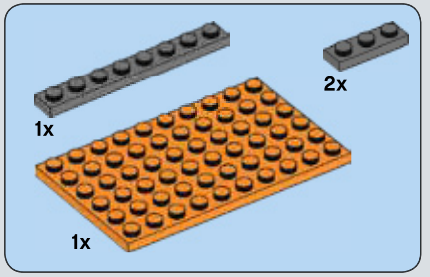

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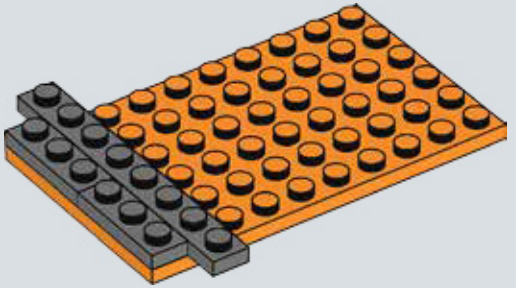

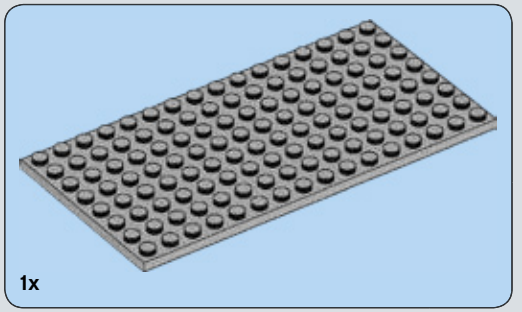

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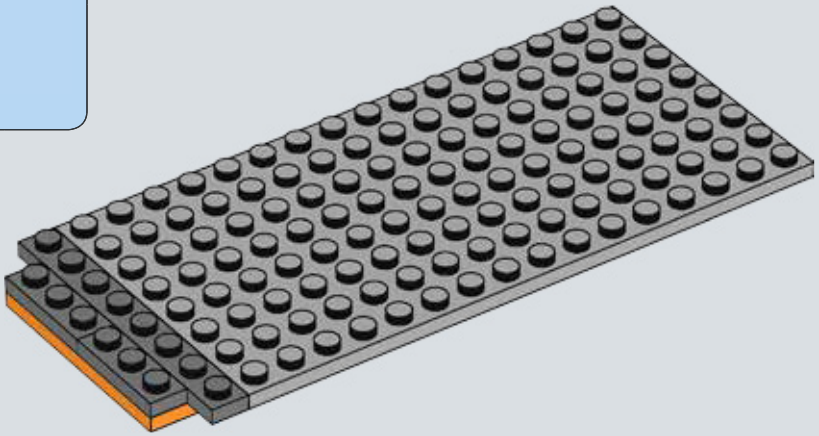

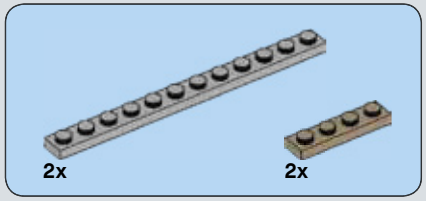

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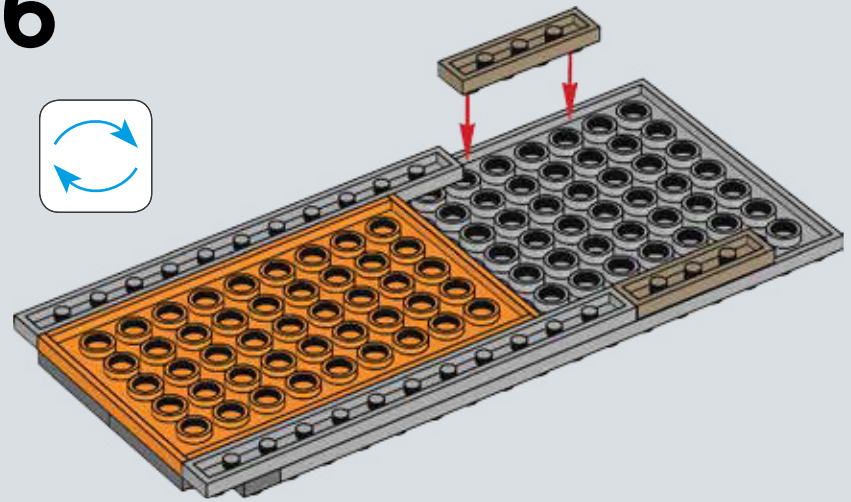

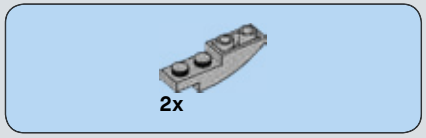

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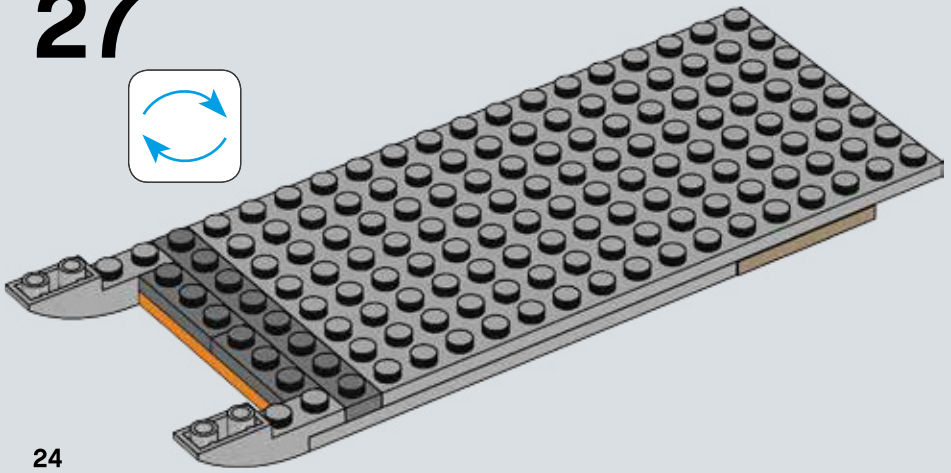

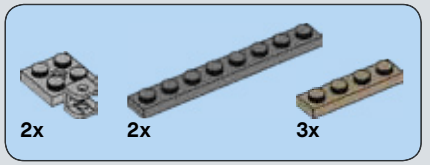

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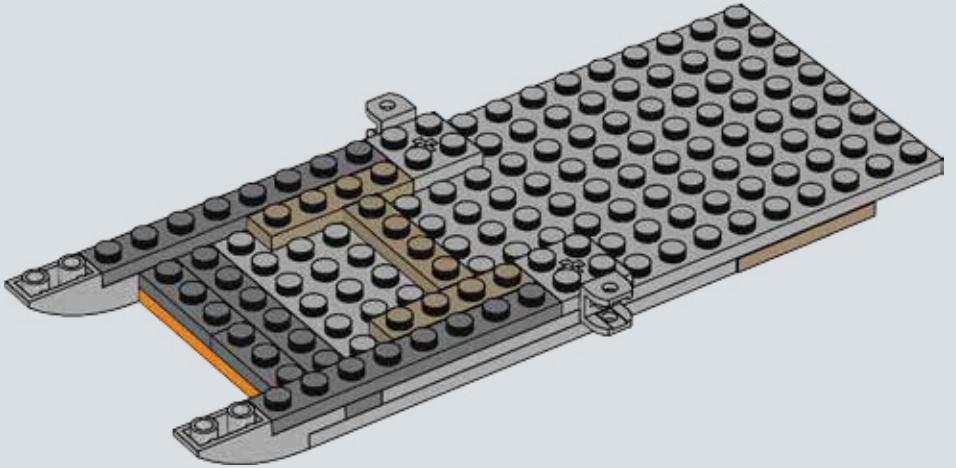

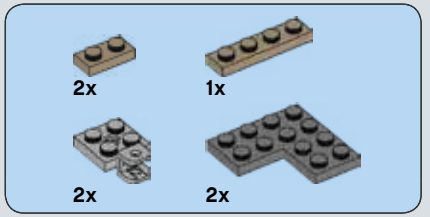

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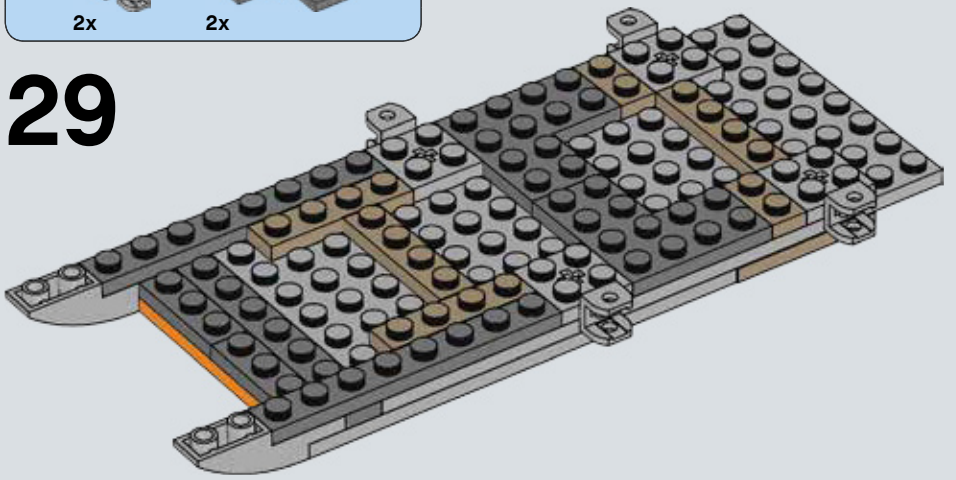

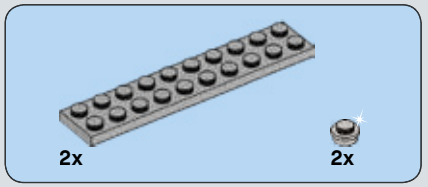

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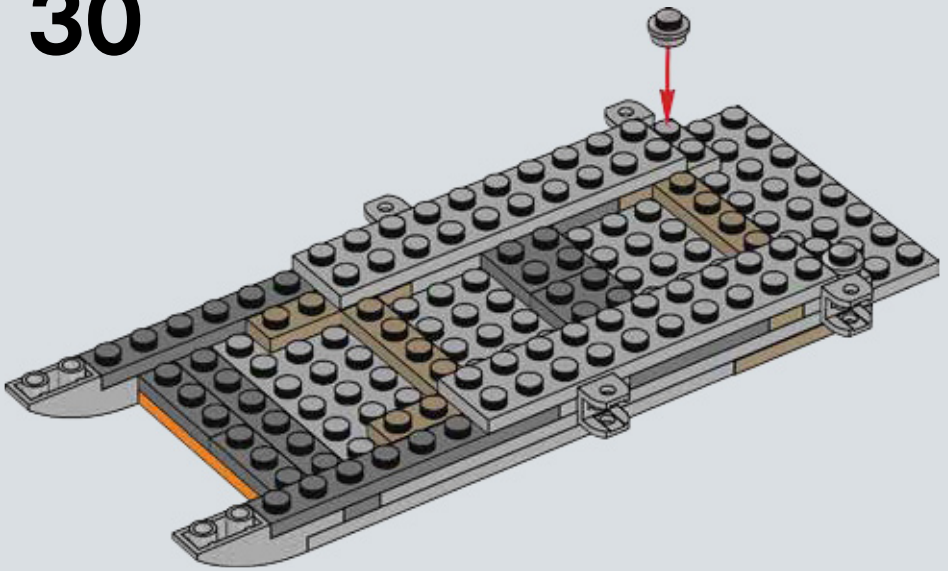

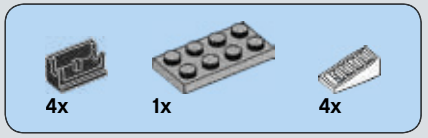

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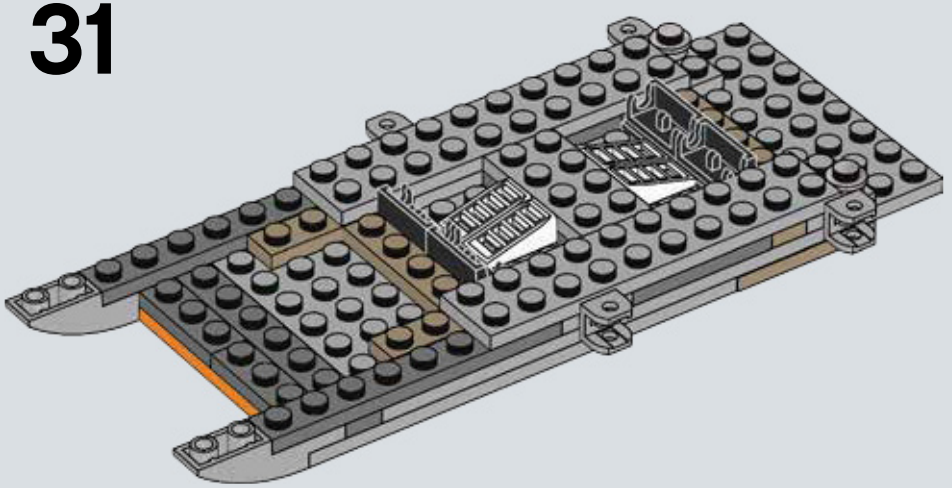

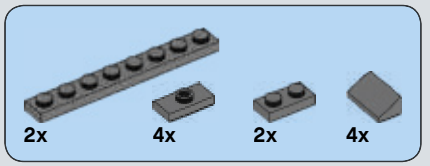

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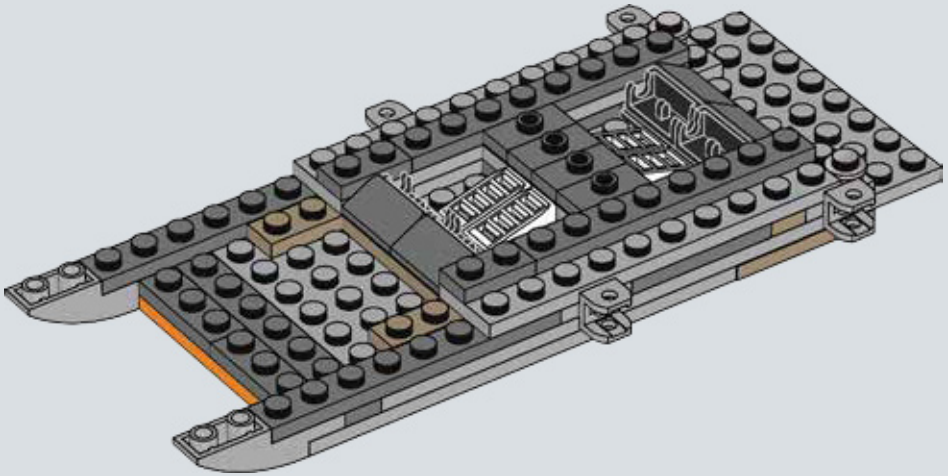

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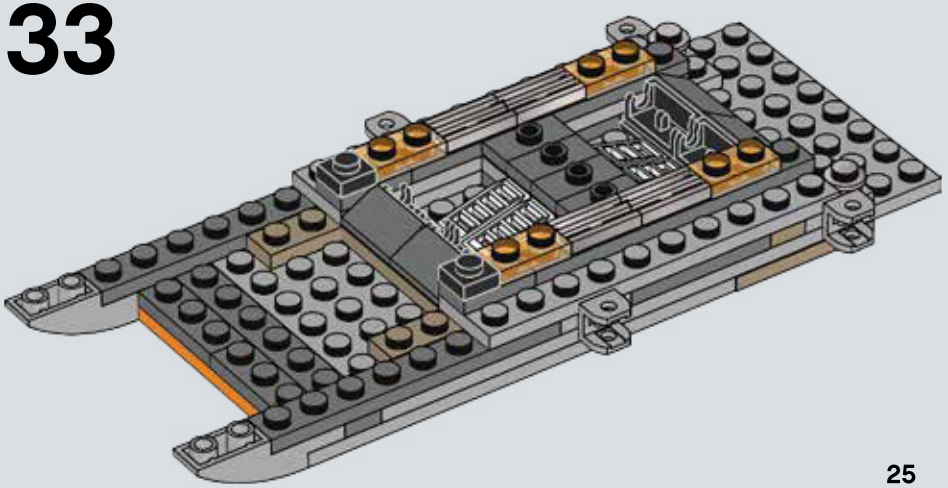

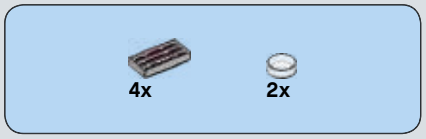

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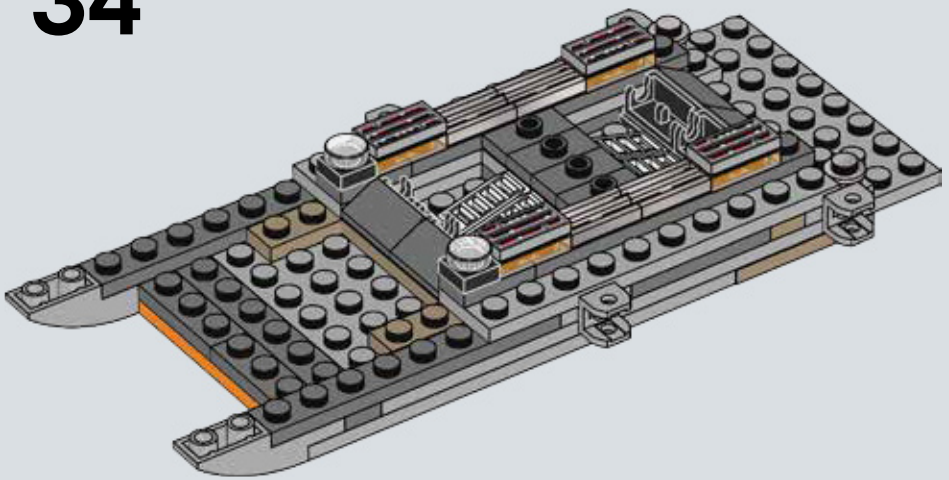

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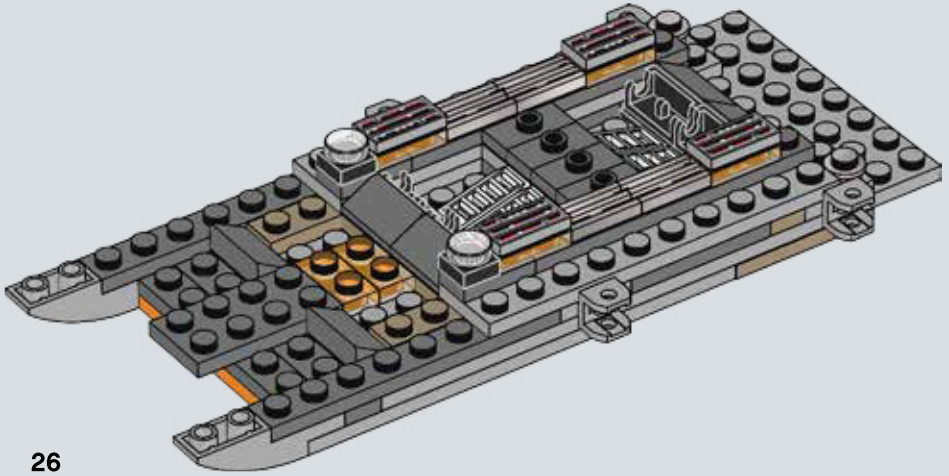

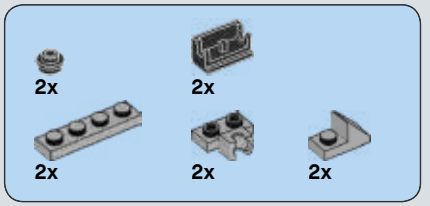

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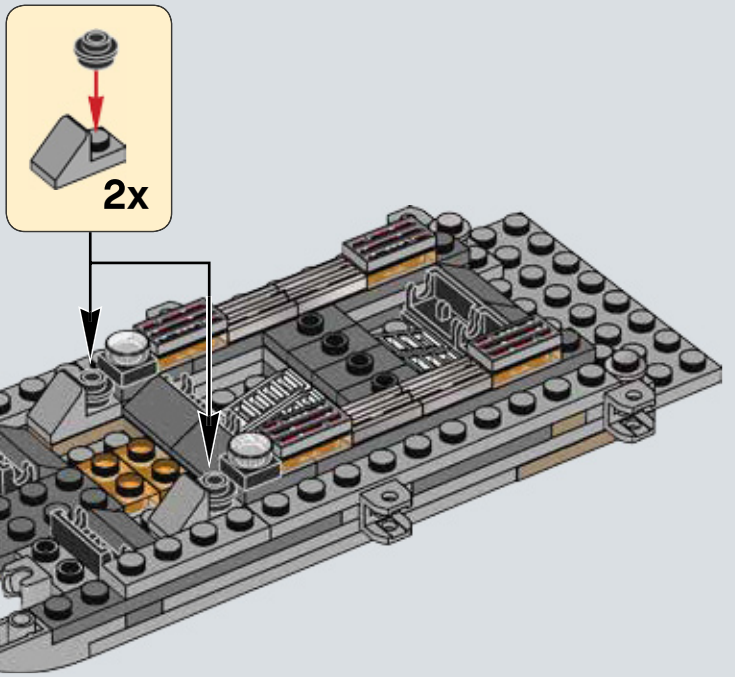

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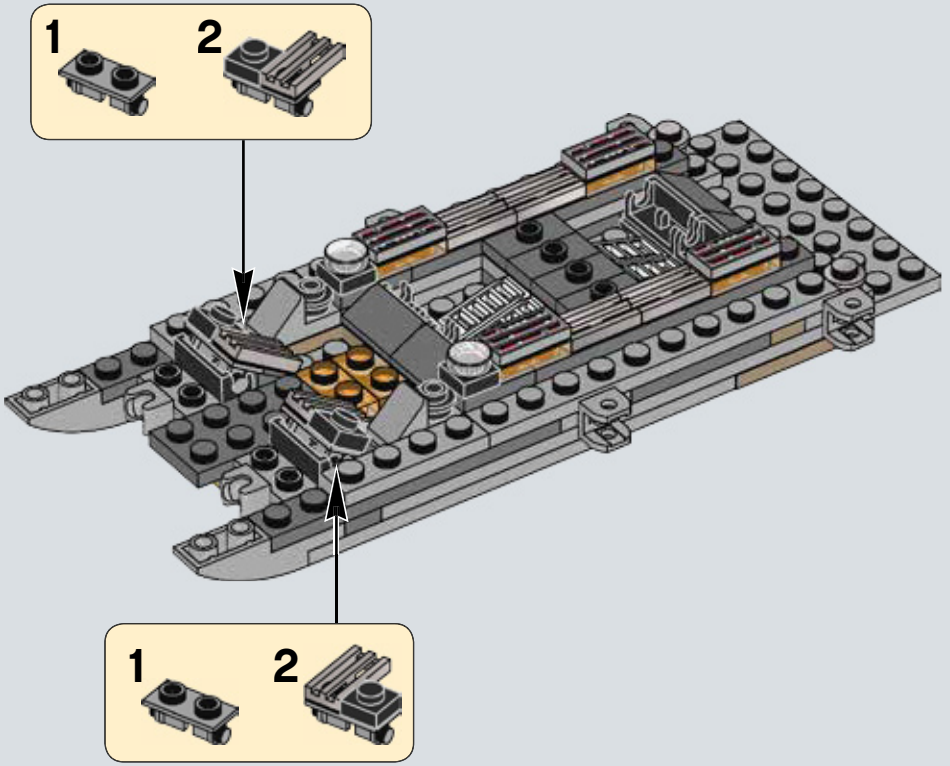

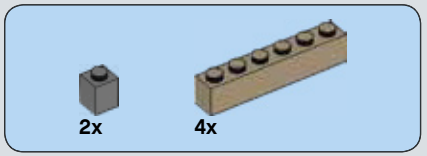

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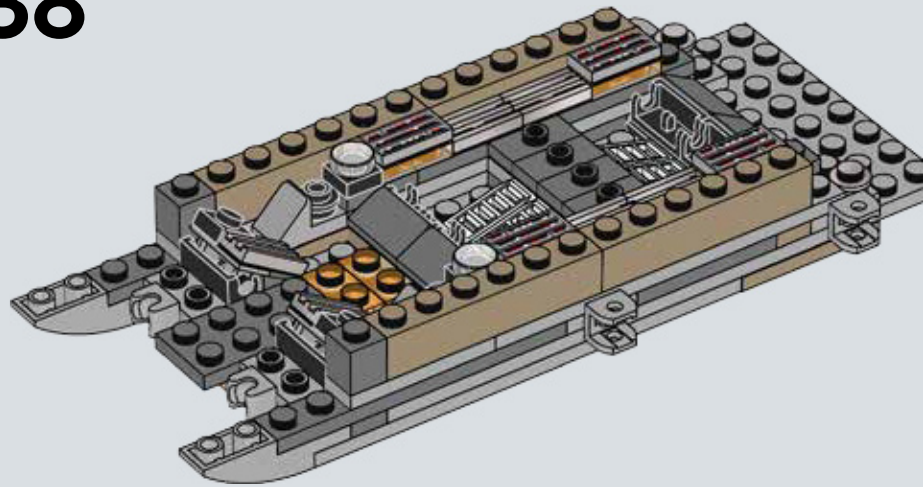

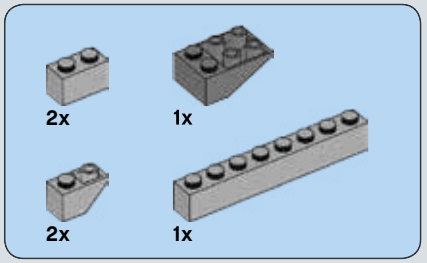

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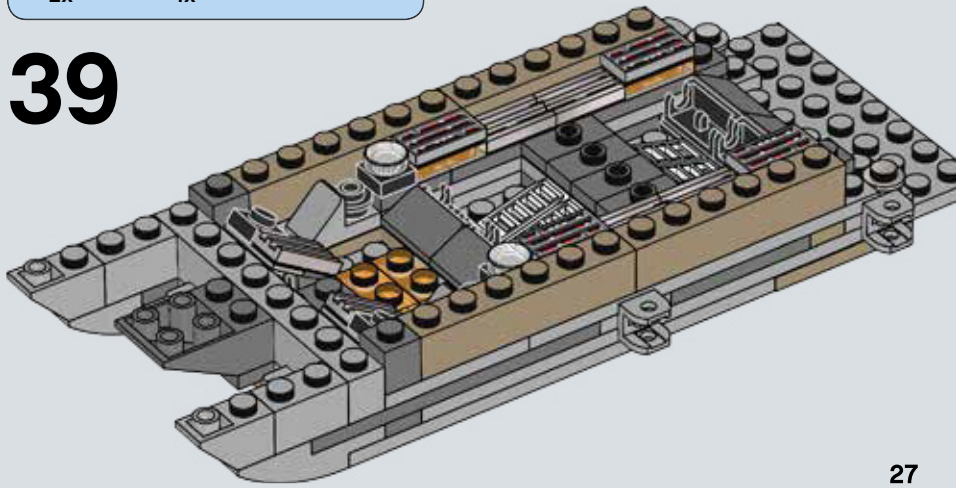

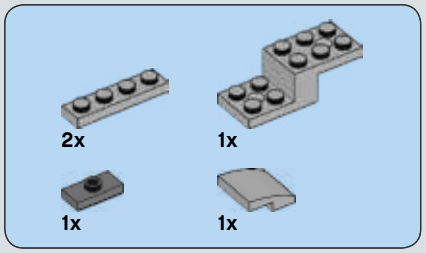

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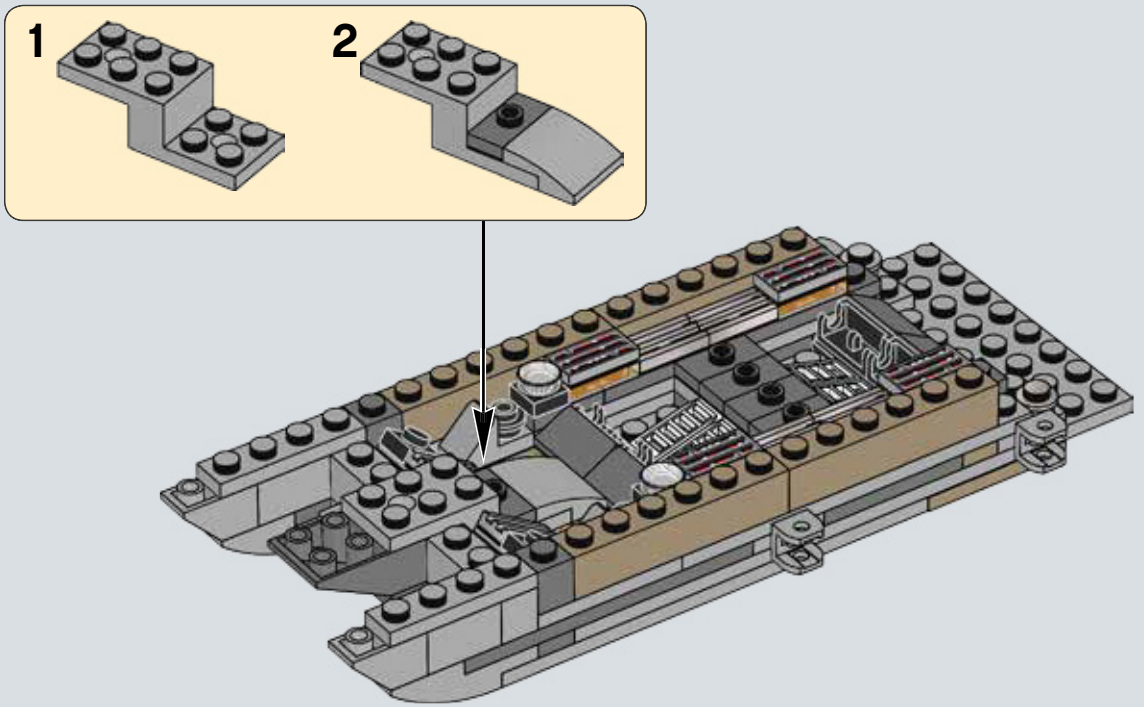

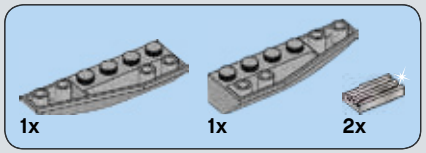

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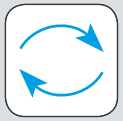

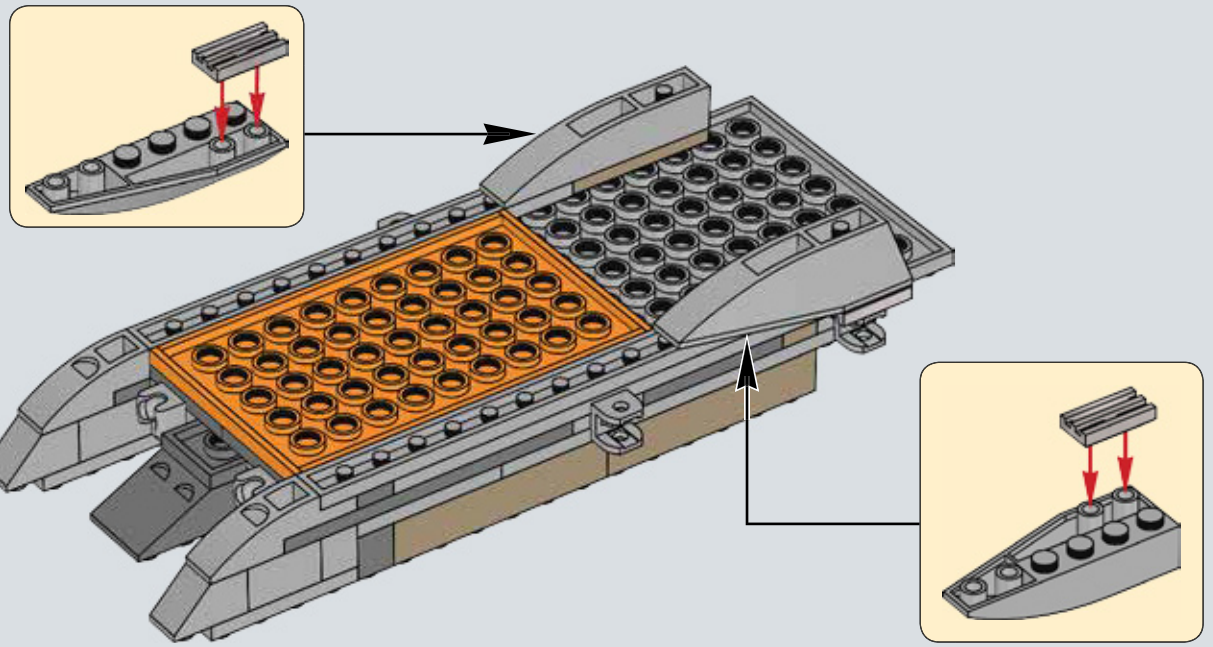

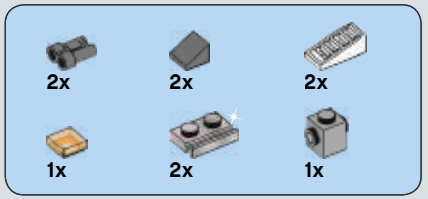

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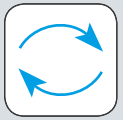

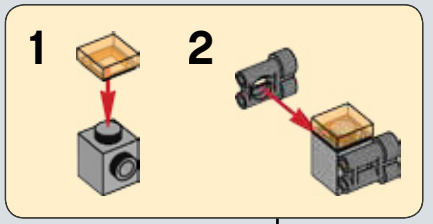

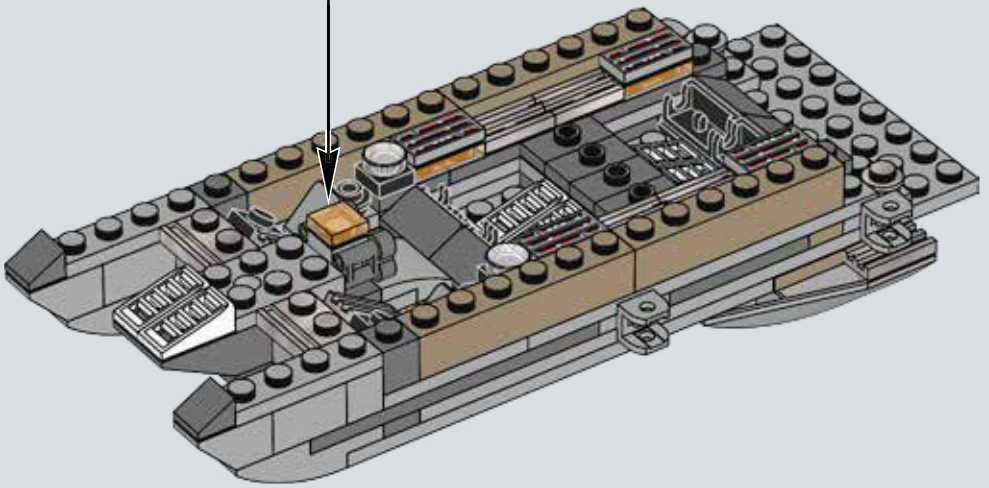

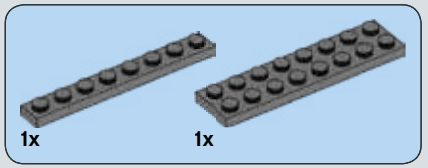

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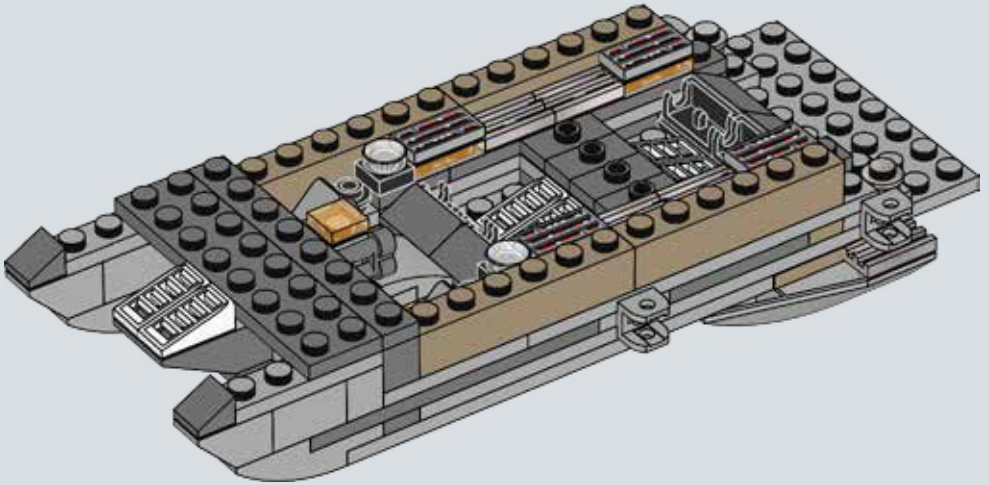

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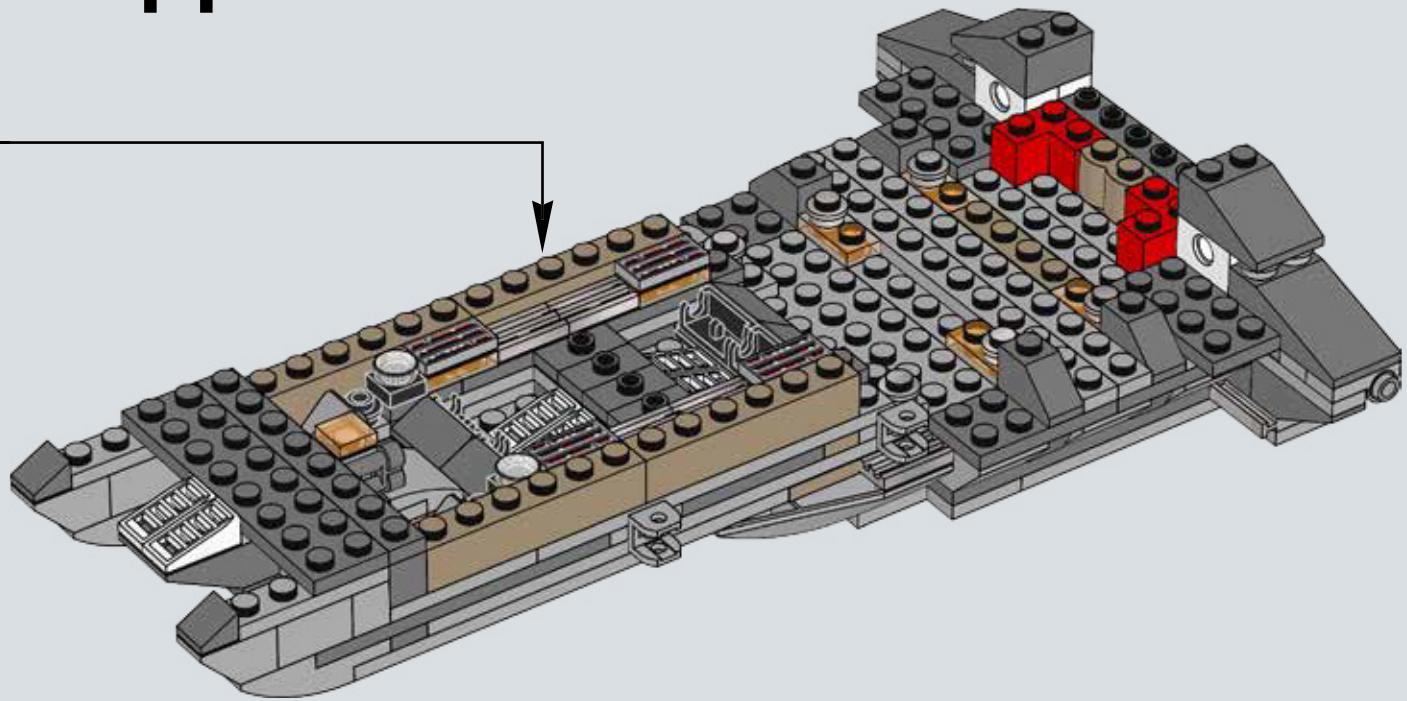

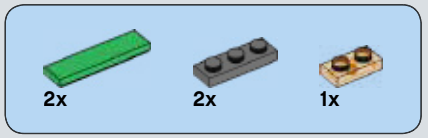

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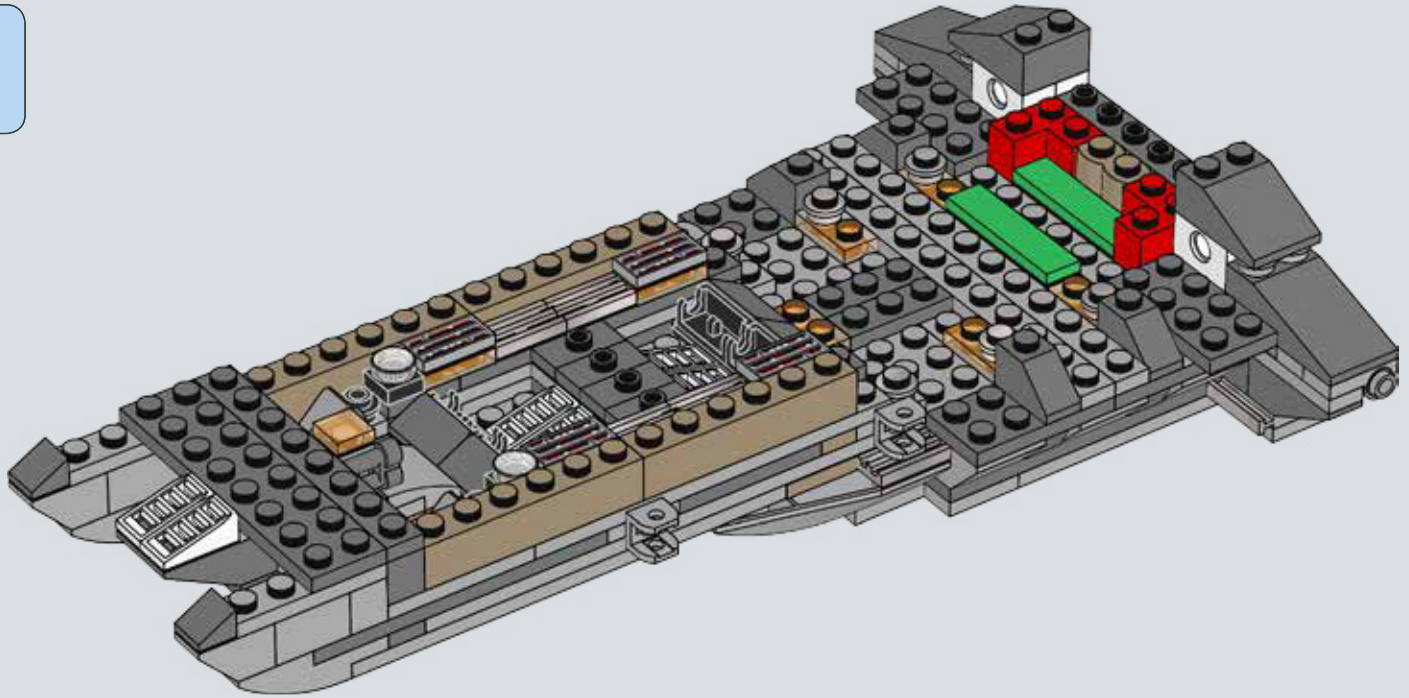

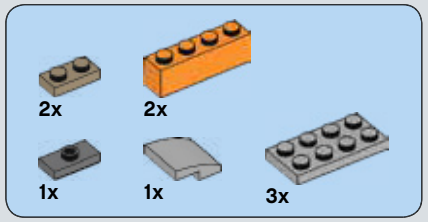

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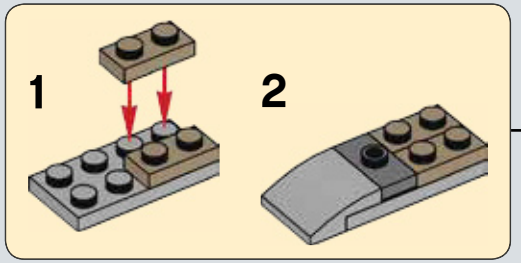

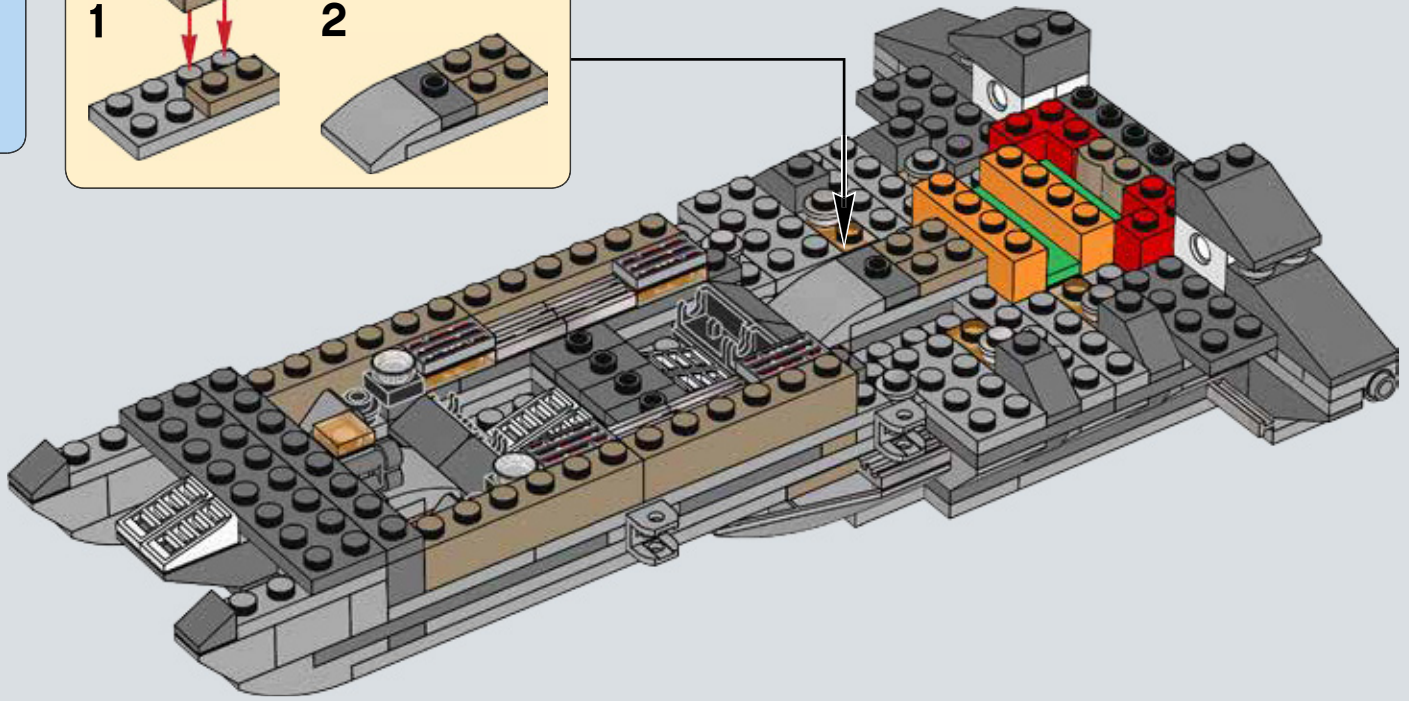

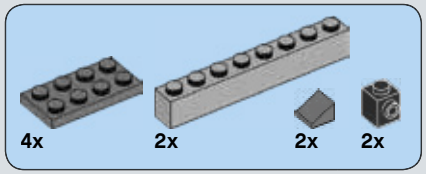

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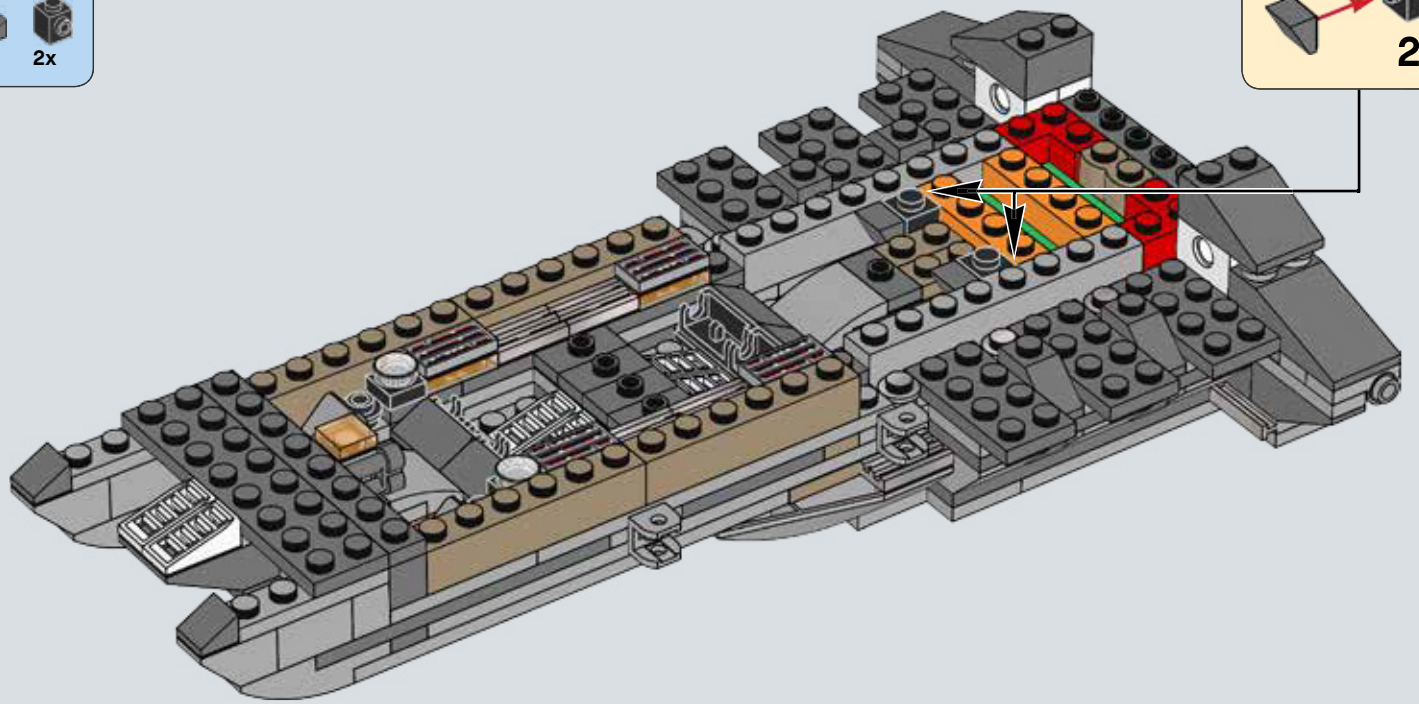

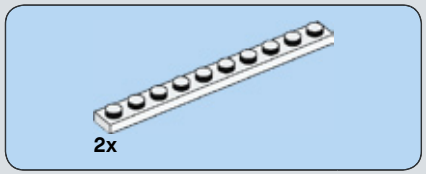

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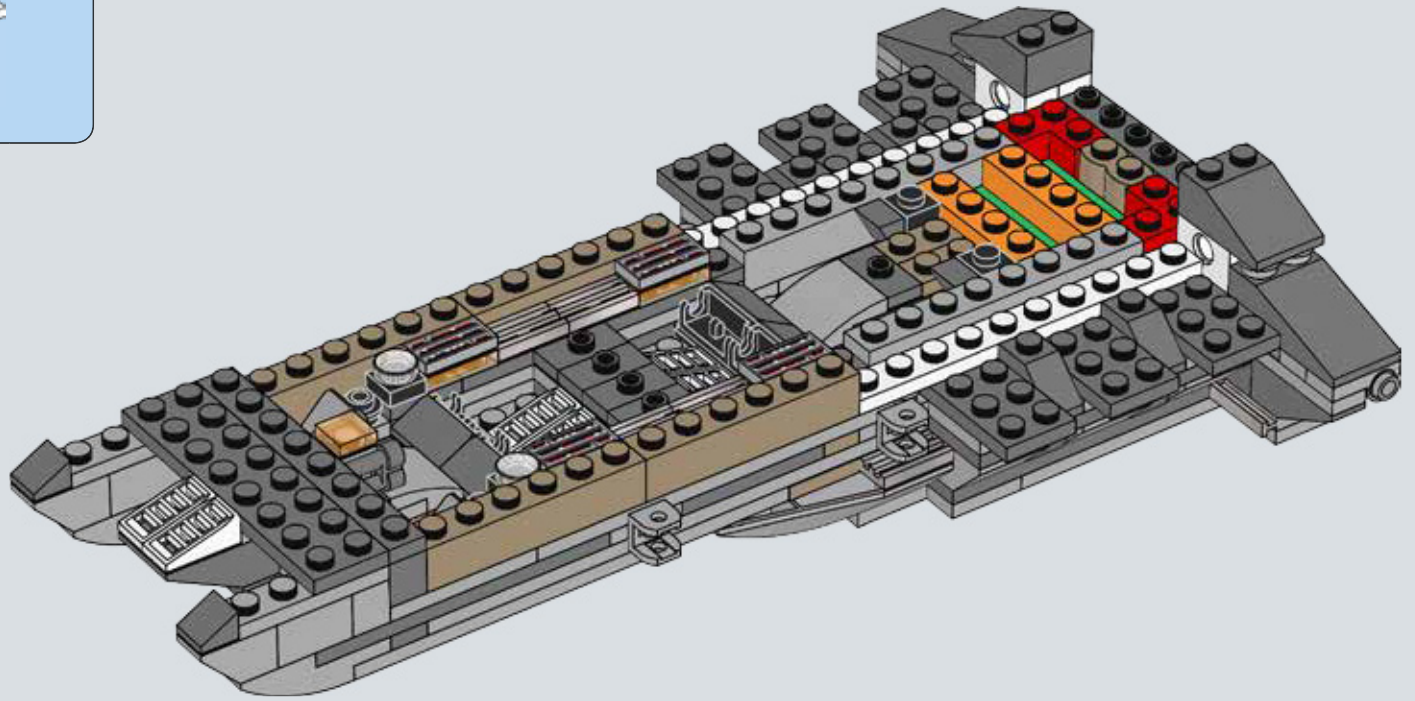

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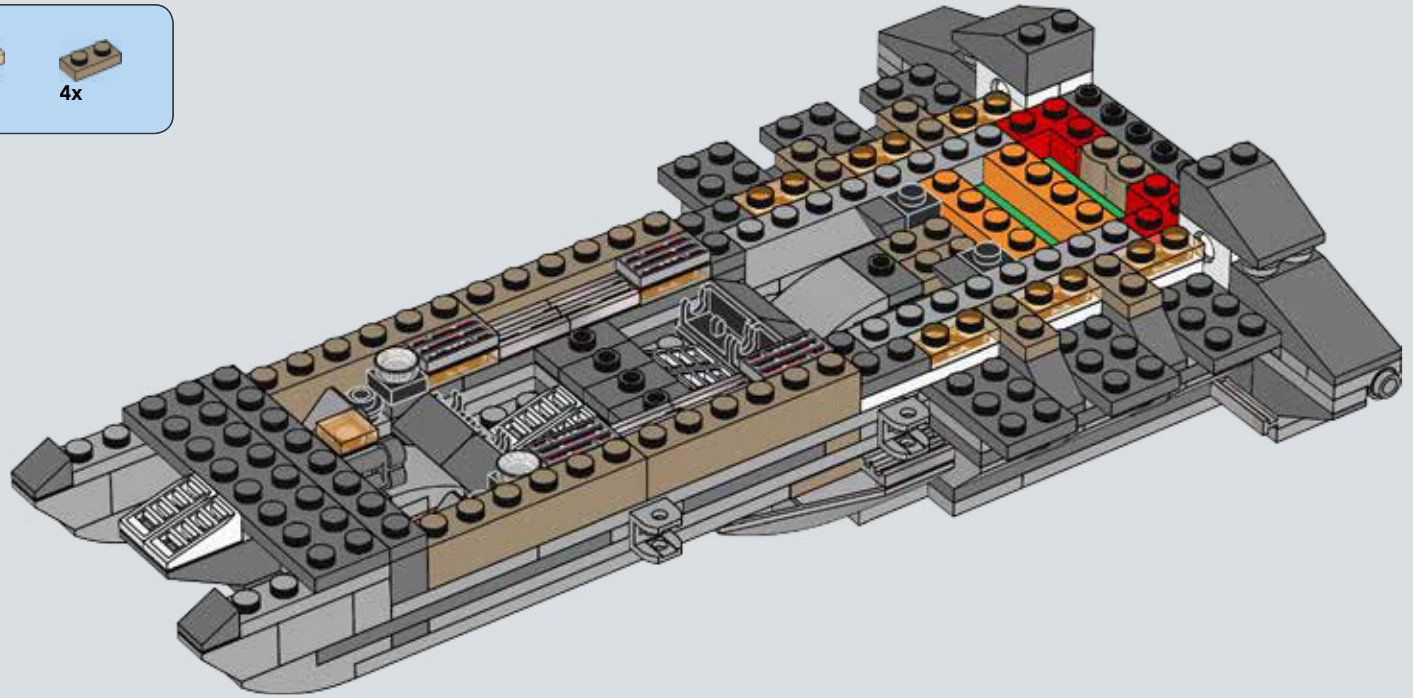

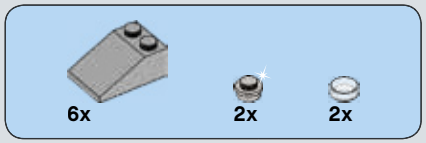

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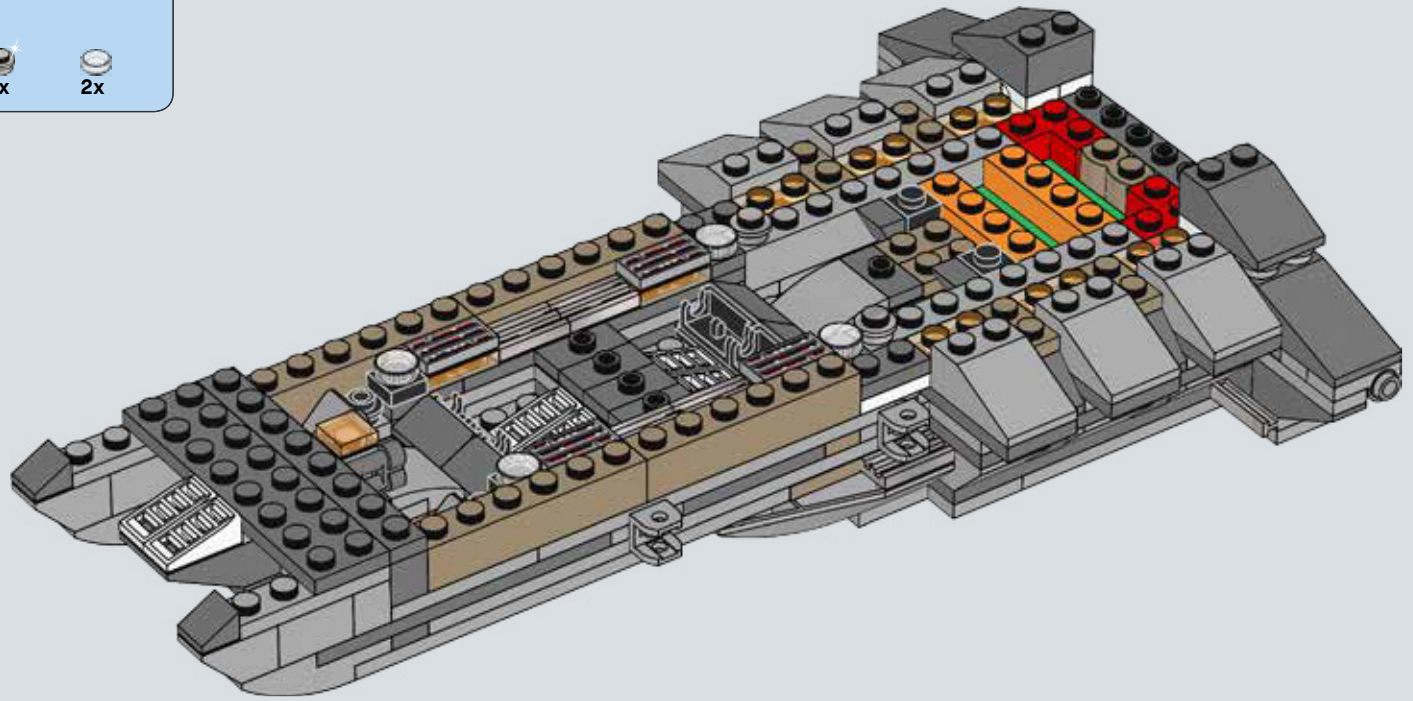

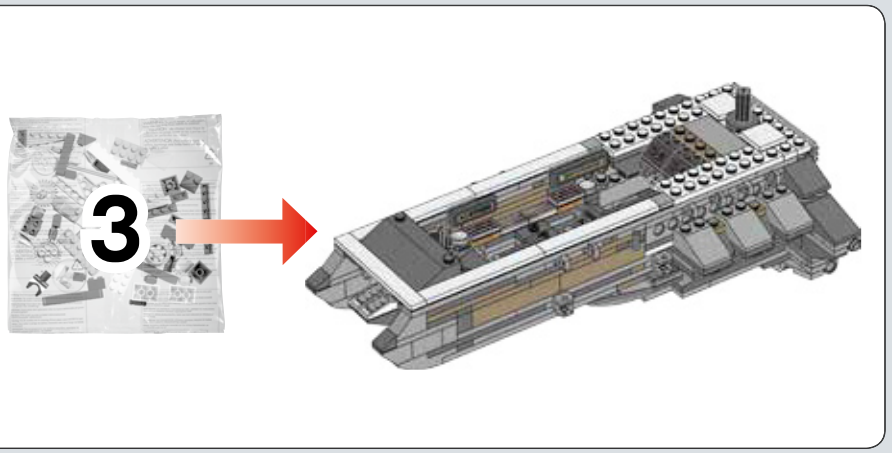

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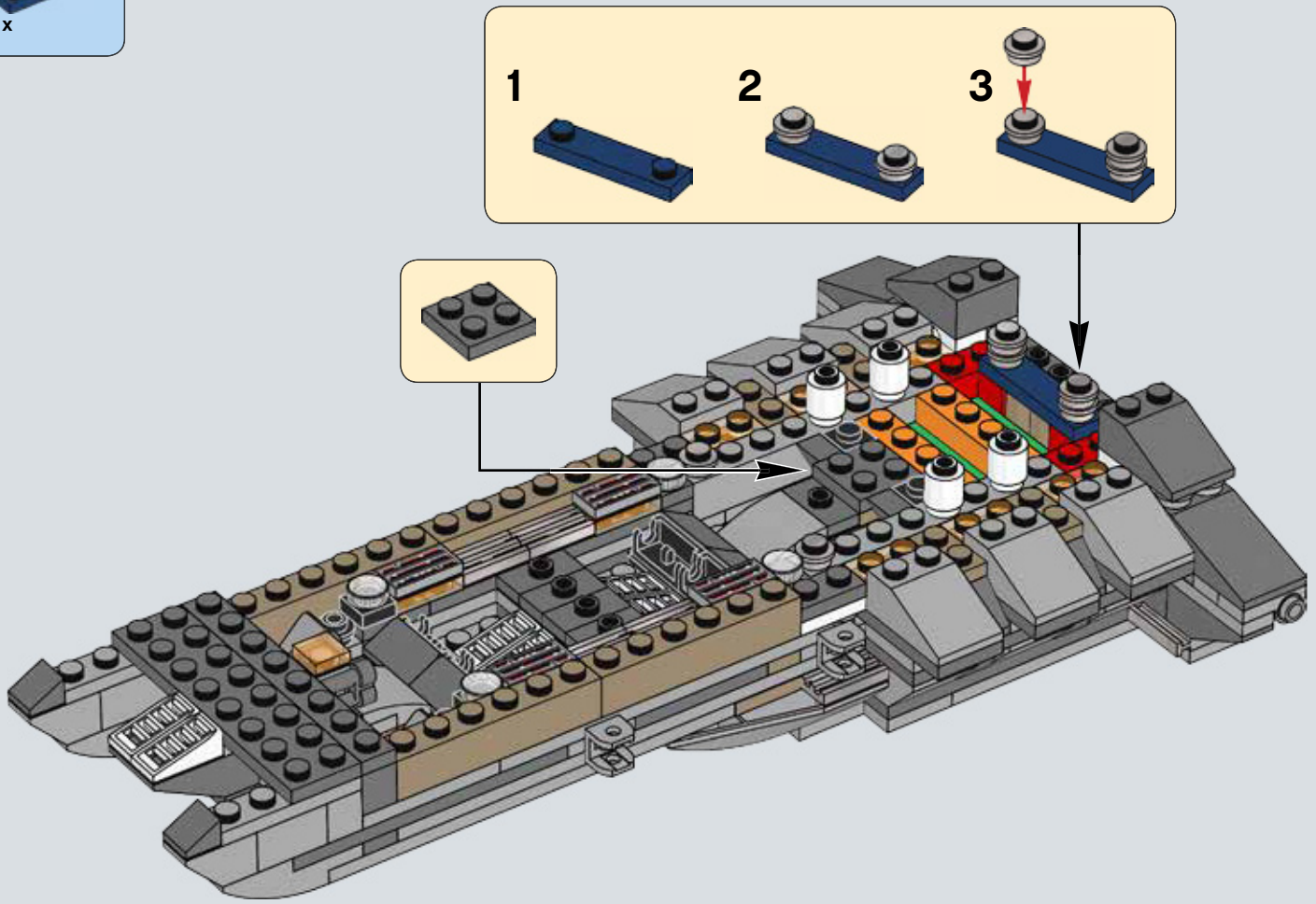

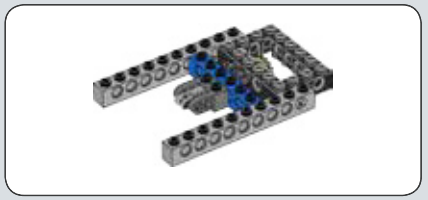

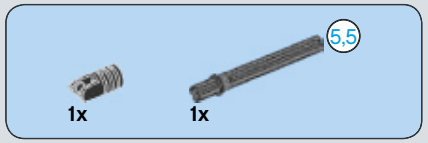

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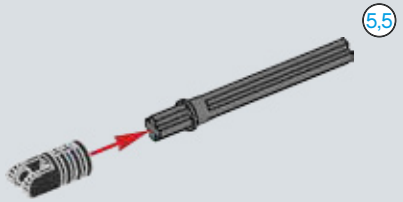

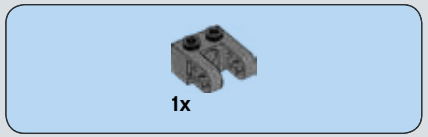

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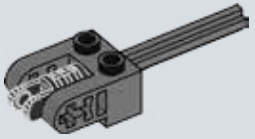

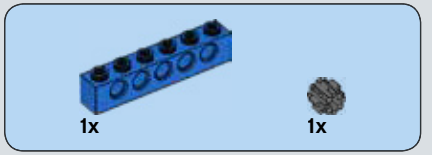

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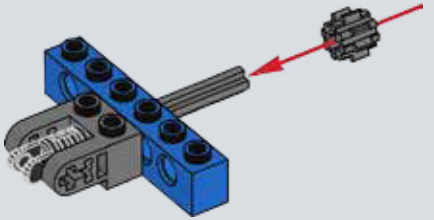

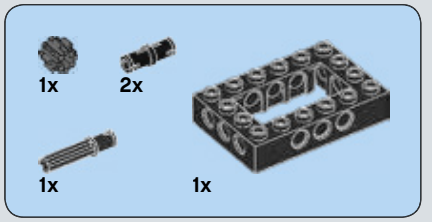

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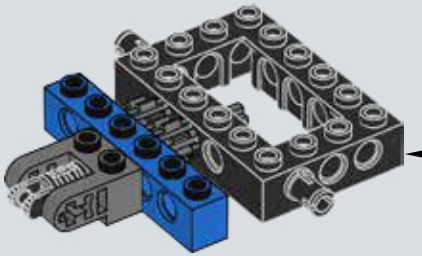

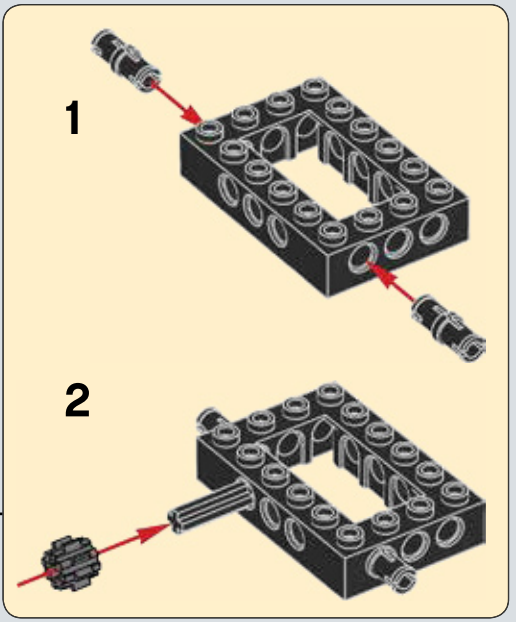

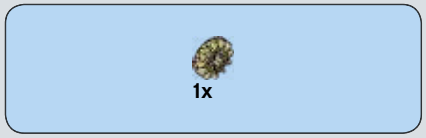

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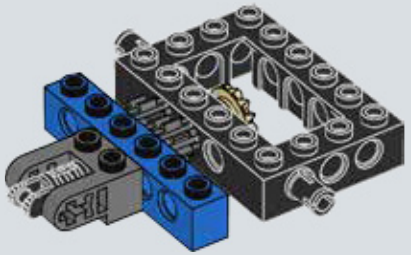

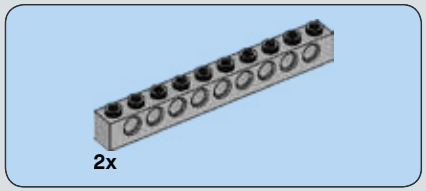

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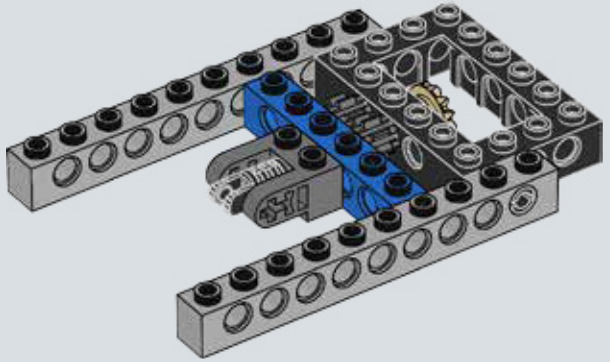

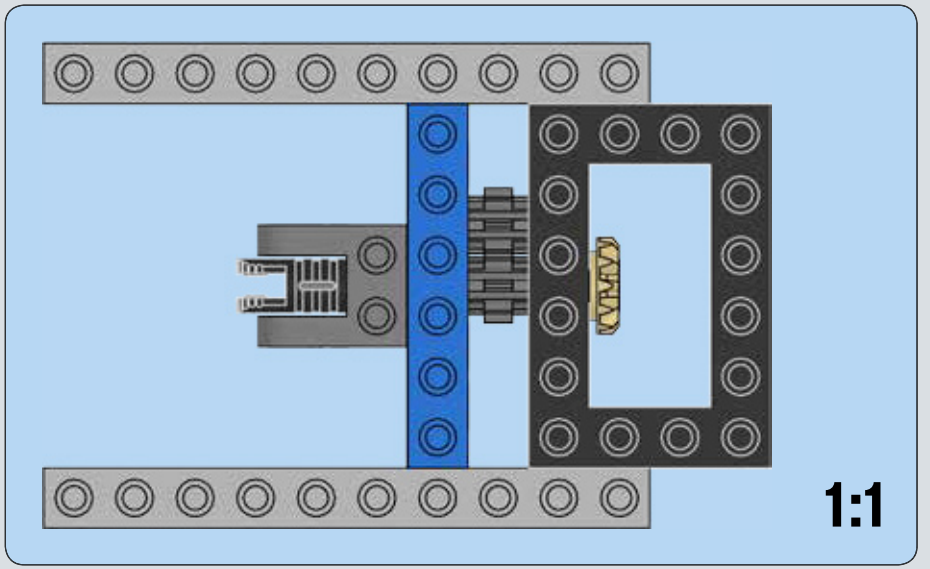

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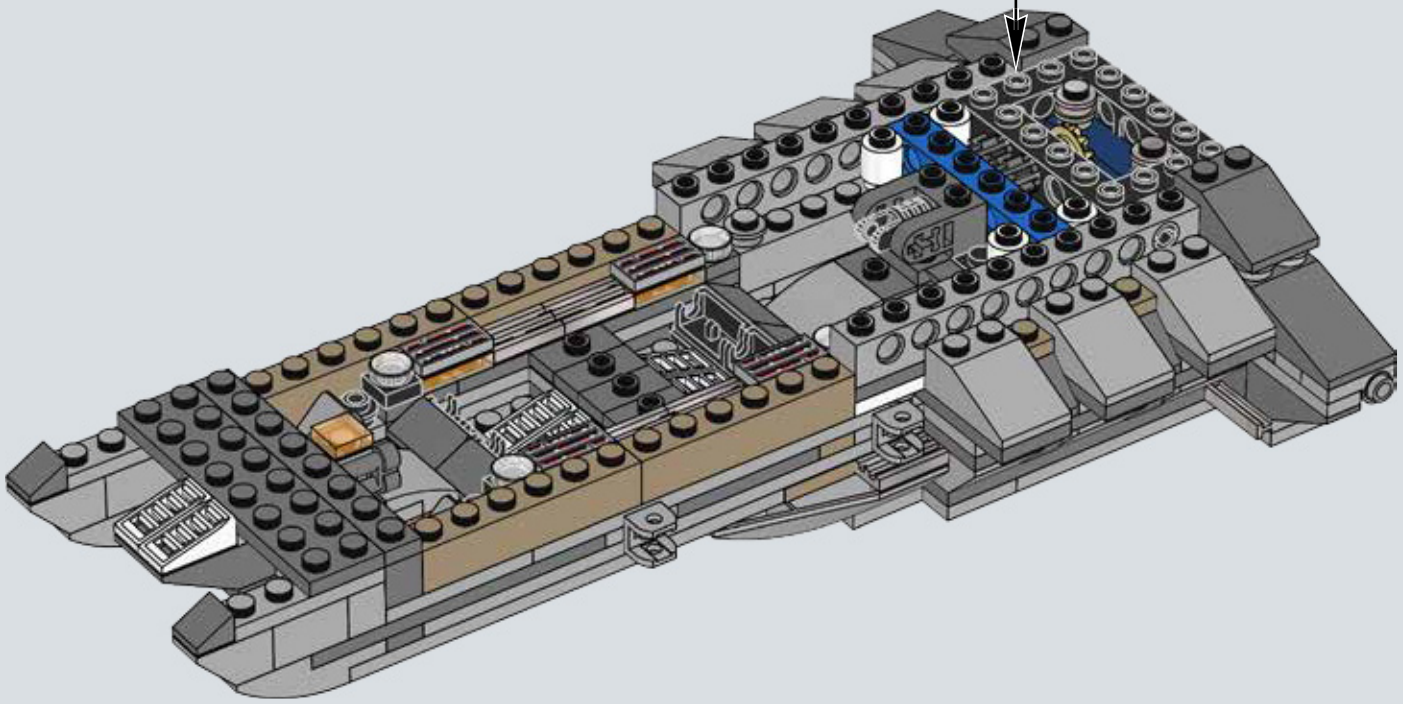

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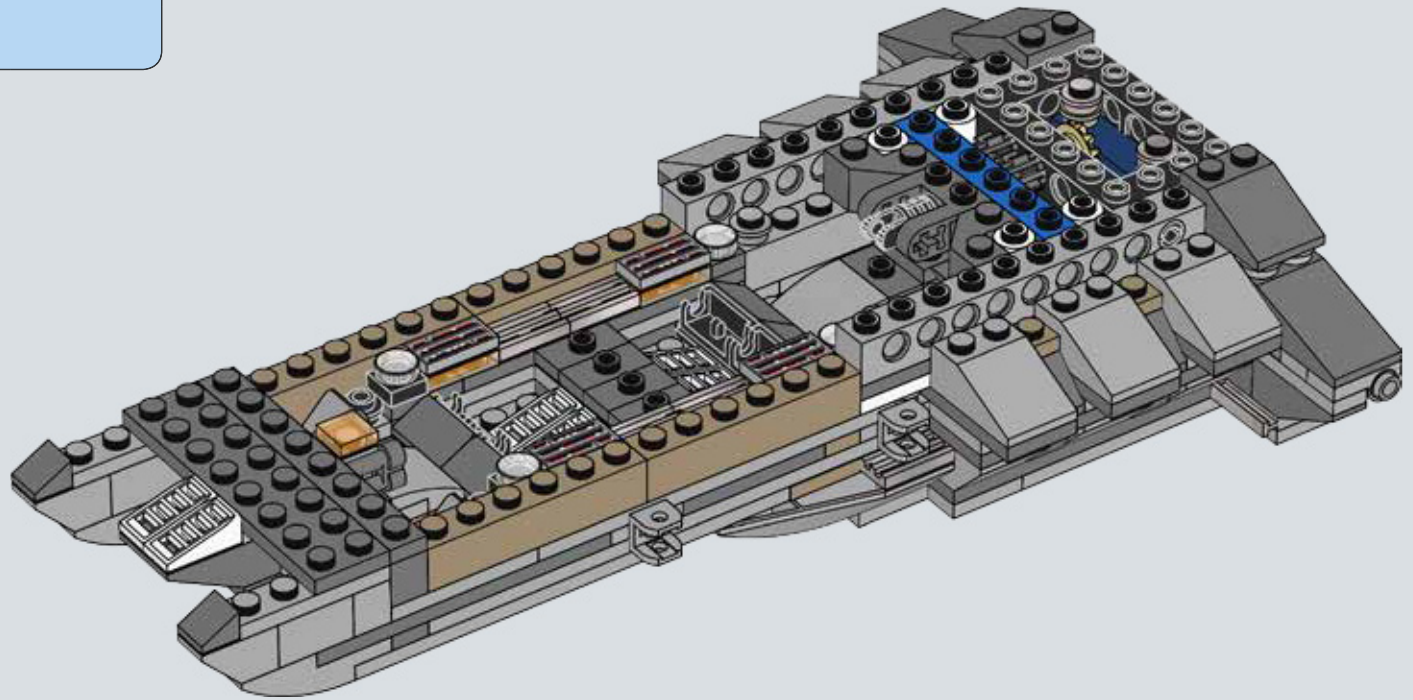

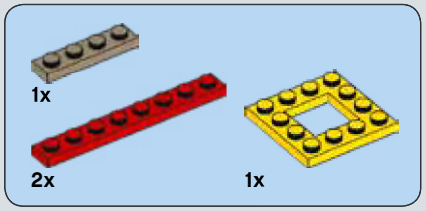

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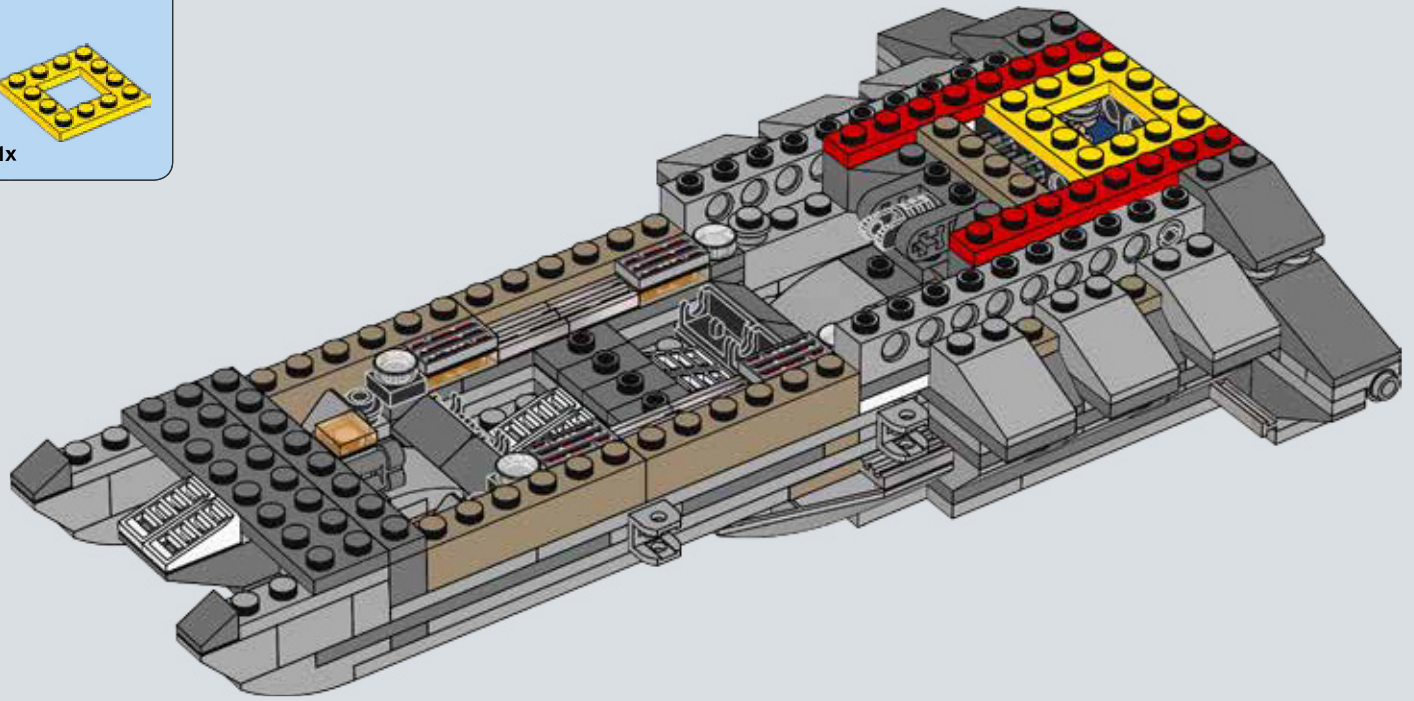

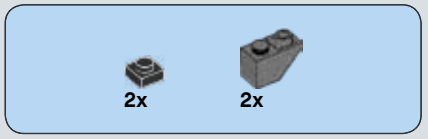

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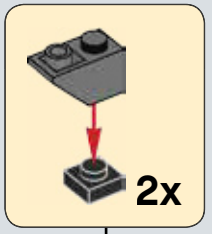

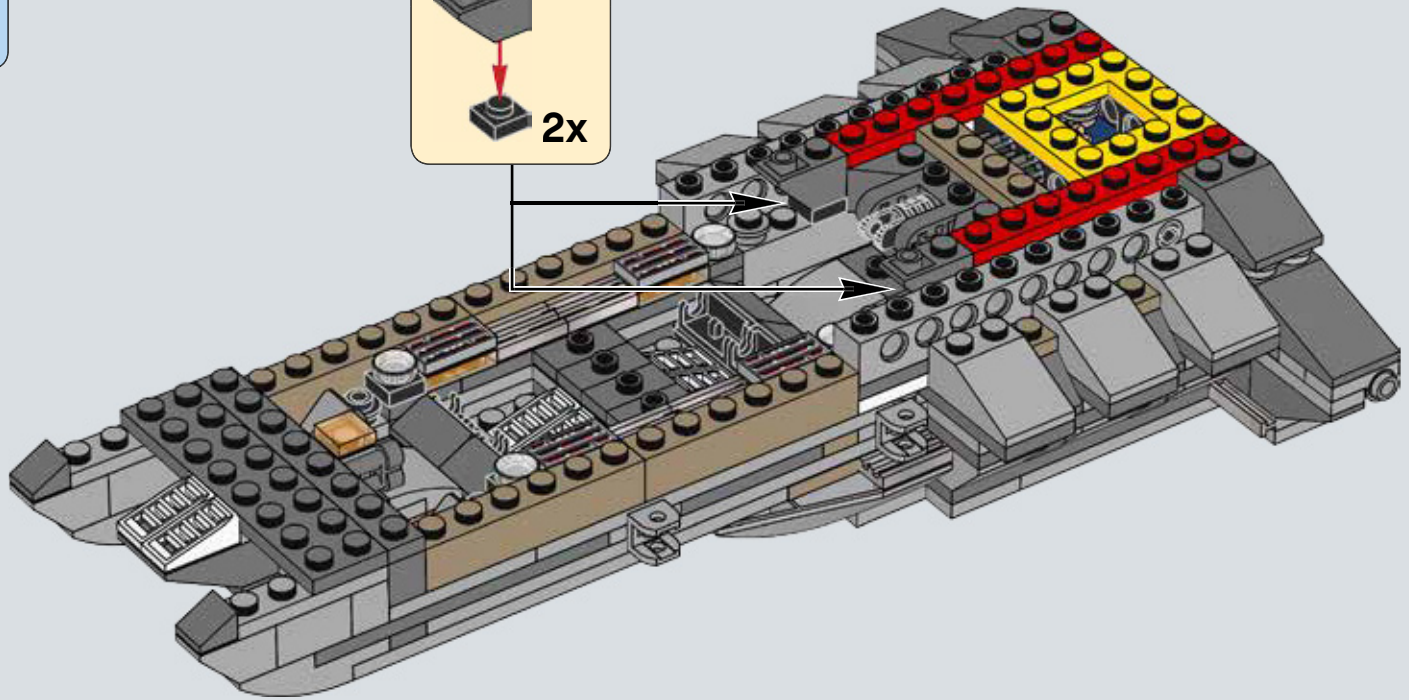

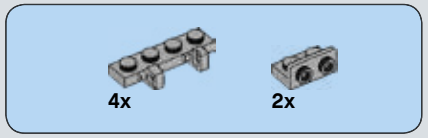

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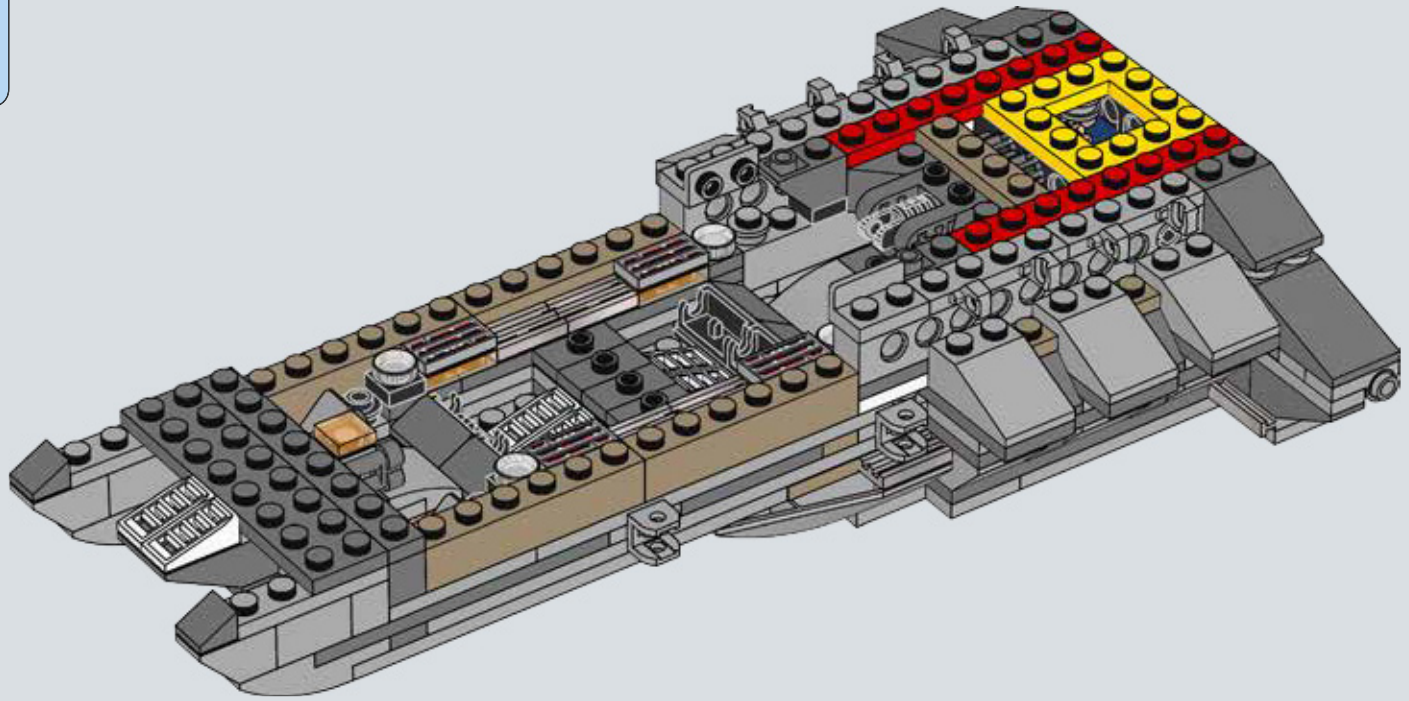

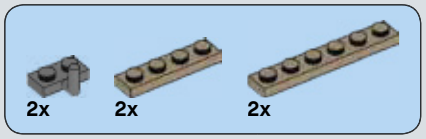

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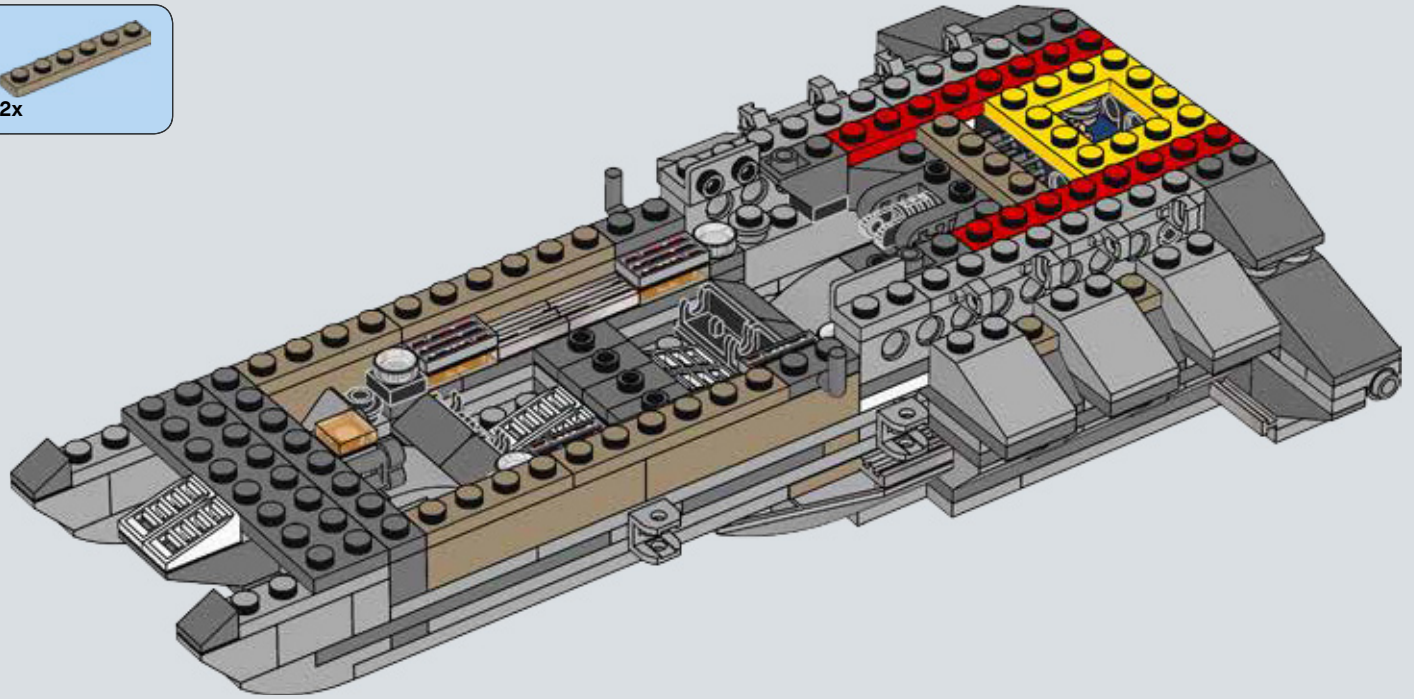

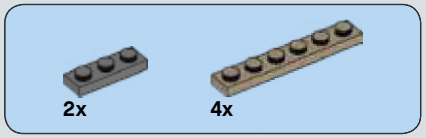

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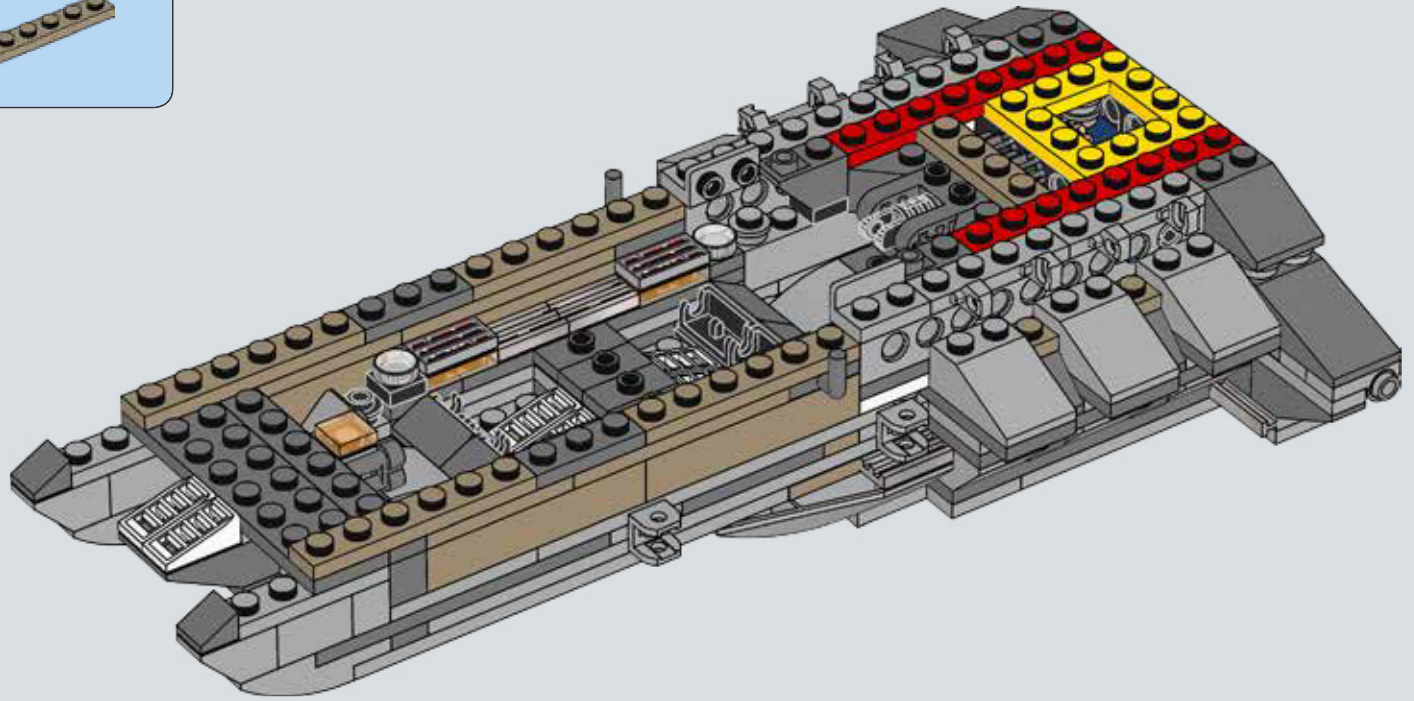

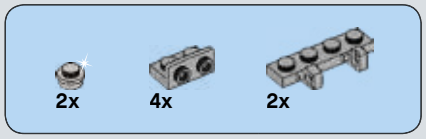

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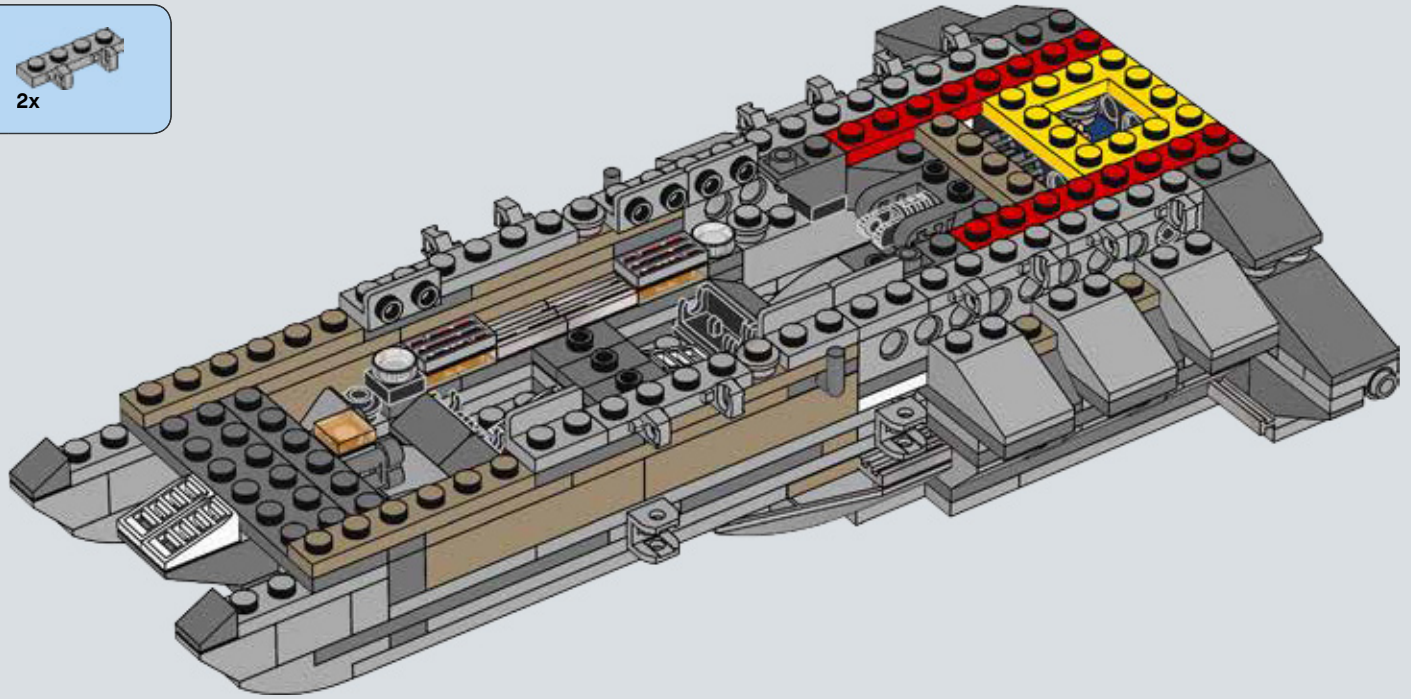

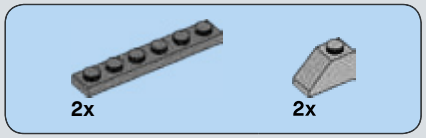

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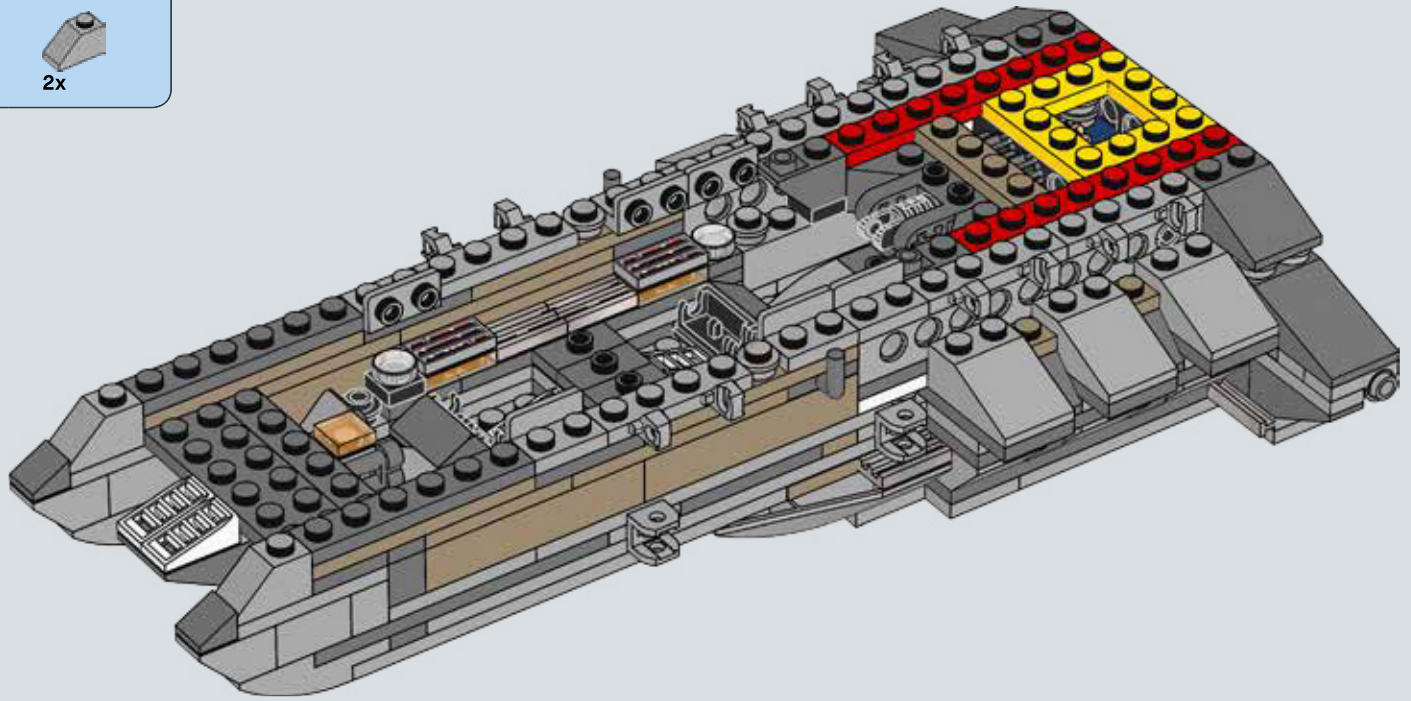

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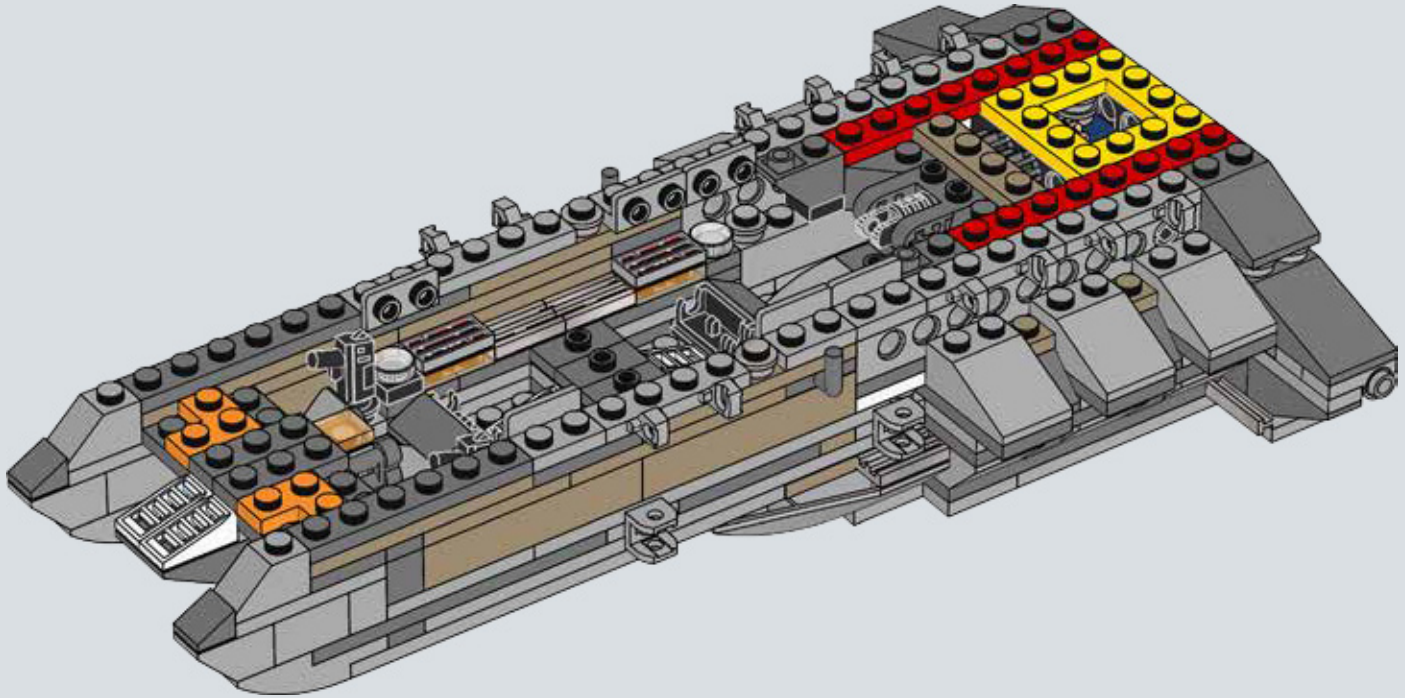

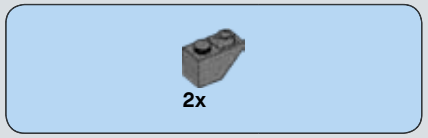

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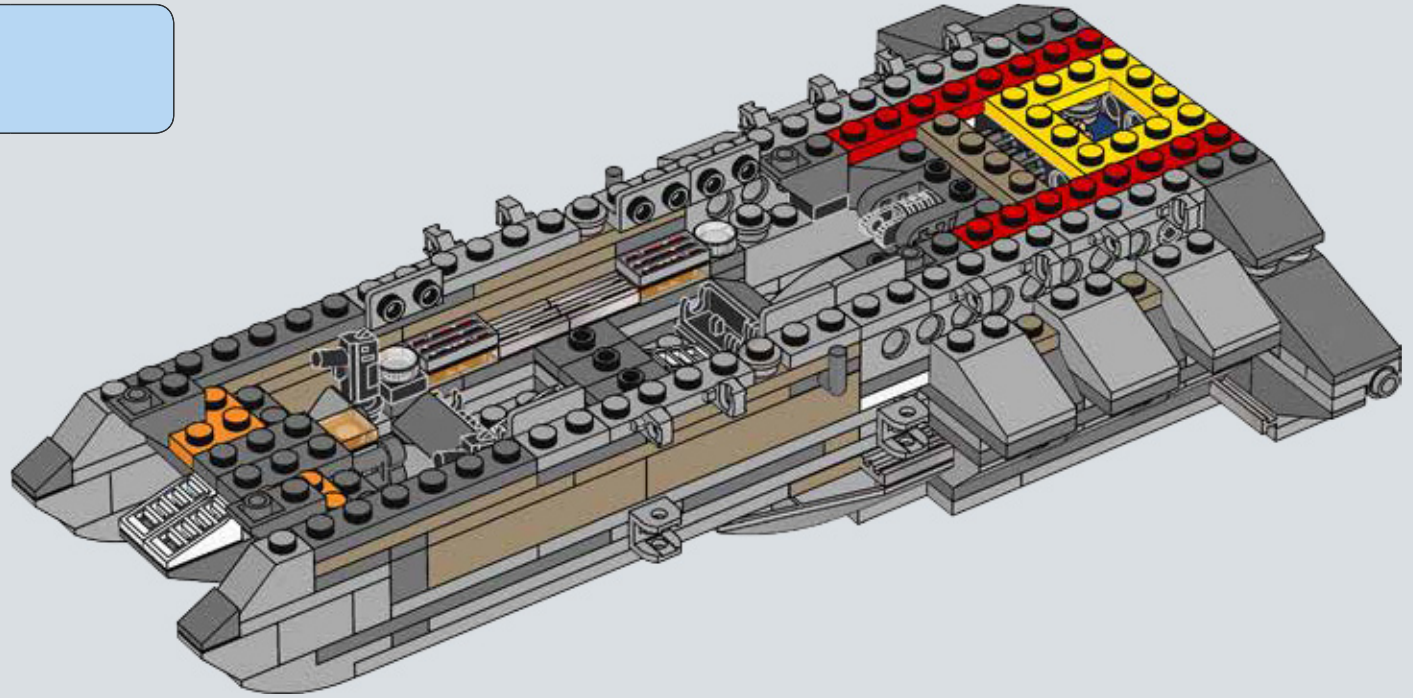

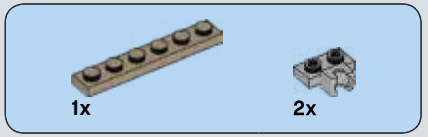

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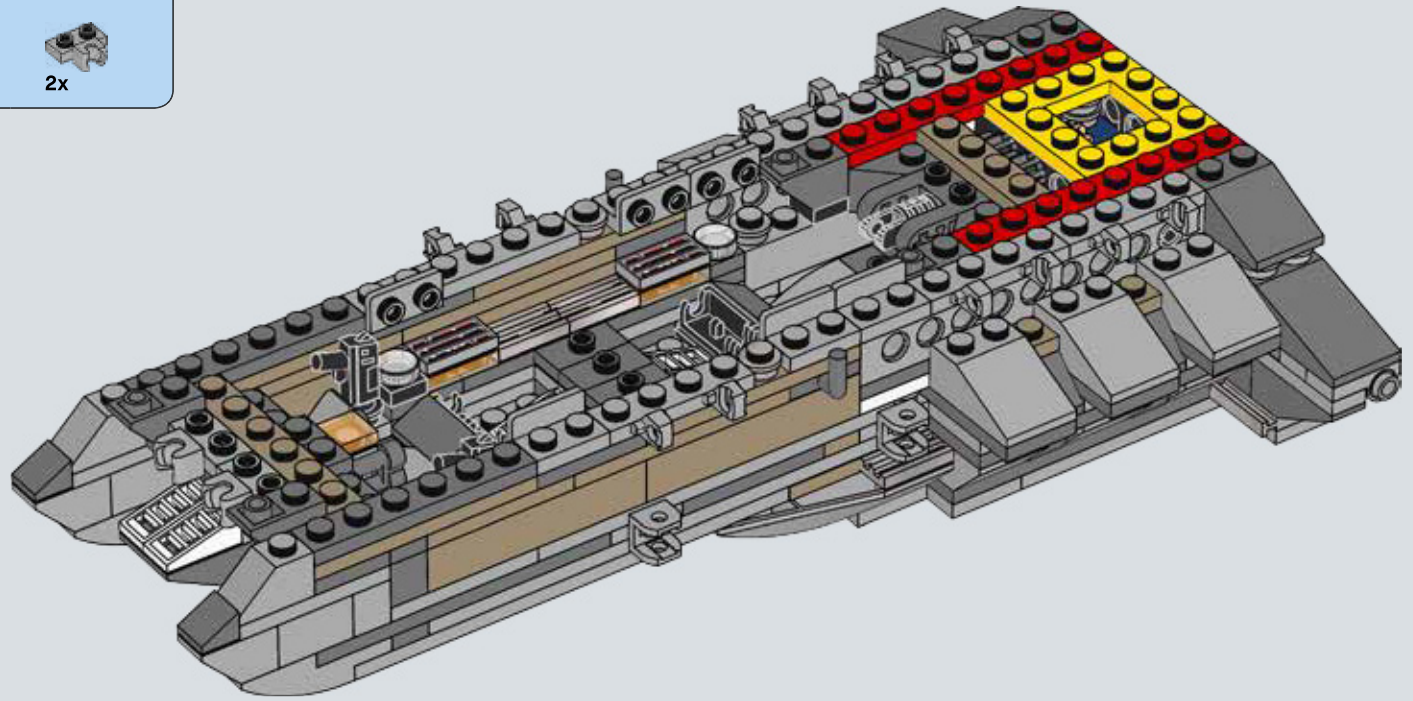

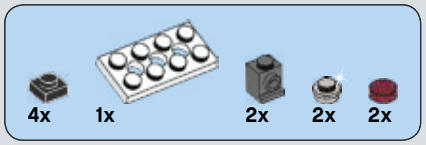

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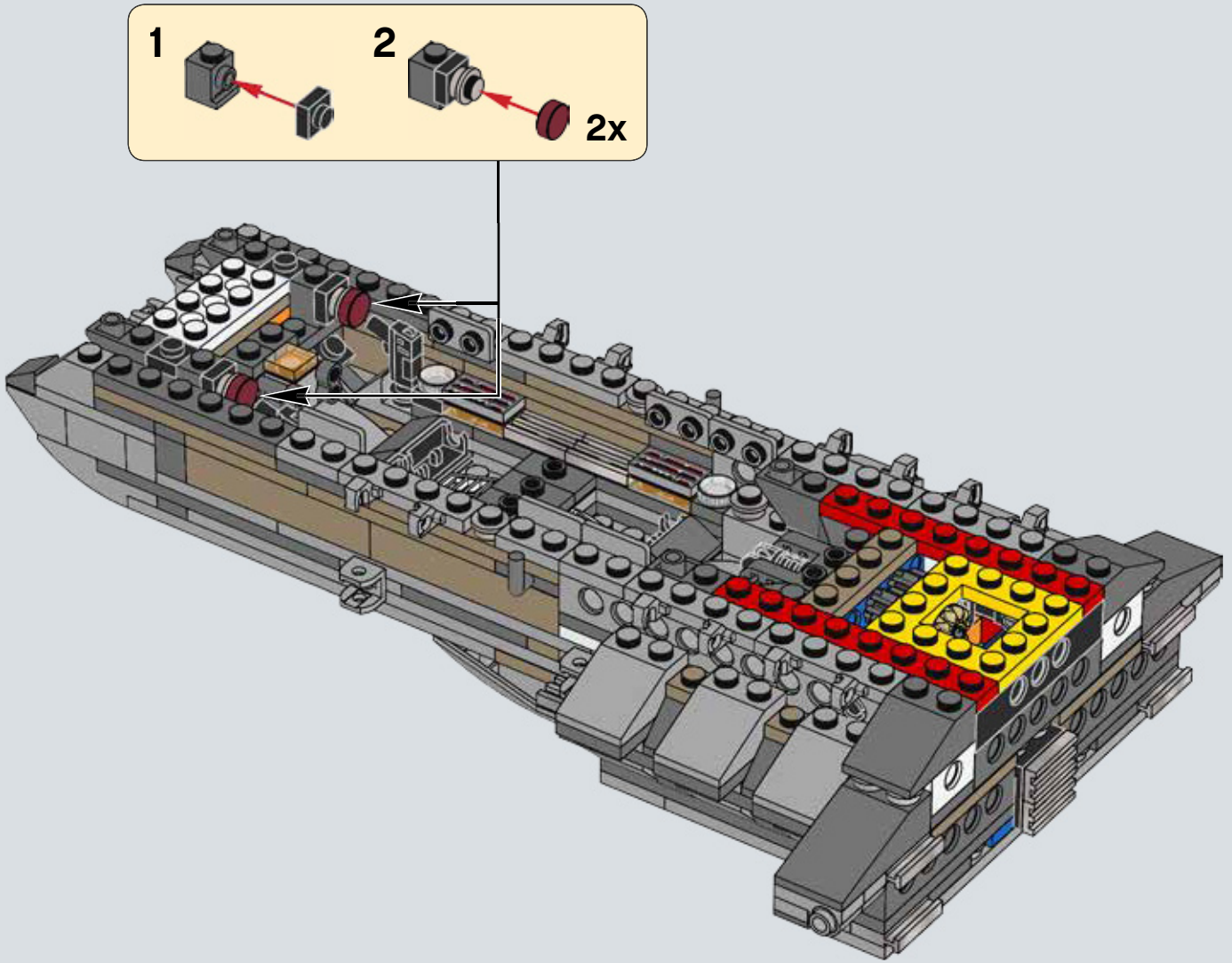

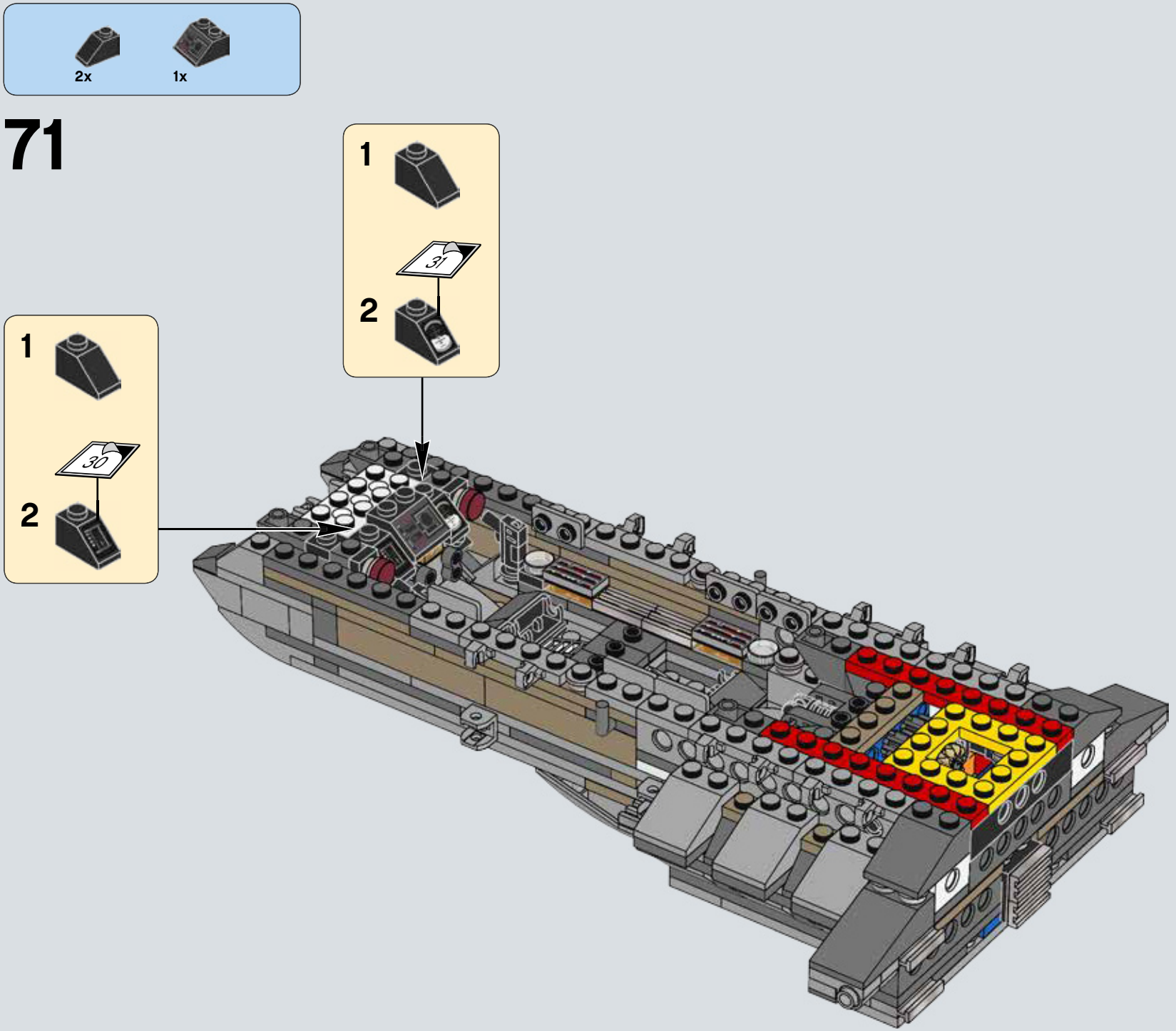
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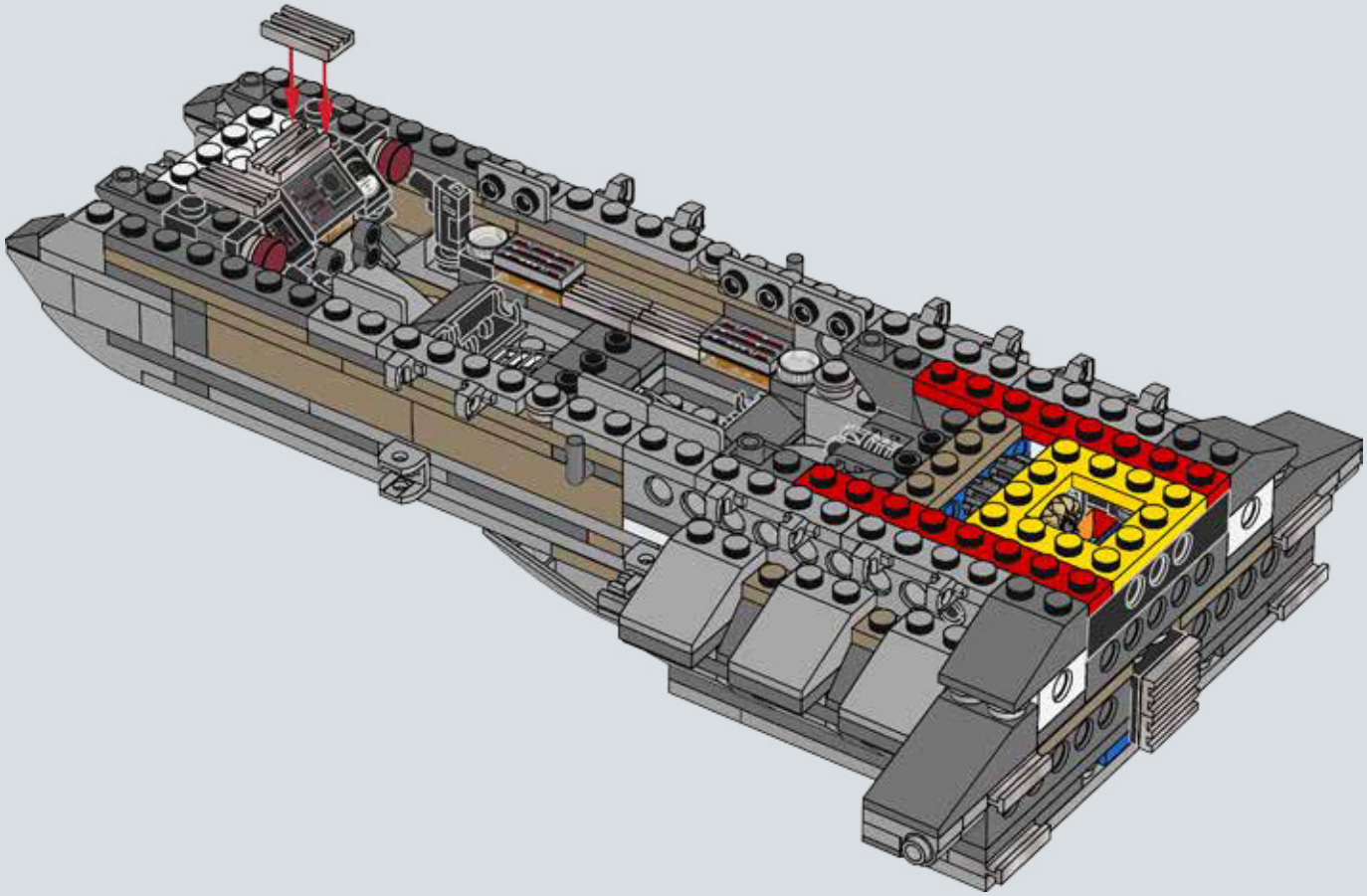

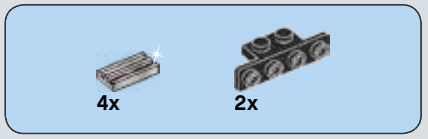

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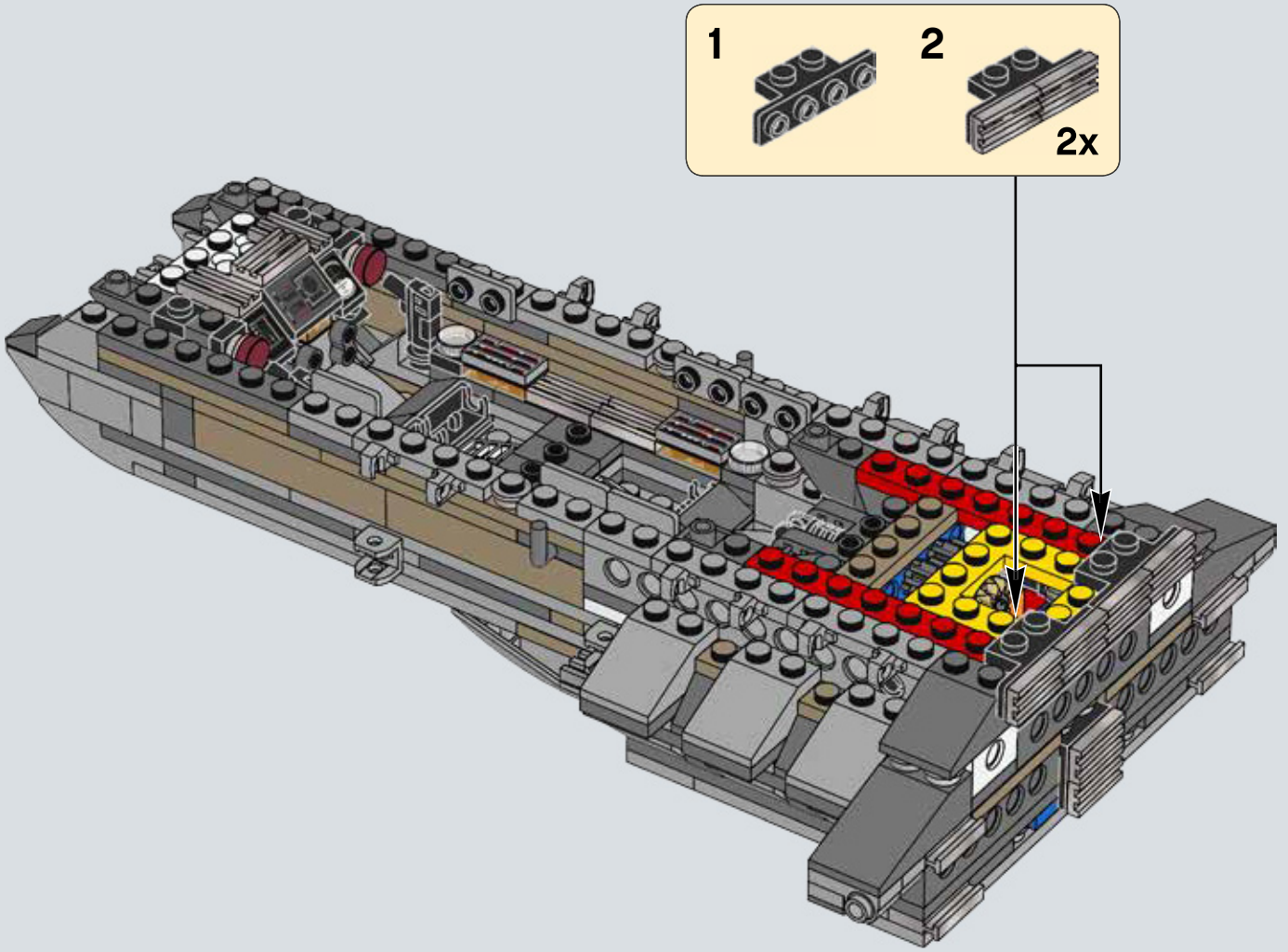

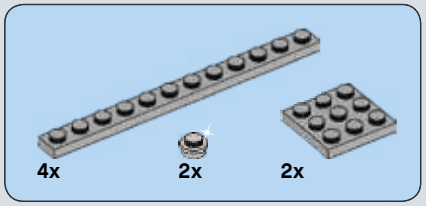

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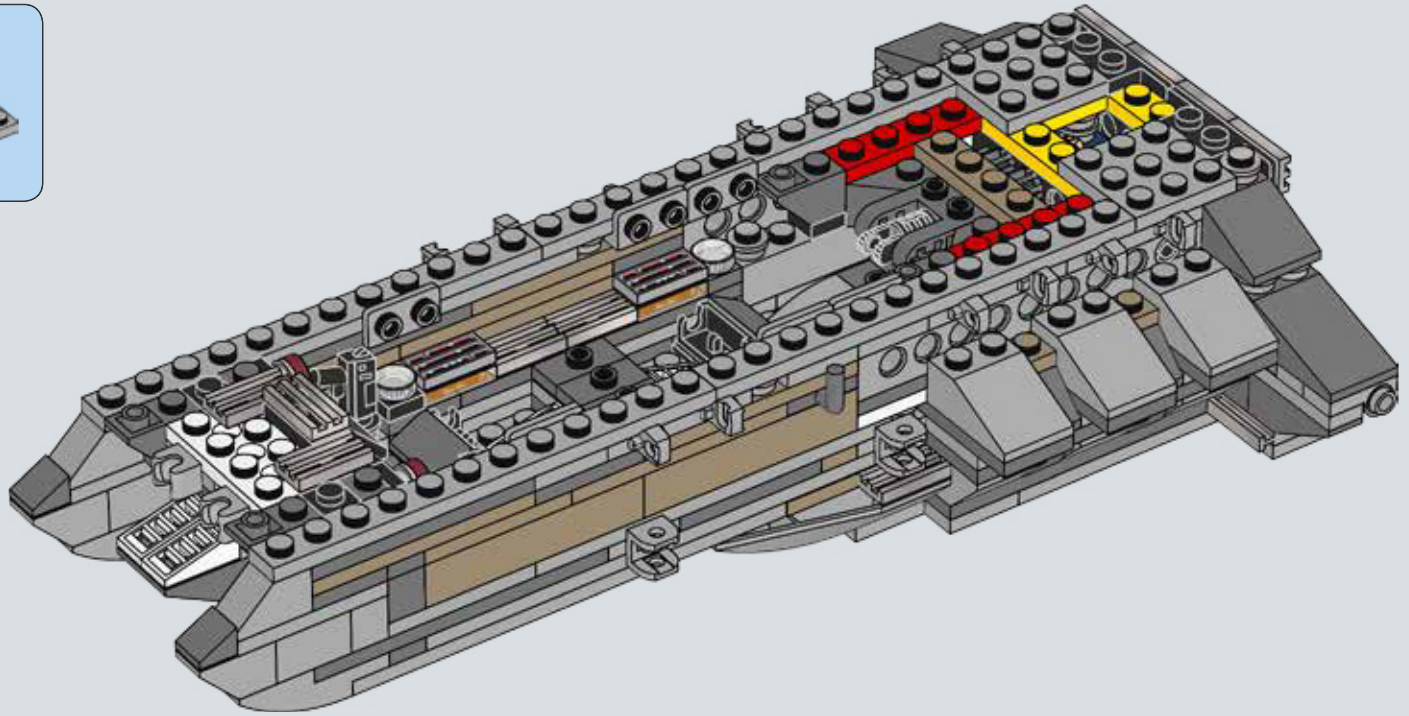

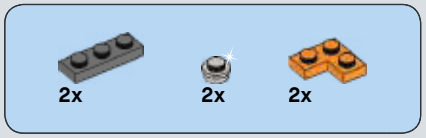

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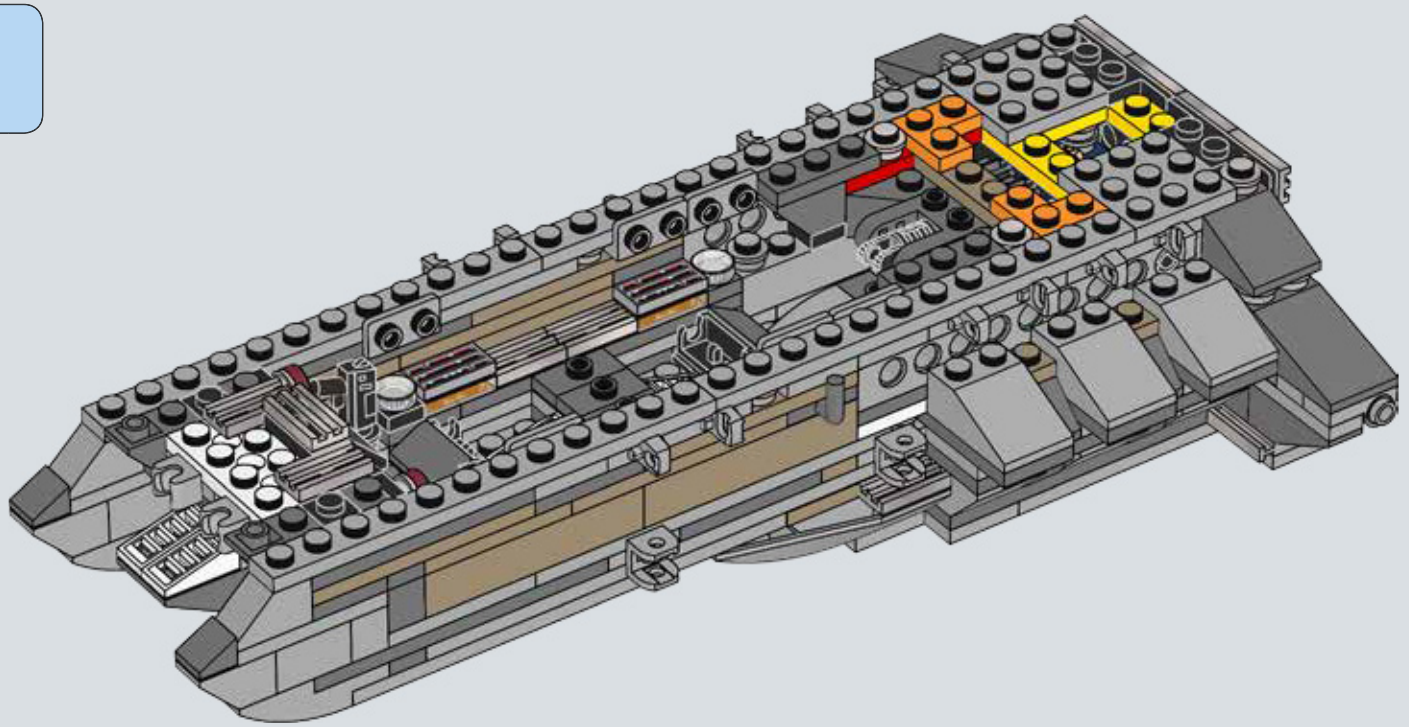

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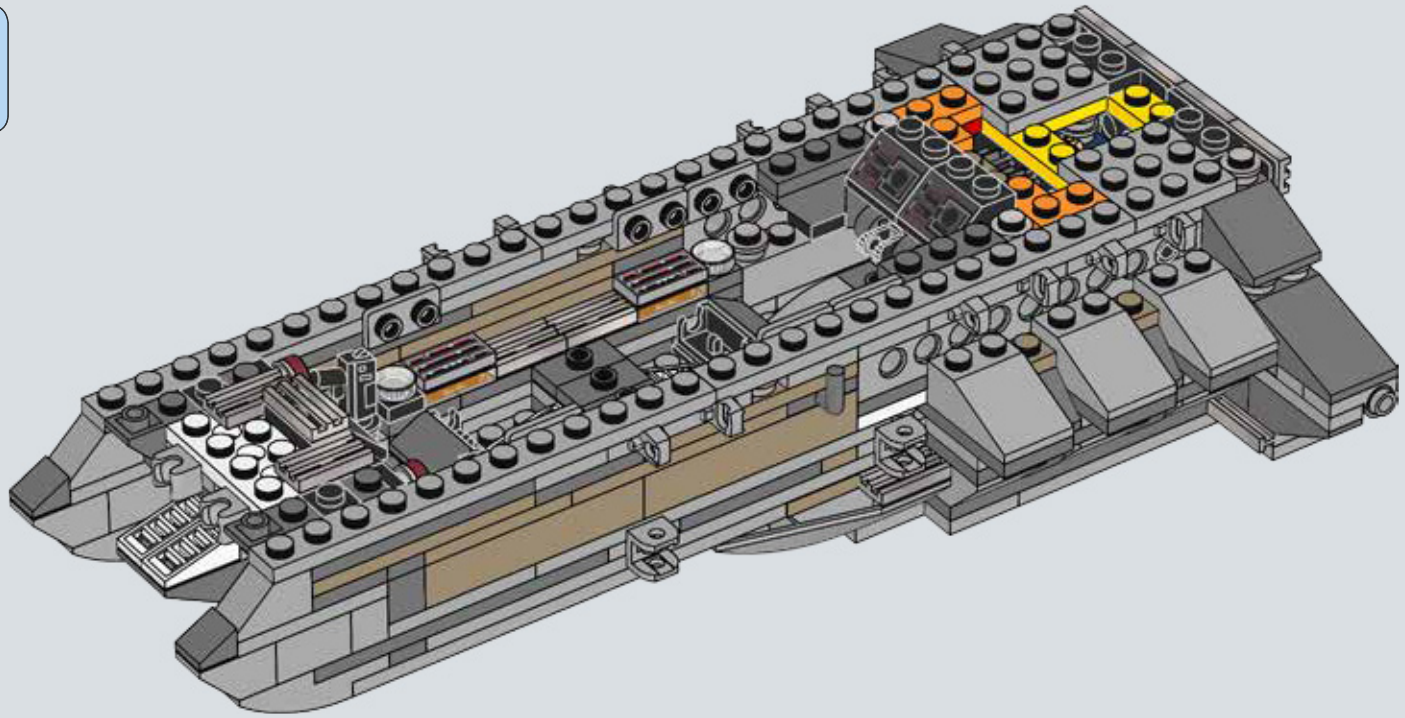

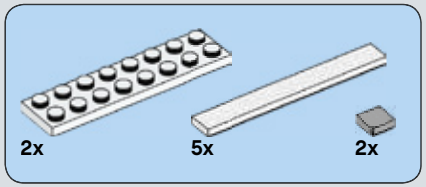

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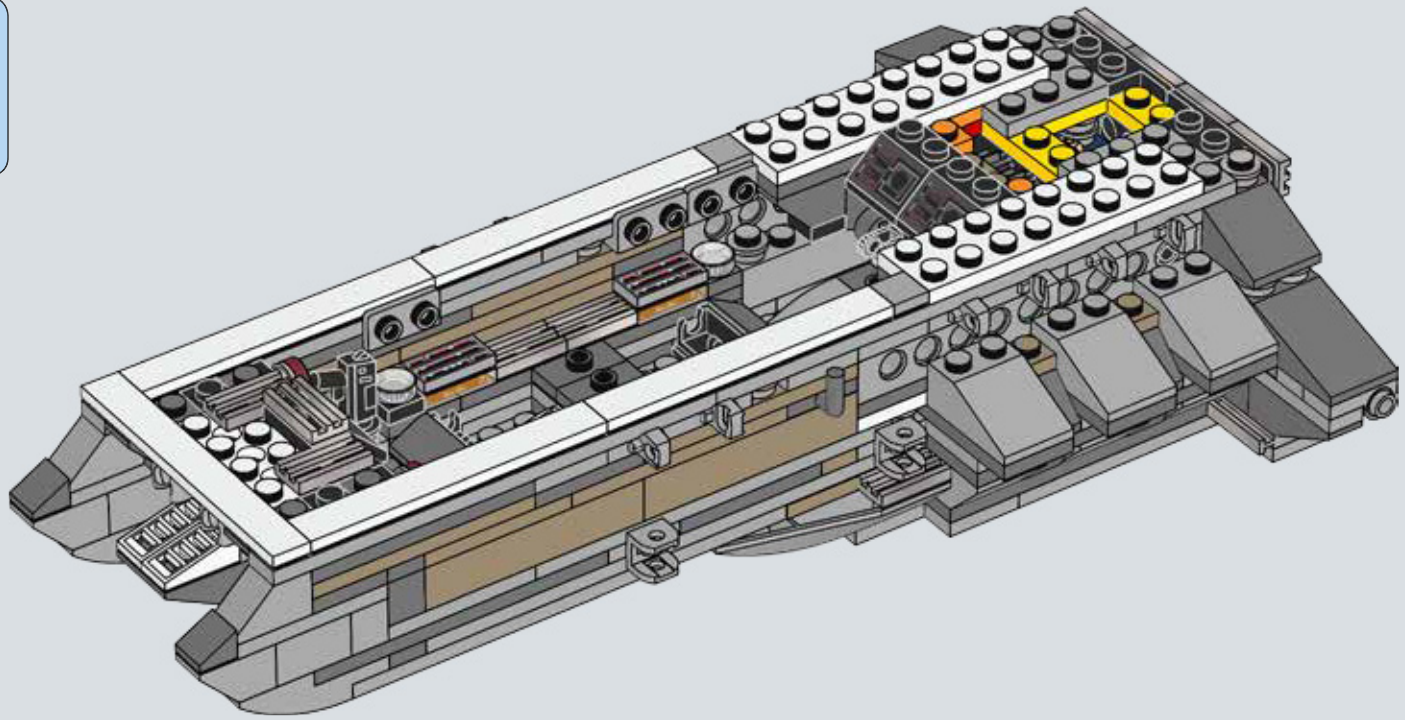

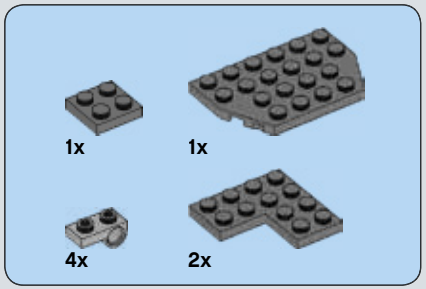

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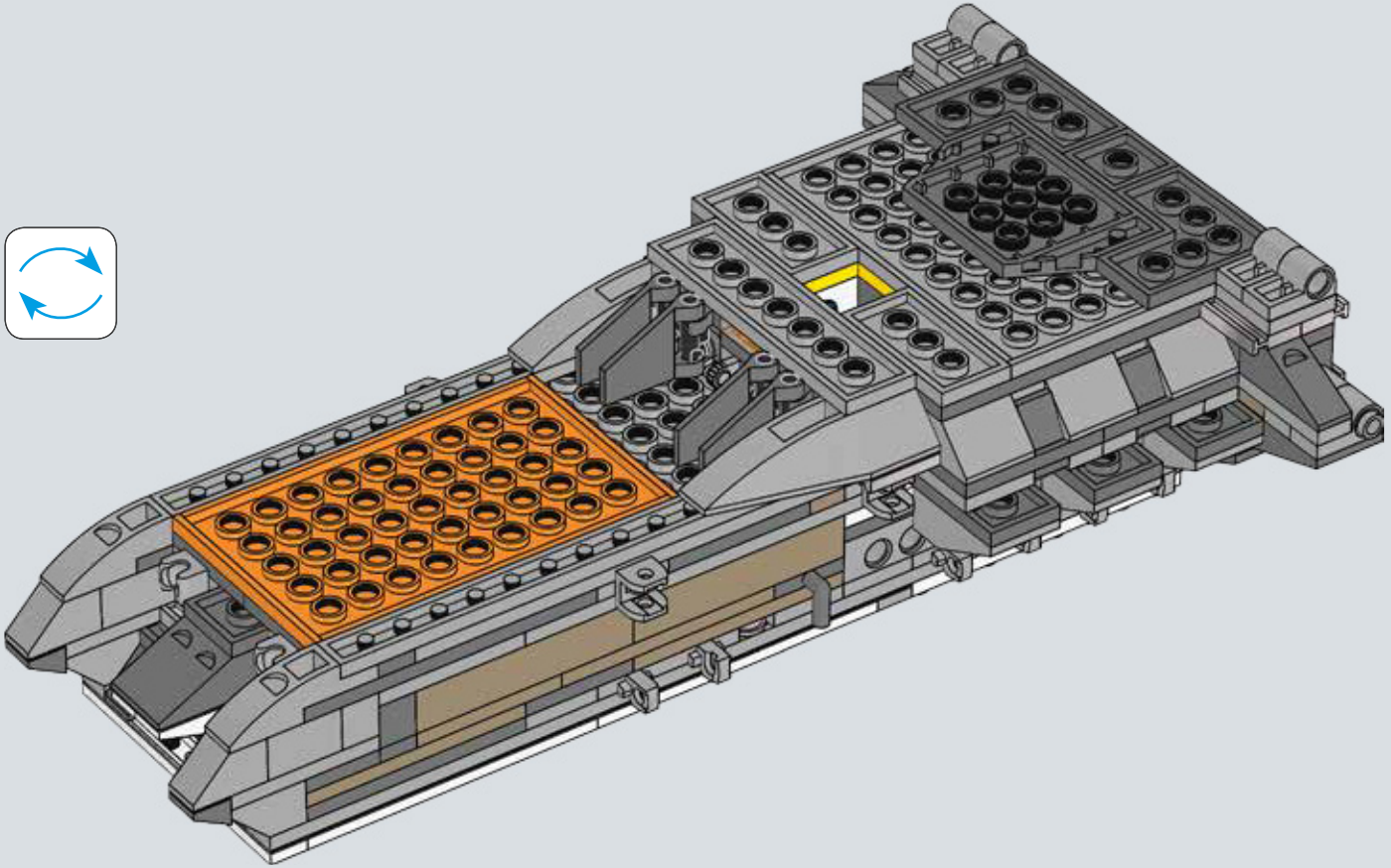

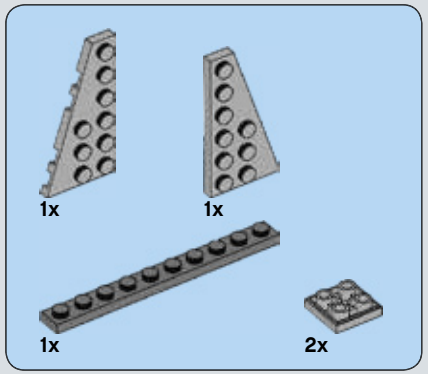

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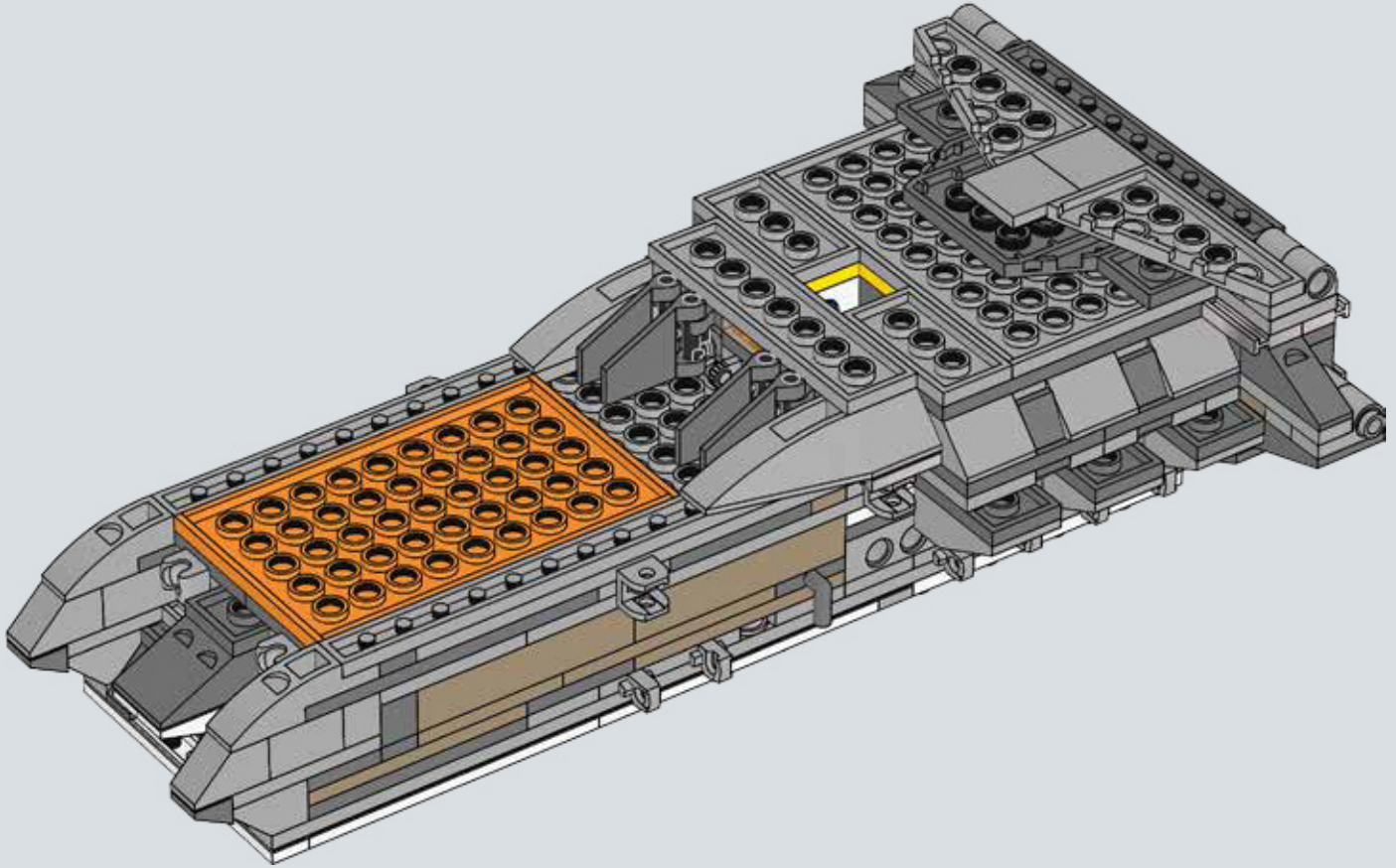

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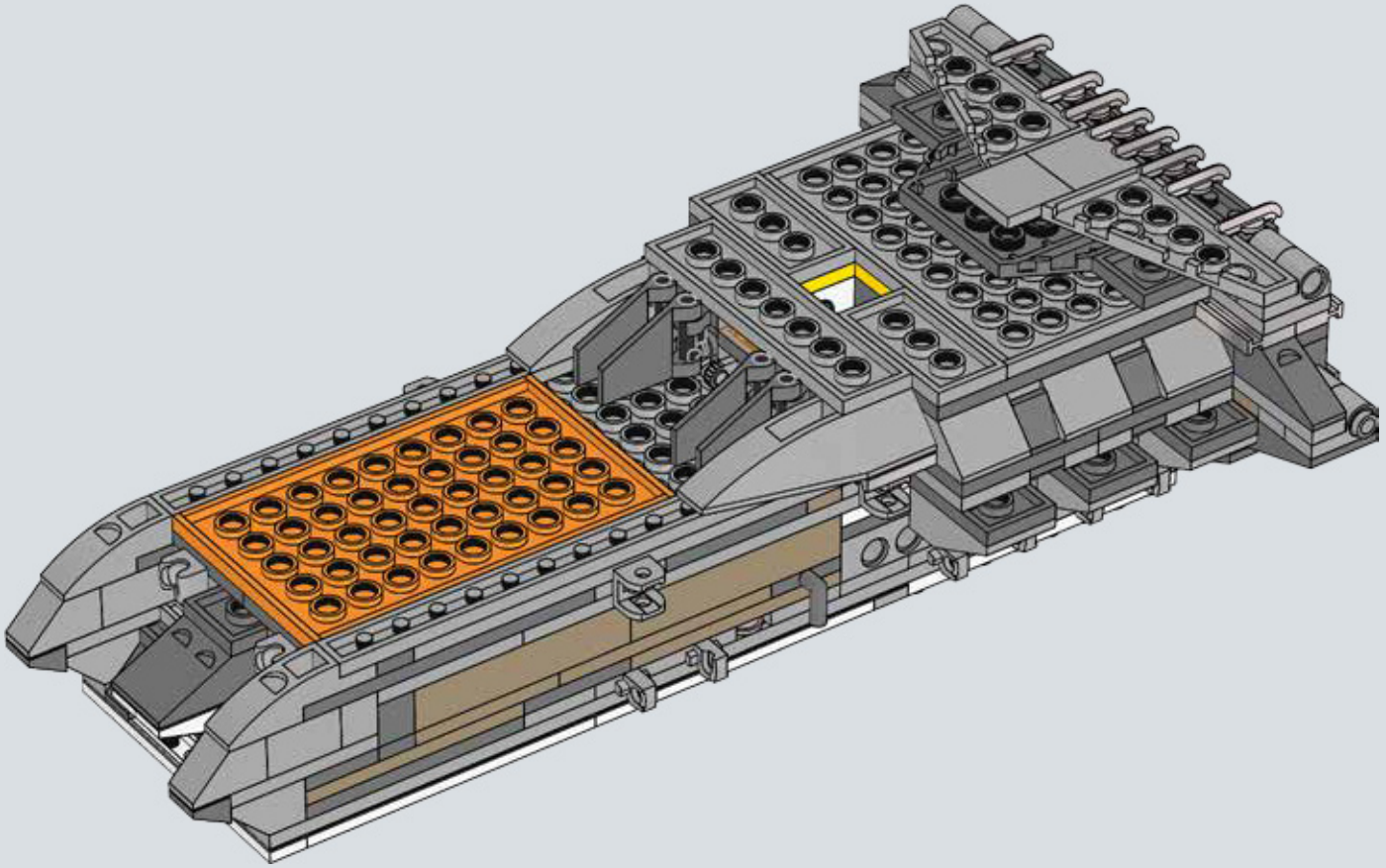

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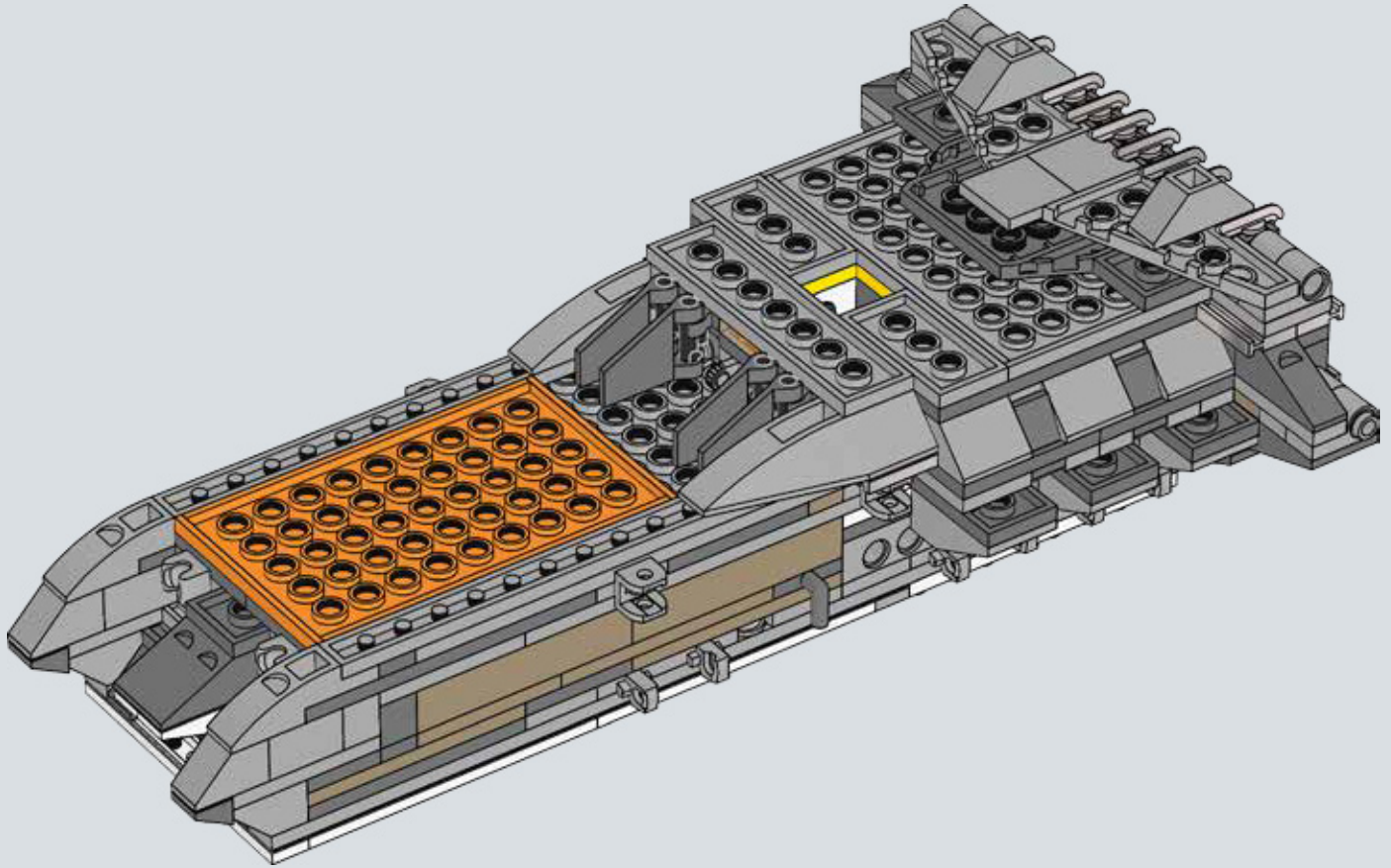

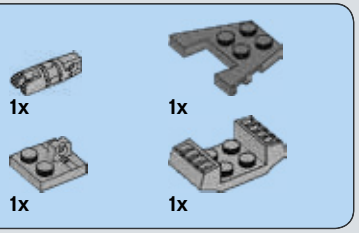

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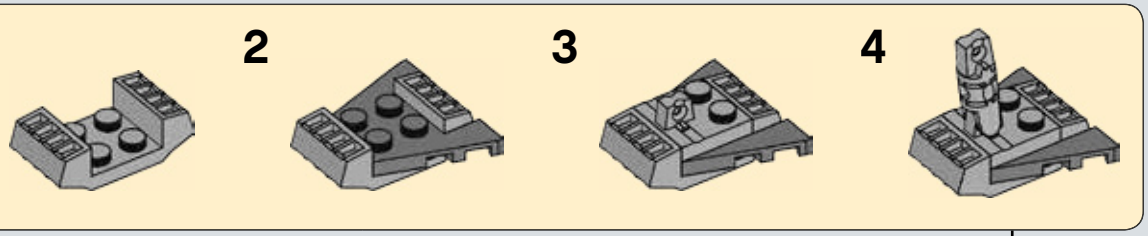

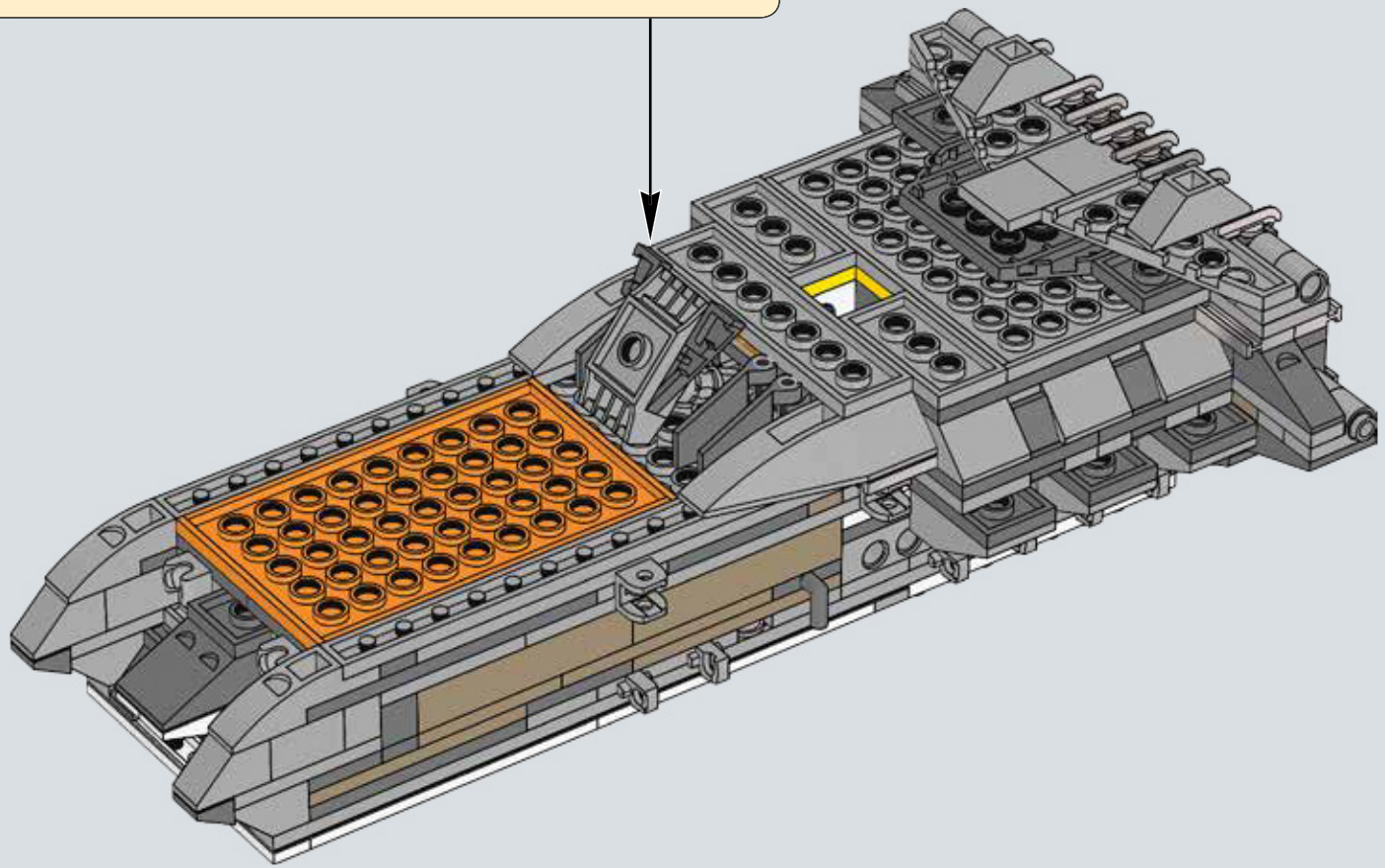

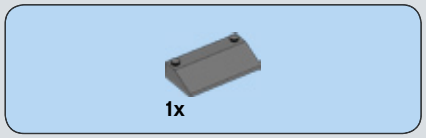

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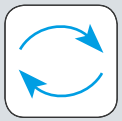

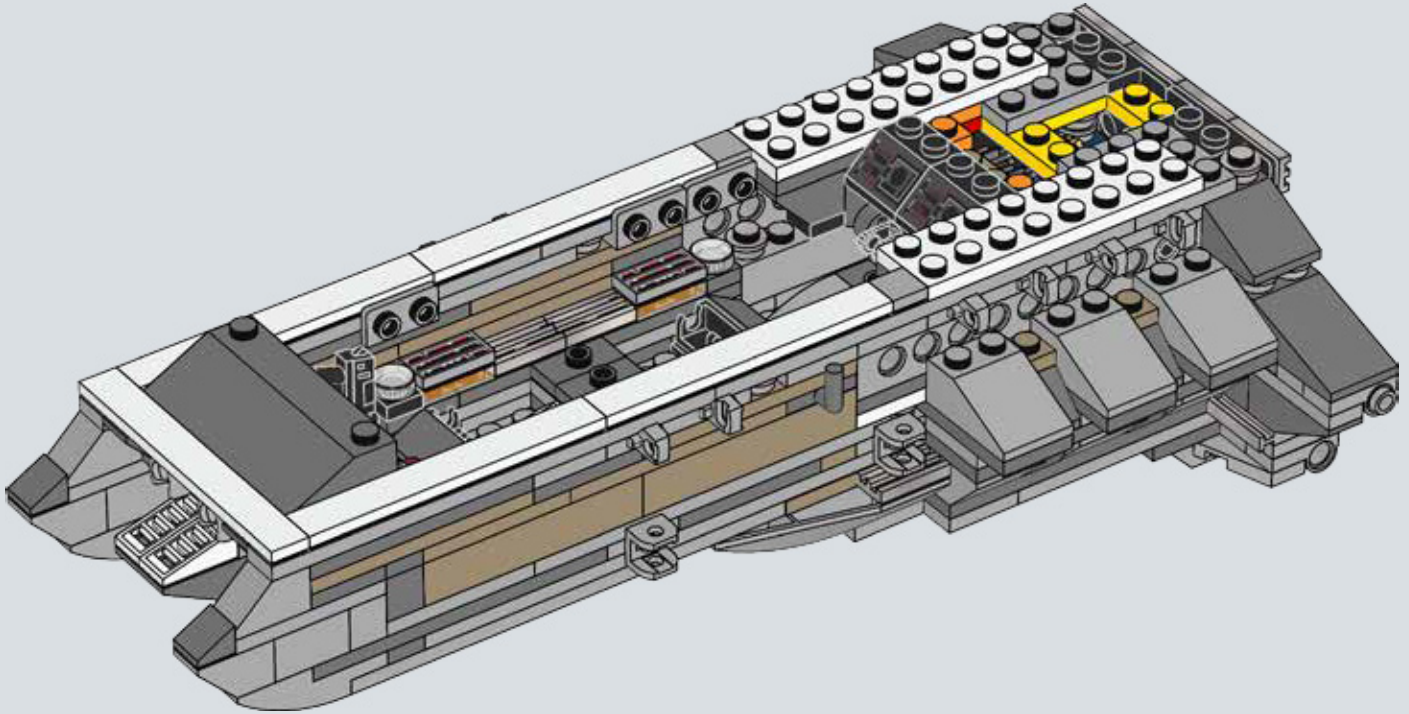

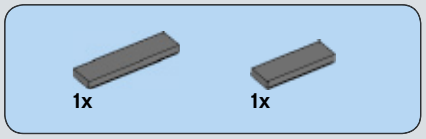

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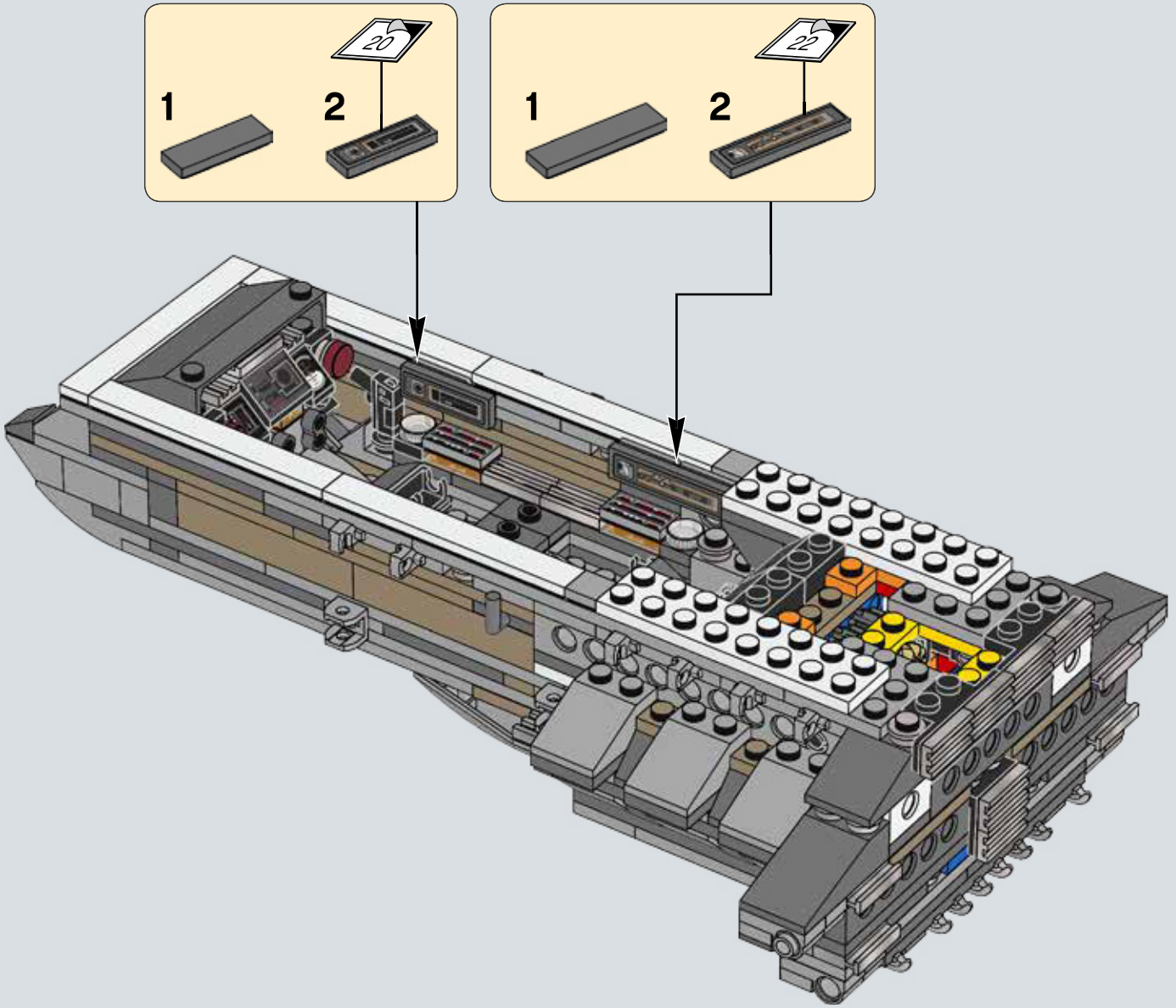

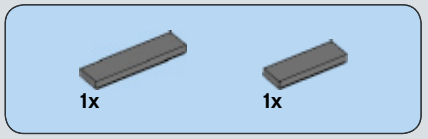

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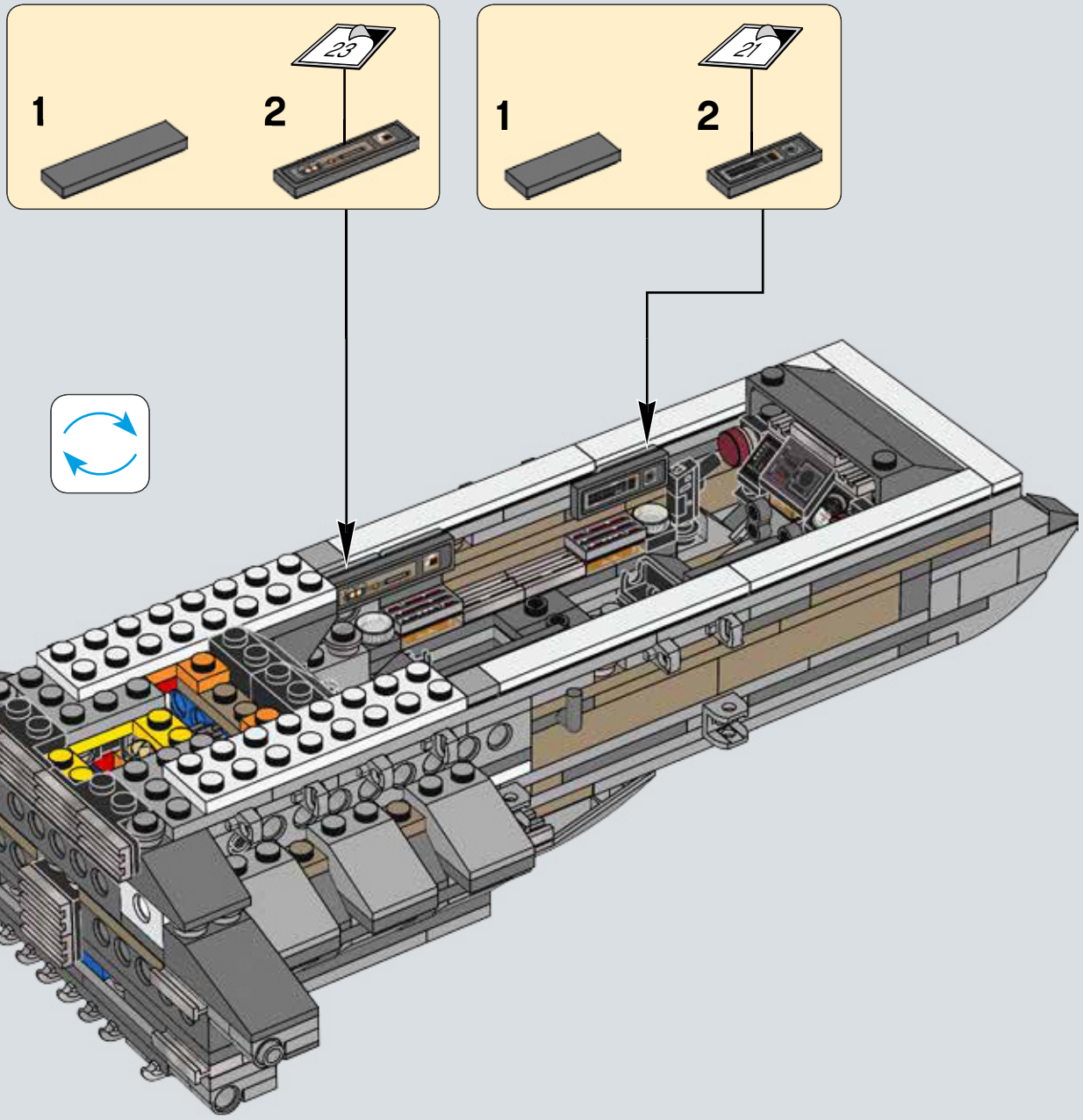

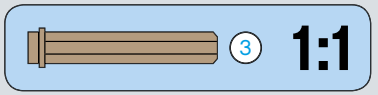

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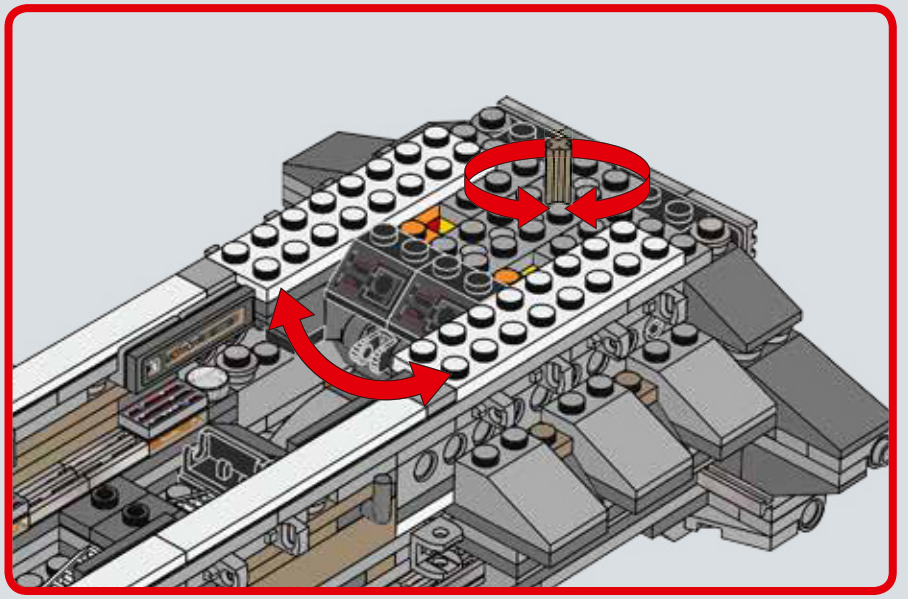

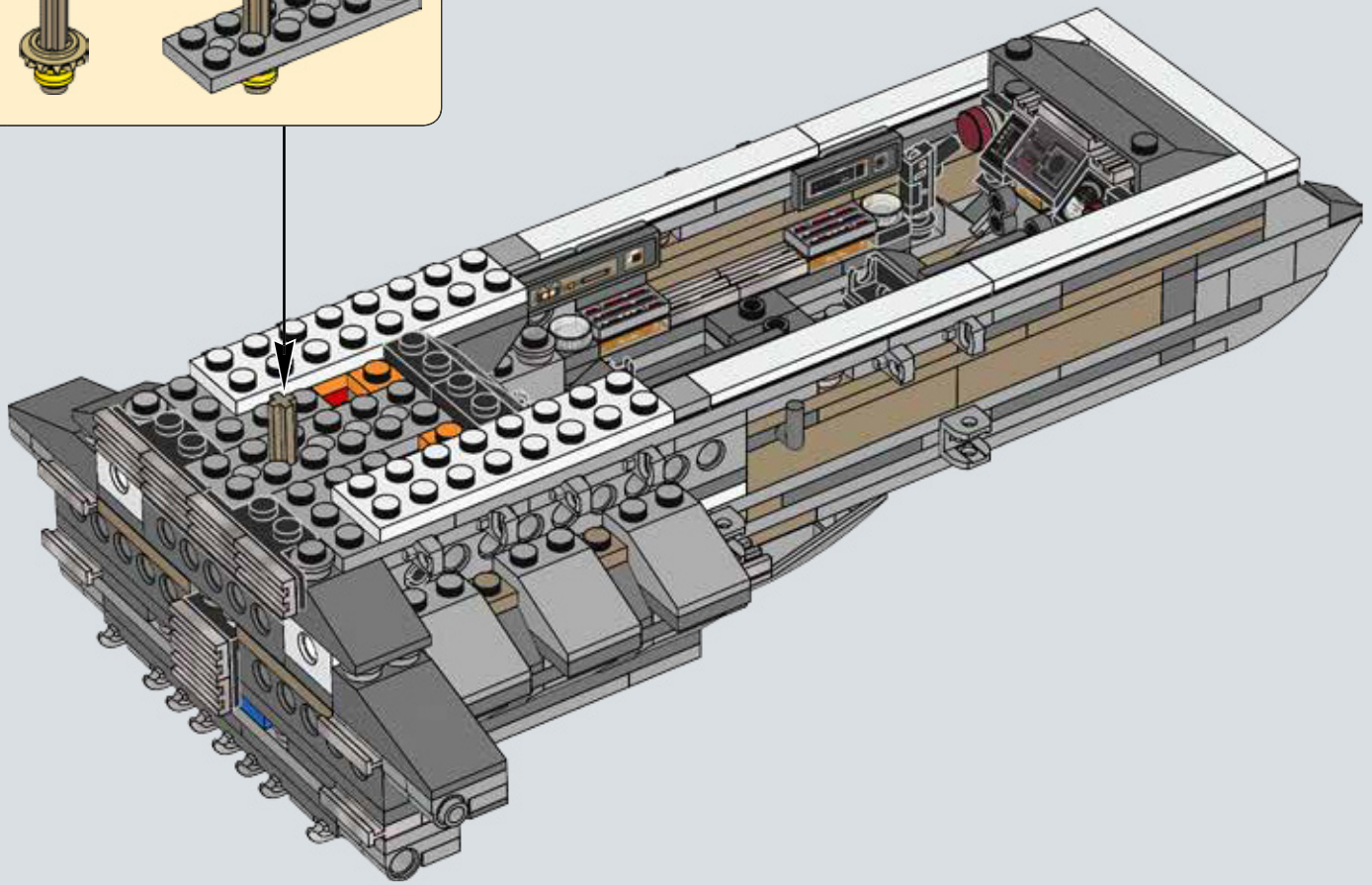

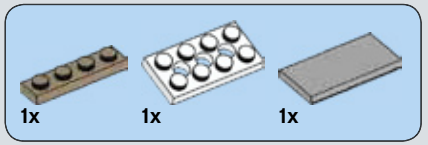

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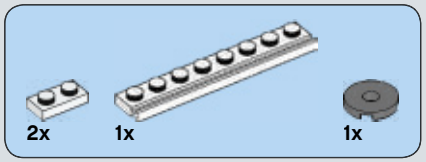

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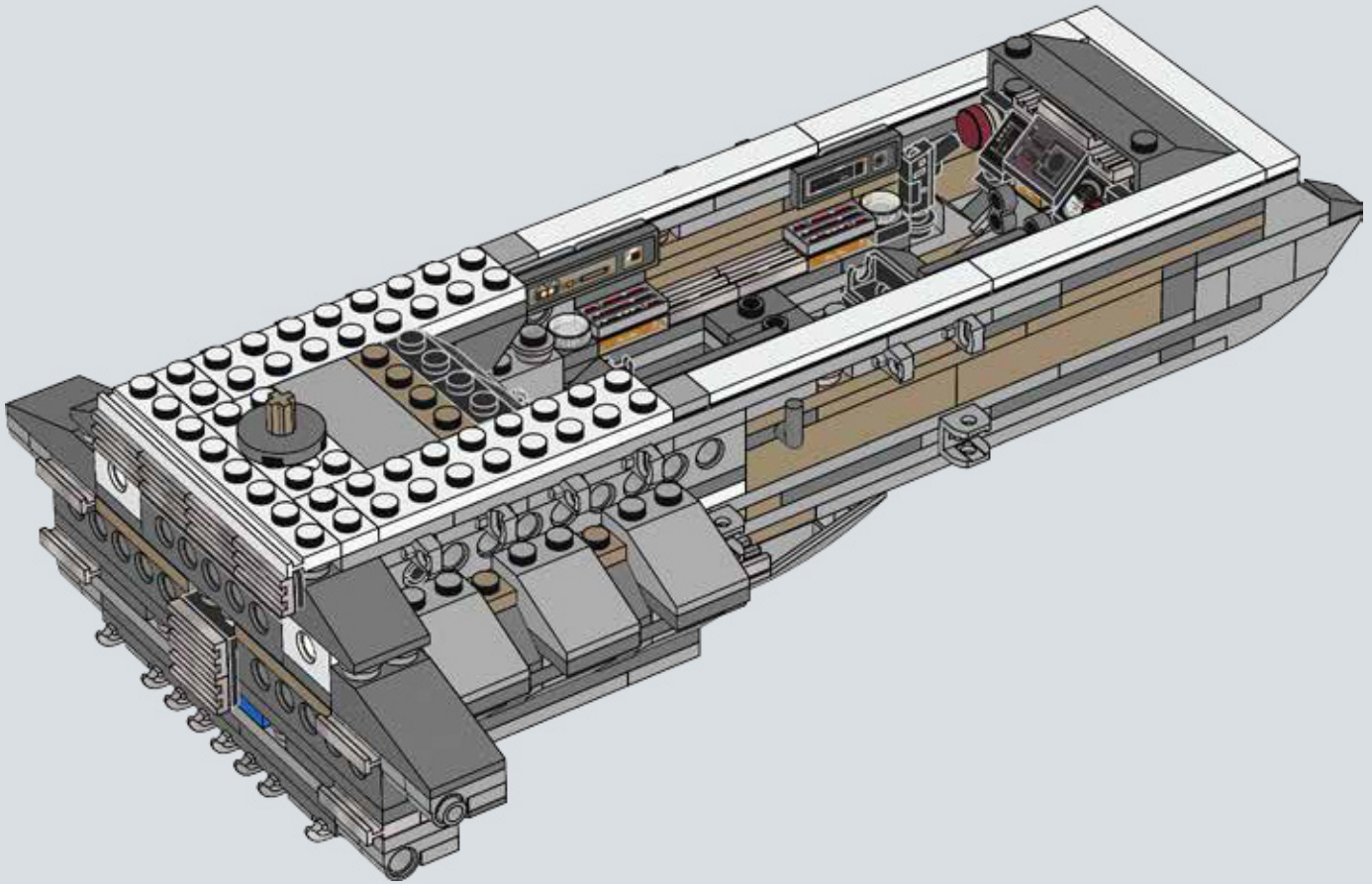

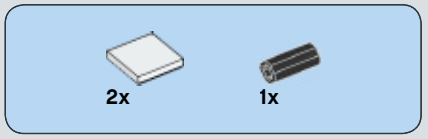

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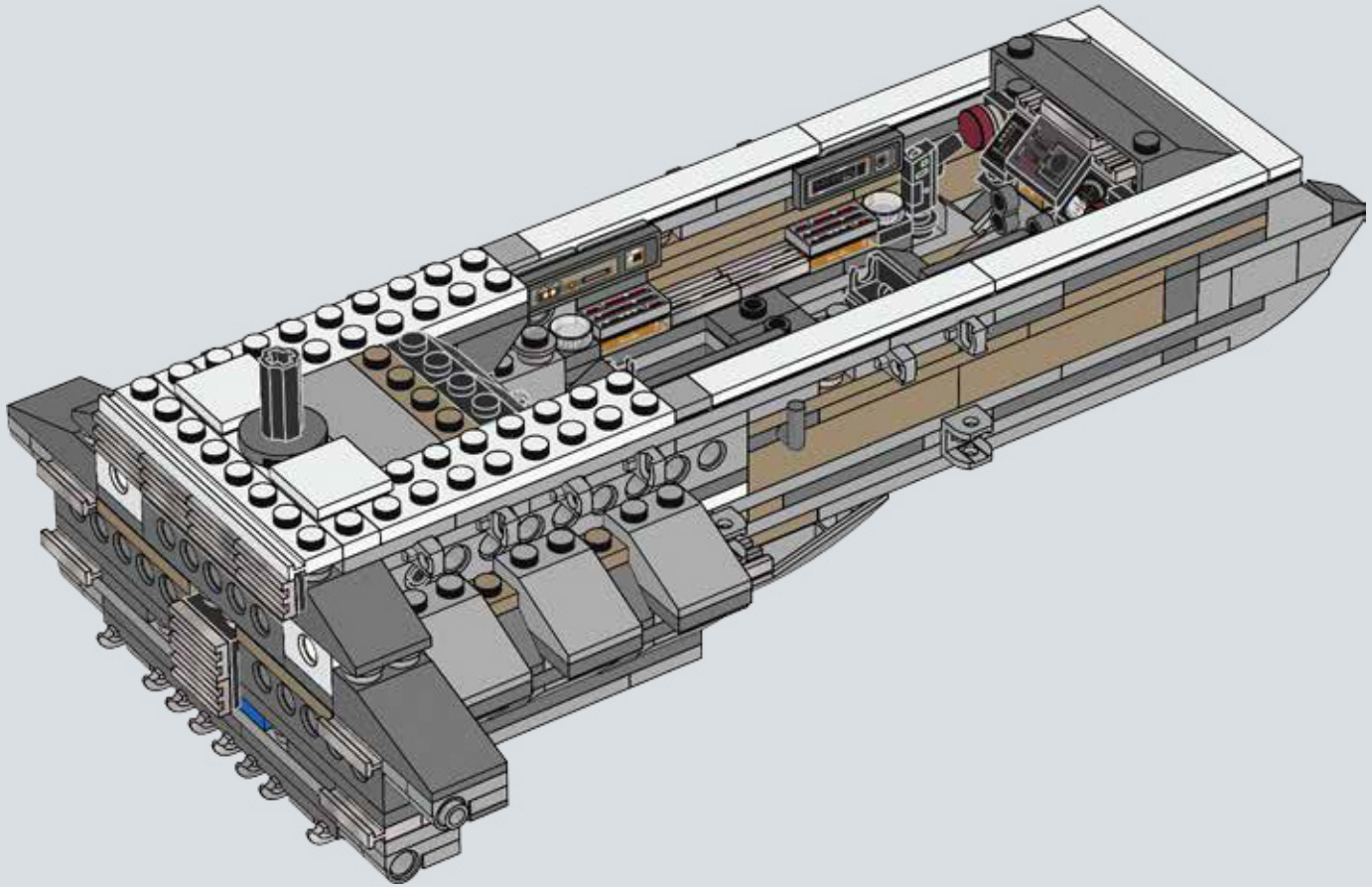

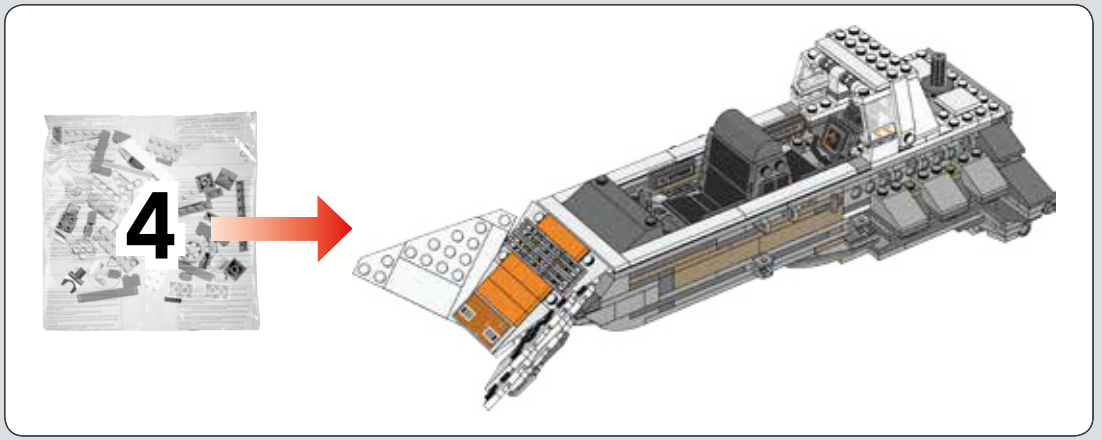

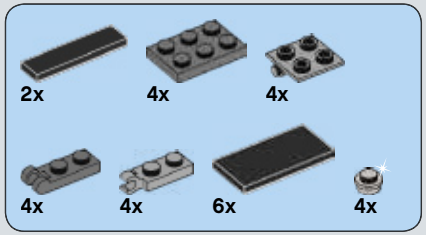

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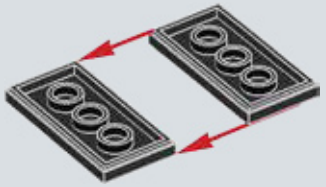

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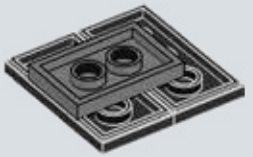

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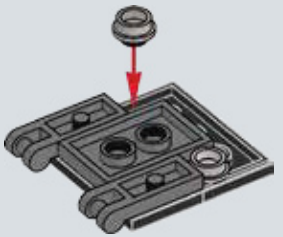

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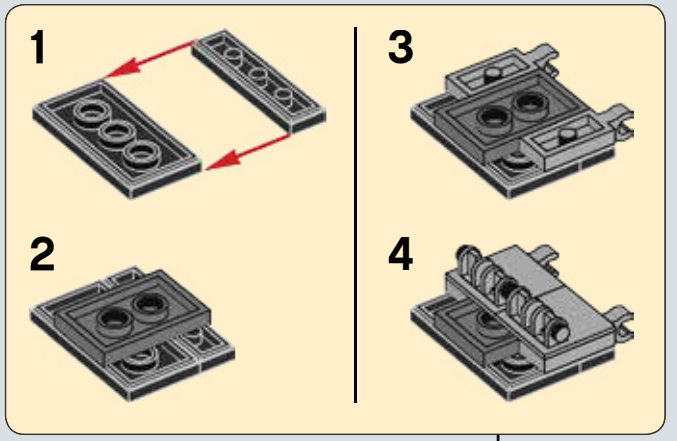

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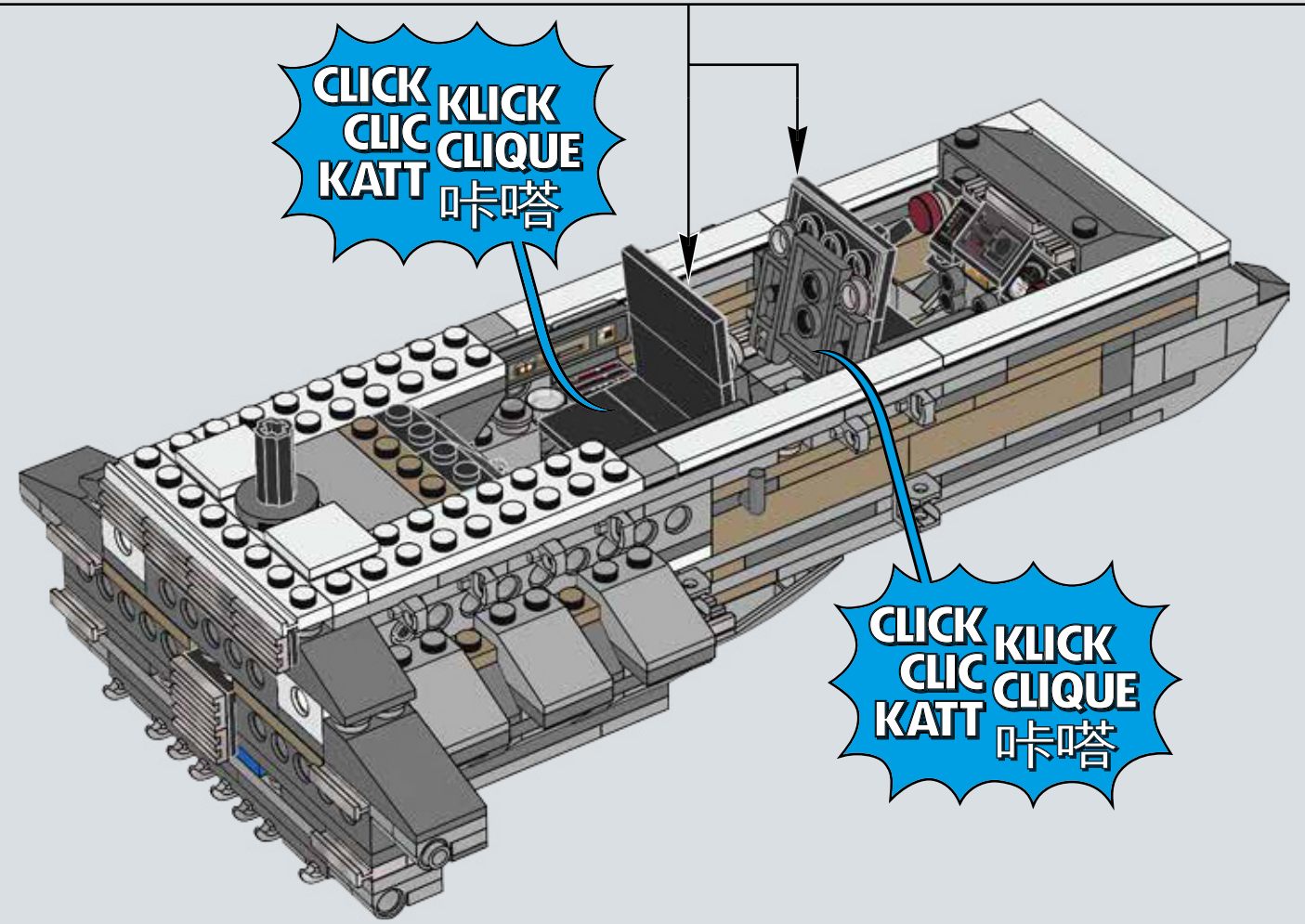
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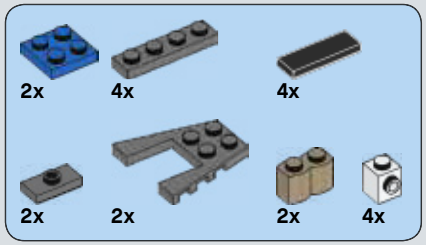

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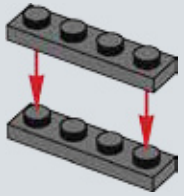

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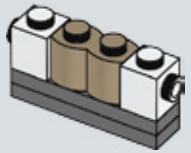

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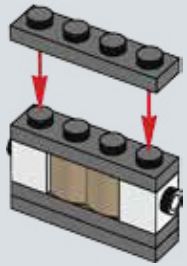

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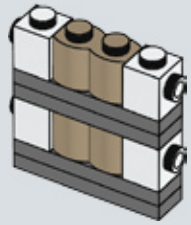

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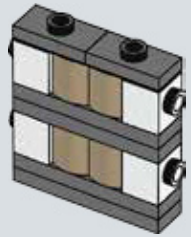

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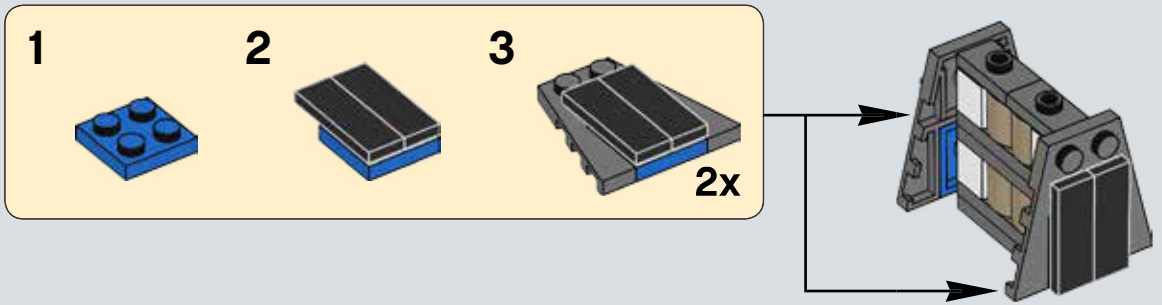

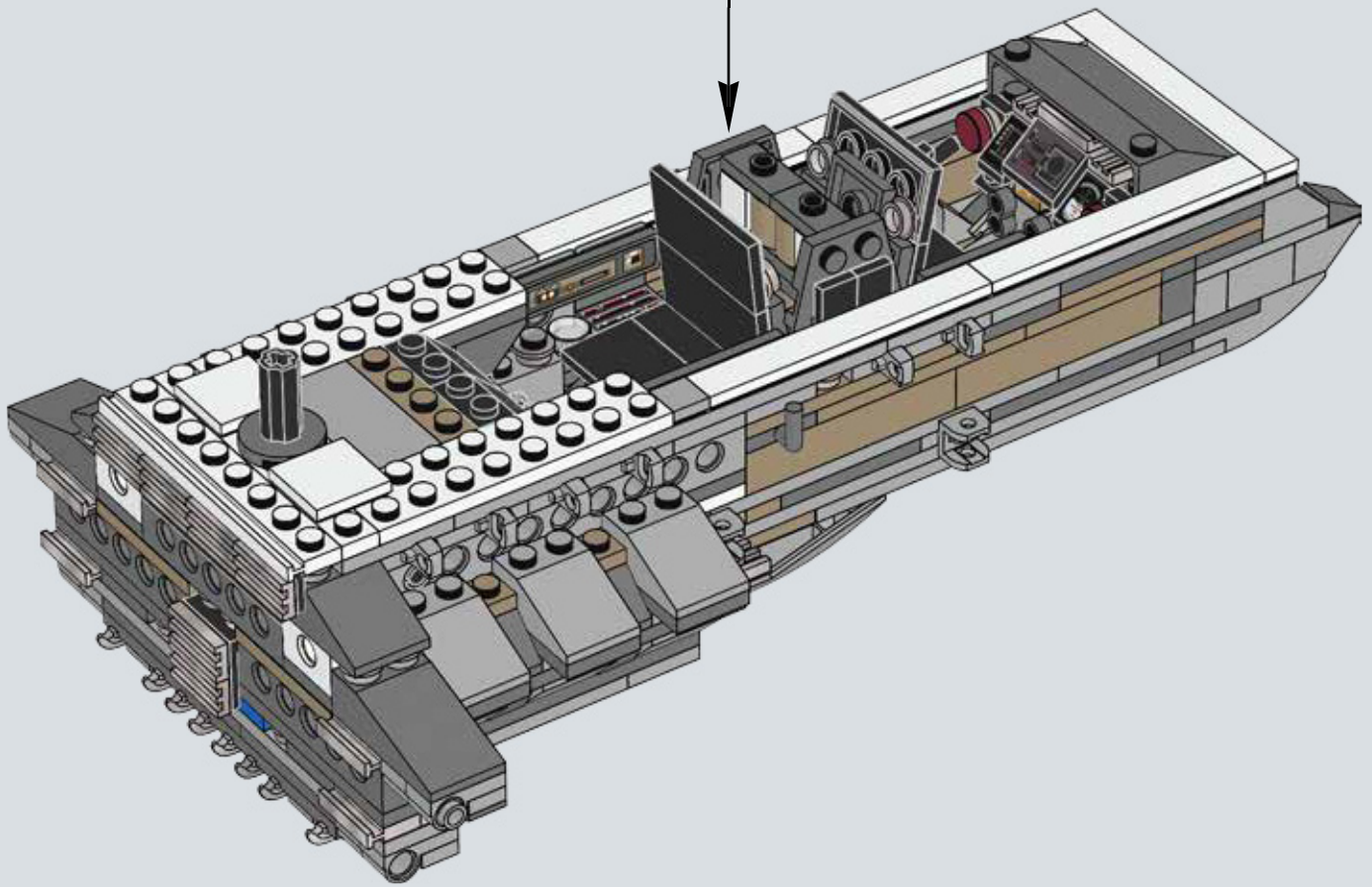

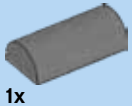

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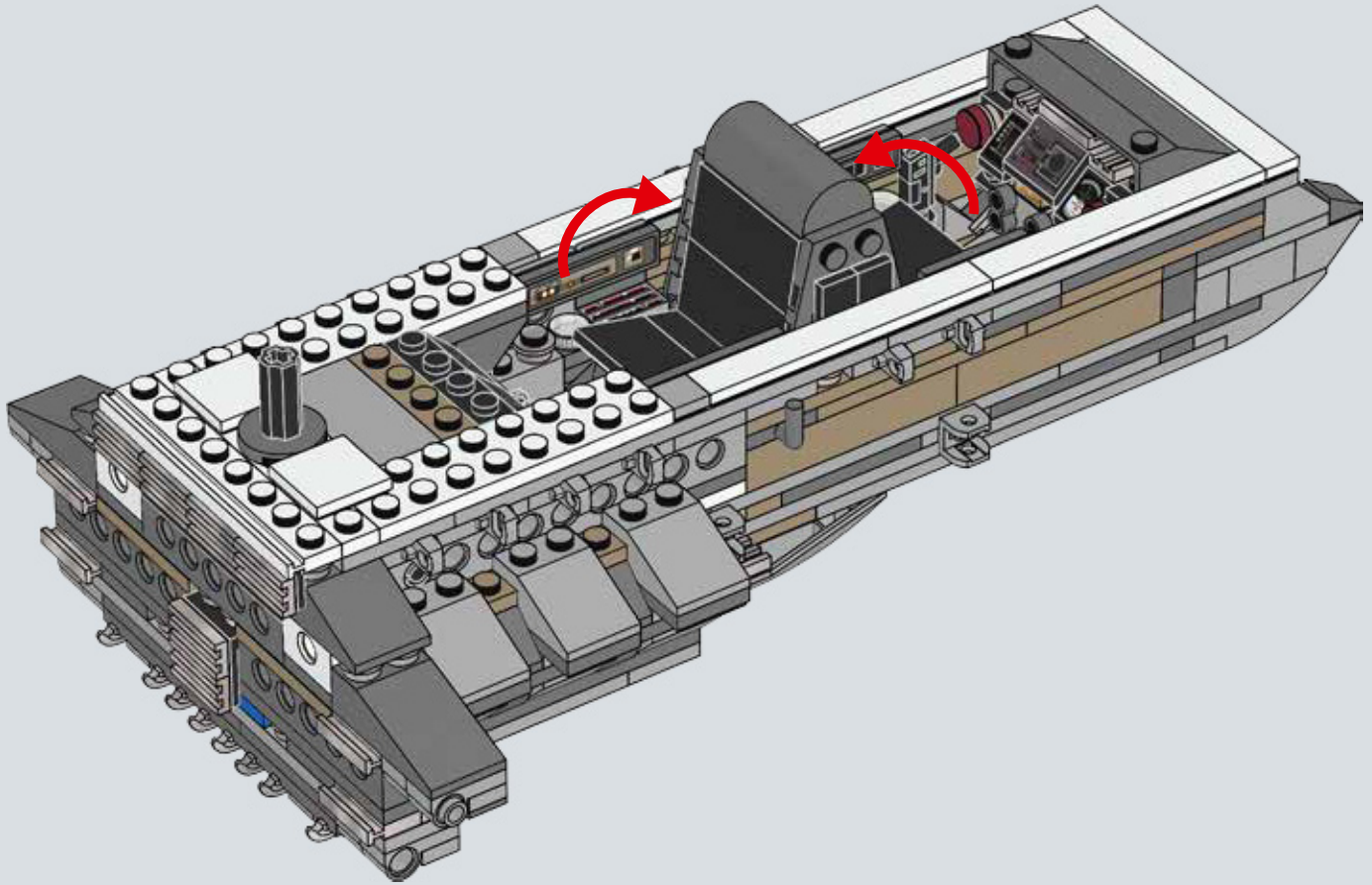

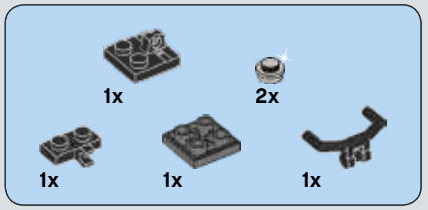

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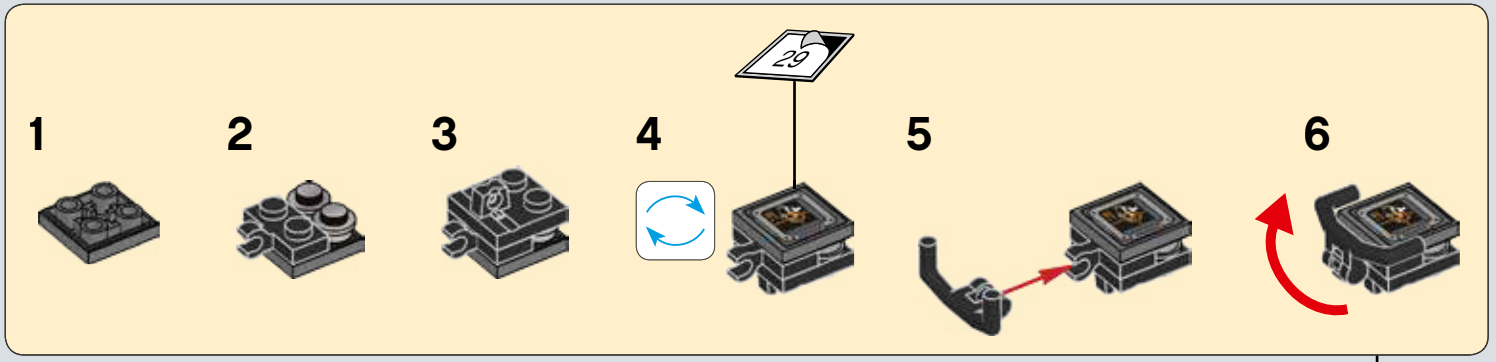

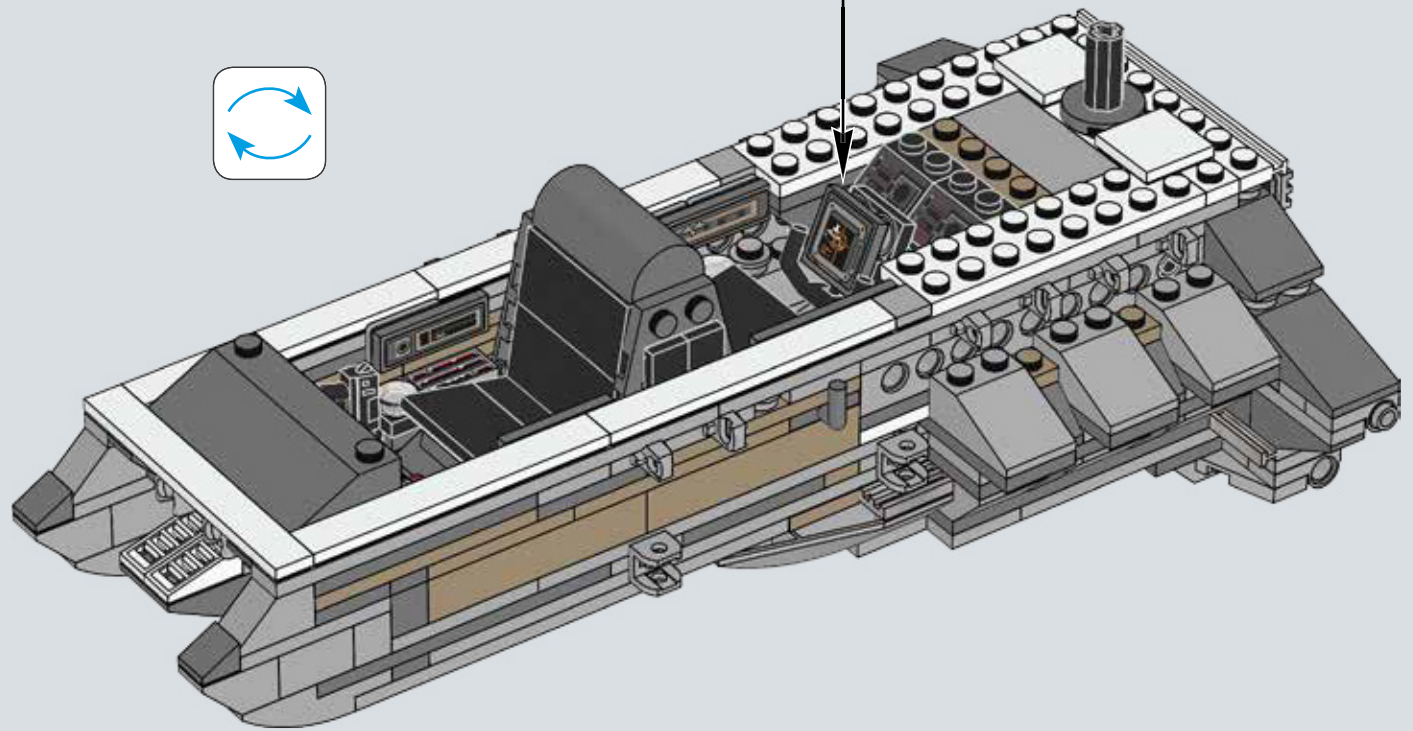

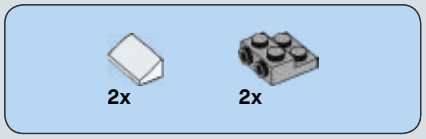

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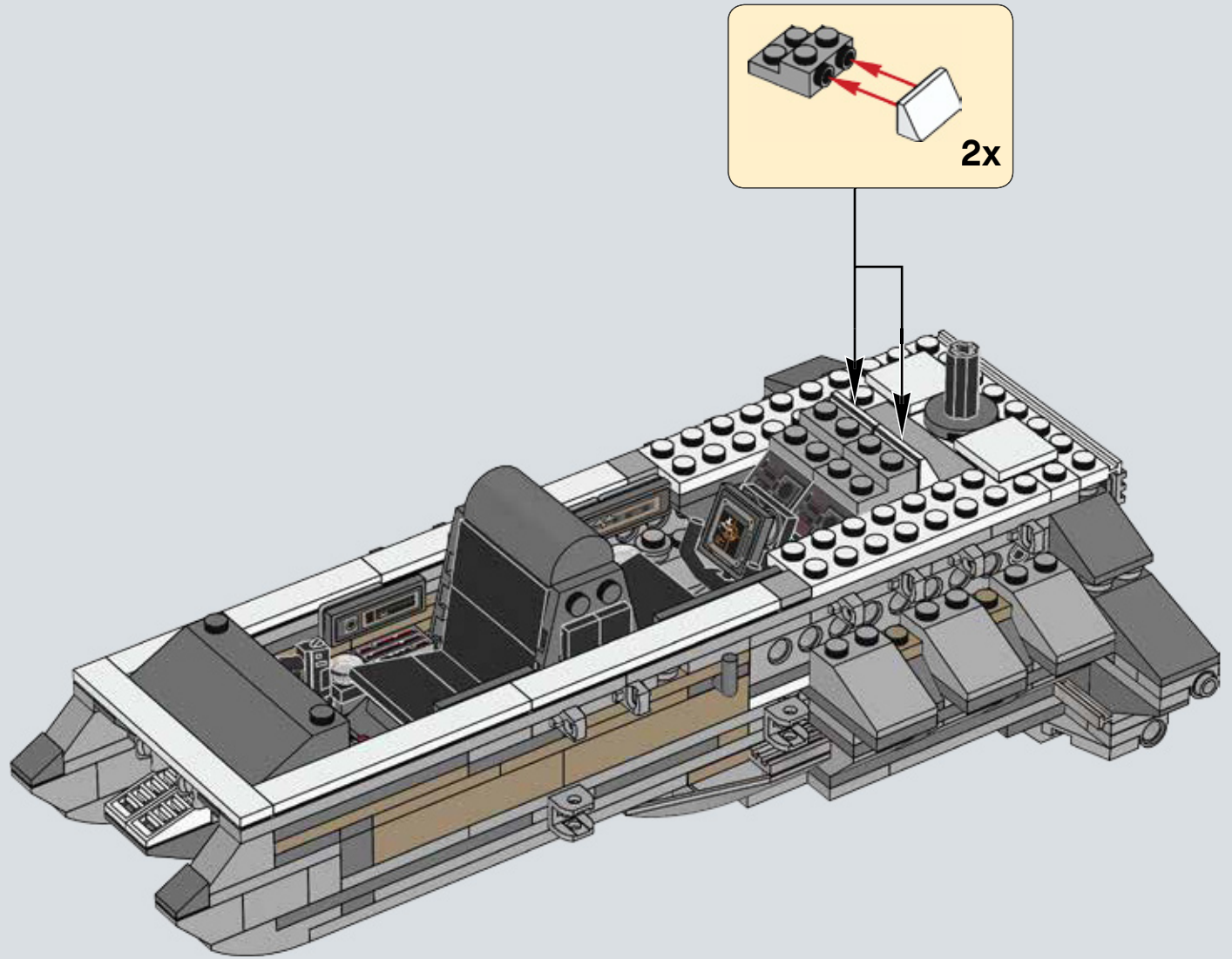

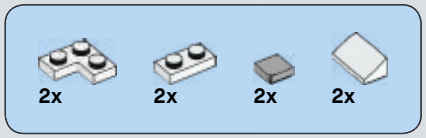

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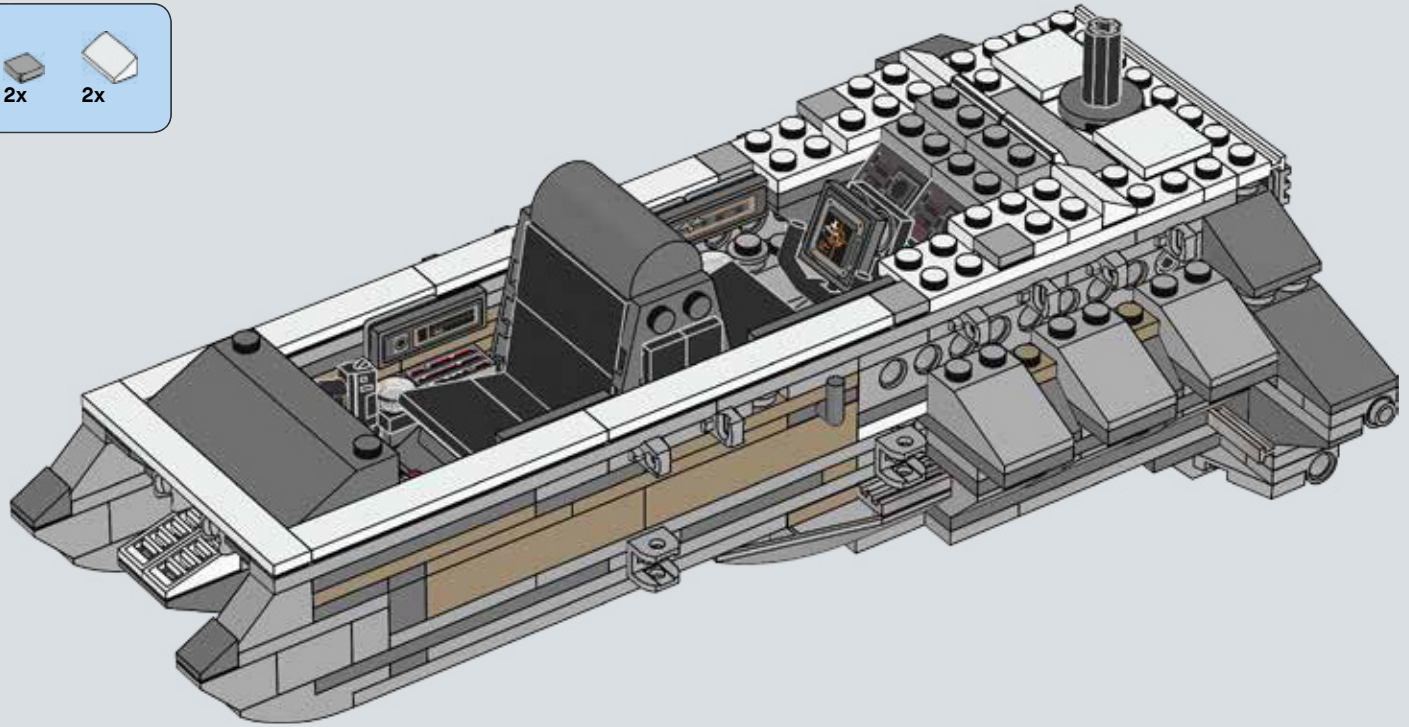

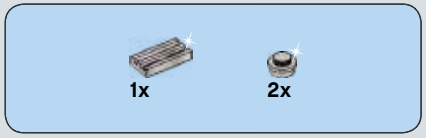

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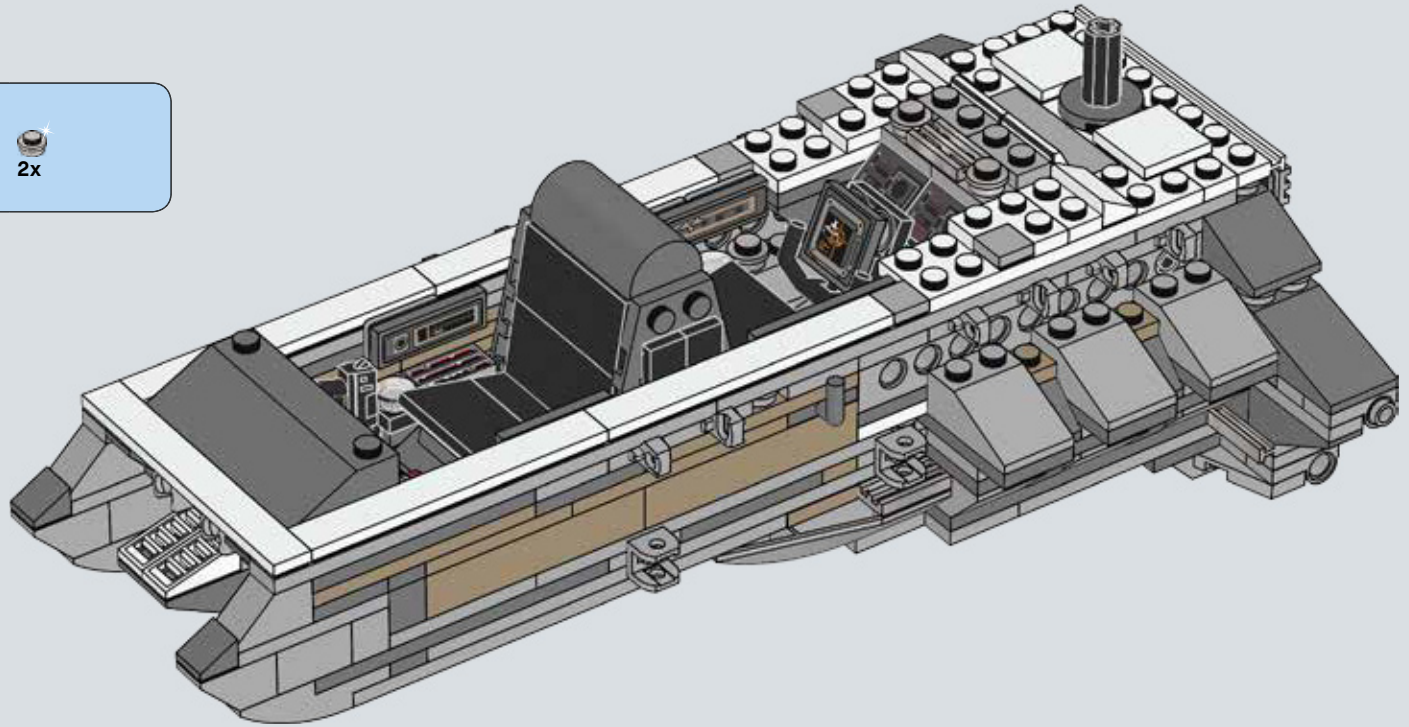

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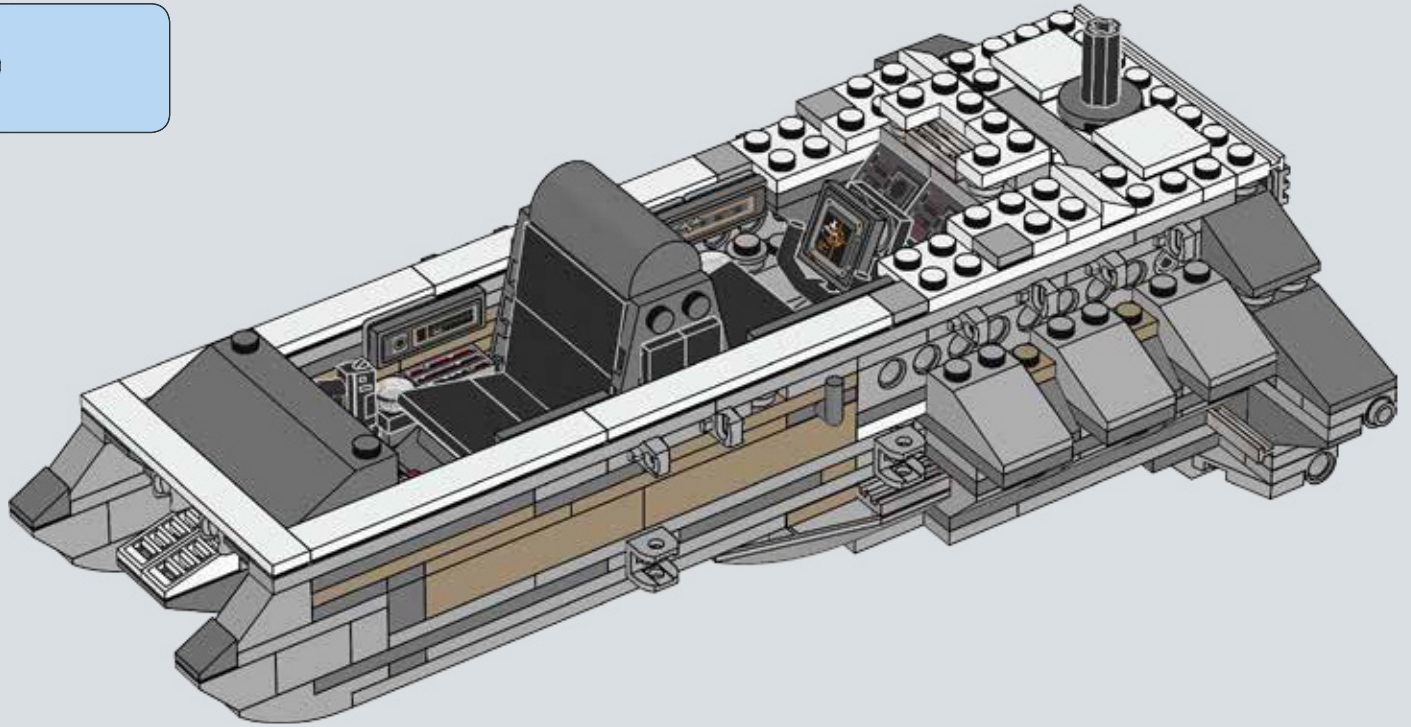

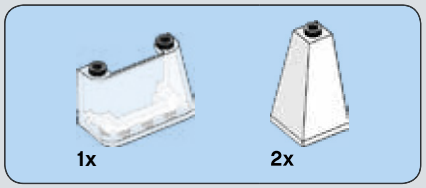

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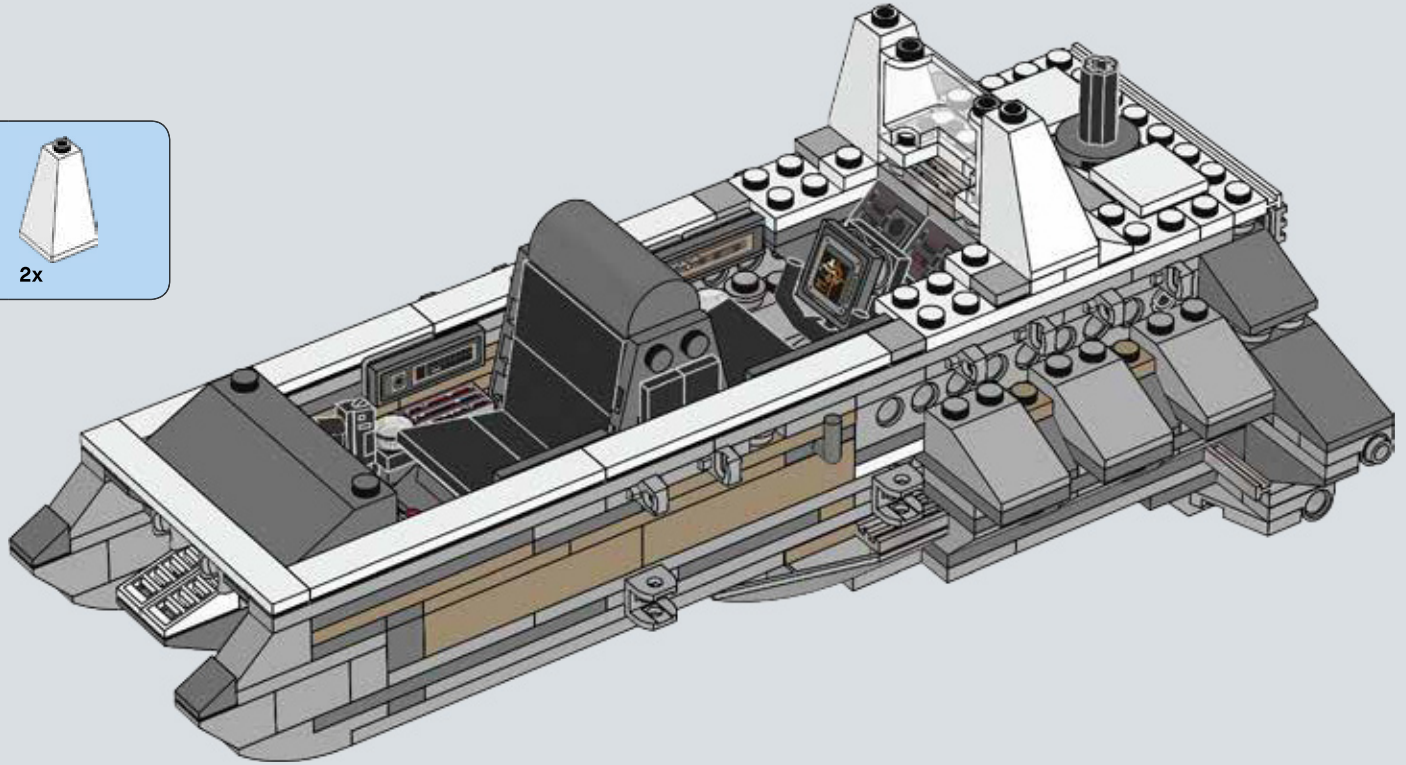

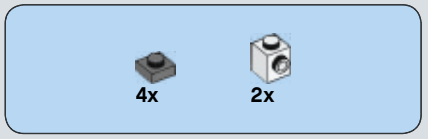

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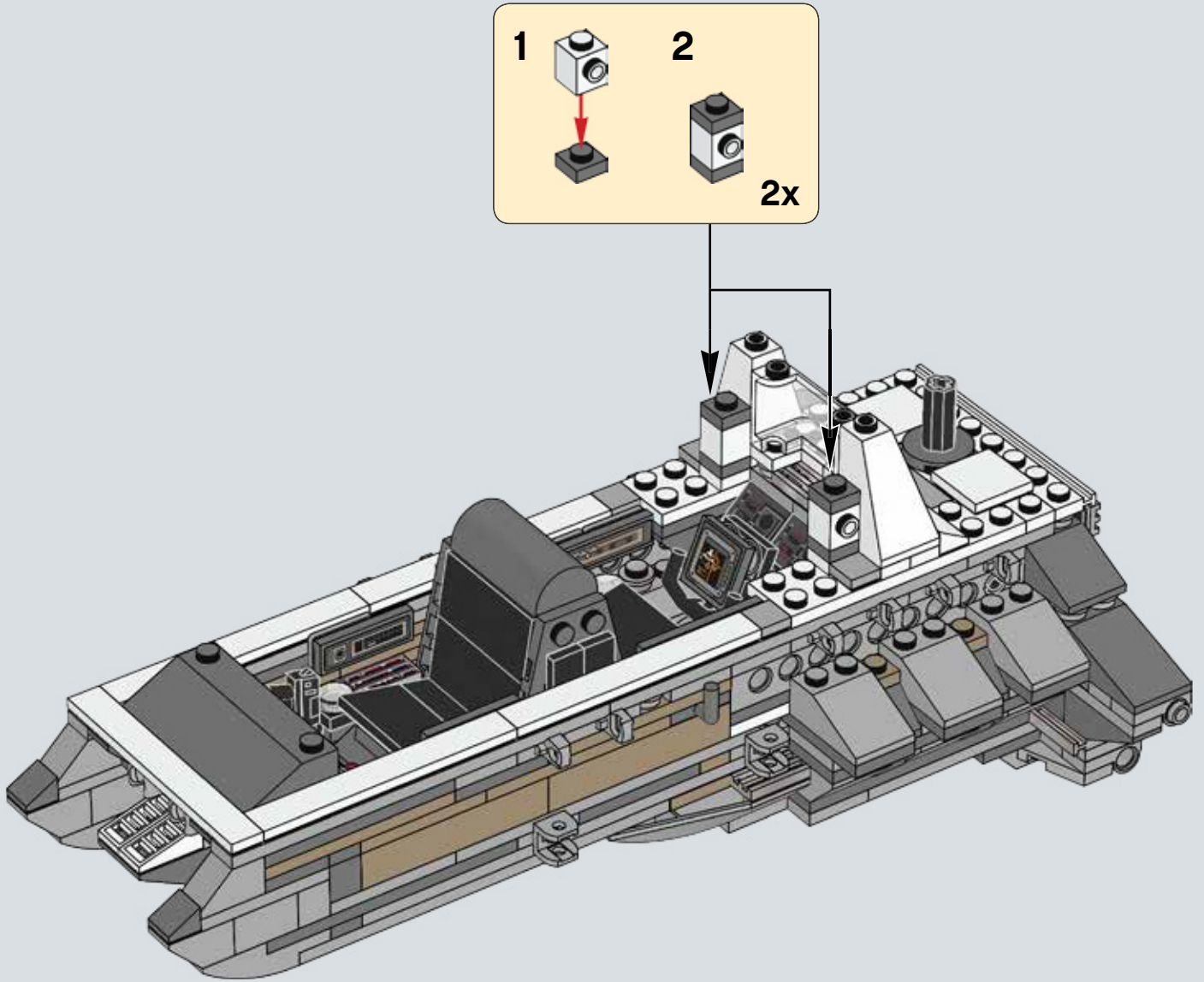

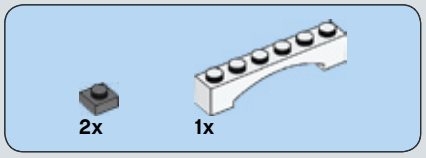

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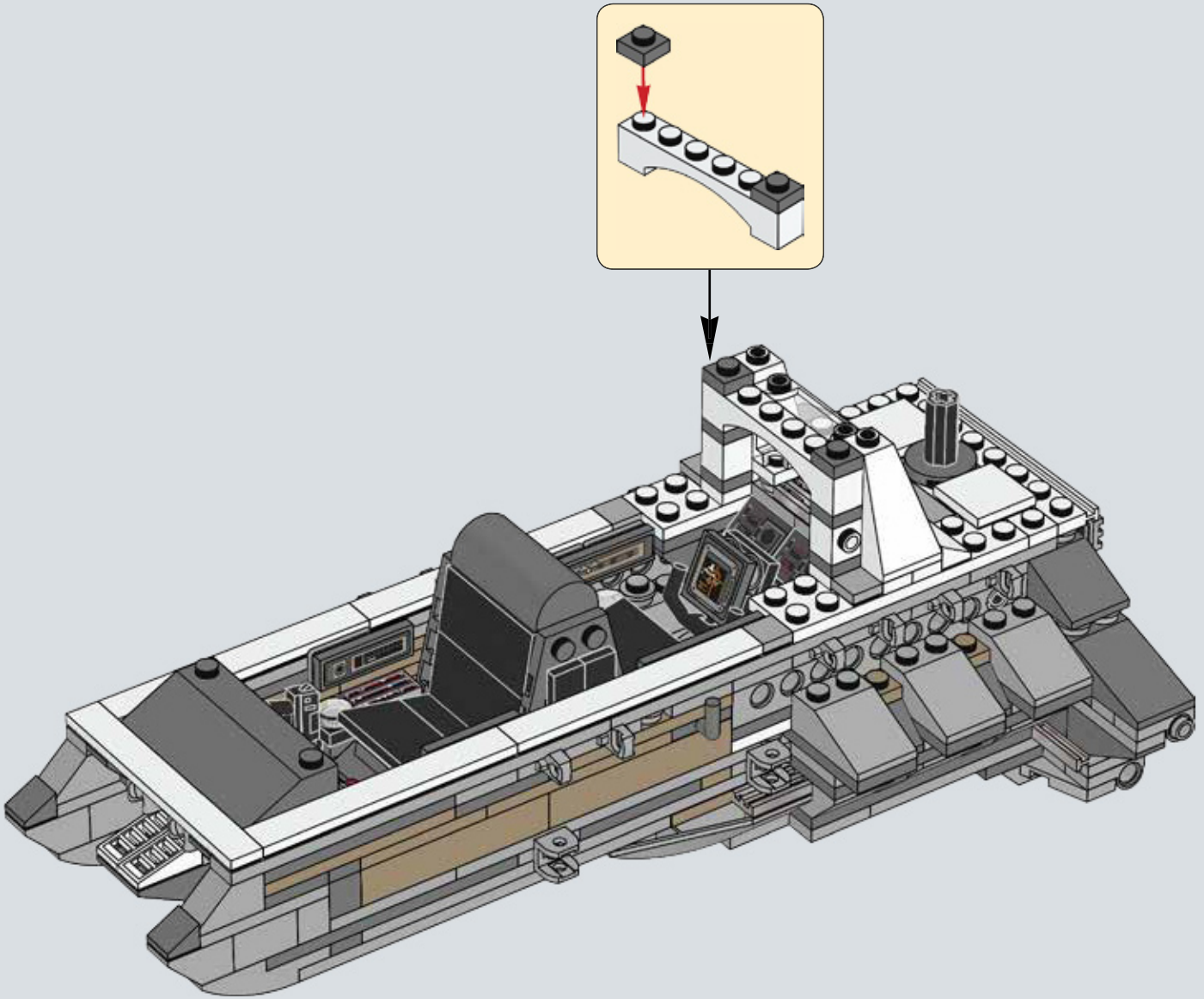

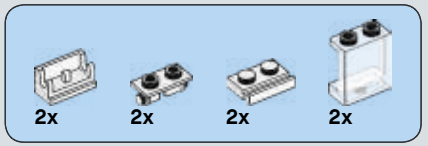

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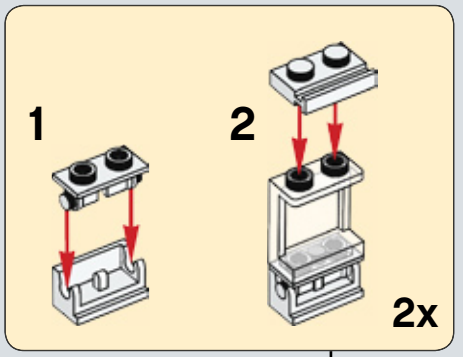

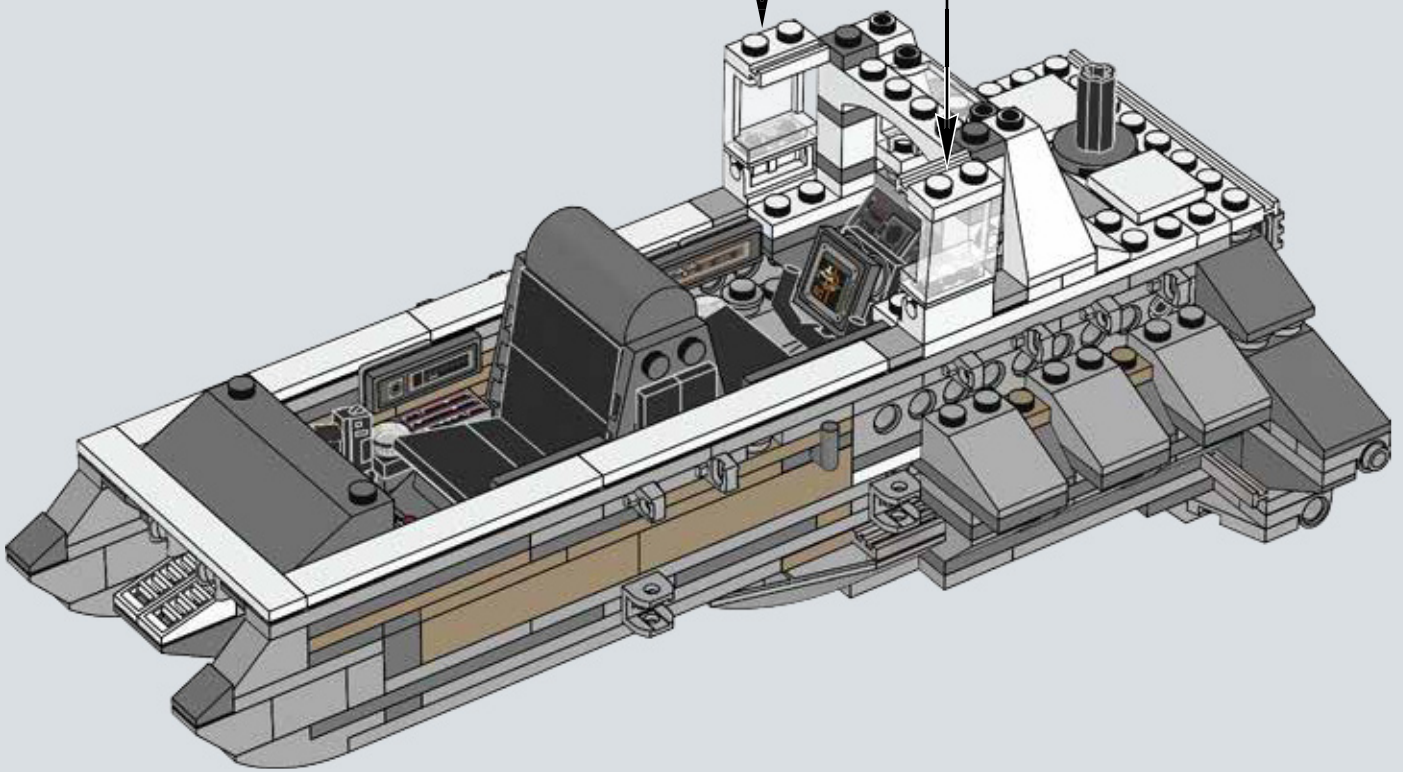

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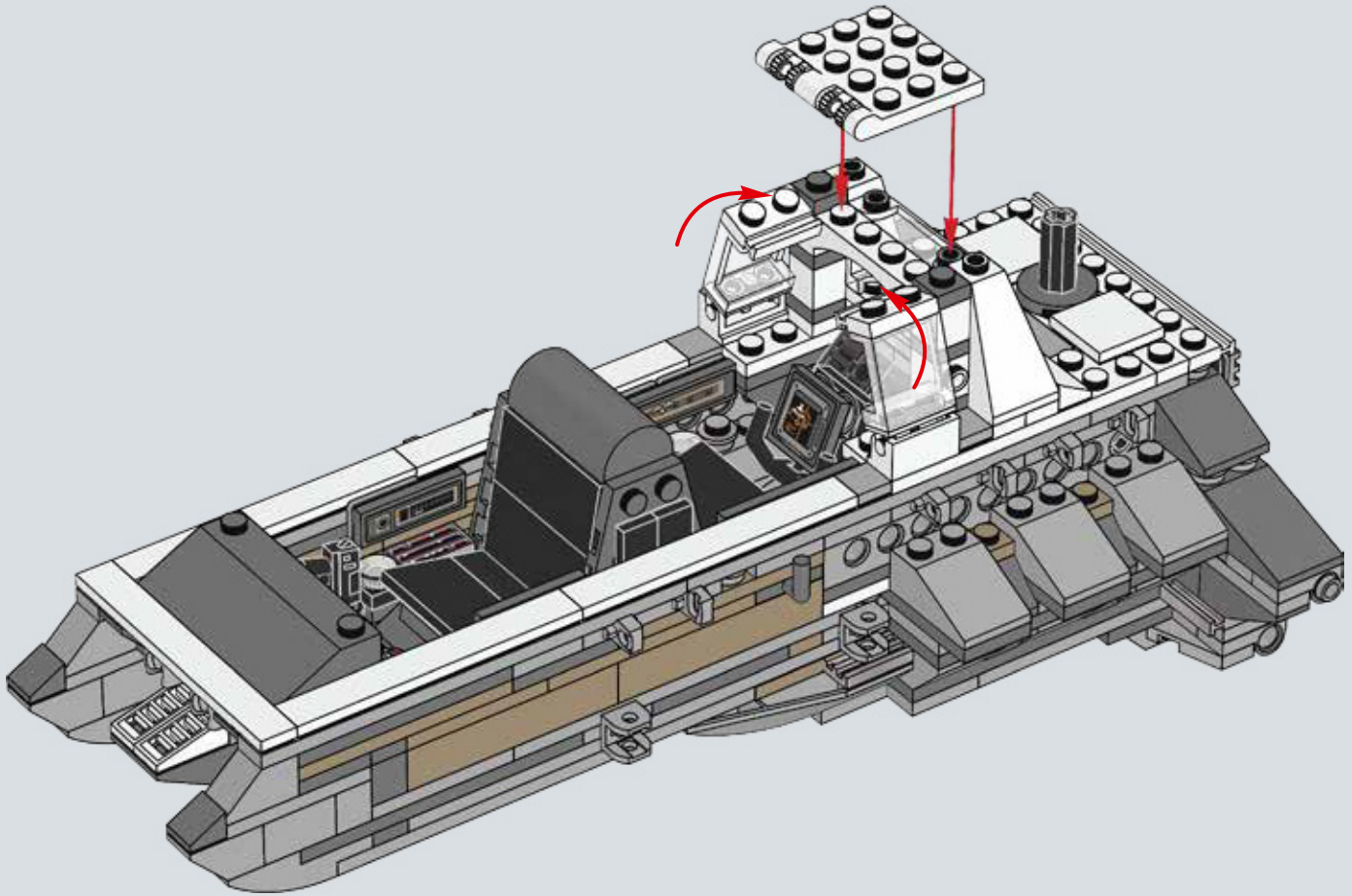

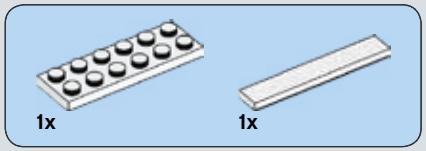

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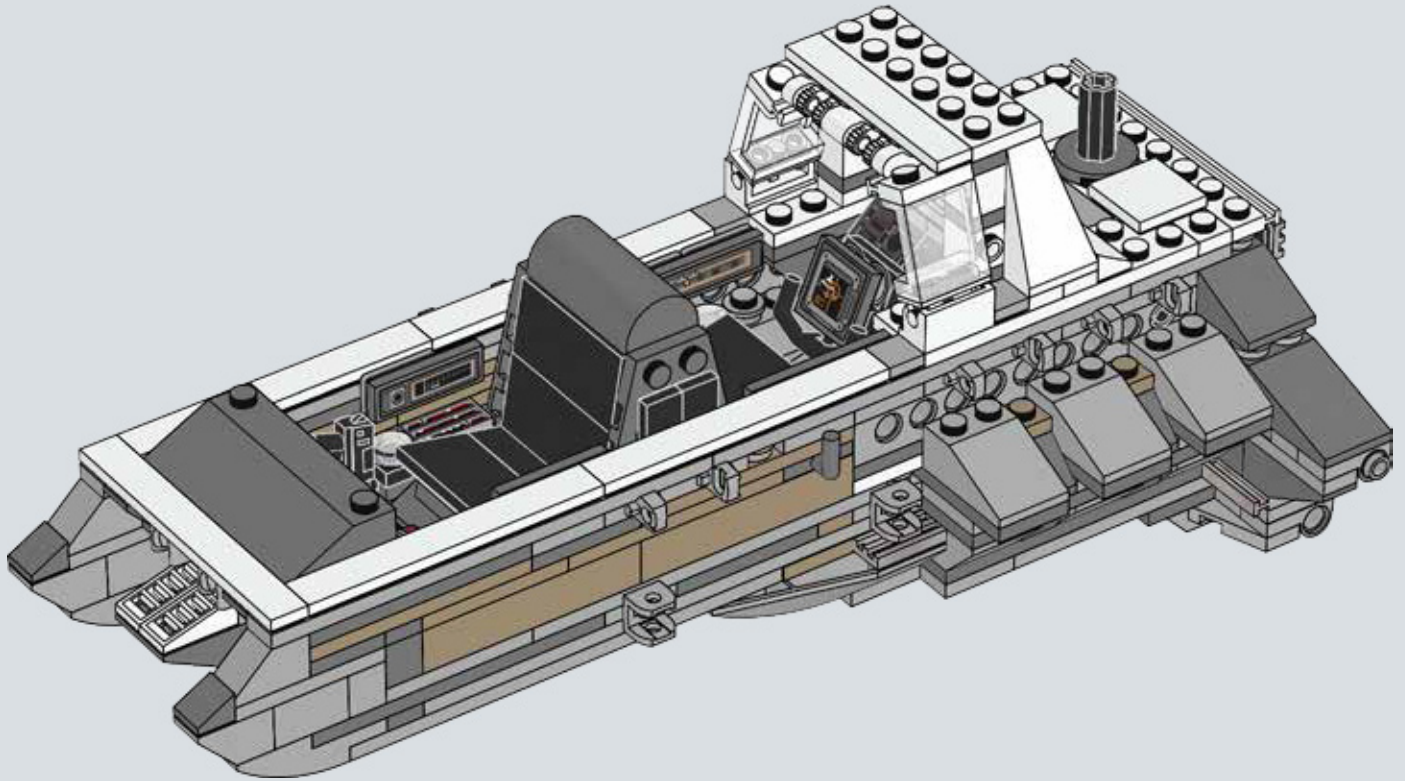

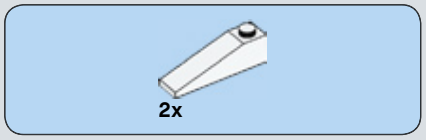

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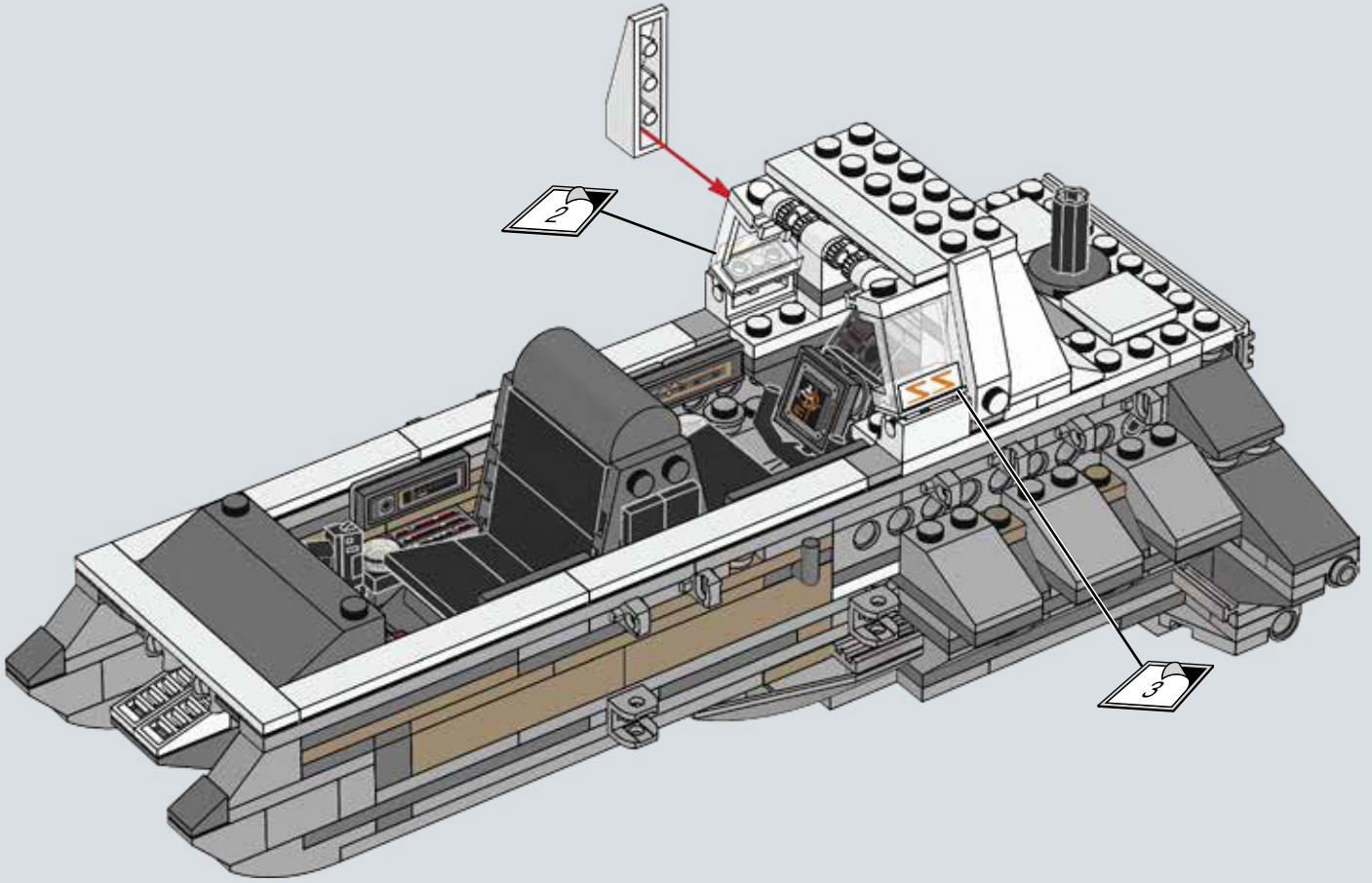

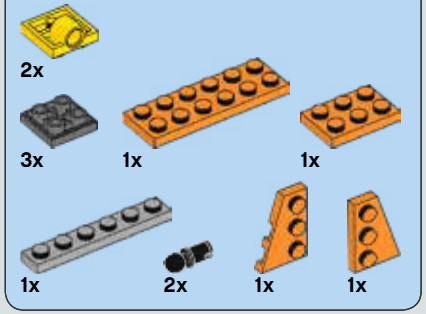

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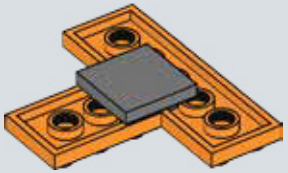

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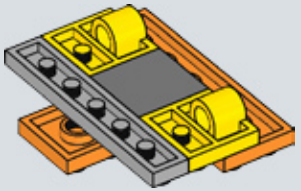

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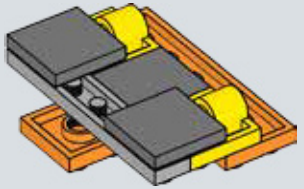

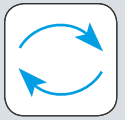

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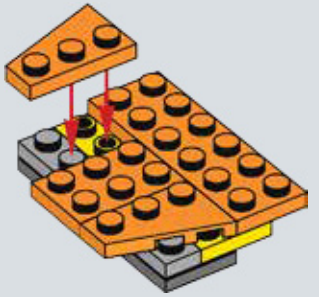

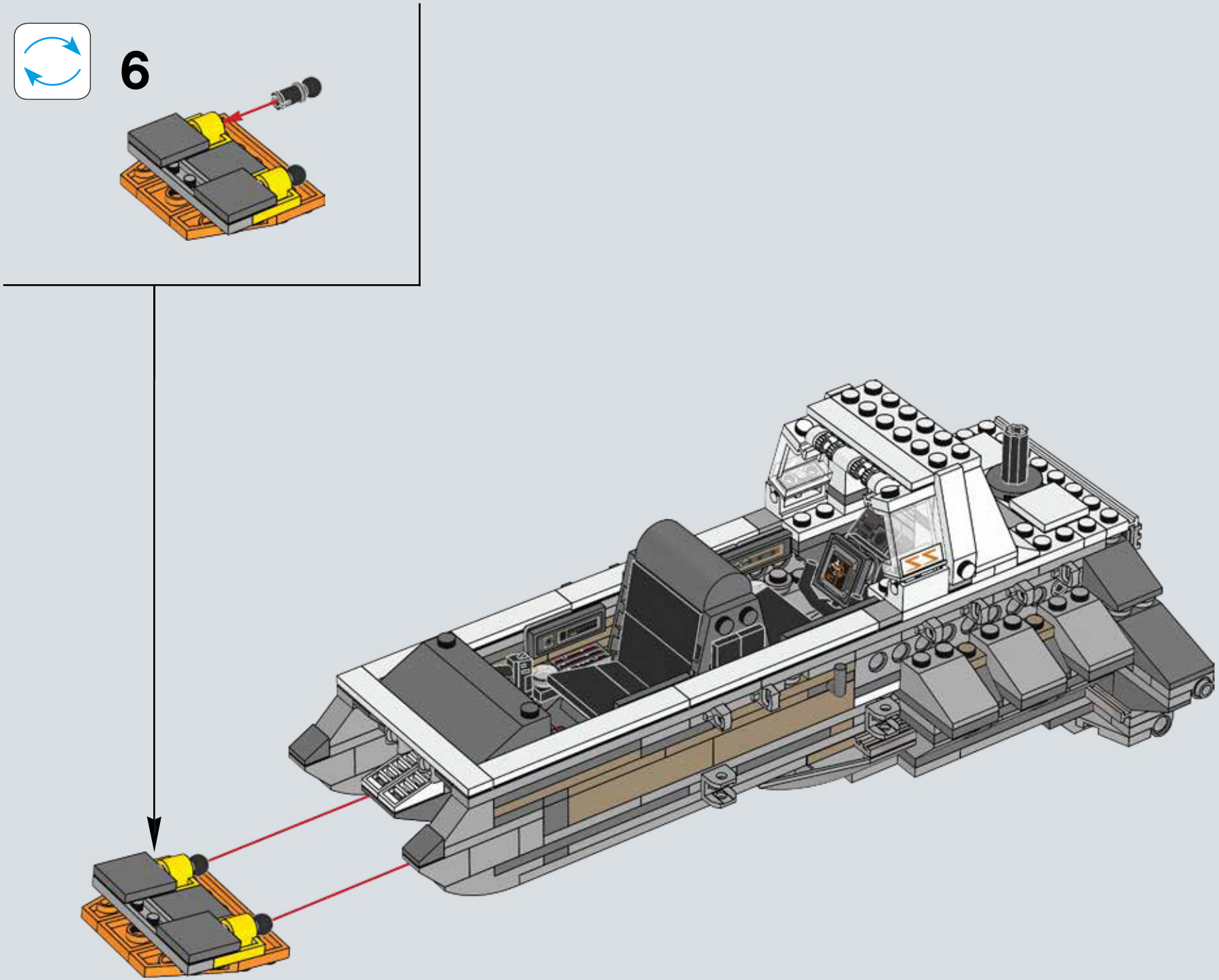
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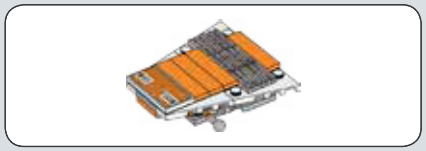

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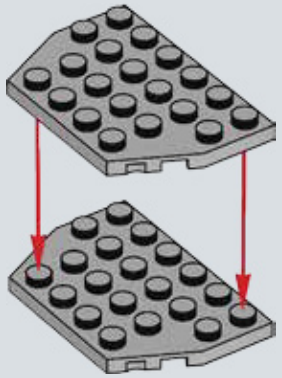

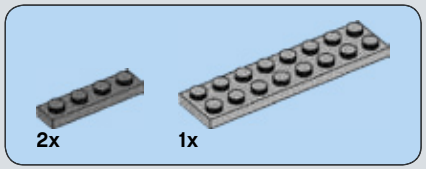

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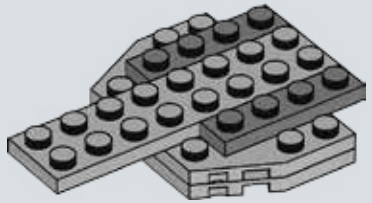

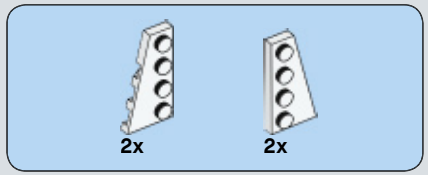

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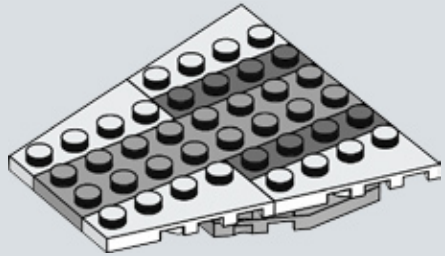

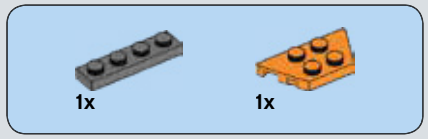

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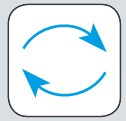

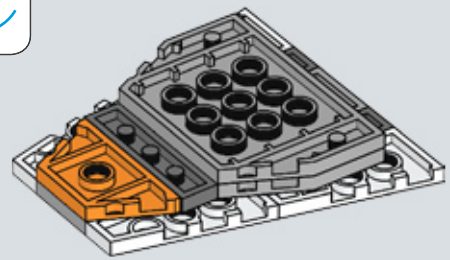

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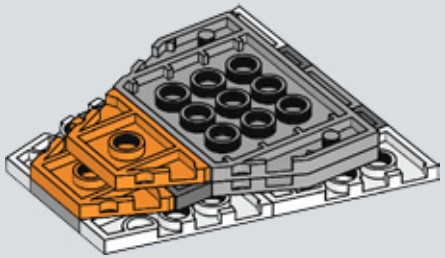

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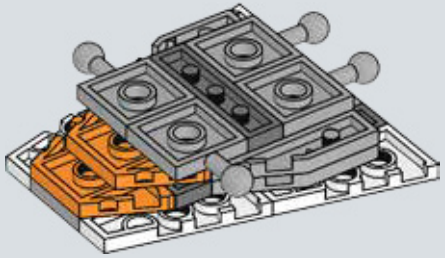

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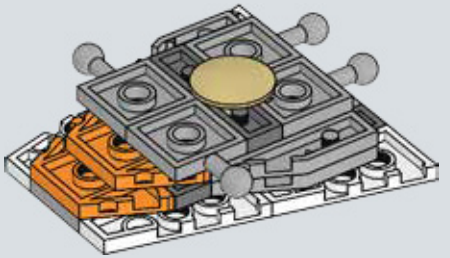

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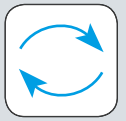

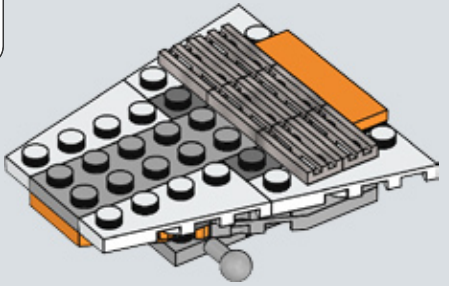

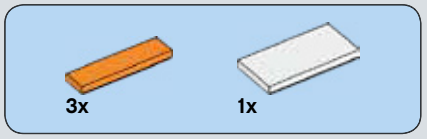

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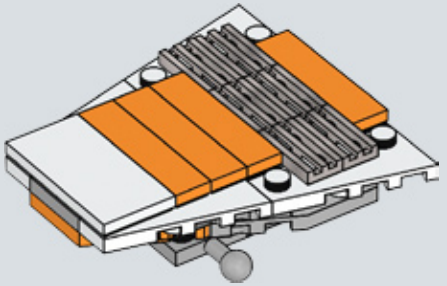

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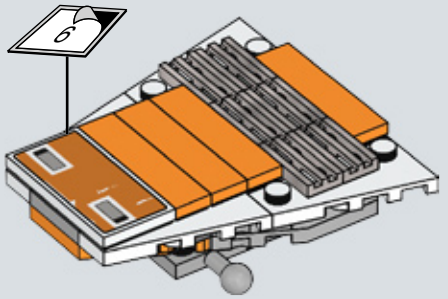

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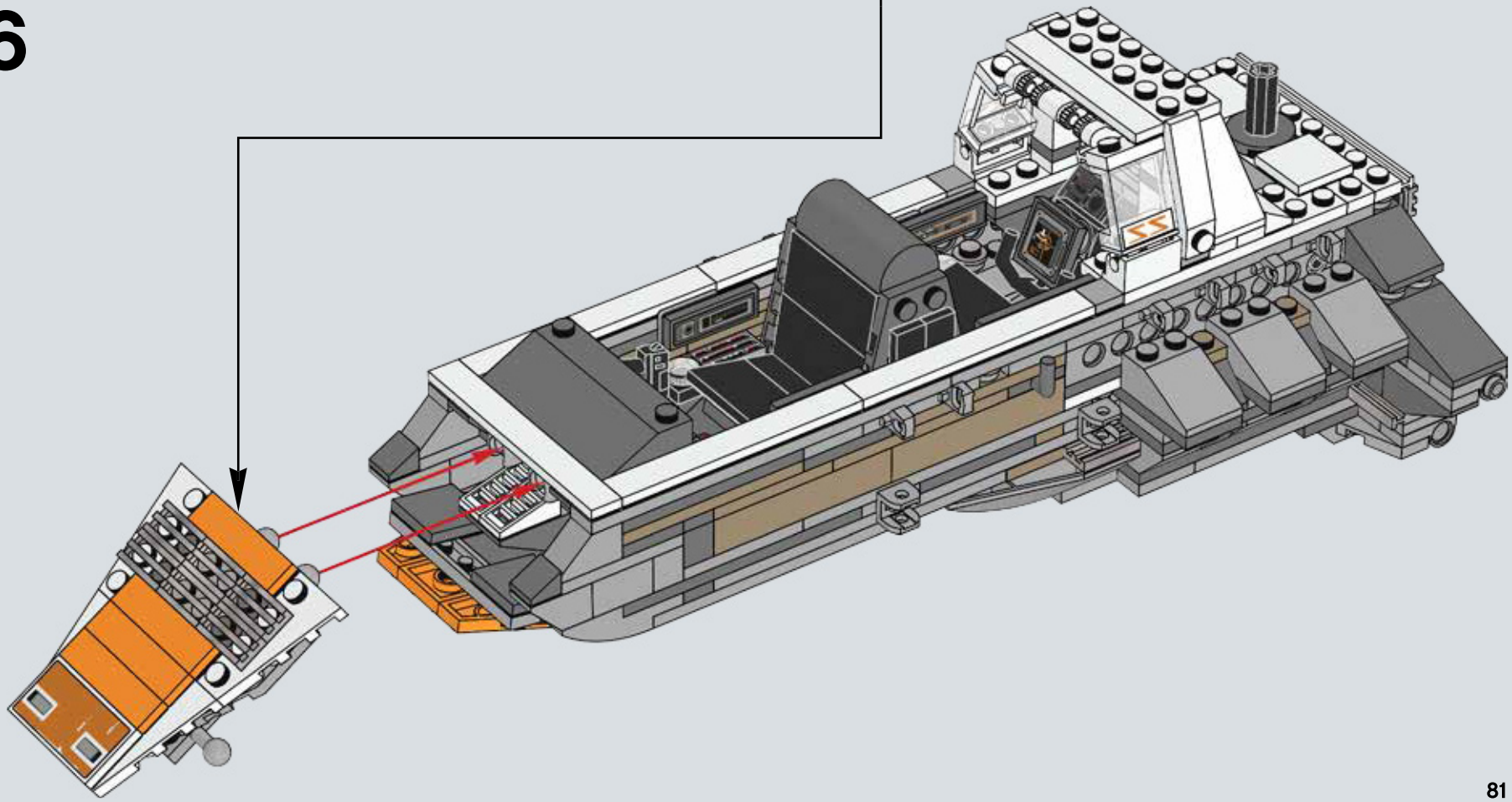

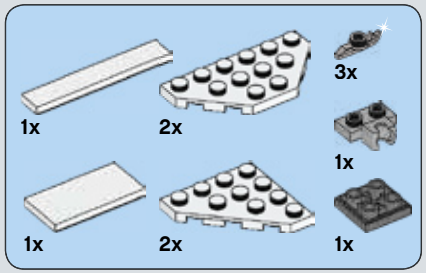

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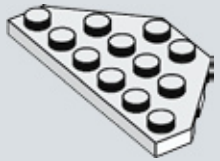

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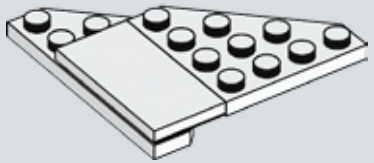

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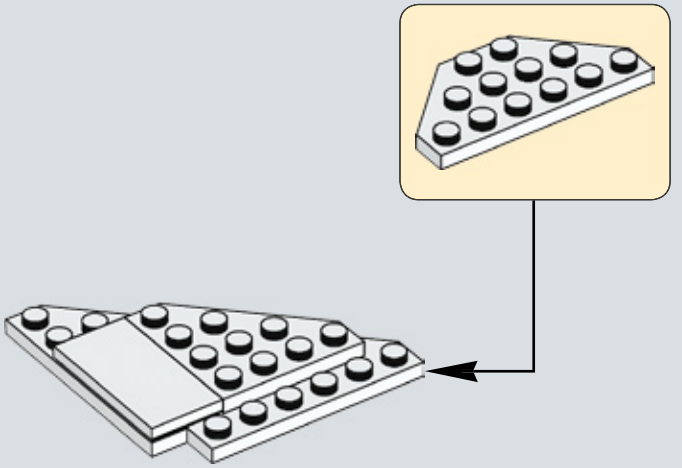

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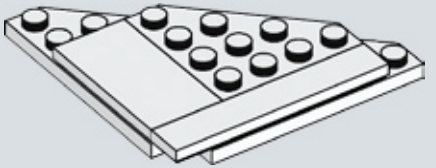

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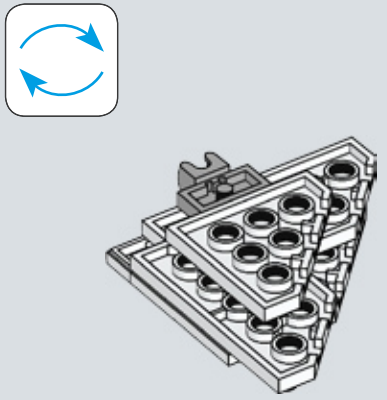

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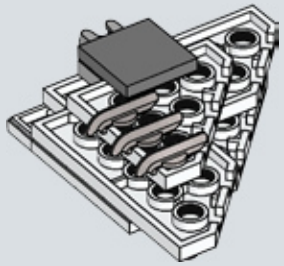

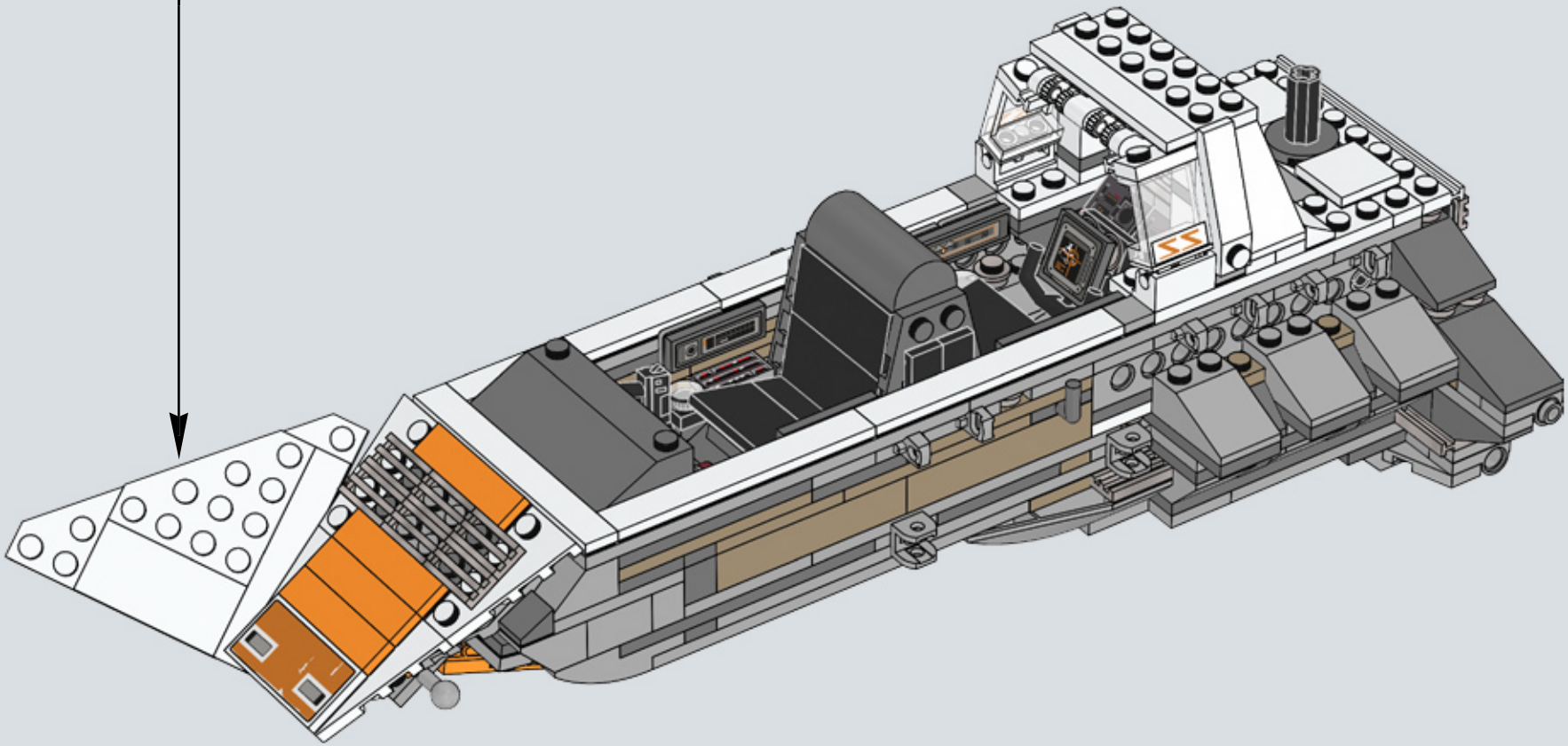

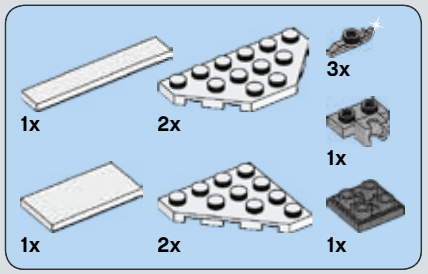

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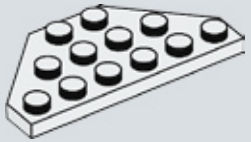

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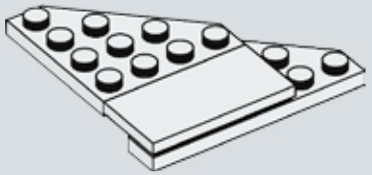

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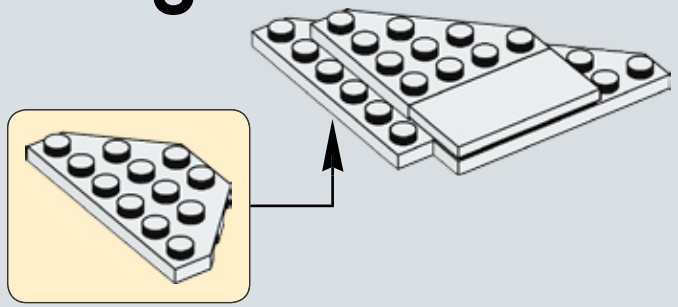

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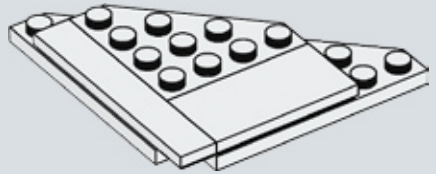

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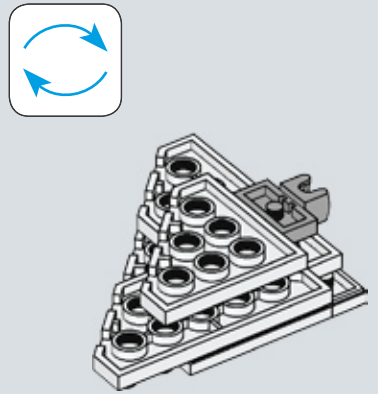

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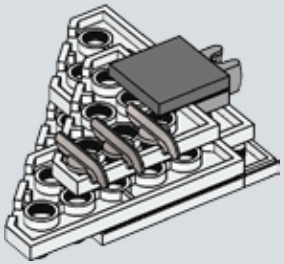

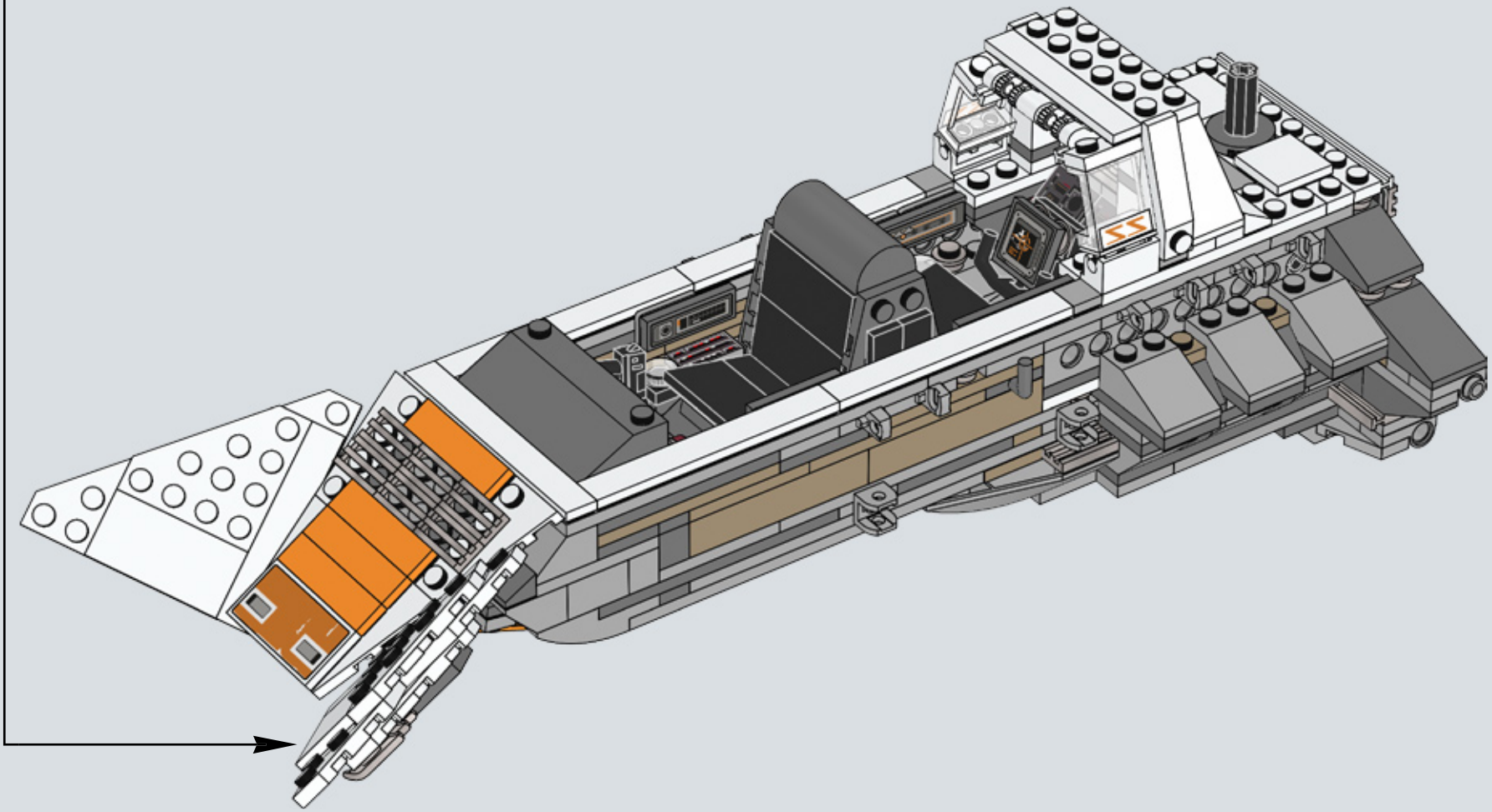

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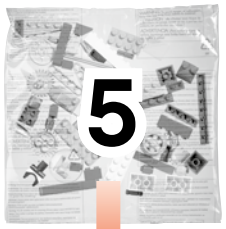

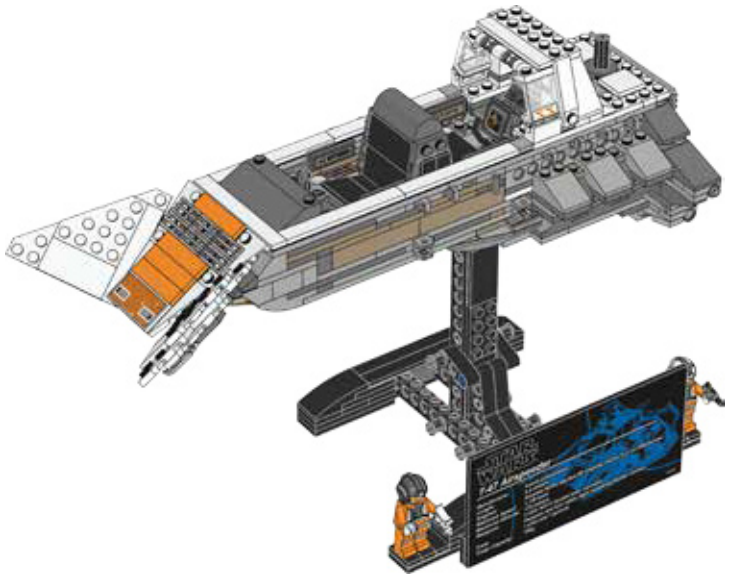

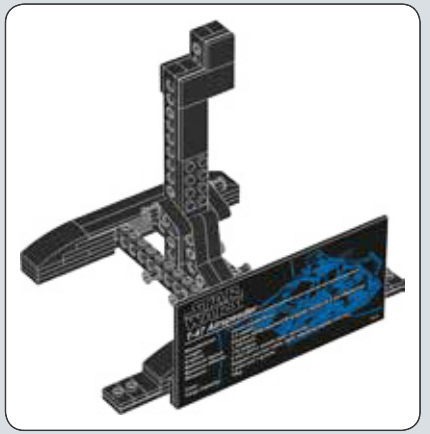

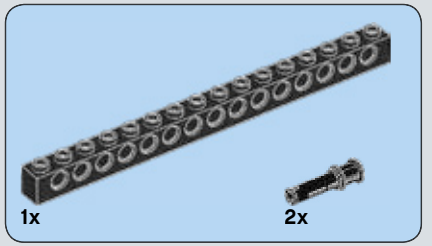

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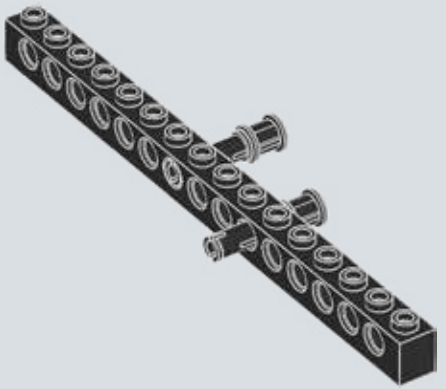

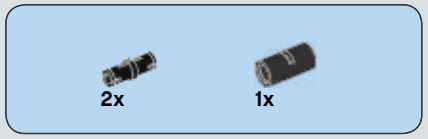

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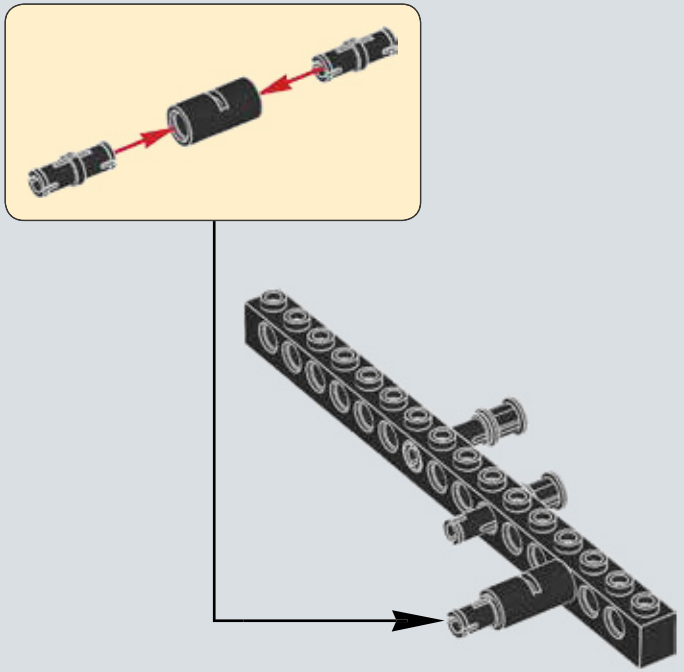

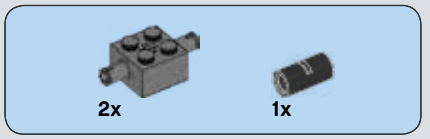

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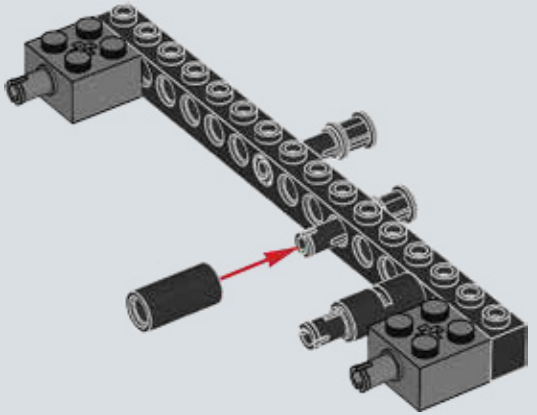

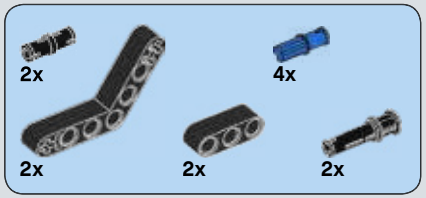

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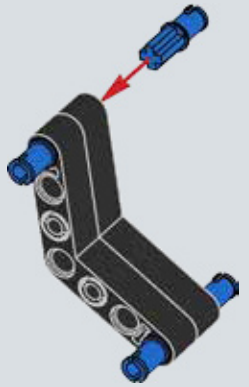

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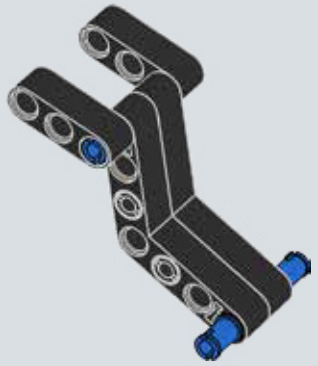

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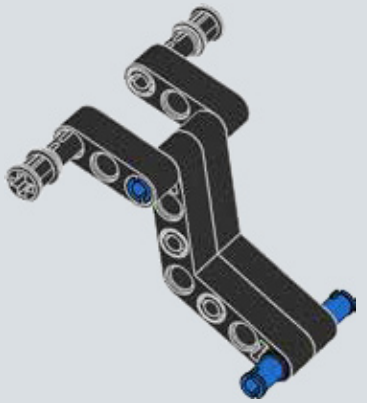

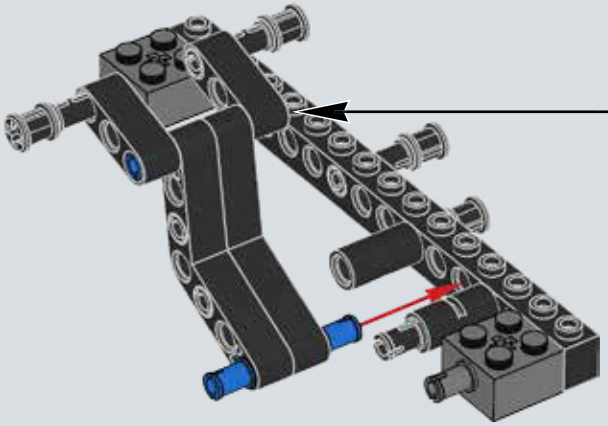

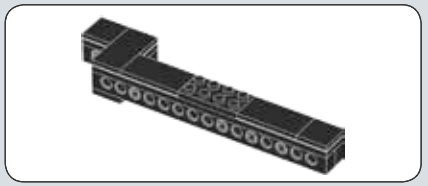

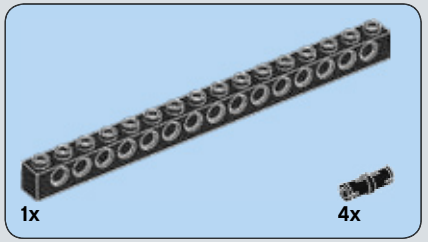

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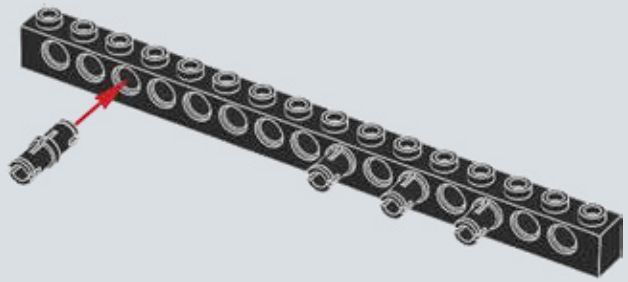

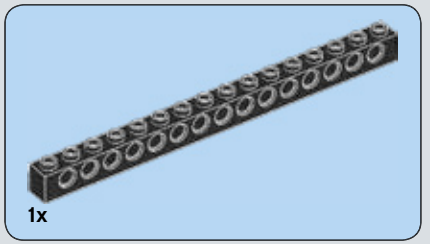

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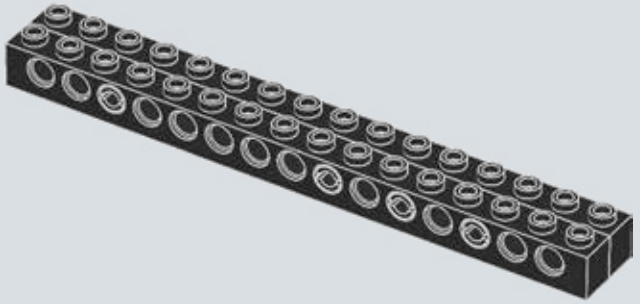

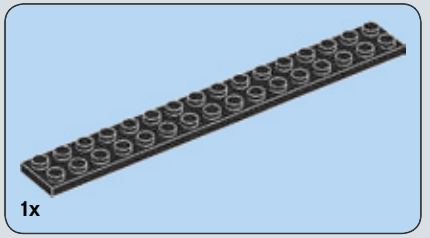

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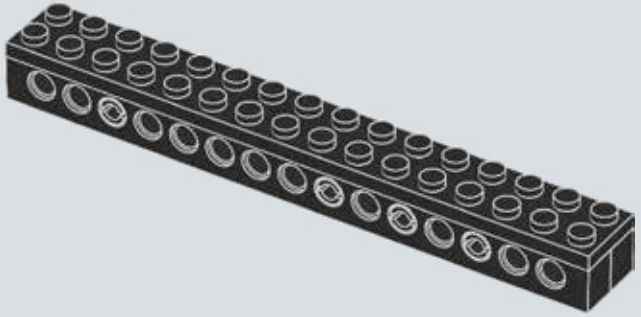

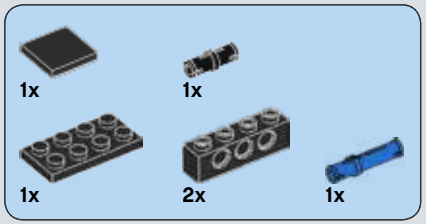

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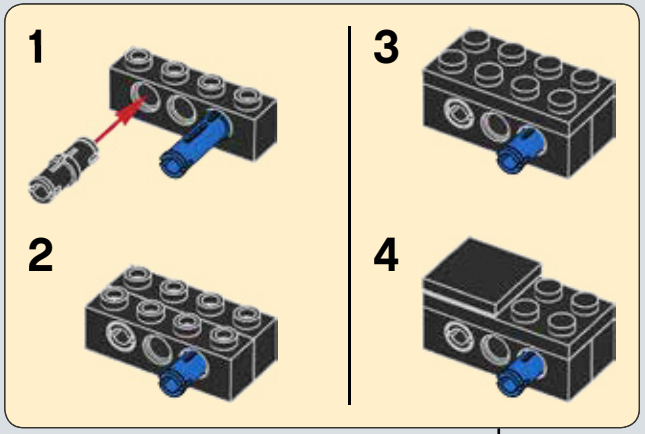

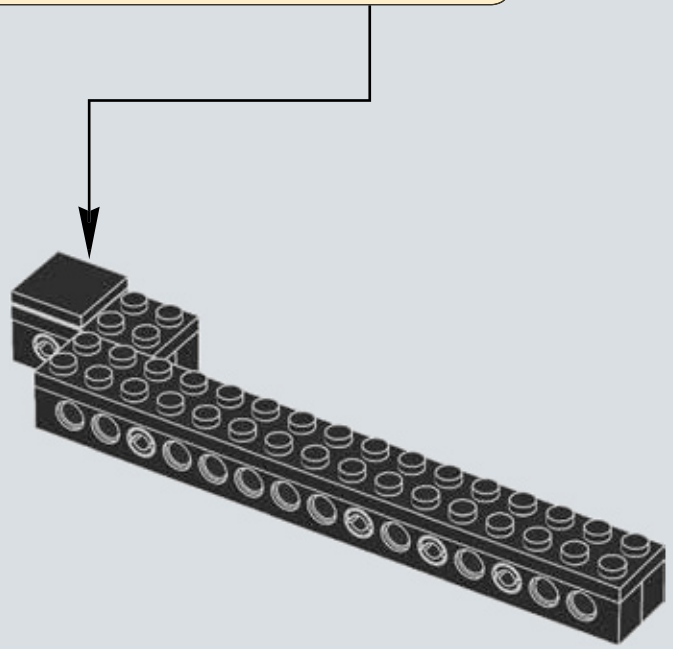

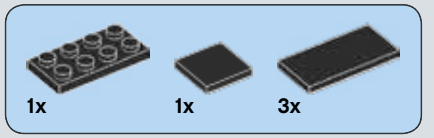

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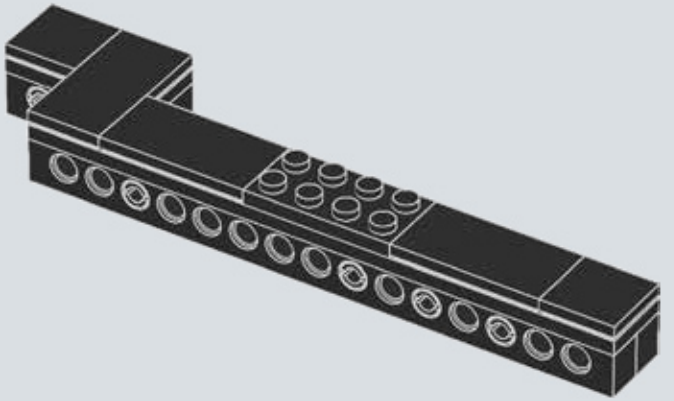

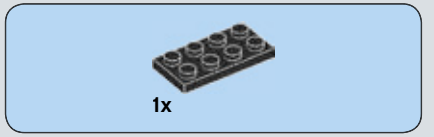

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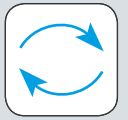

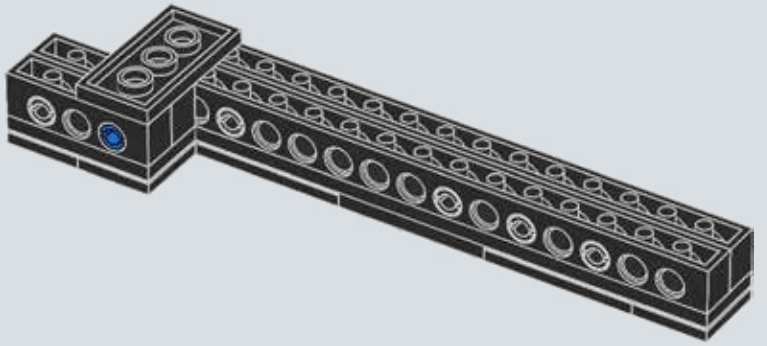

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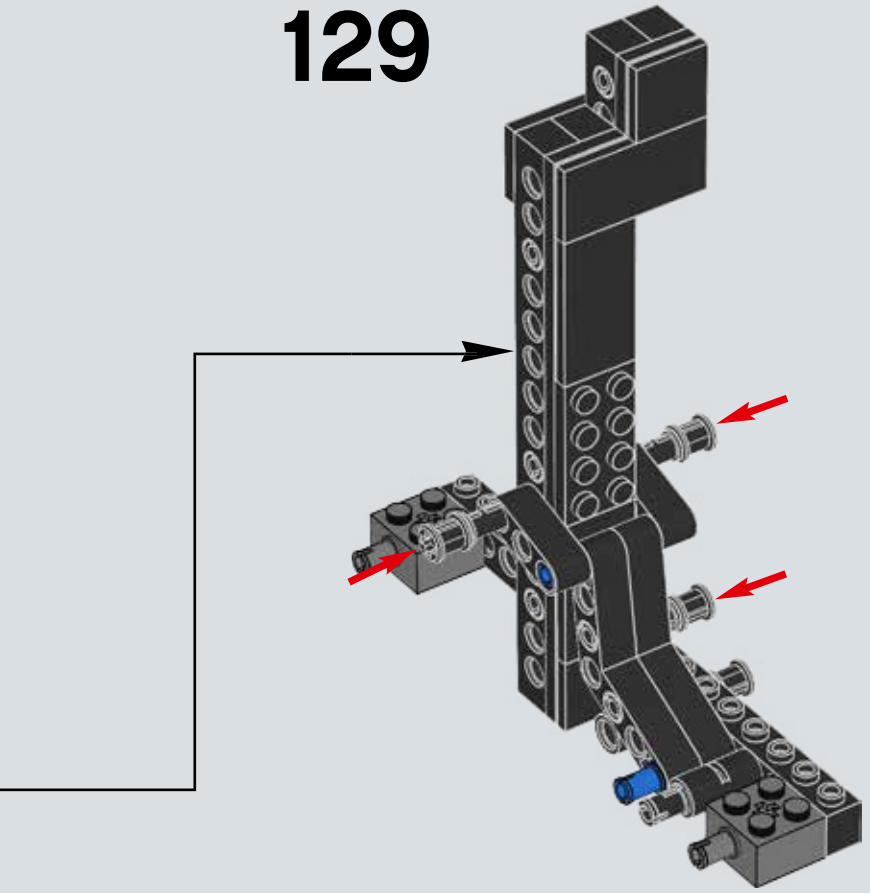

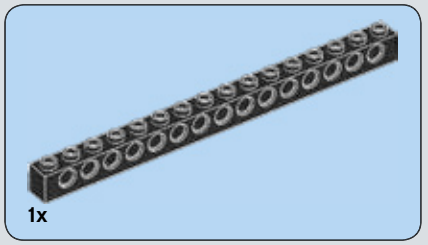

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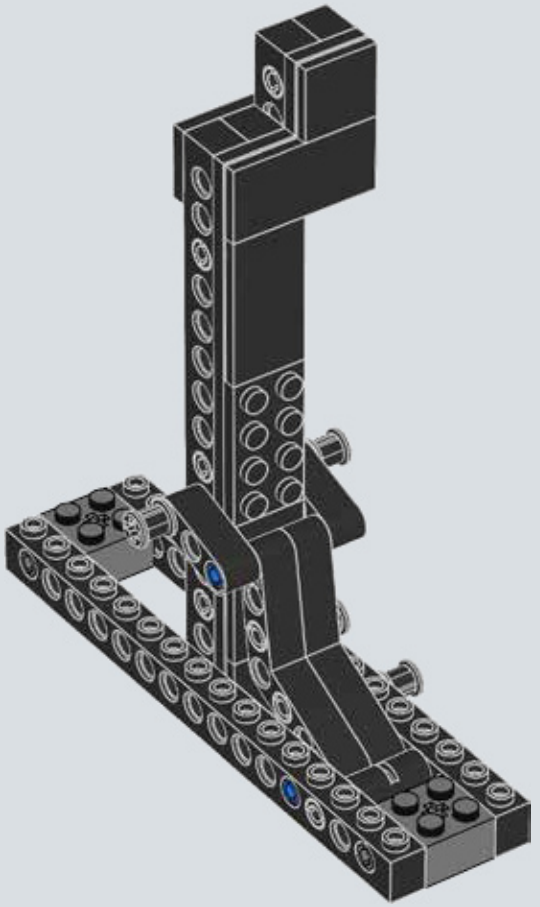

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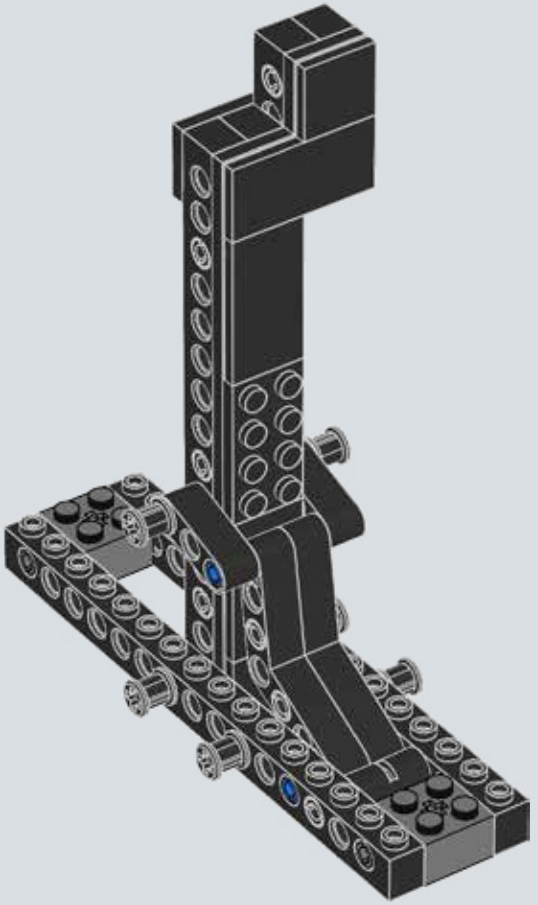

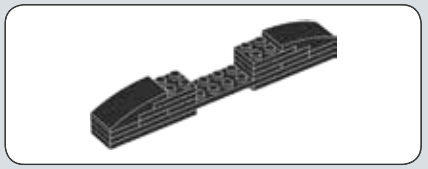

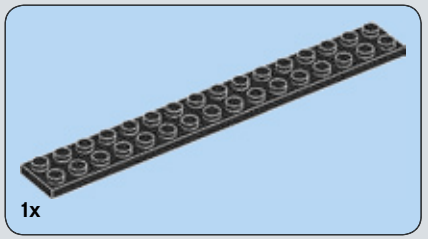

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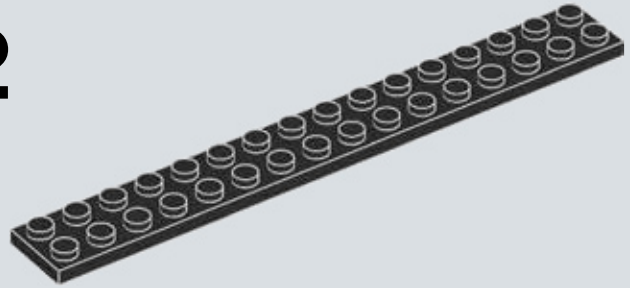

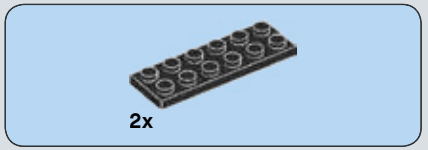

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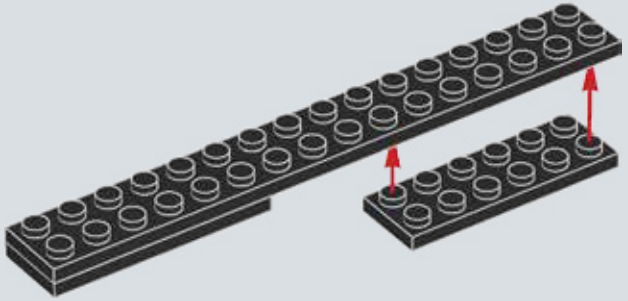

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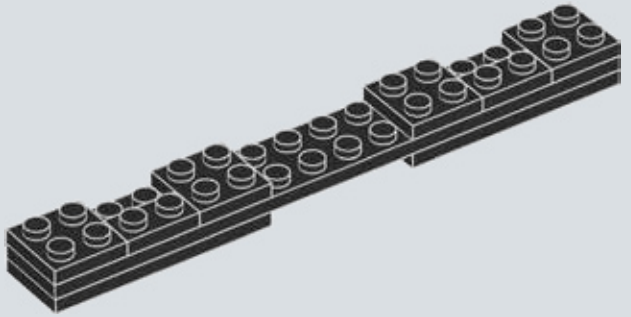

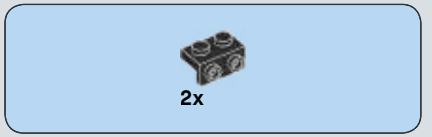

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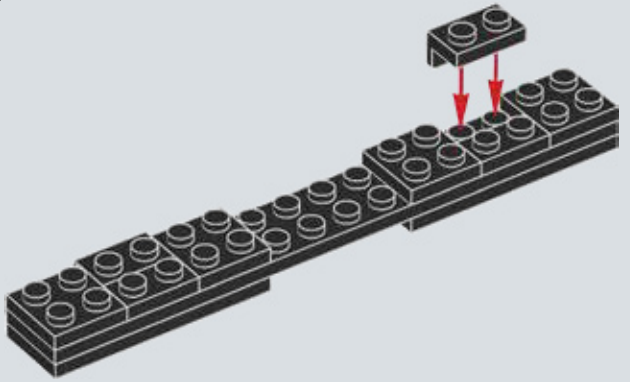

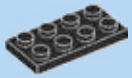

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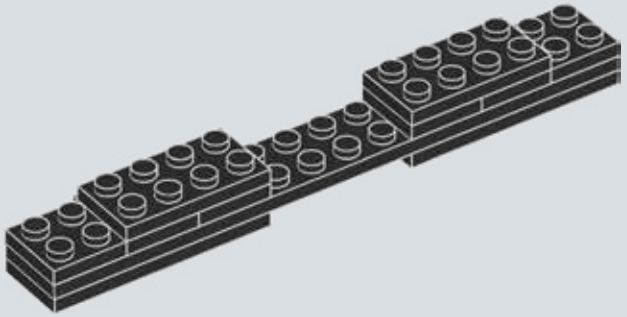

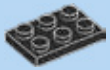

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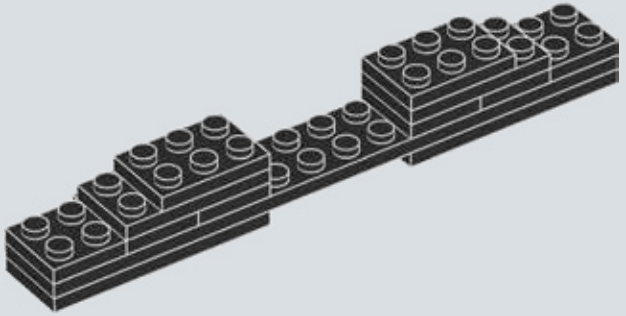

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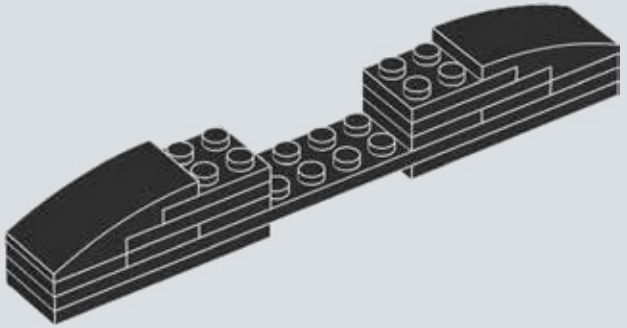

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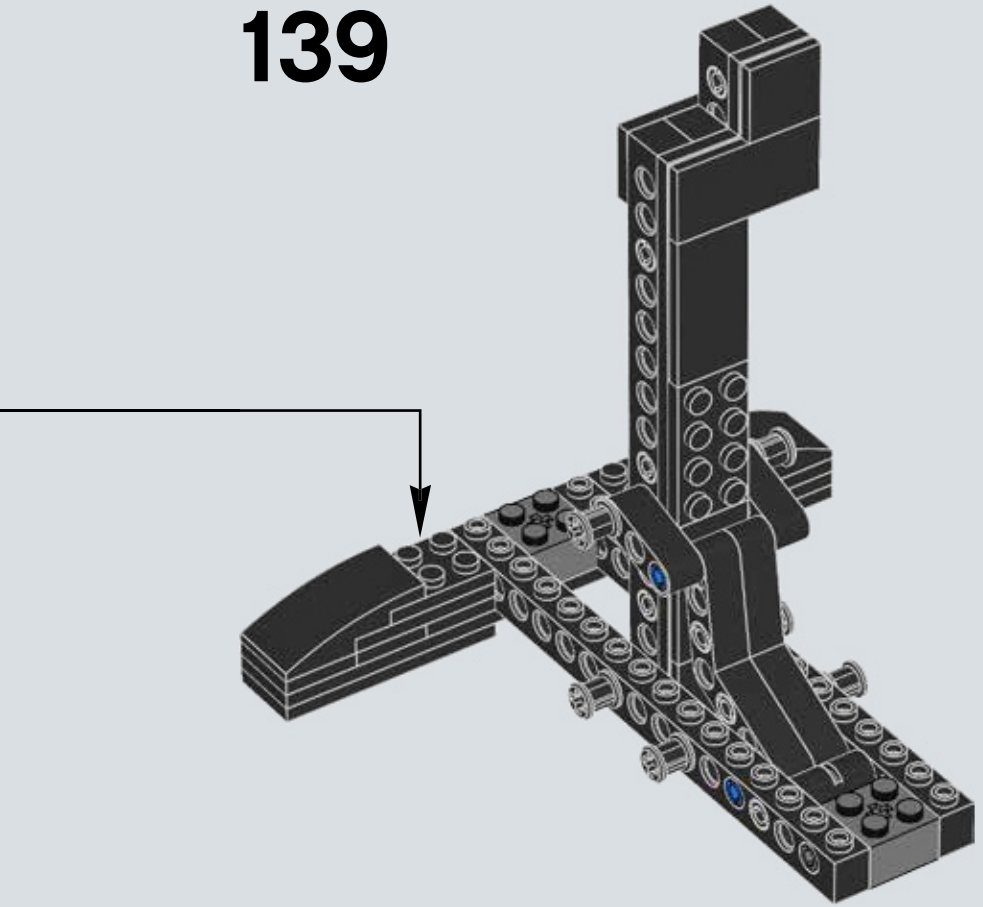

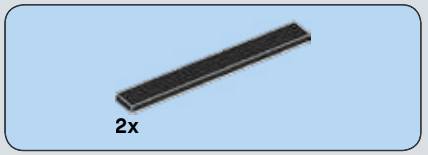

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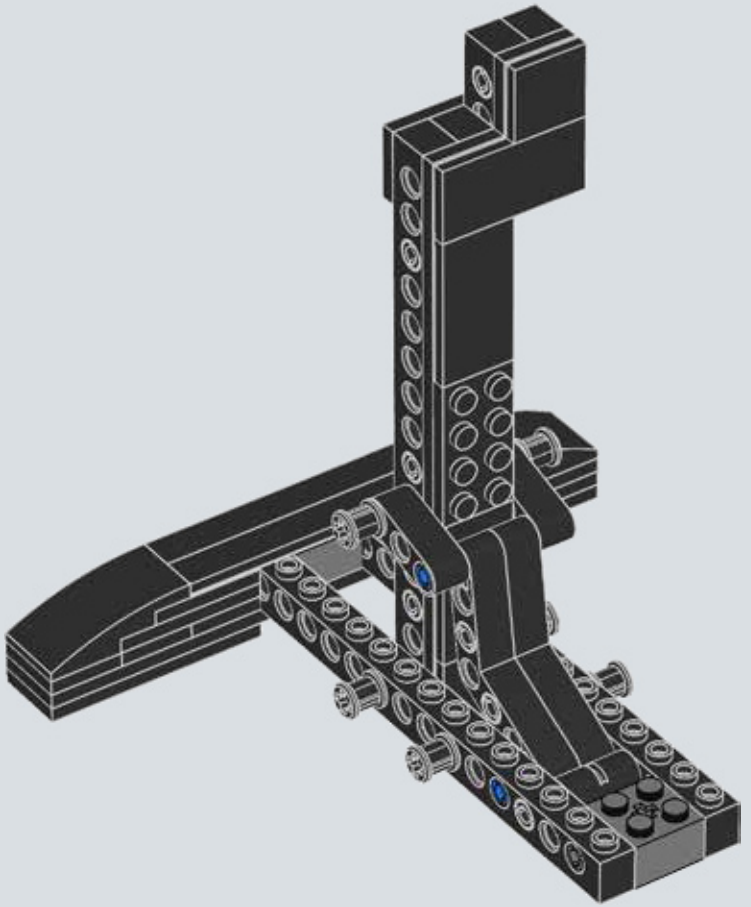

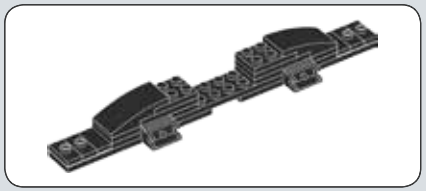

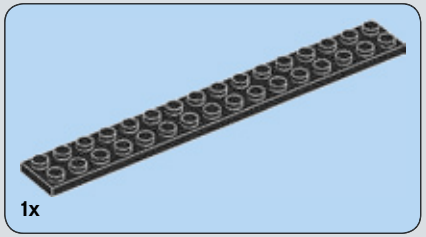

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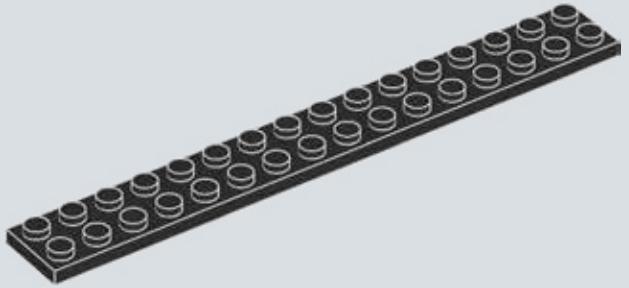

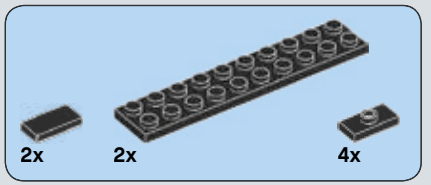

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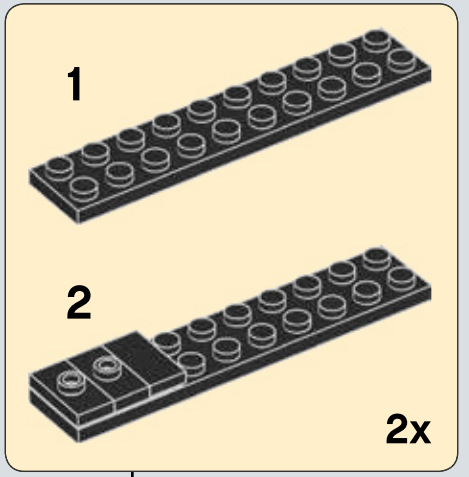

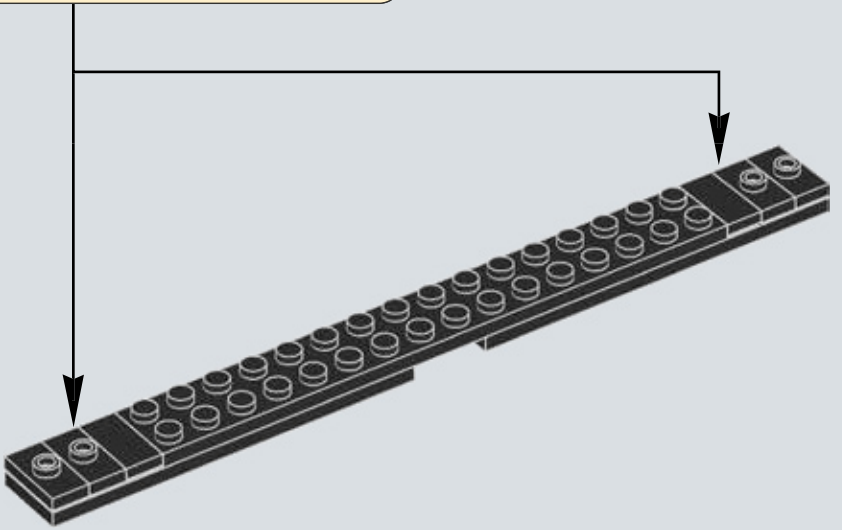

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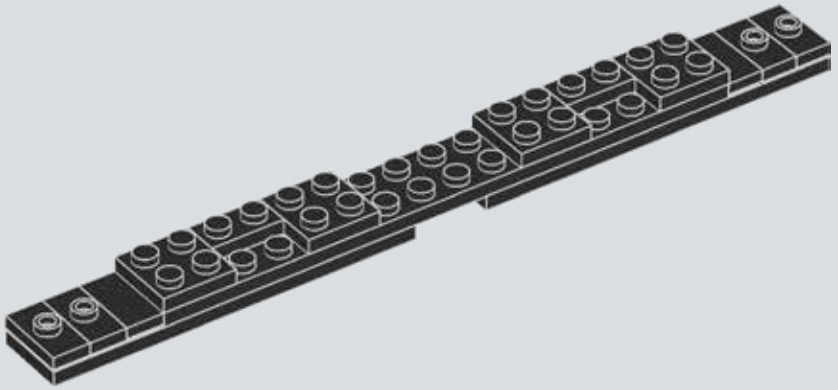

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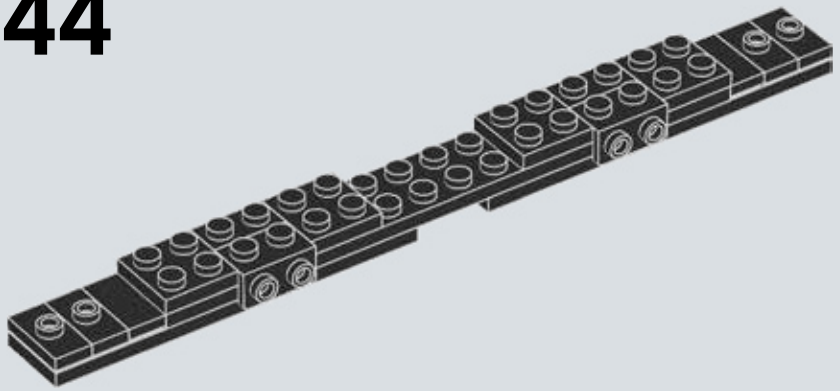

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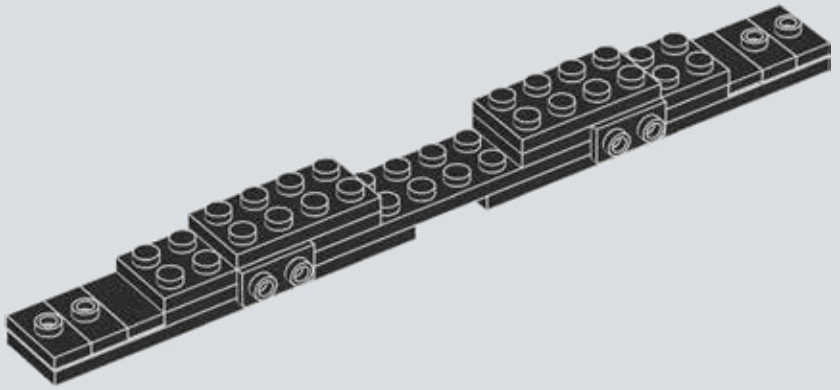

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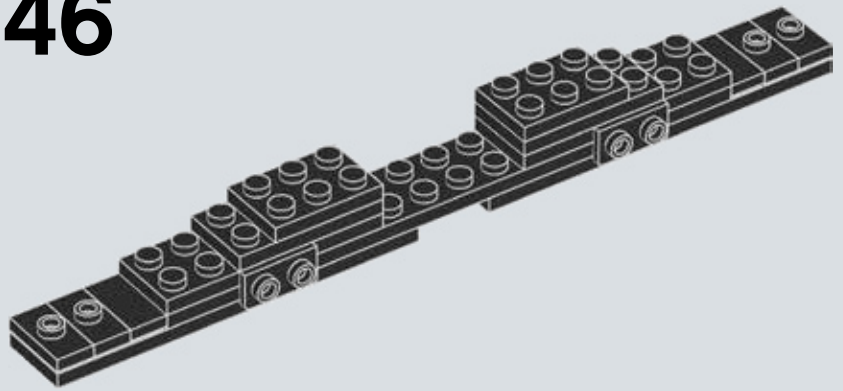

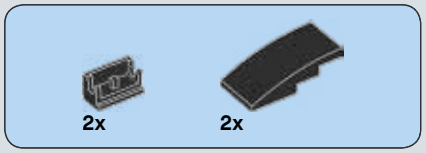

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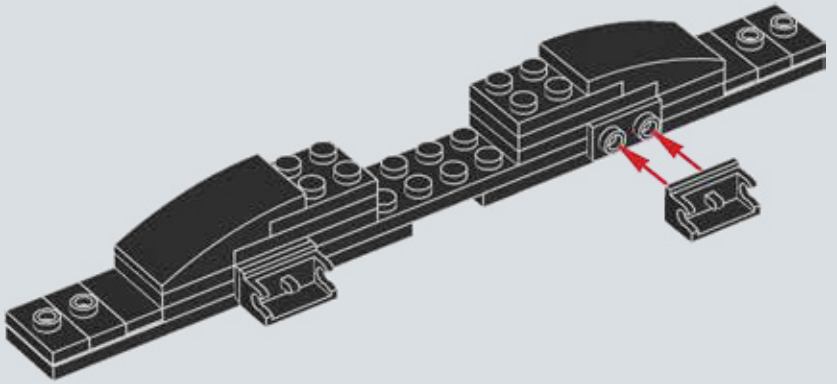

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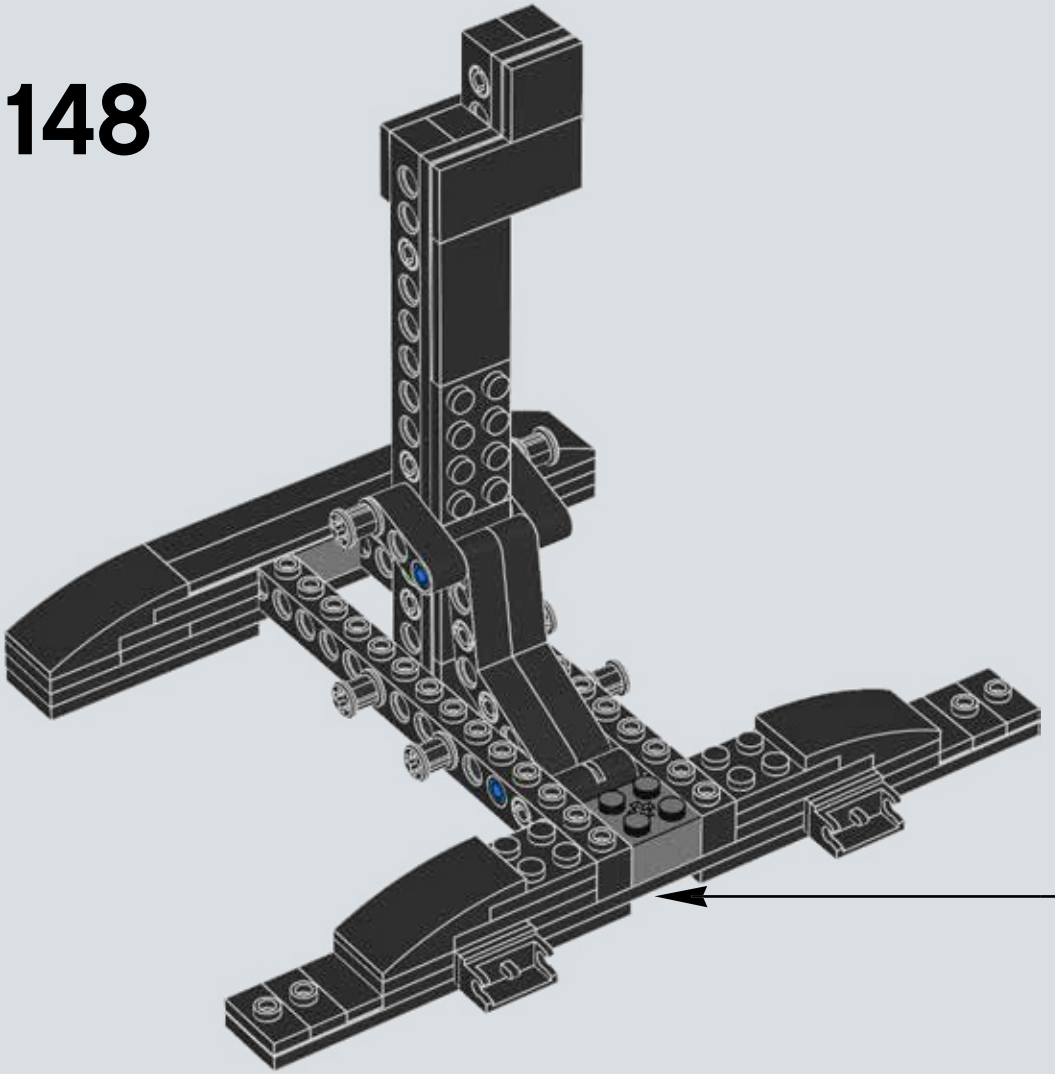

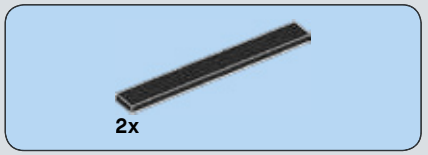

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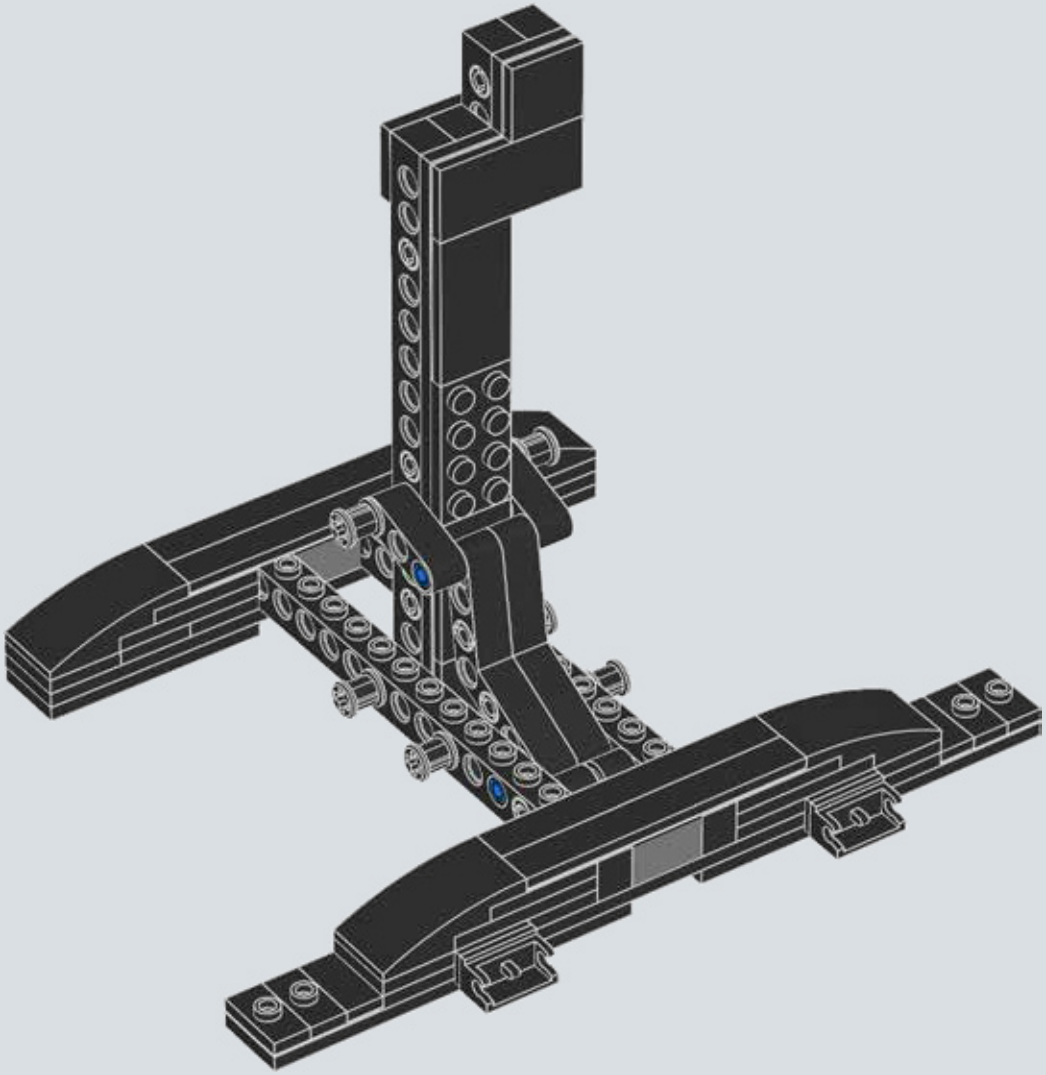

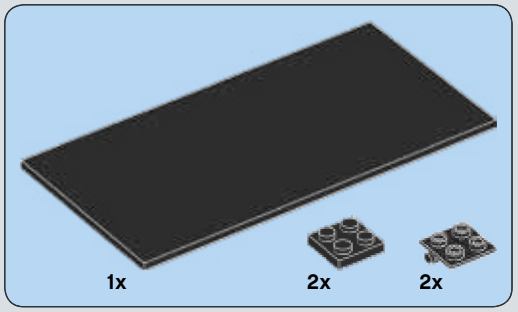
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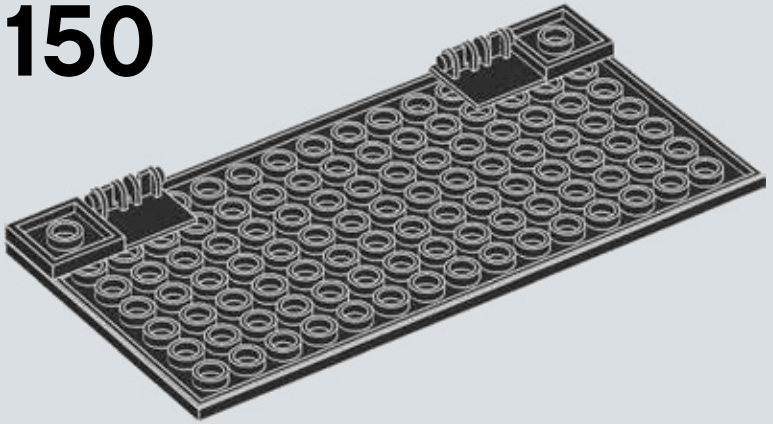

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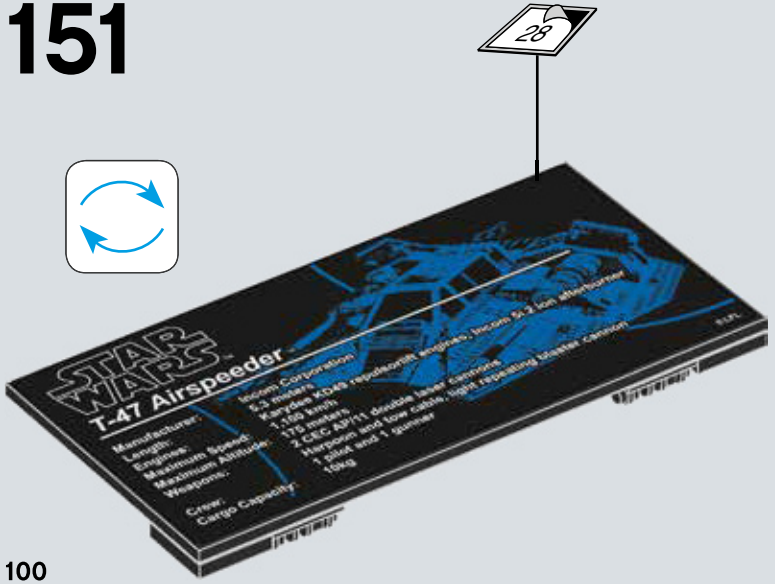
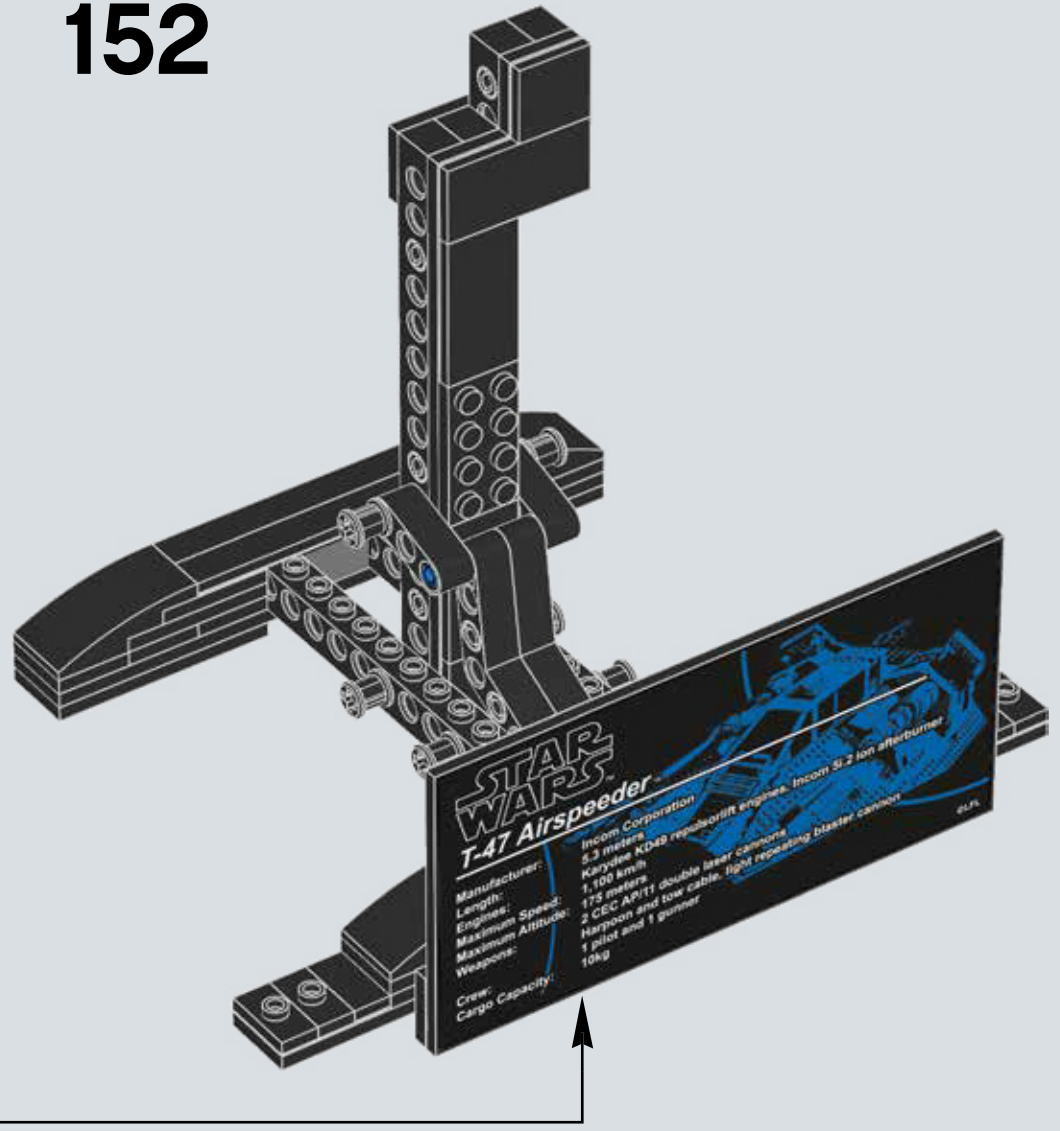

28
STAR WARS
T-47 Airspeeder
Manufacturer: Incom Corporation
Length: 5.3 meters
Engines: Karydex KD48 repulsorlift engines, Incom SI.2 Ion afterburner
Maximum Speed: 1,100 km/h
Maximum Altitude: 175 meters
Weapons: 2 CEC AP/11 double laser cannons, 2 CEC AP/11 double laser cannons, light repeating blaster cannon
Crew: Harpoon and tow cable
Cargo Capacity: 1 pilot and 1 gunner
10kg

152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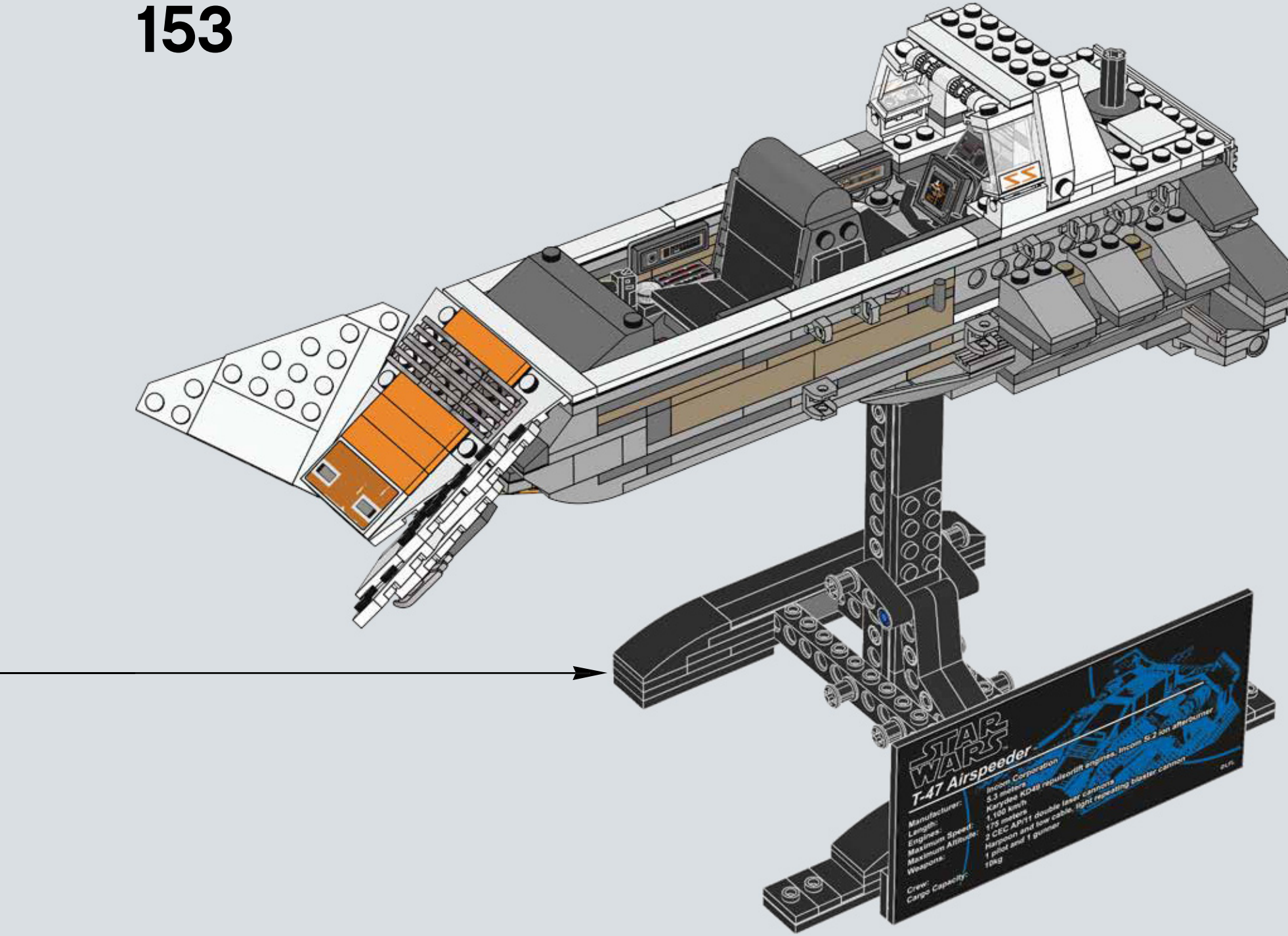
153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Maximum Speed: 1,100 km/h
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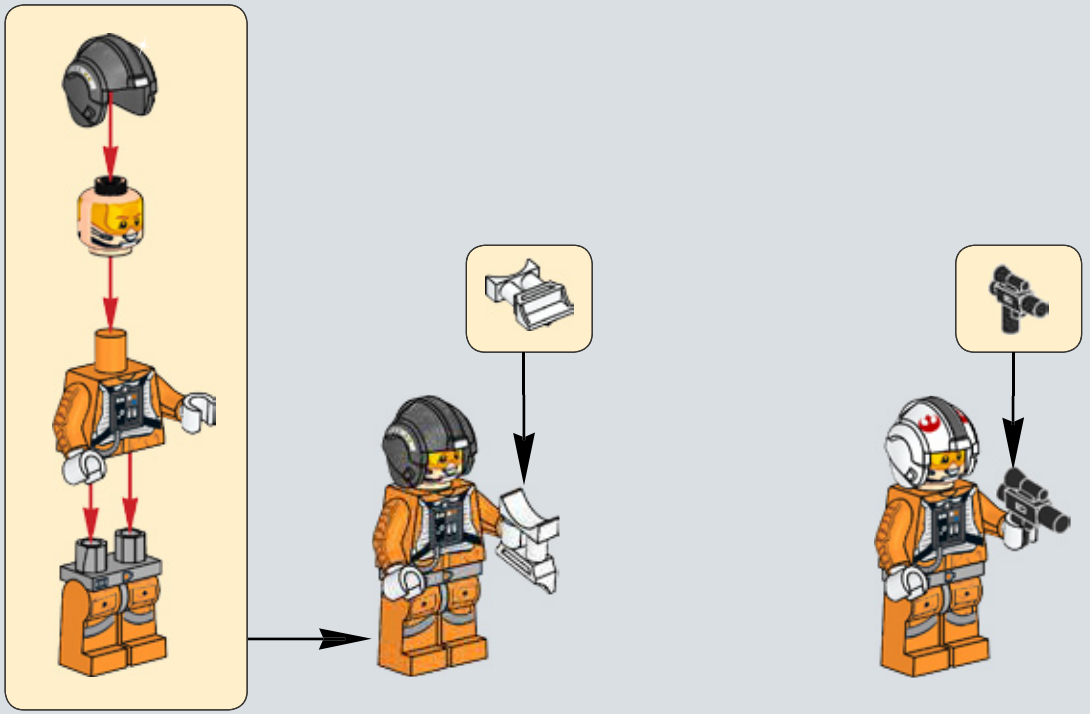
Weapons: 2 CEC AP/11 double laser cannons
Harpoon and tow cable, light repeating blaster cannon
Crew: 1 pilot and 1 gunner
Cargo Capacity: 10kg

154



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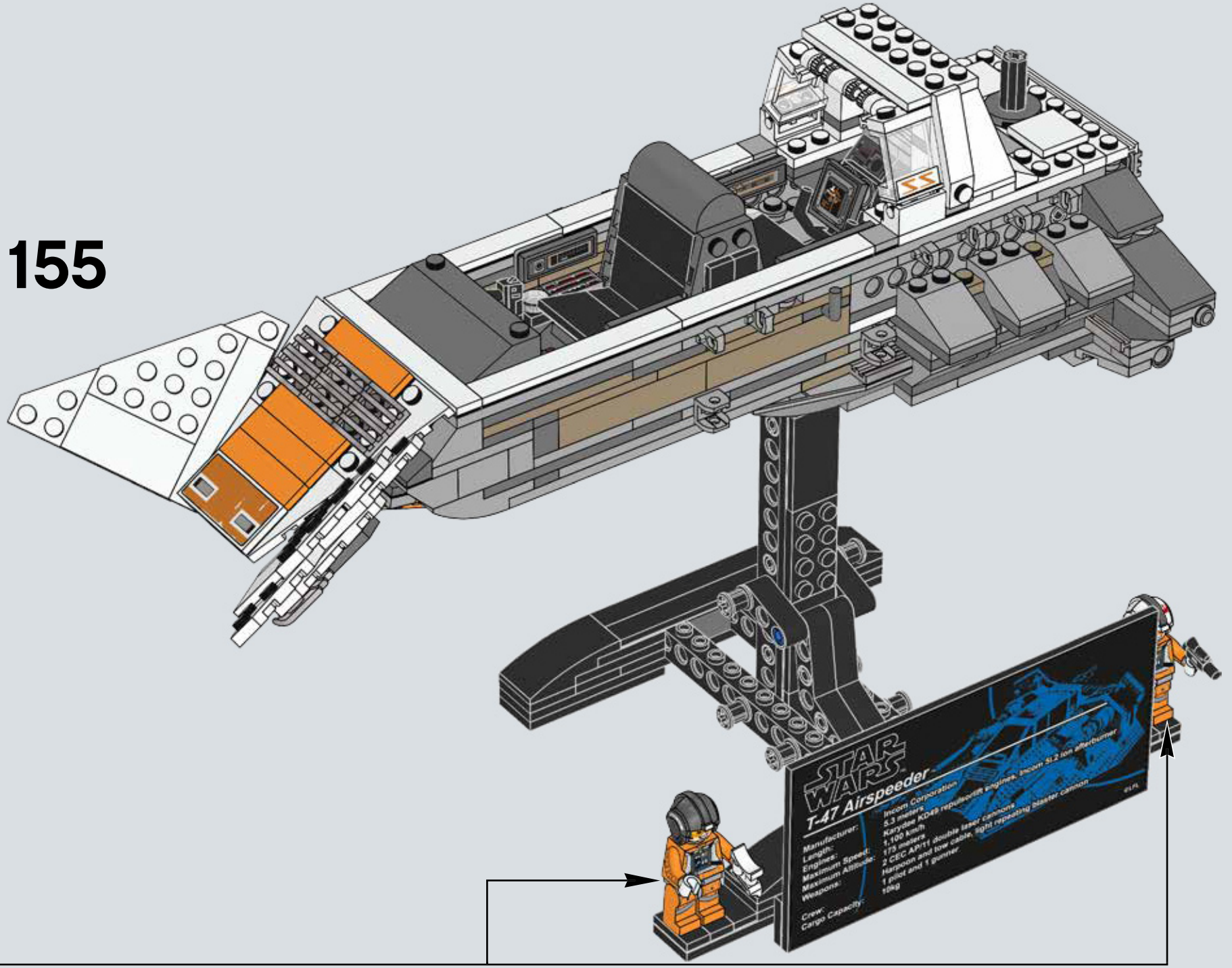
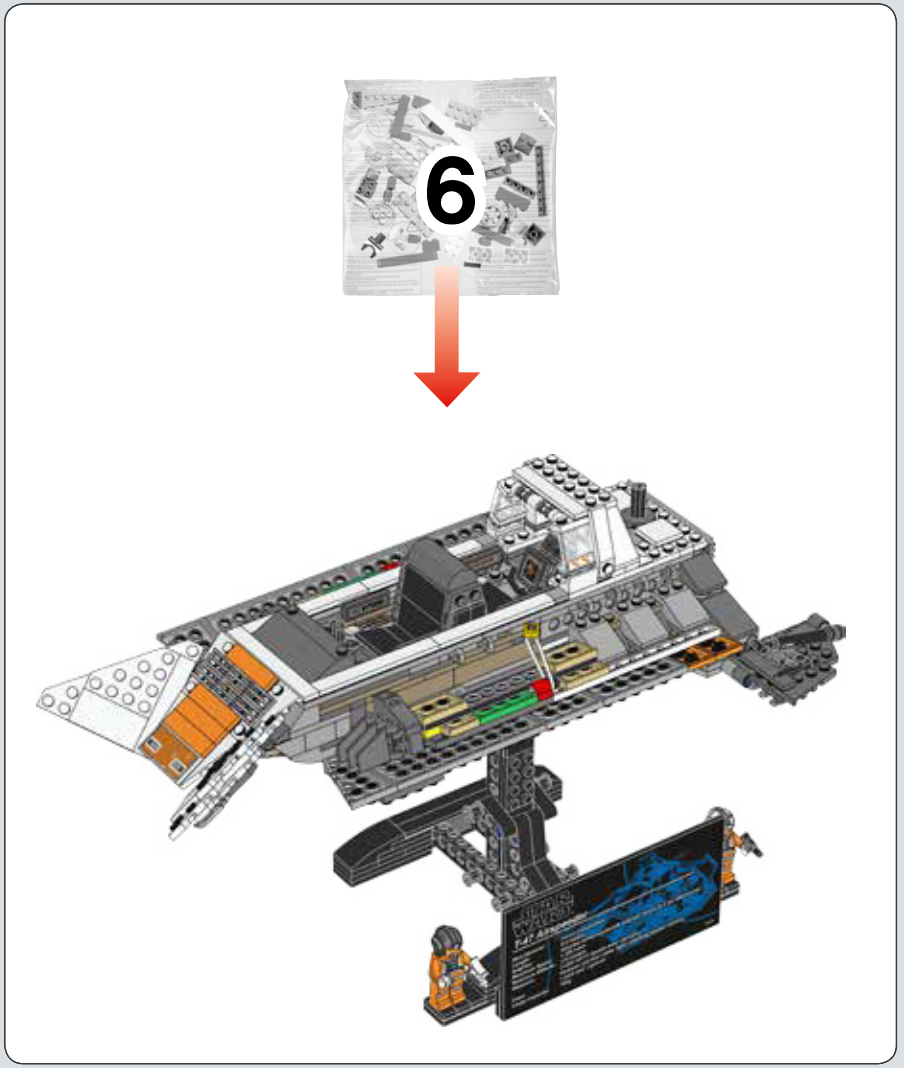
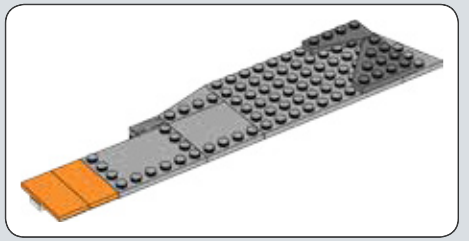
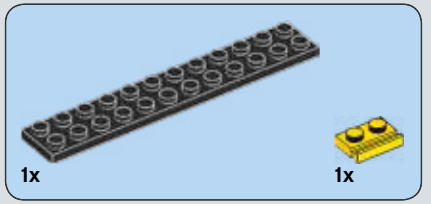

STAR WARS
T-47 Airspeeder
Manufacturer: Incom Corporation
Length: 5.3 meters
Engines: Karydex KD49 repulsorlift engines, Incom SL2 ion afterburner
Maximum Speed: 1,100 km/h
Maximum Altitude: 173 meters
Weapons: 2 CEC AP/11 double laser cannons
Harpoon and tow cable, rigid repeating blaster cannon
Crew: 1 pilot and 1 gunner
Cargo Capacity: 10kg







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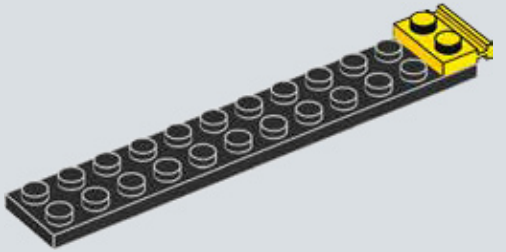

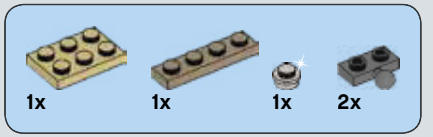

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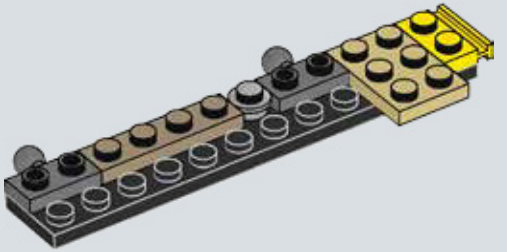

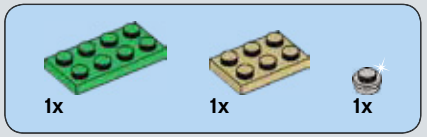

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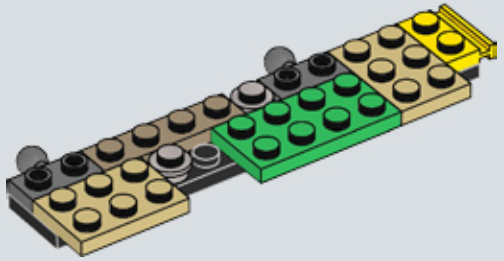

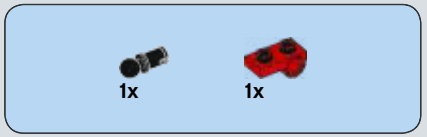

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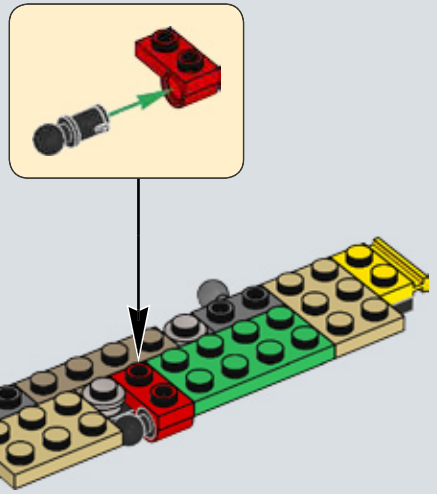

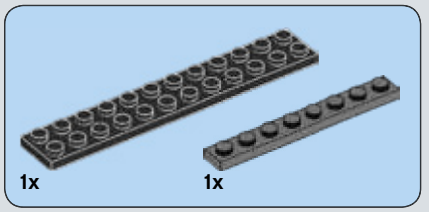

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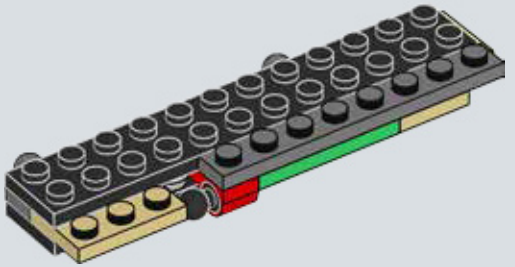

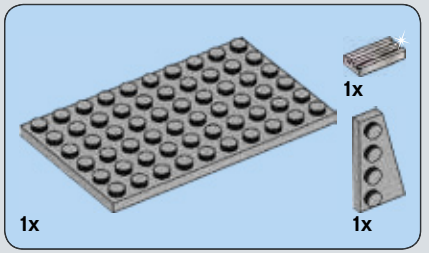

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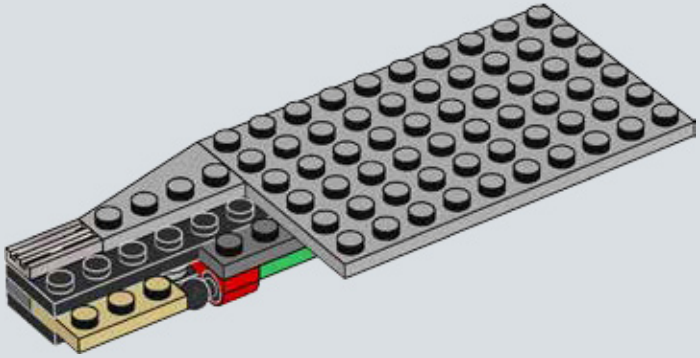

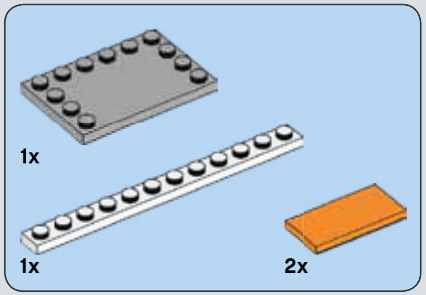

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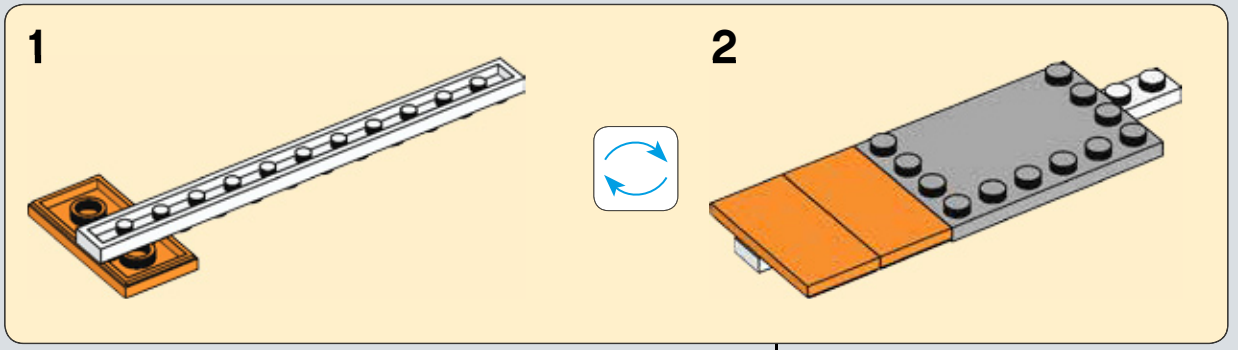

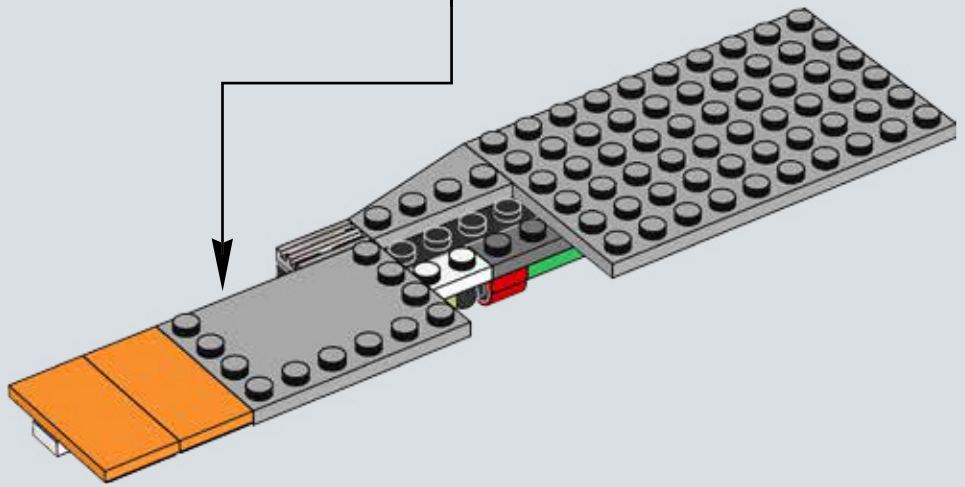

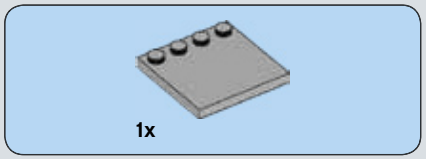

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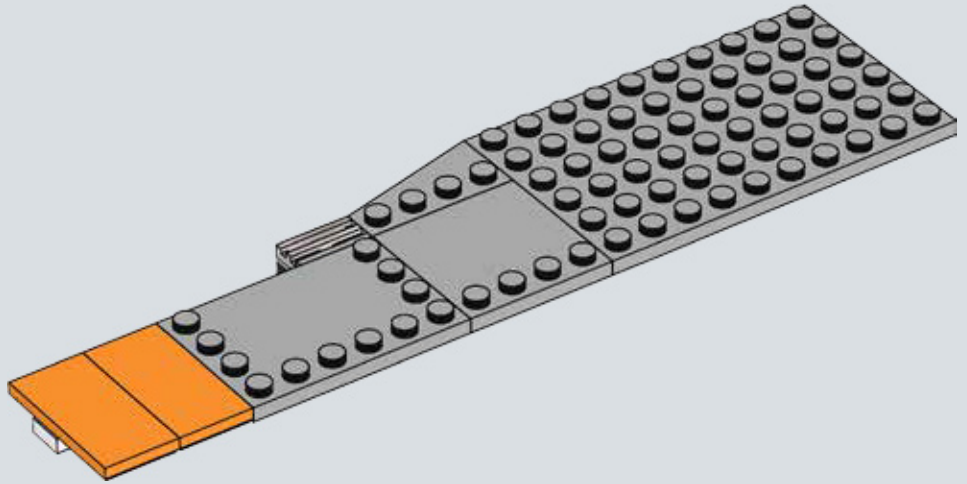

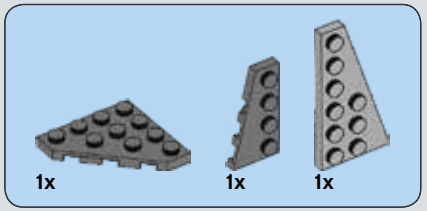

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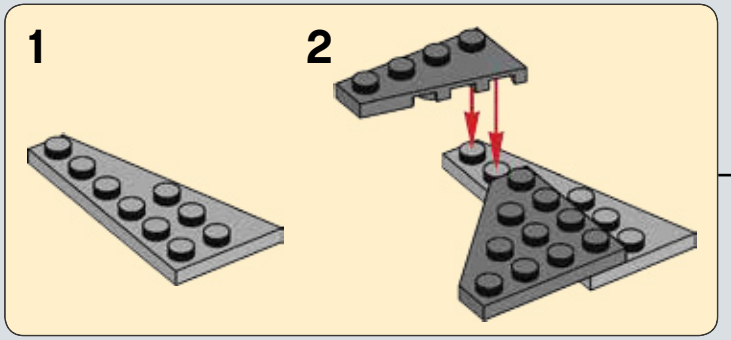

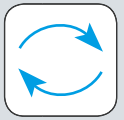

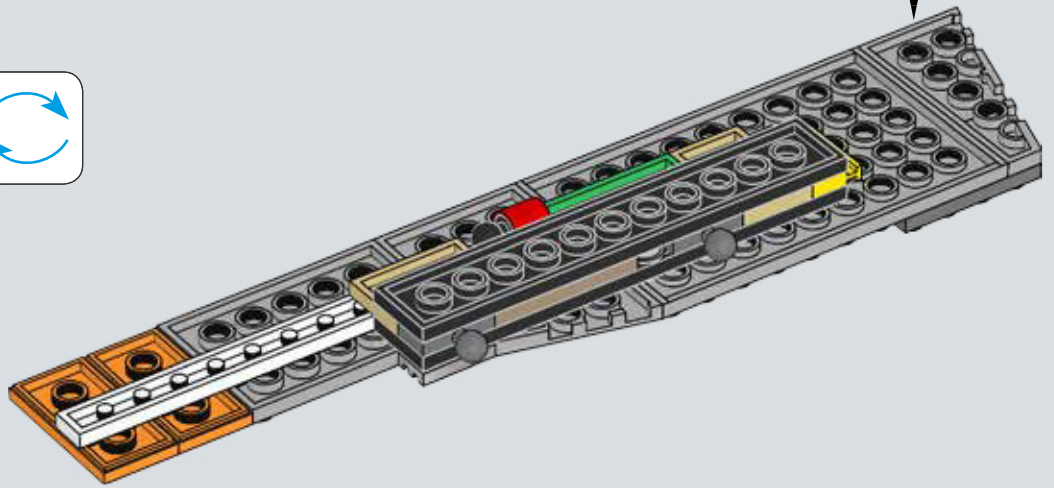

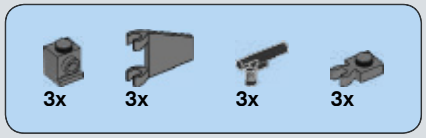

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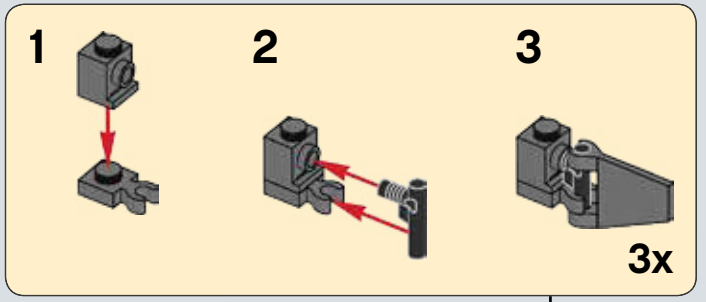

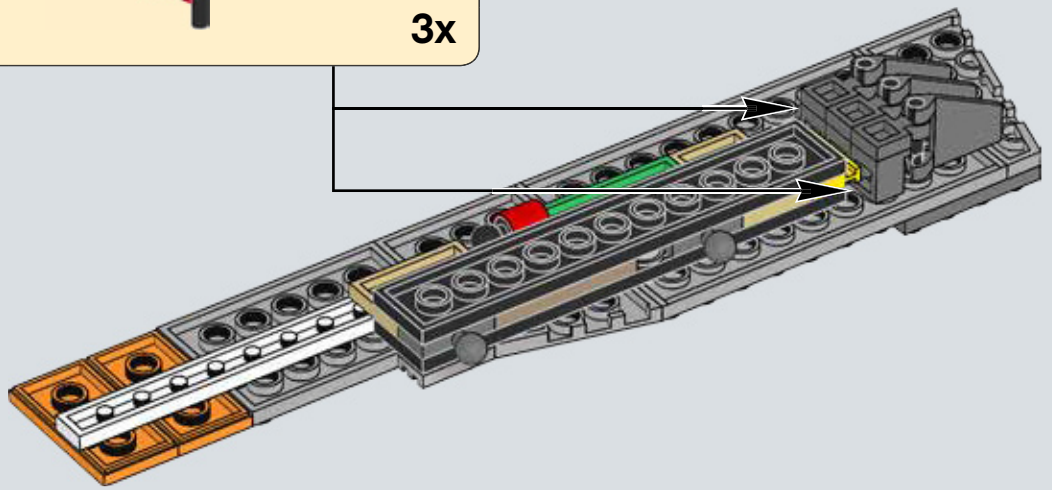

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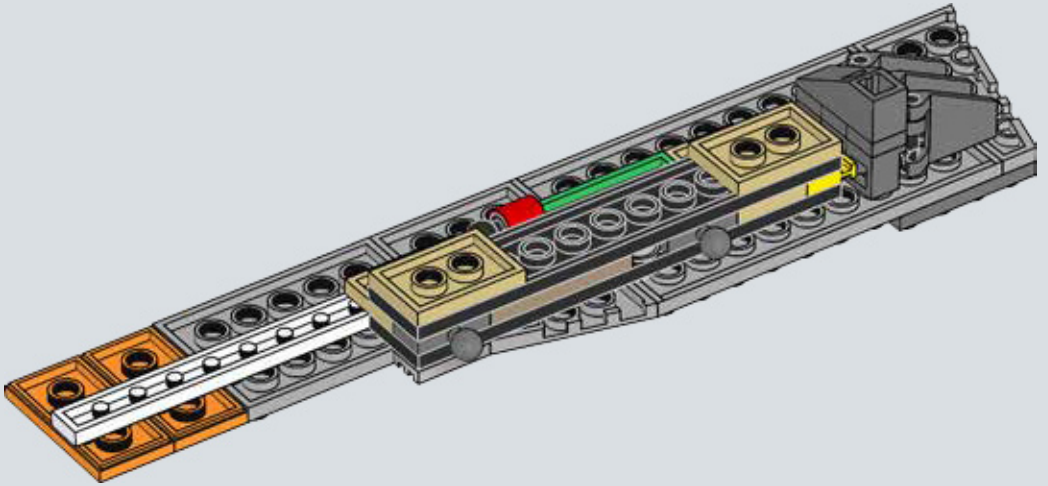

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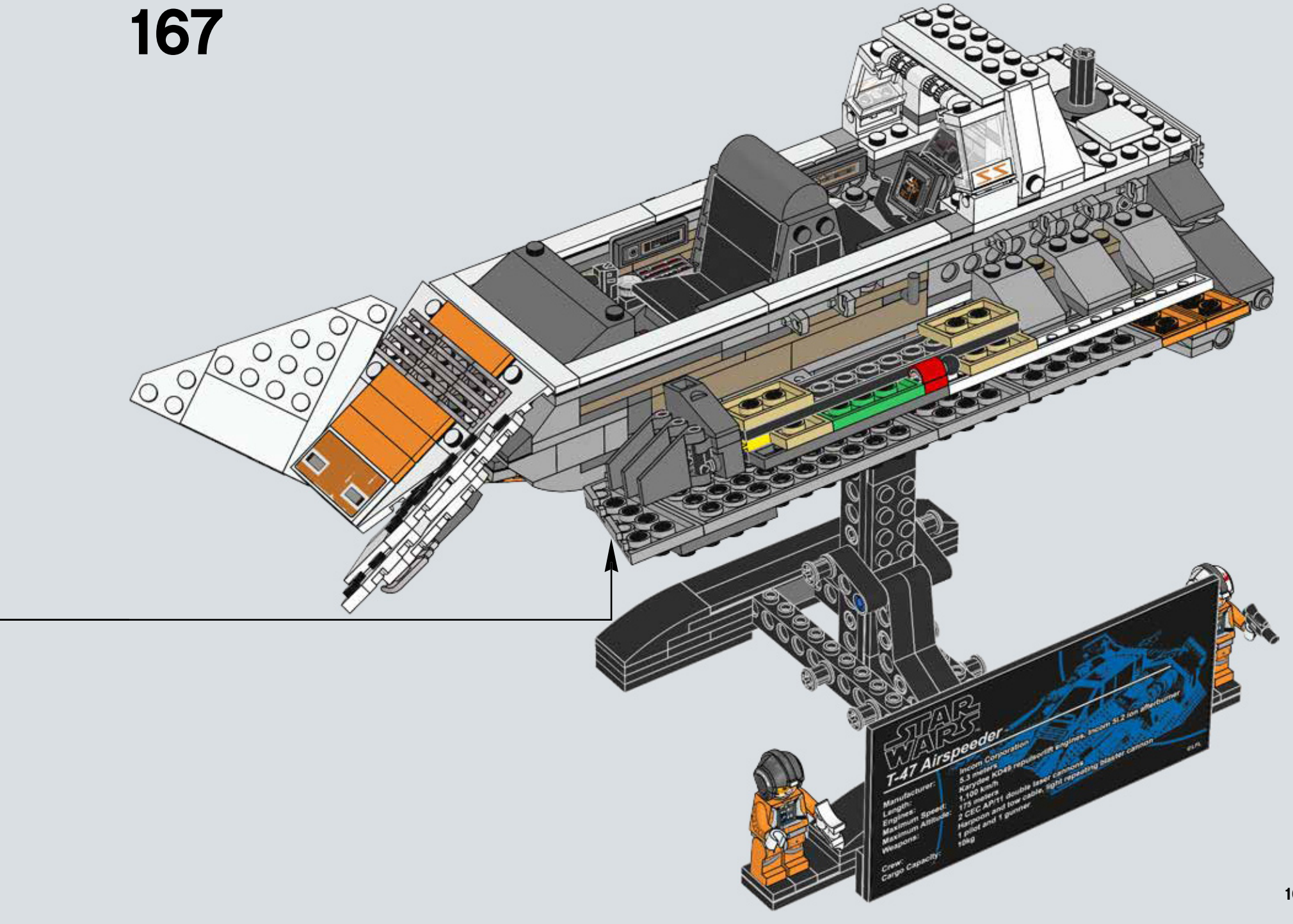
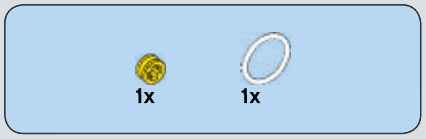

STAR WARS
T-47 Airspeeder
Manufacturer: Incom Corporation
Length: 5.3 meters
Engines: Karydex KD49 repulsorlift engines, Incom SL2 ion afterburner
Maximum Speed: 1,100 km/h
Maximum Altitude: 173 meters
Weapons: 2 CEC AP/T1 double laser cannons
Harpoon and tow cable, light repeating blaster cannon
Crew: 1 pilot and 1 gunner
Cargo Capacity: 50kg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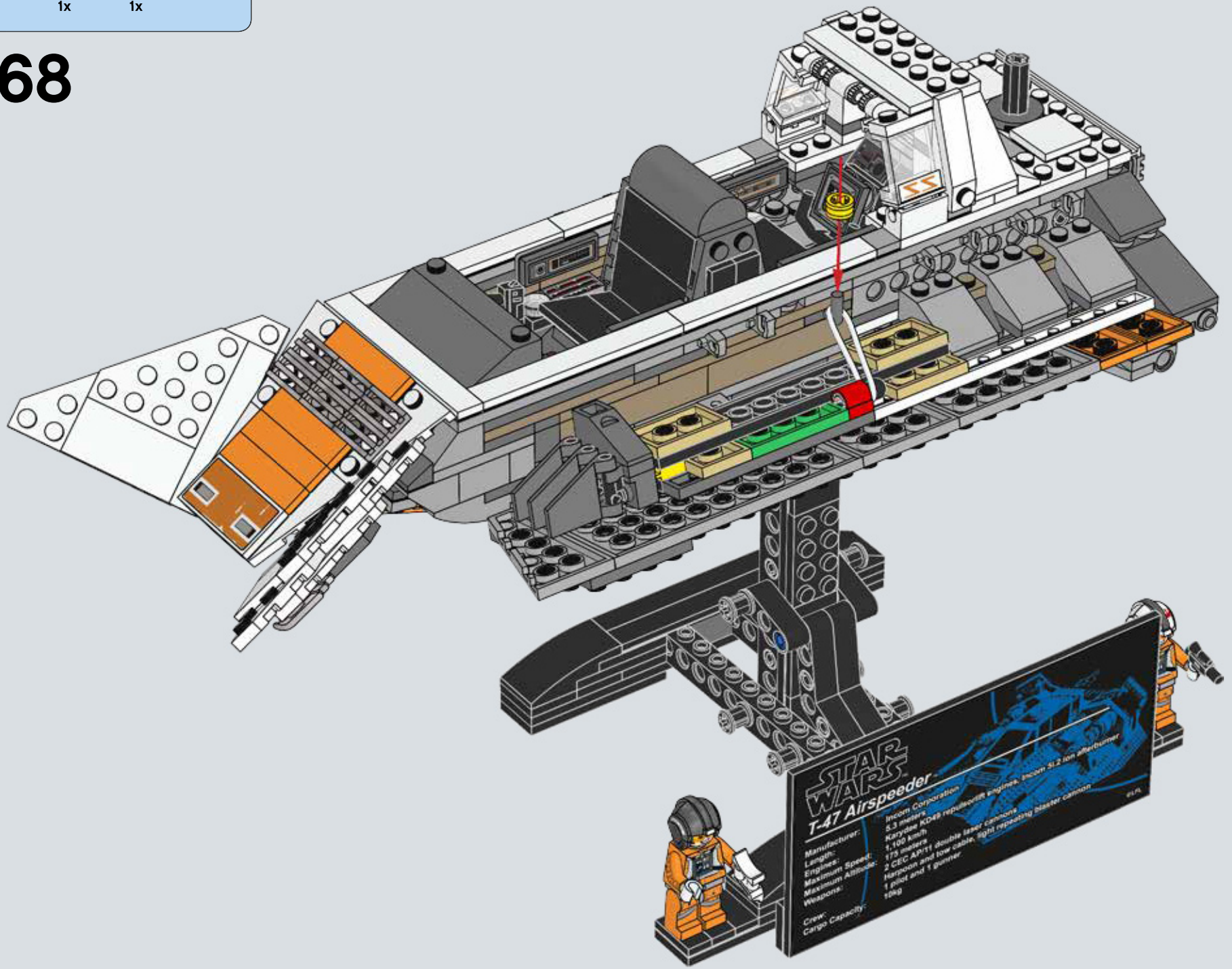
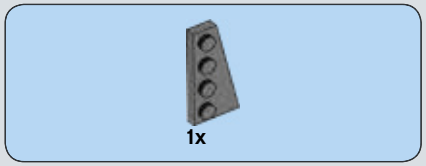

STAR WARS
T-47 Airspeeder
Manufacturer: Incom Corporation
Length: 5.3 meters
Engines: Karydee KD49 repulsorlift engines, Incom 5L2 ion afterburner
Maximum Speed: 1,100 km/h
Maximum Altitude: 175 meters
Weapons: 2 CEC AP/11 double laser cannons
Harpoon and tow cable, light repeating blaster cannon
Crew: 1 pilot and 1 gunner
Cargo Capacity: 10kg

169



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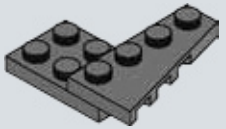

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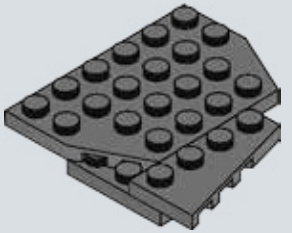

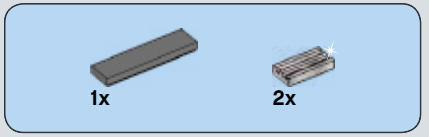

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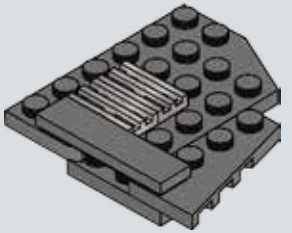

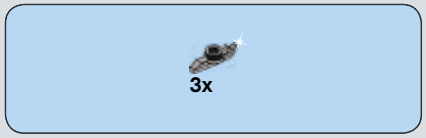

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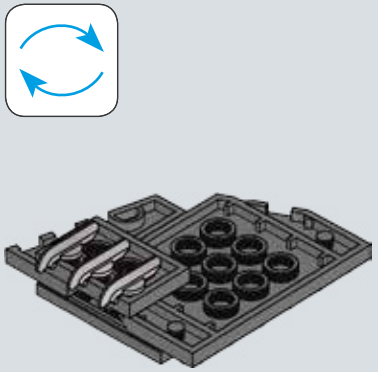

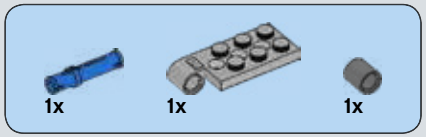

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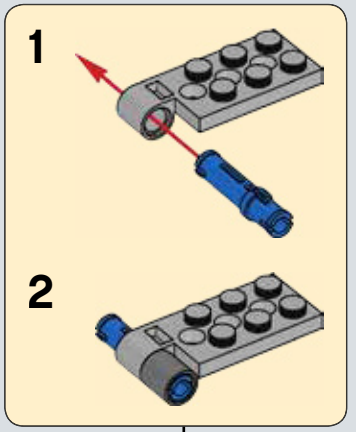

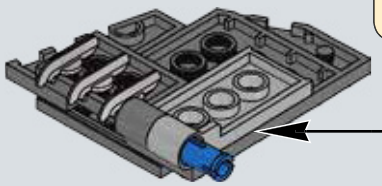

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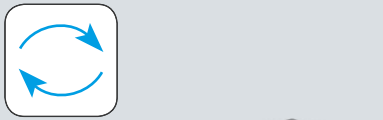

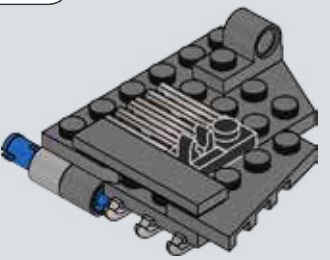

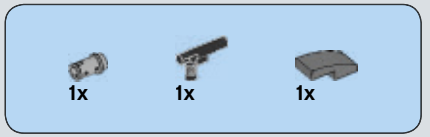

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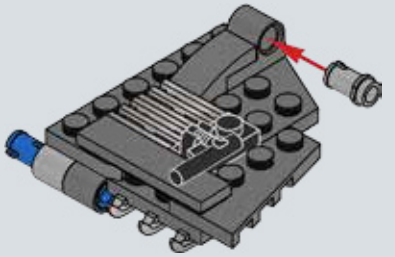

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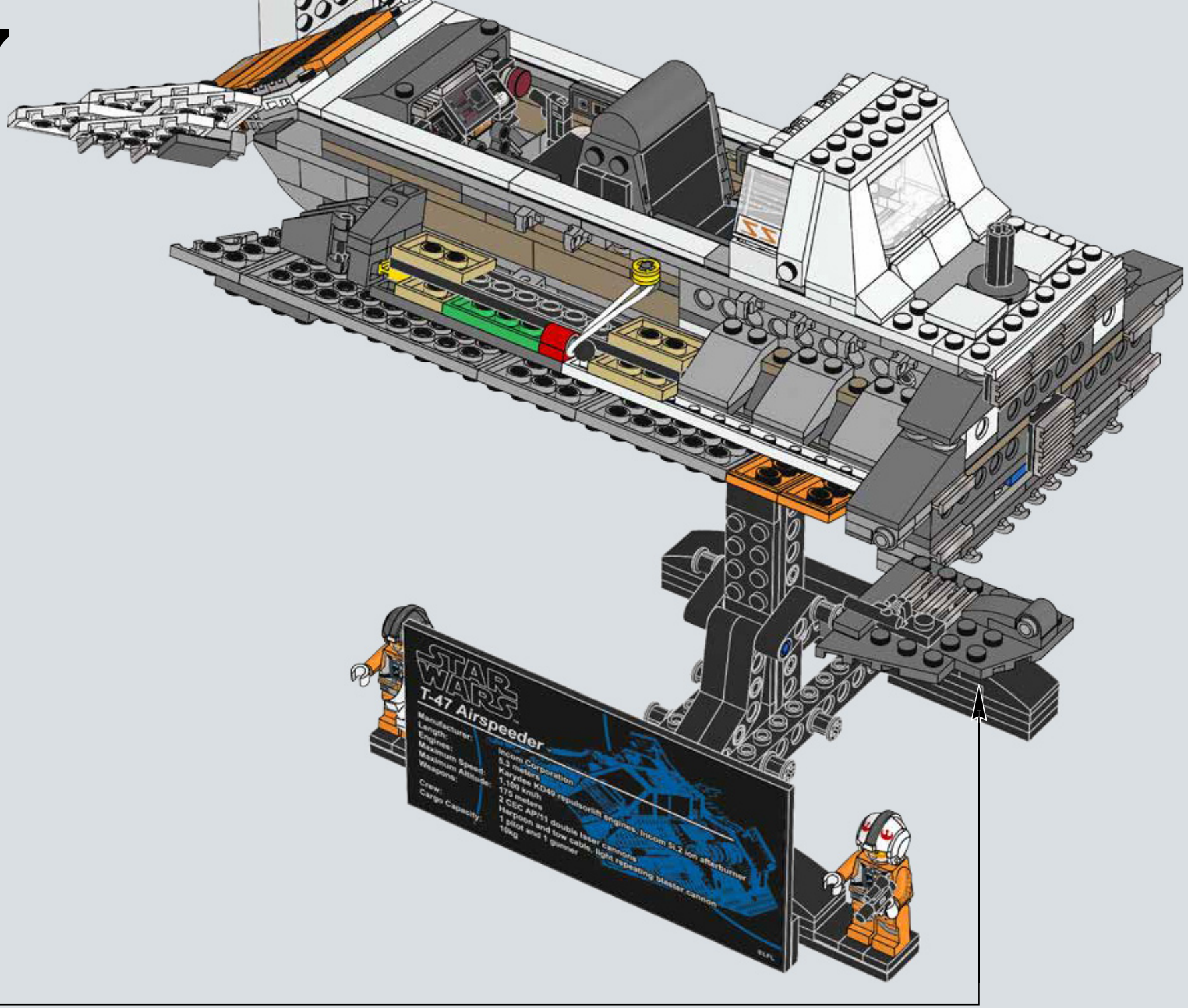
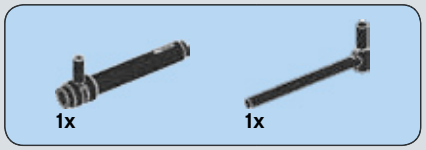

STAR WARS
T-47 Airspeeder
Manufacturer: Incom Corporation
Length: 8.3 meters
Engines: Karydex KD49 repulsorlift engines, Incom SI-2 ion afterburner
Maximum Speed: 1,100 kmh
Maximum Altitude: 175 meters
Weapons: 2 CEC AP-11 double laser cannons
Harpoon and tow cable, light repeating blaster cannon
Crew: 1 pilot and 1 gunner
Cargo Capacity: 10kg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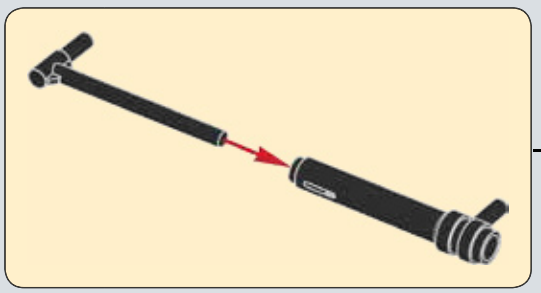
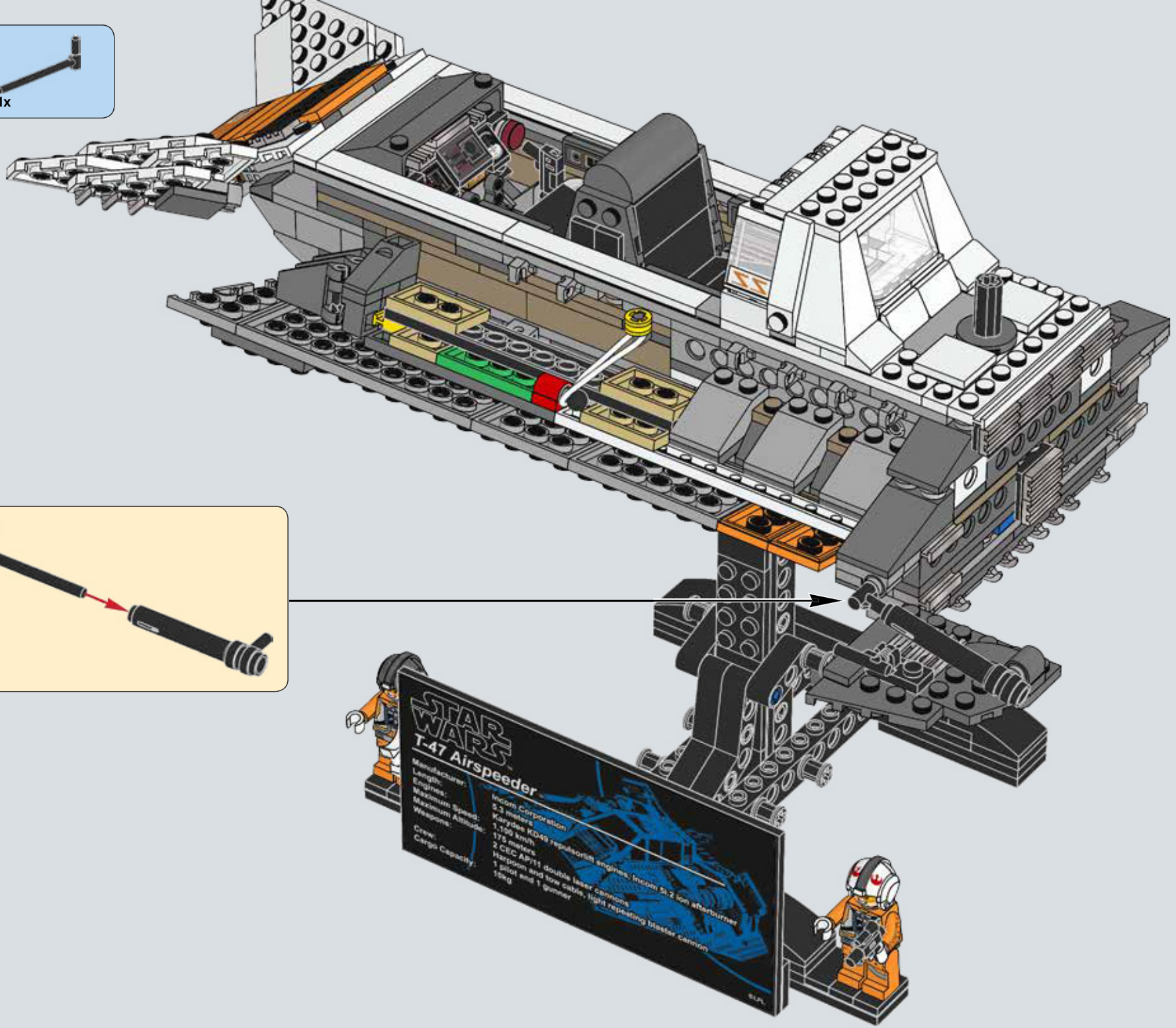
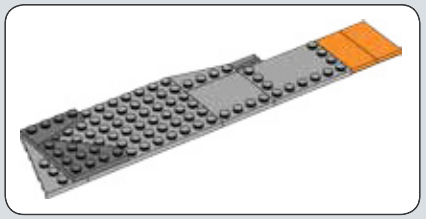
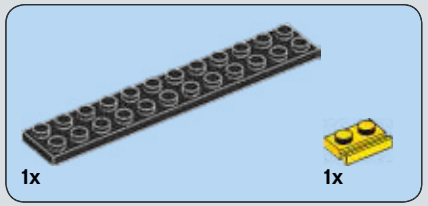



STAR WARS
T-47 Airspeeder
Manufacturer:
Length:
Engines:
Maximum Speed:
Maximum Altitude:
Weapons:
Crew:
Cargo Capacity:
Incom Corporation
3.3 meters
Karydes KD49 repulsorlift engines, Incom IA-2 ion afterburner
1,199 km/h
175 meters
2 CEC AP/11 double laser cannons
Harpoon and tow cable, rigid repeating blaster cannon
1 pilot and 1 gunner
15kg





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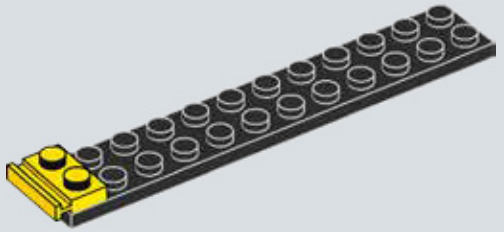

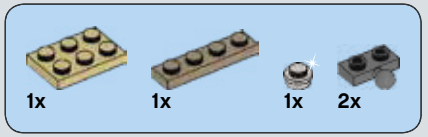

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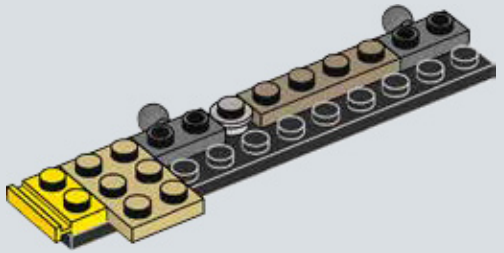

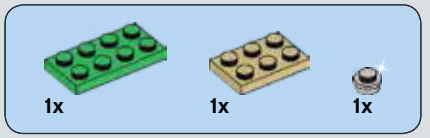

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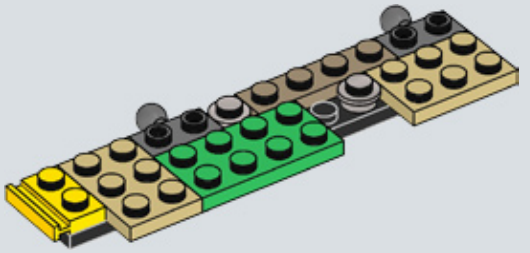

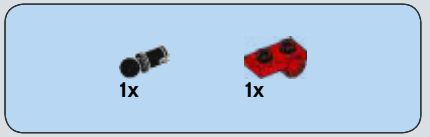

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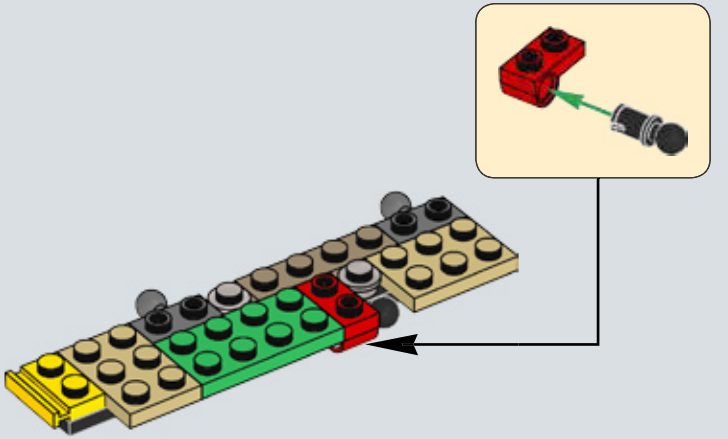

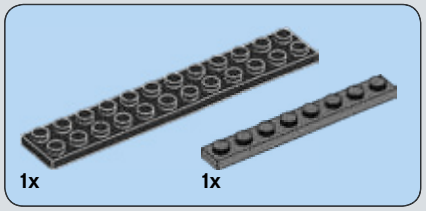

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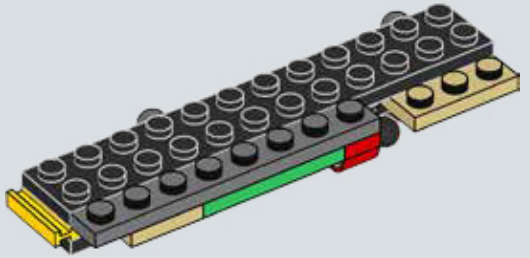

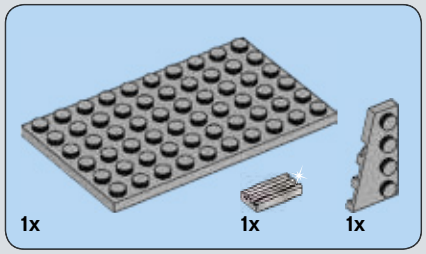

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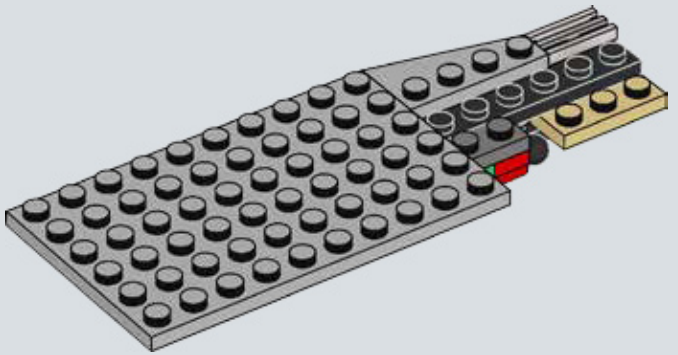

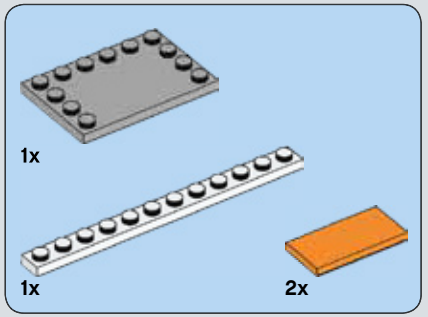

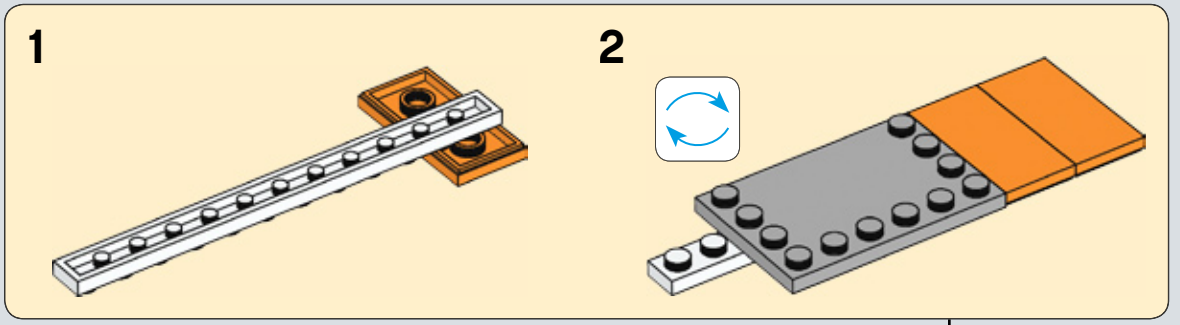

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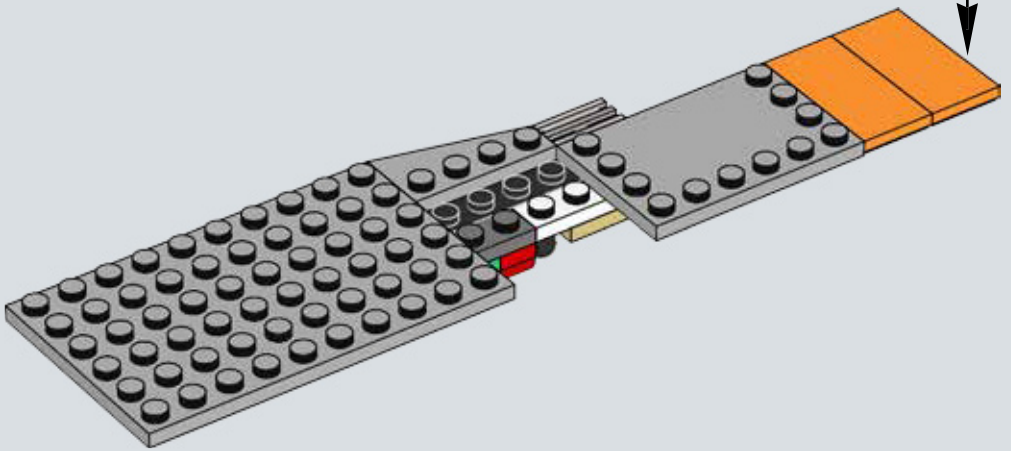

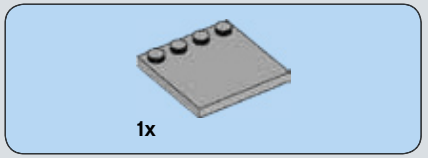

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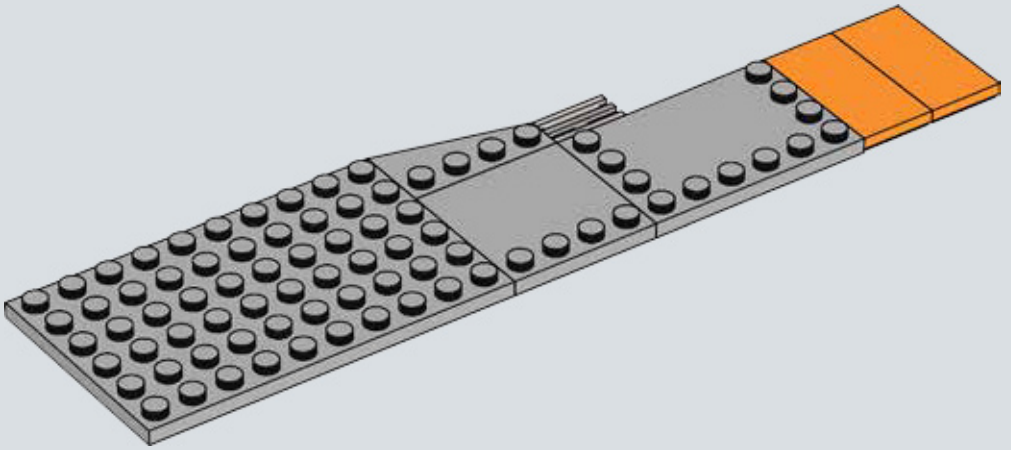

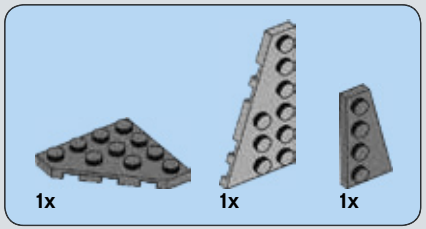

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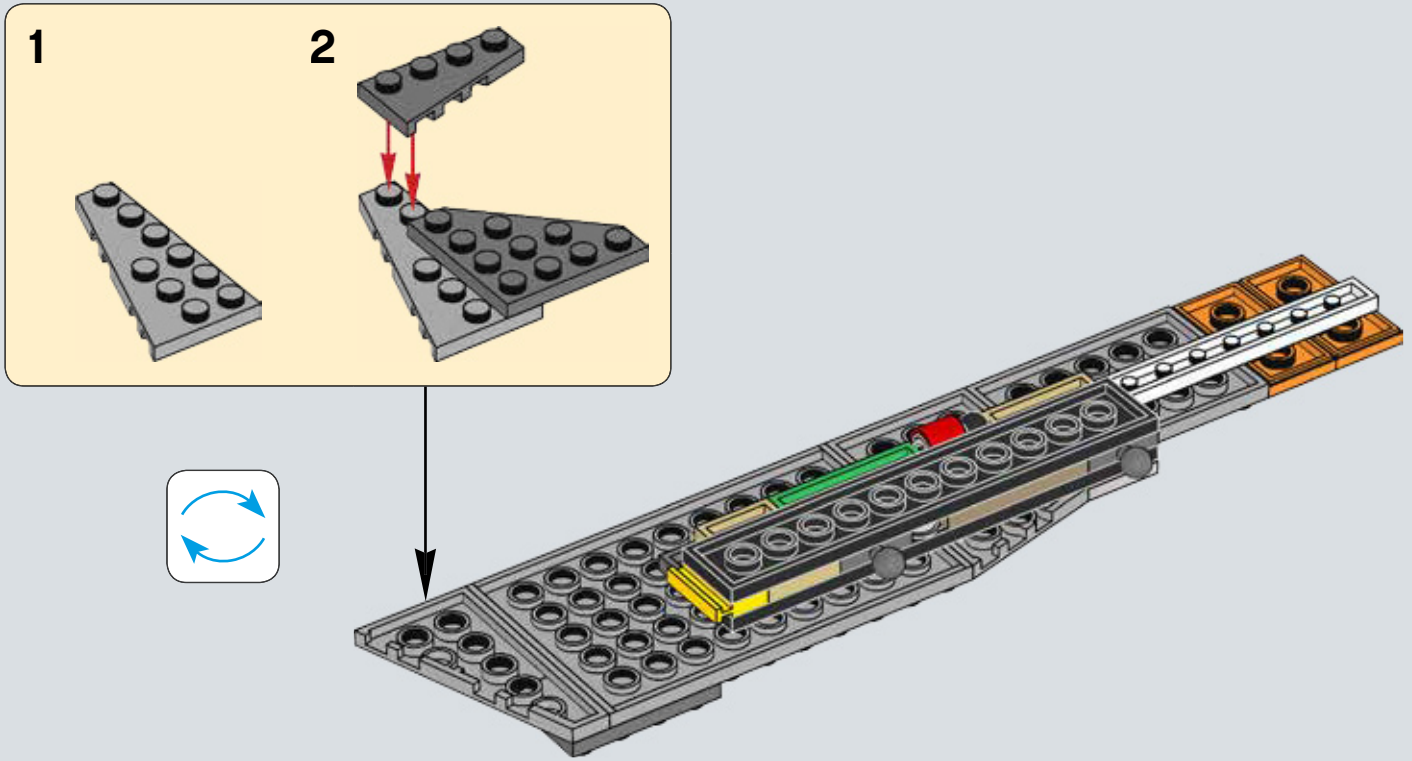

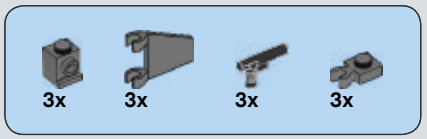

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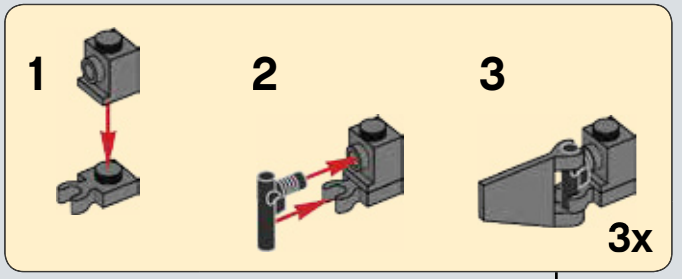

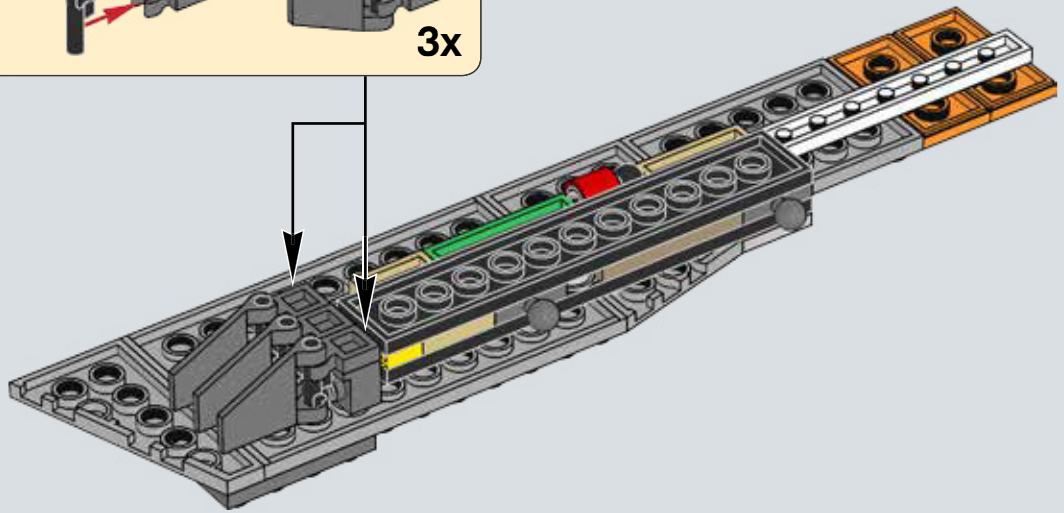

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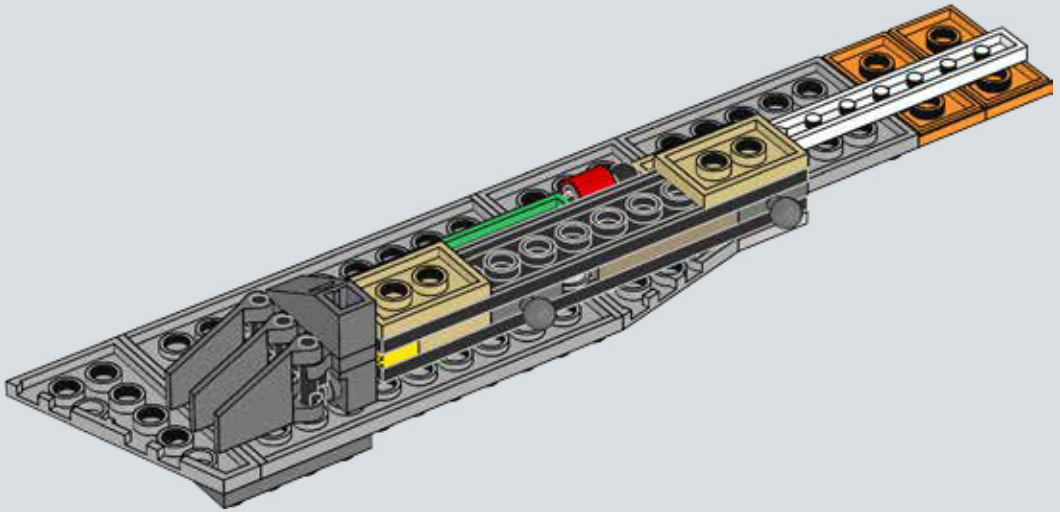

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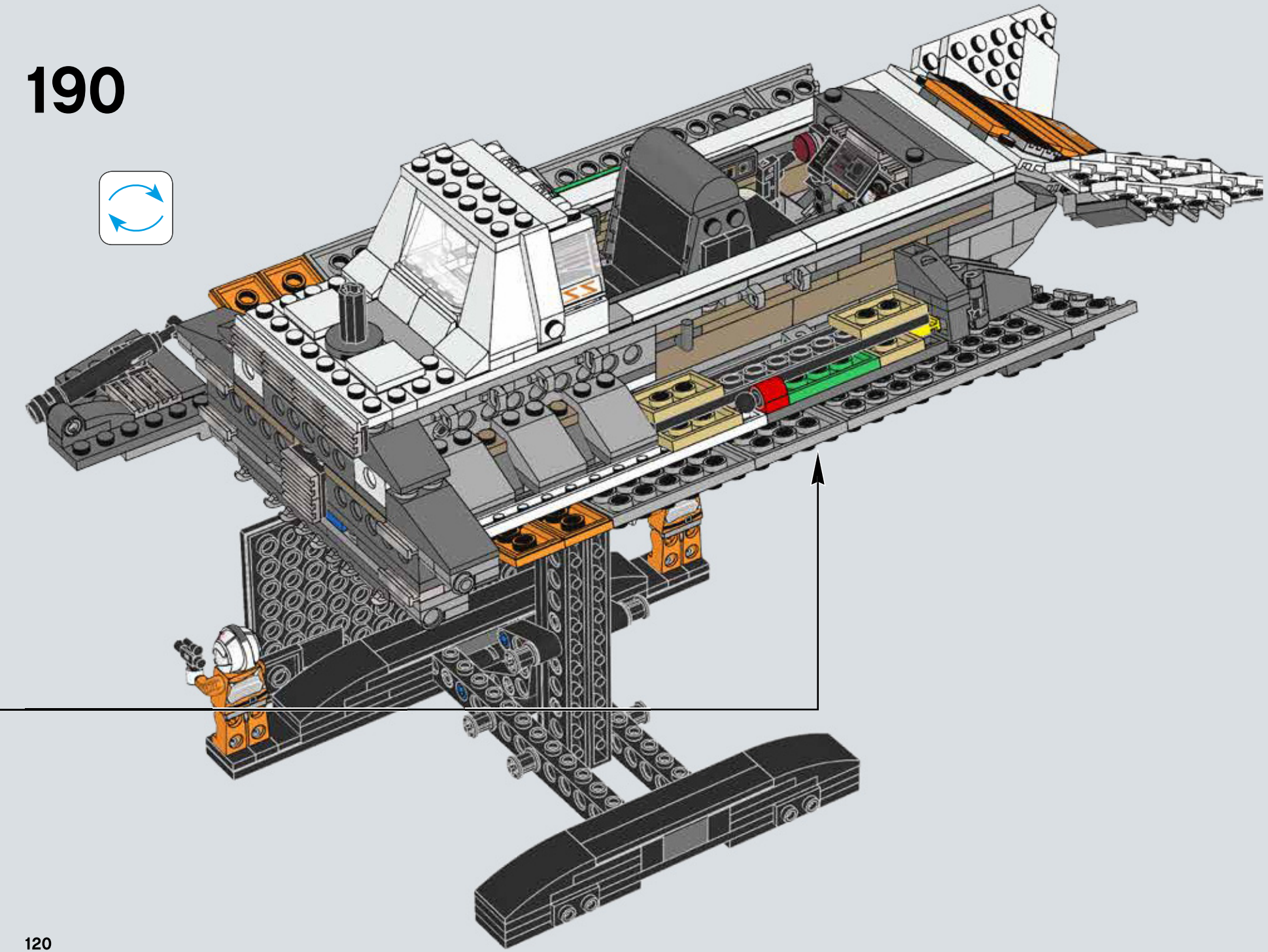

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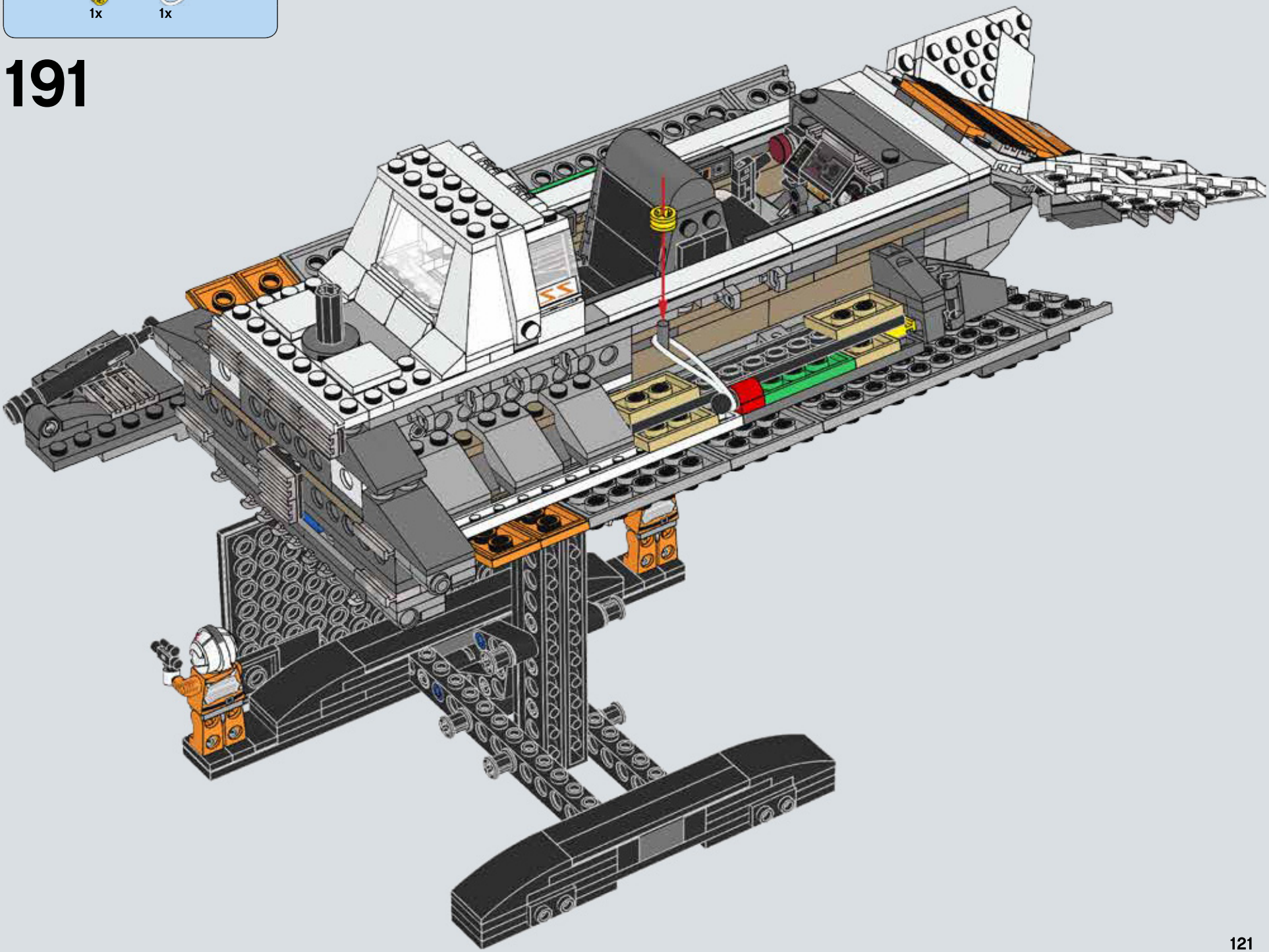

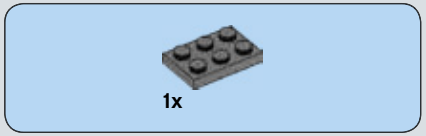

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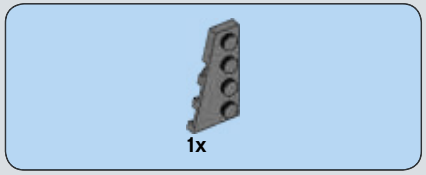

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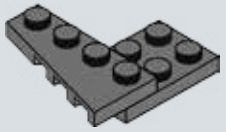

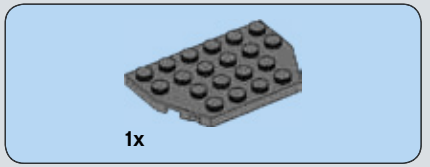

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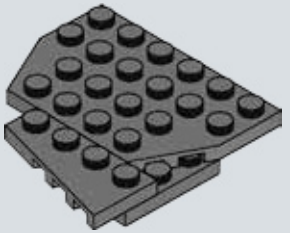

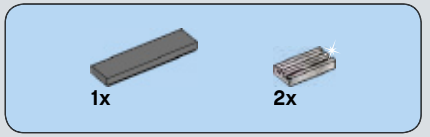

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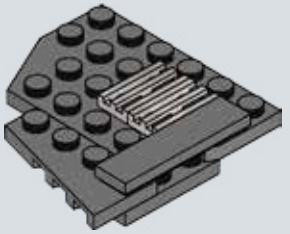

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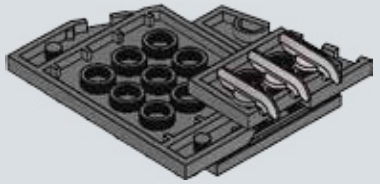

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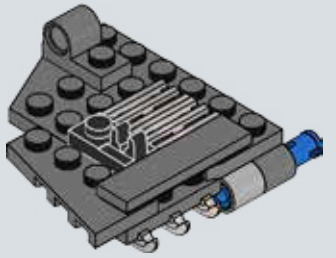

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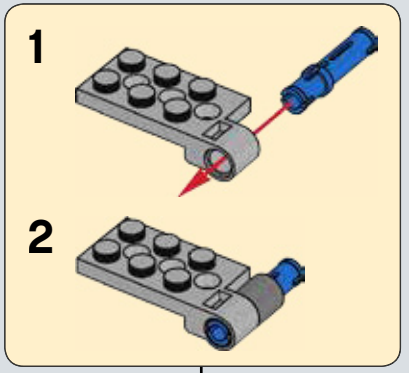

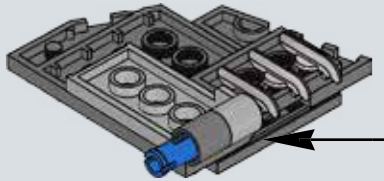

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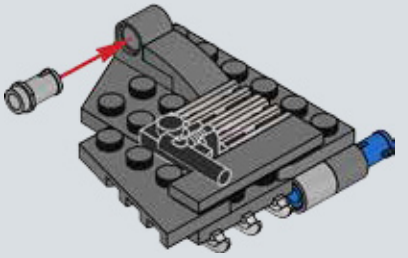

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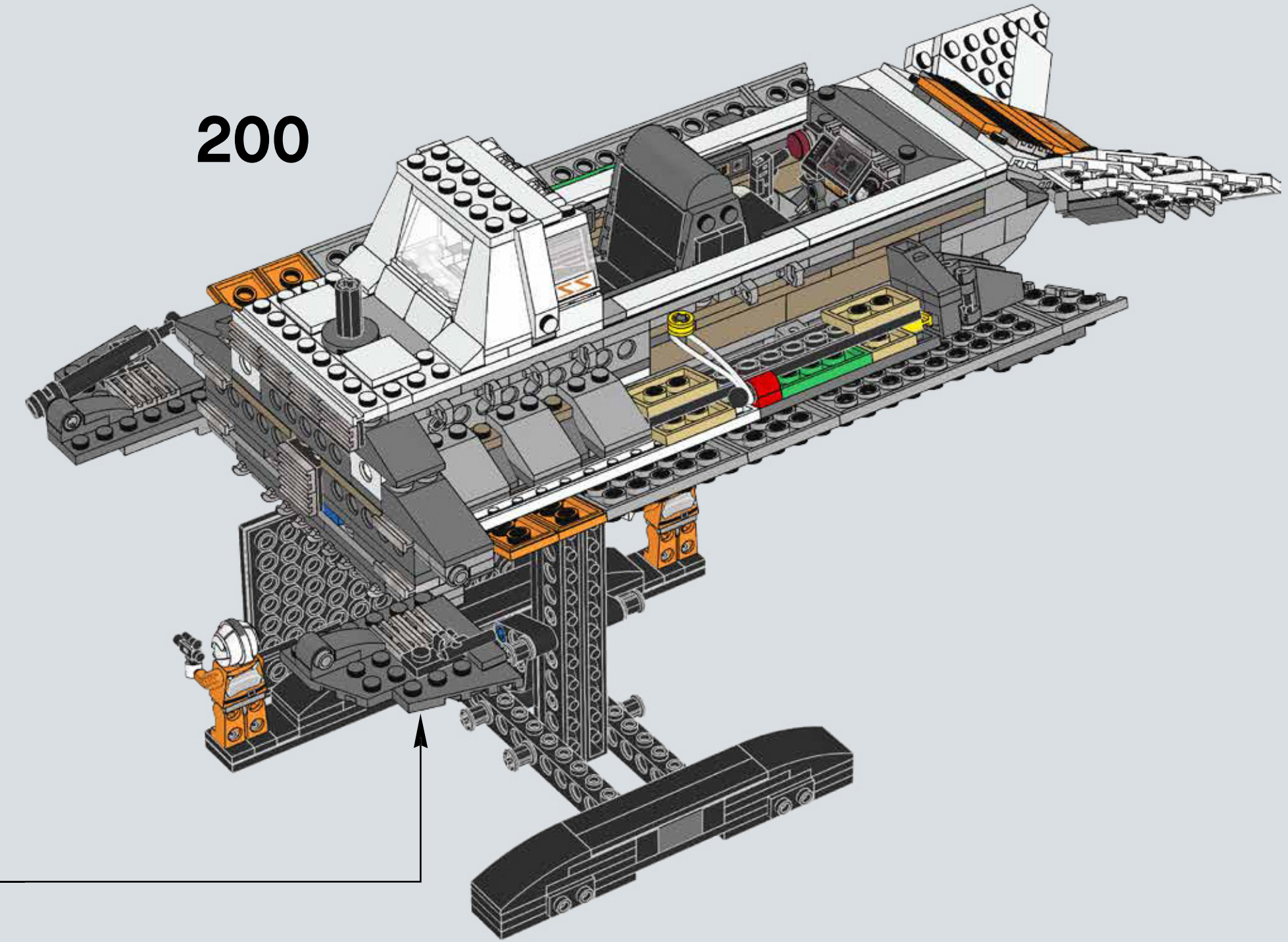

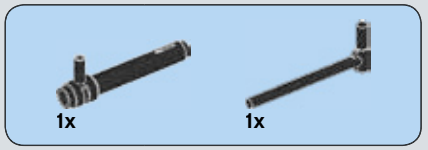

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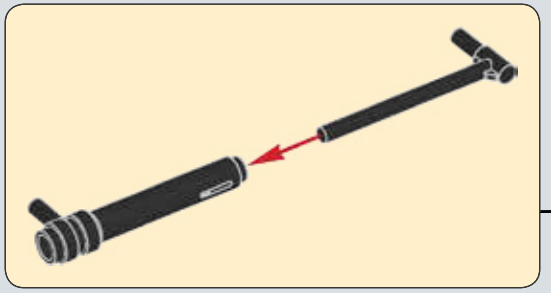

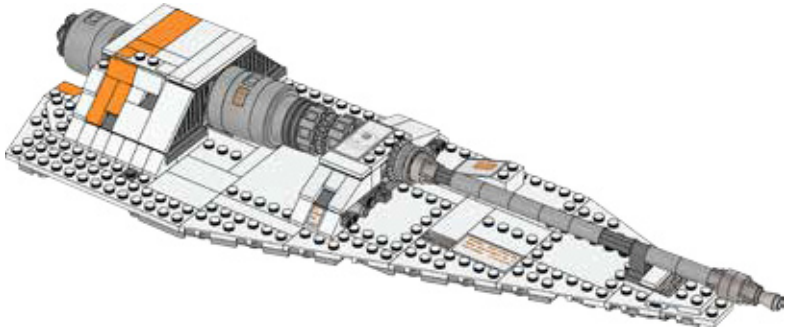

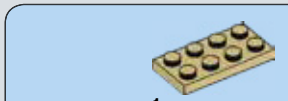

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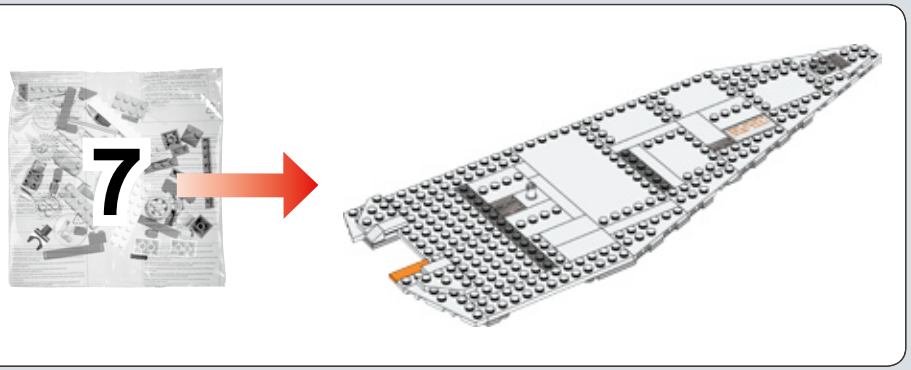

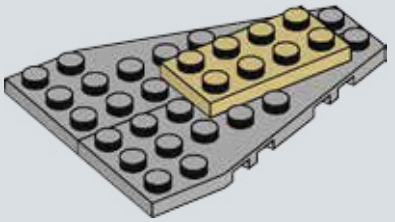

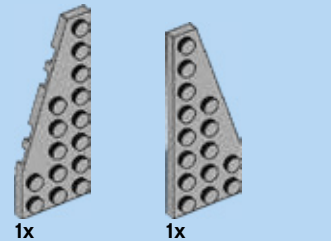

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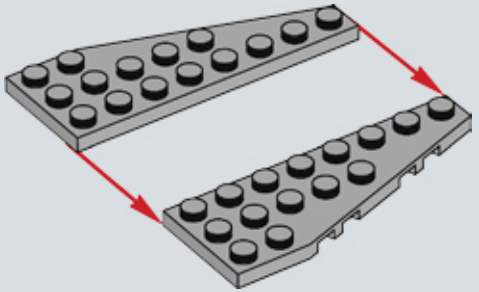

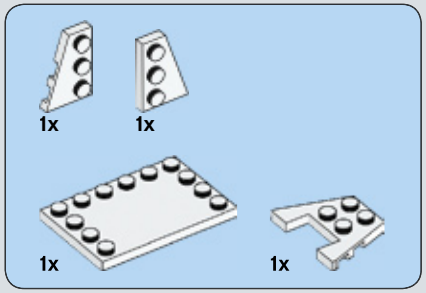

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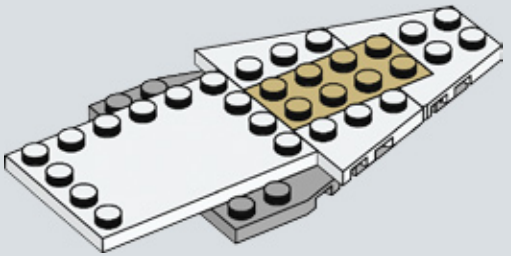

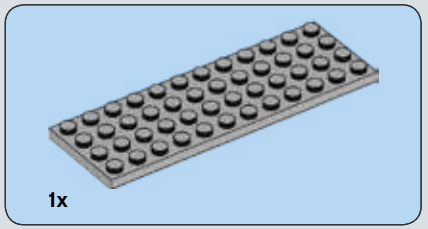

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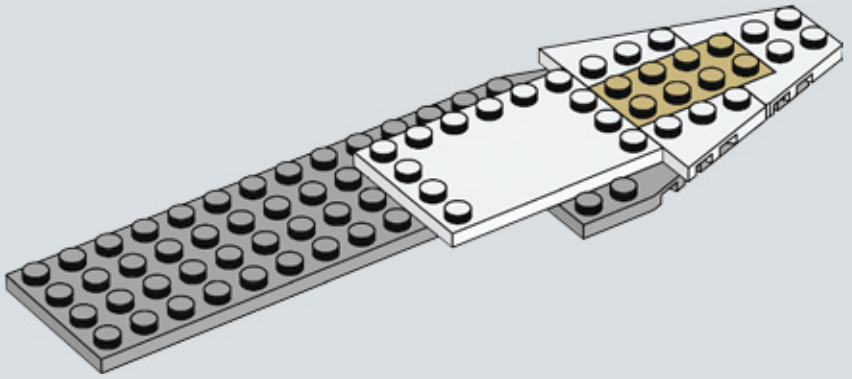

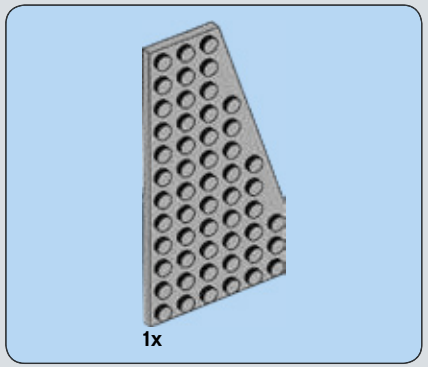

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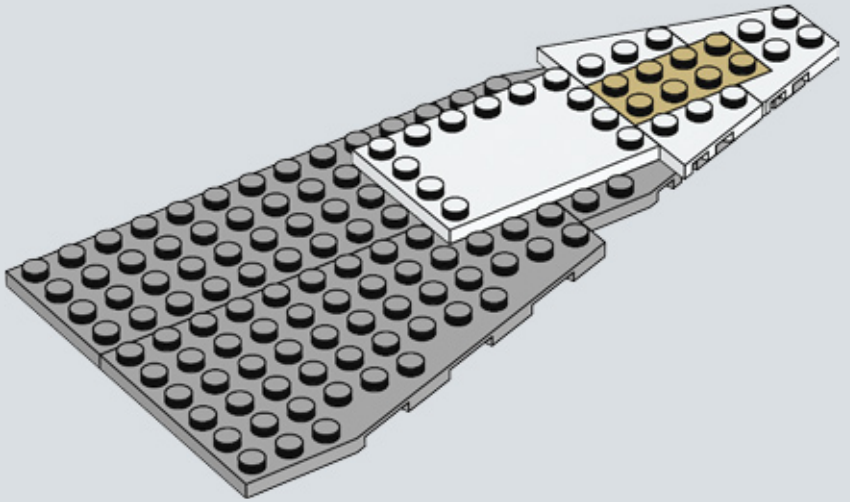

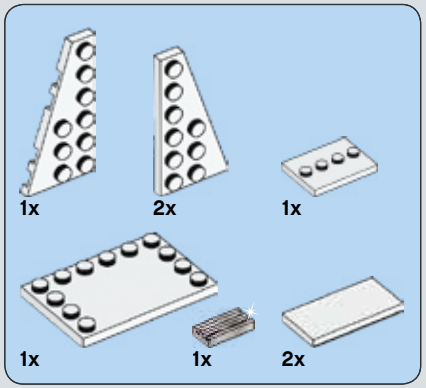

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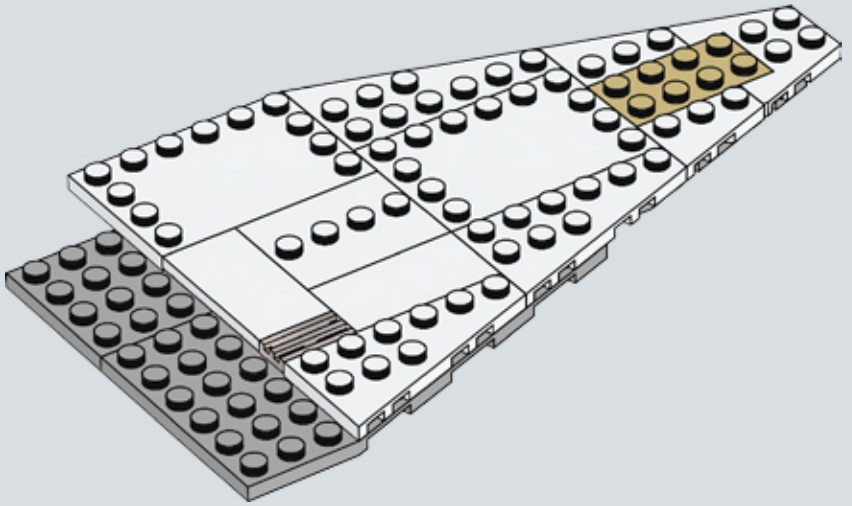

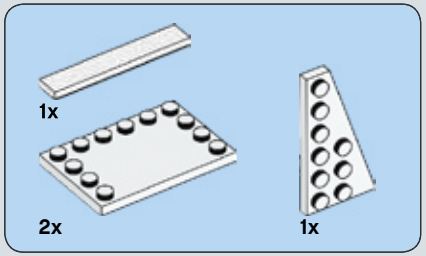

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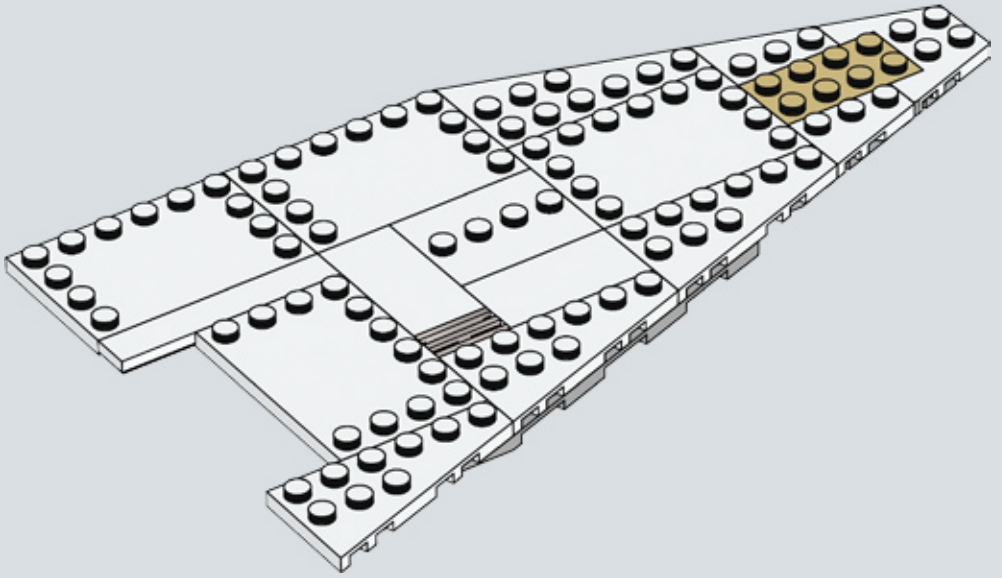

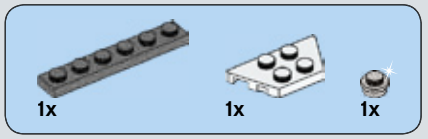

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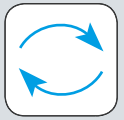

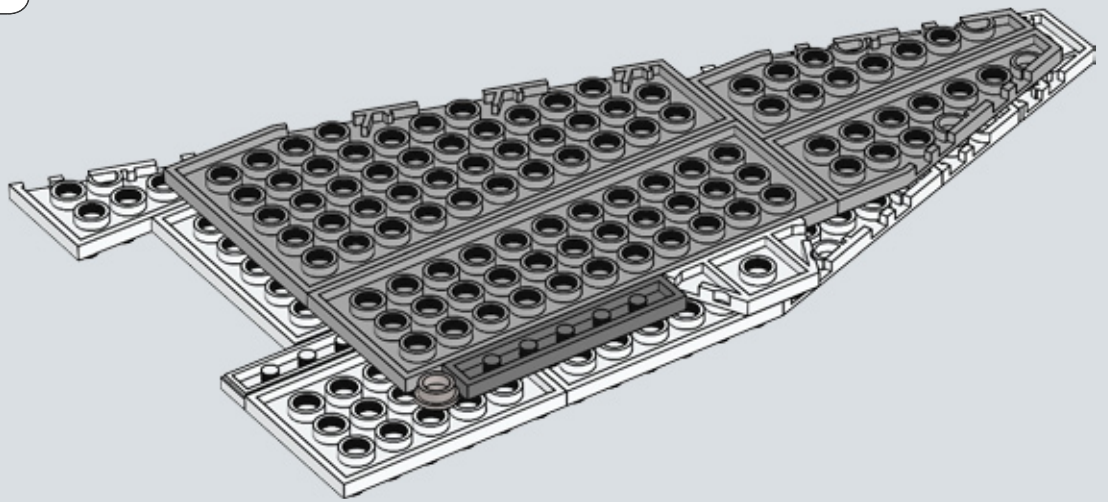

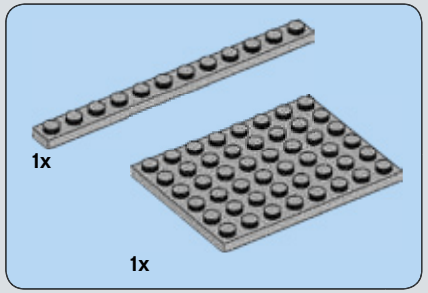

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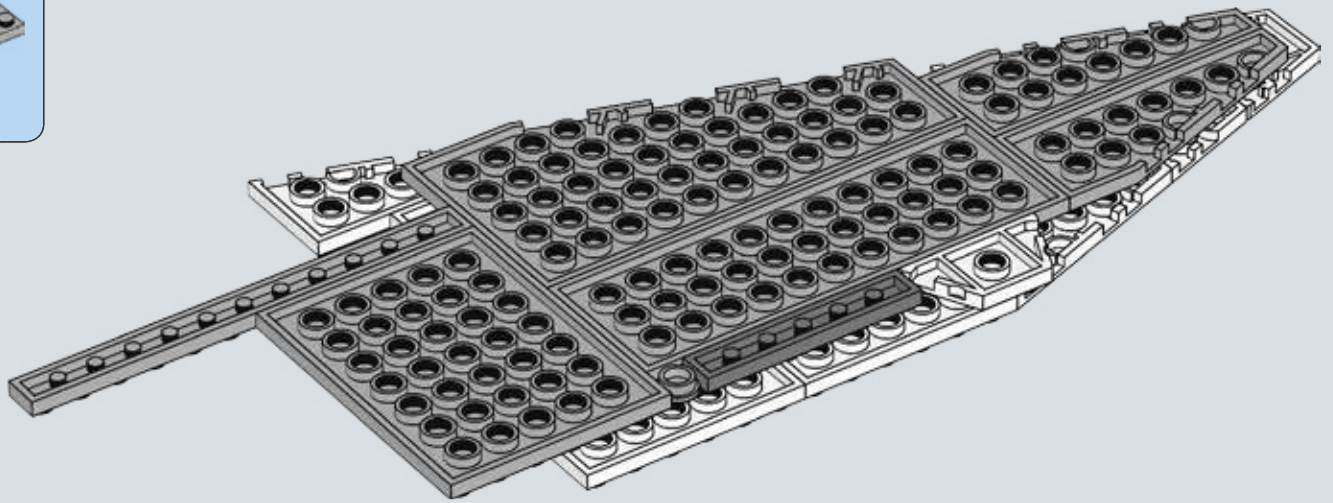

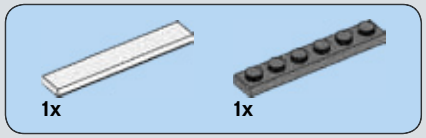

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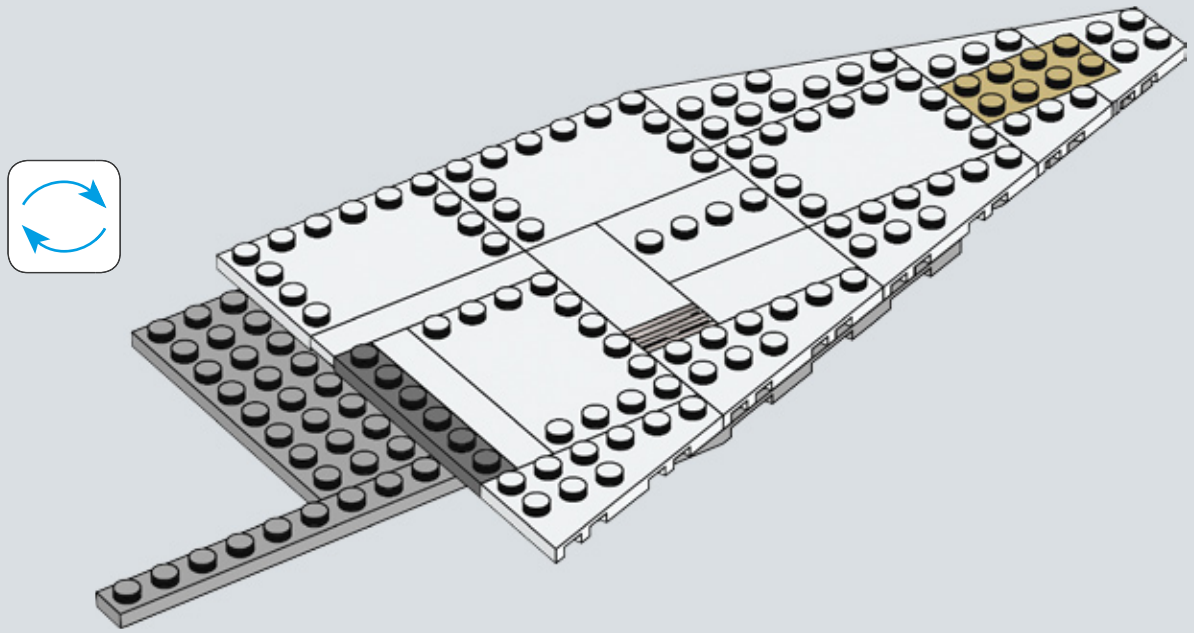

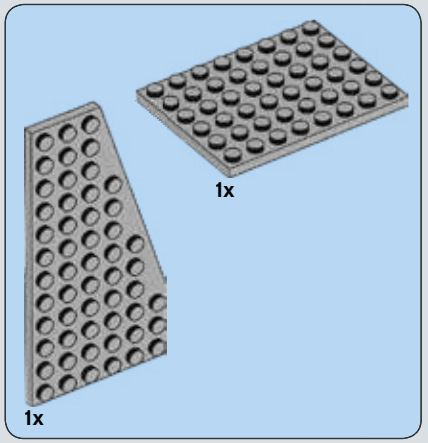

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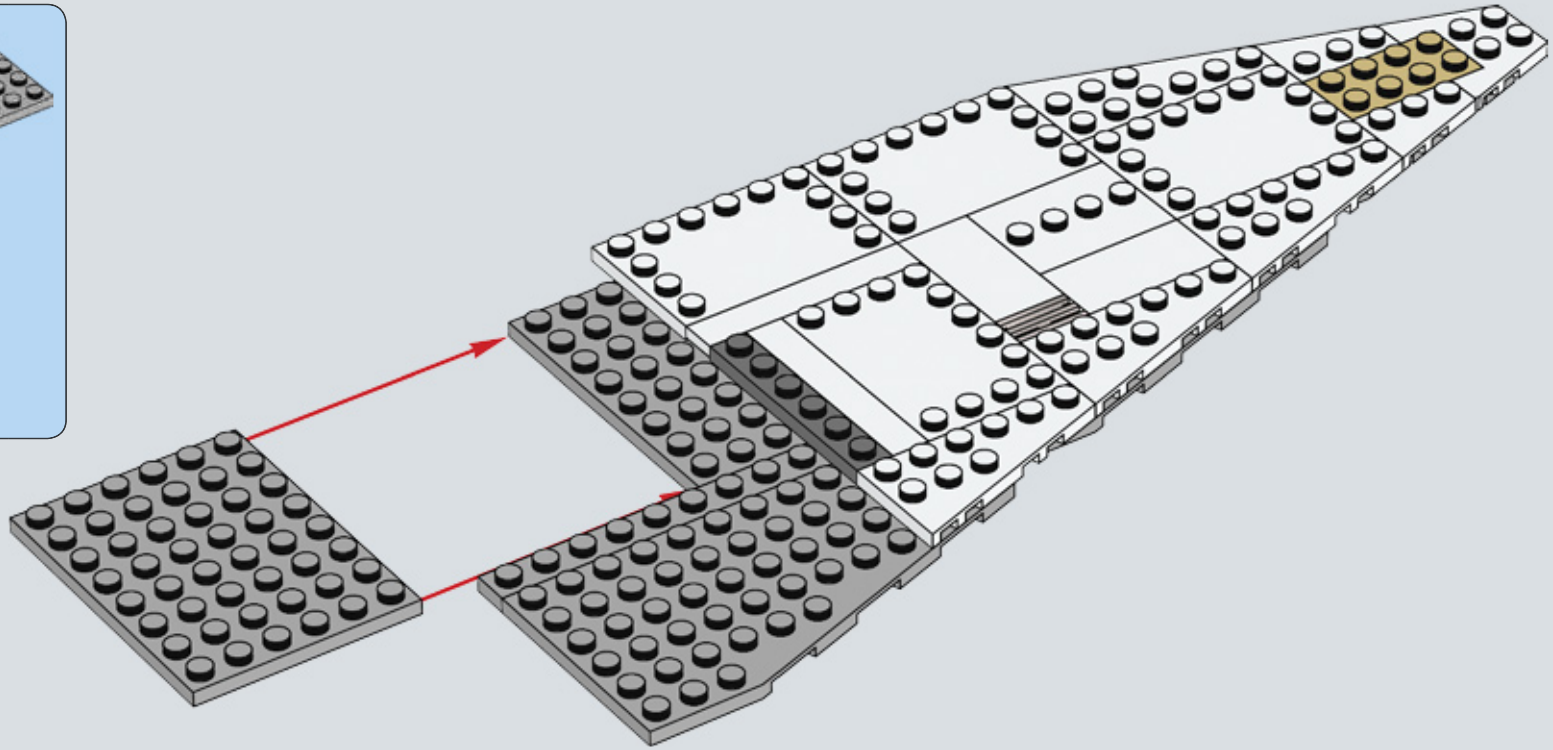

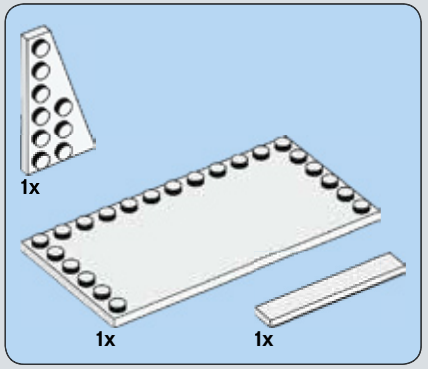

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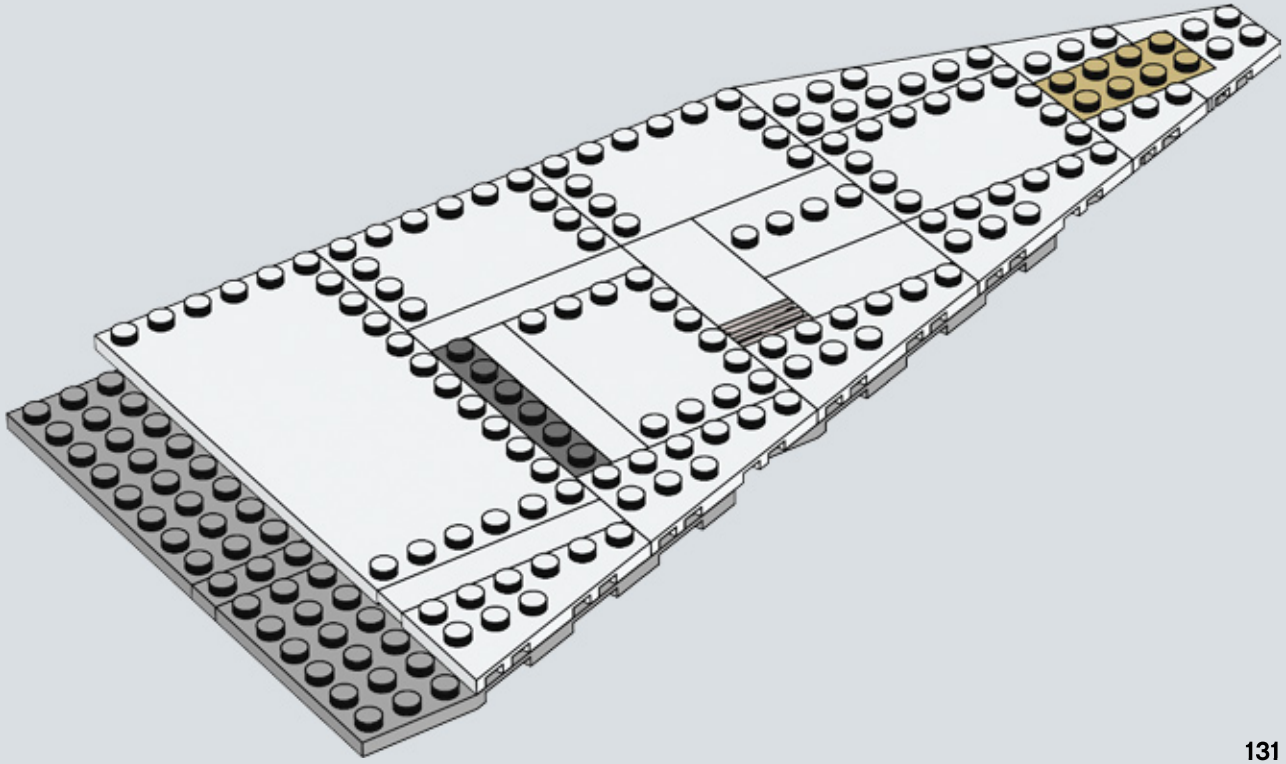

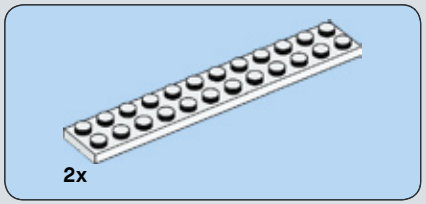

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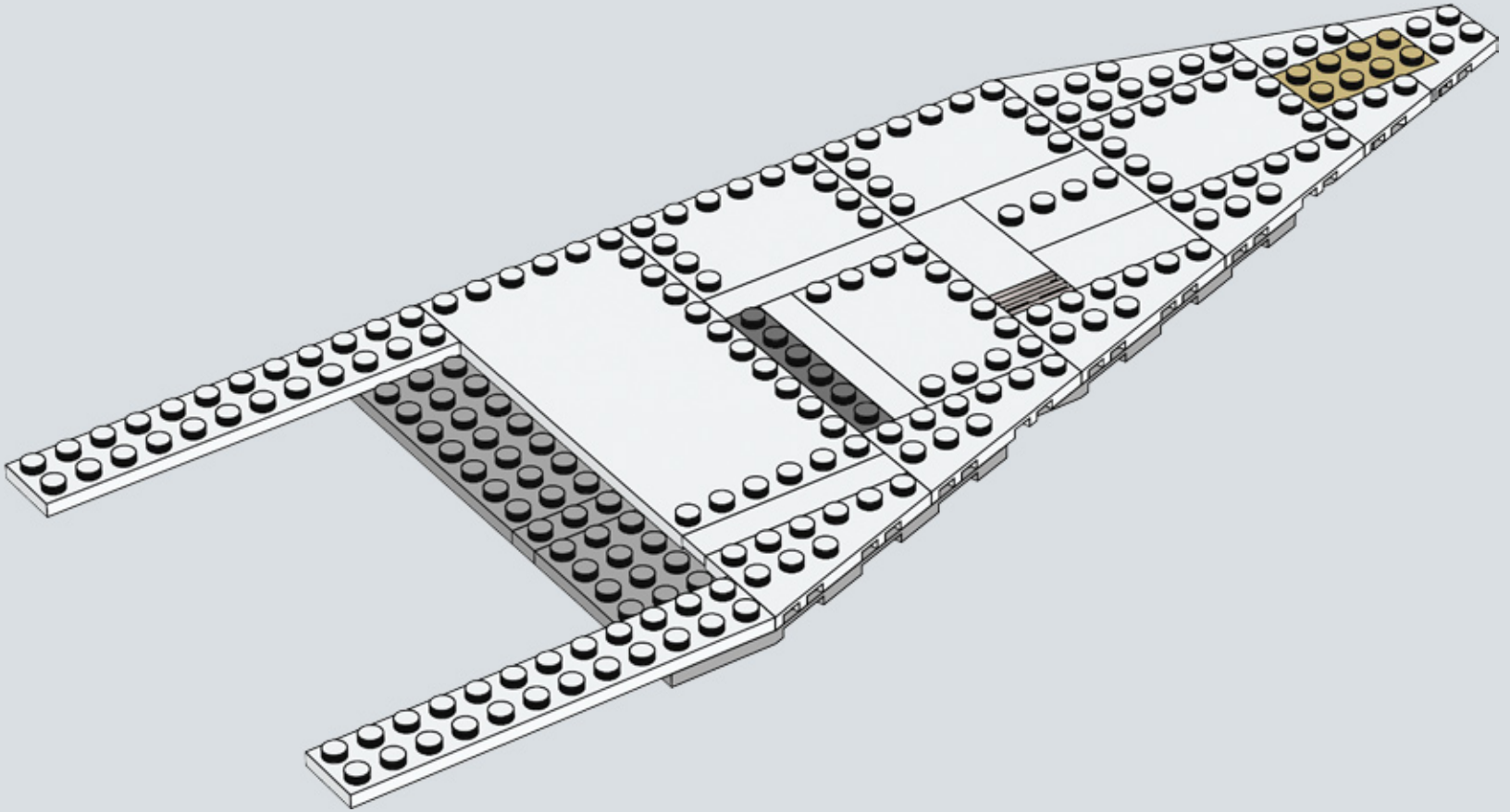

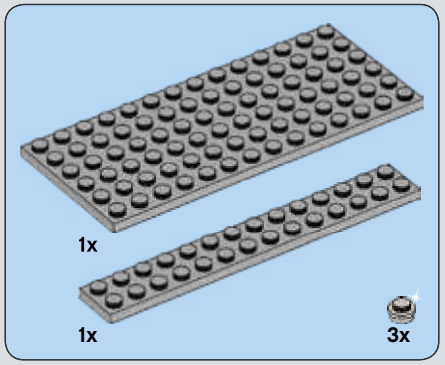

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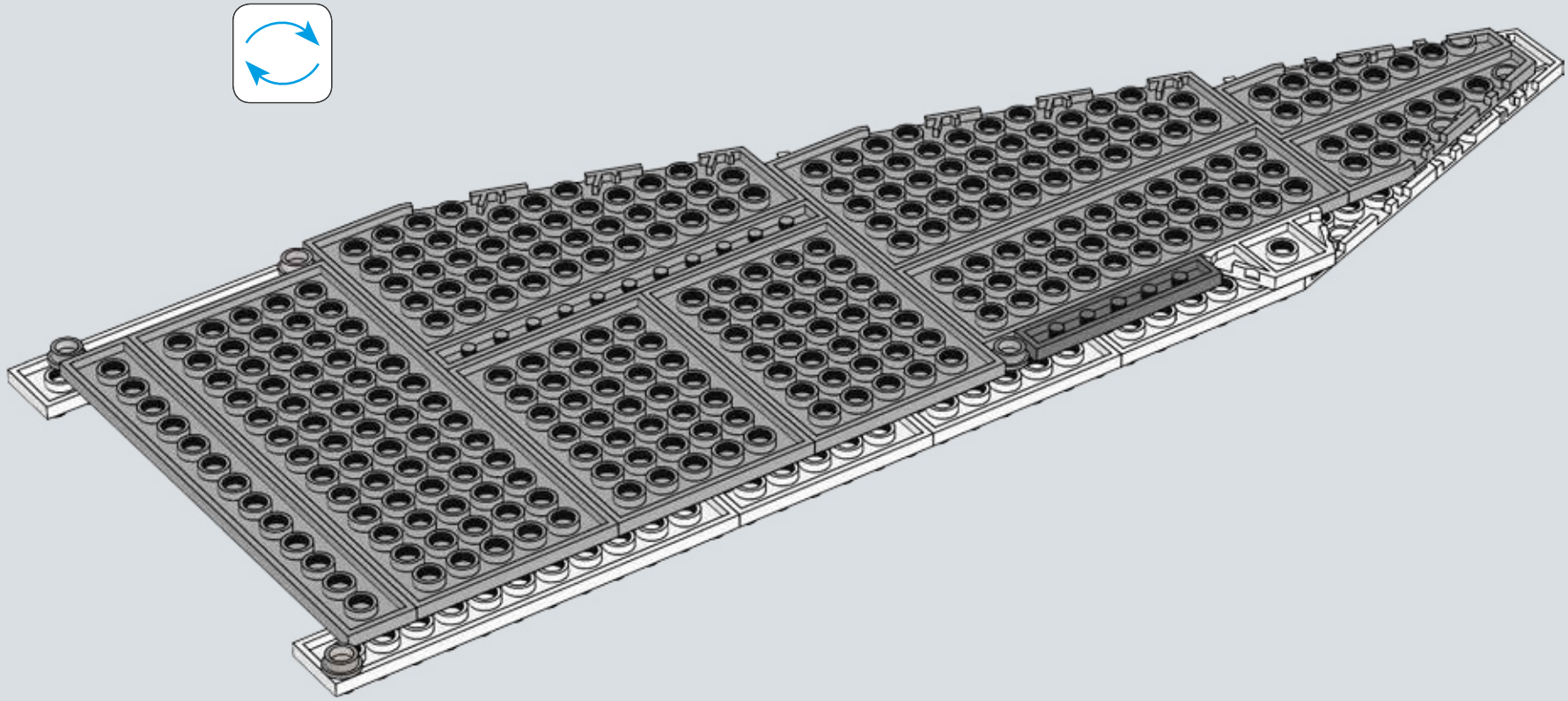

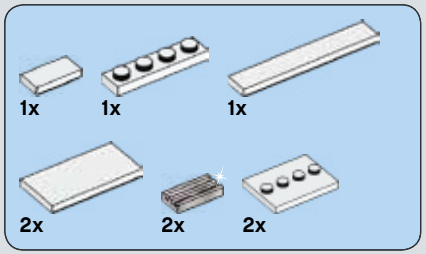

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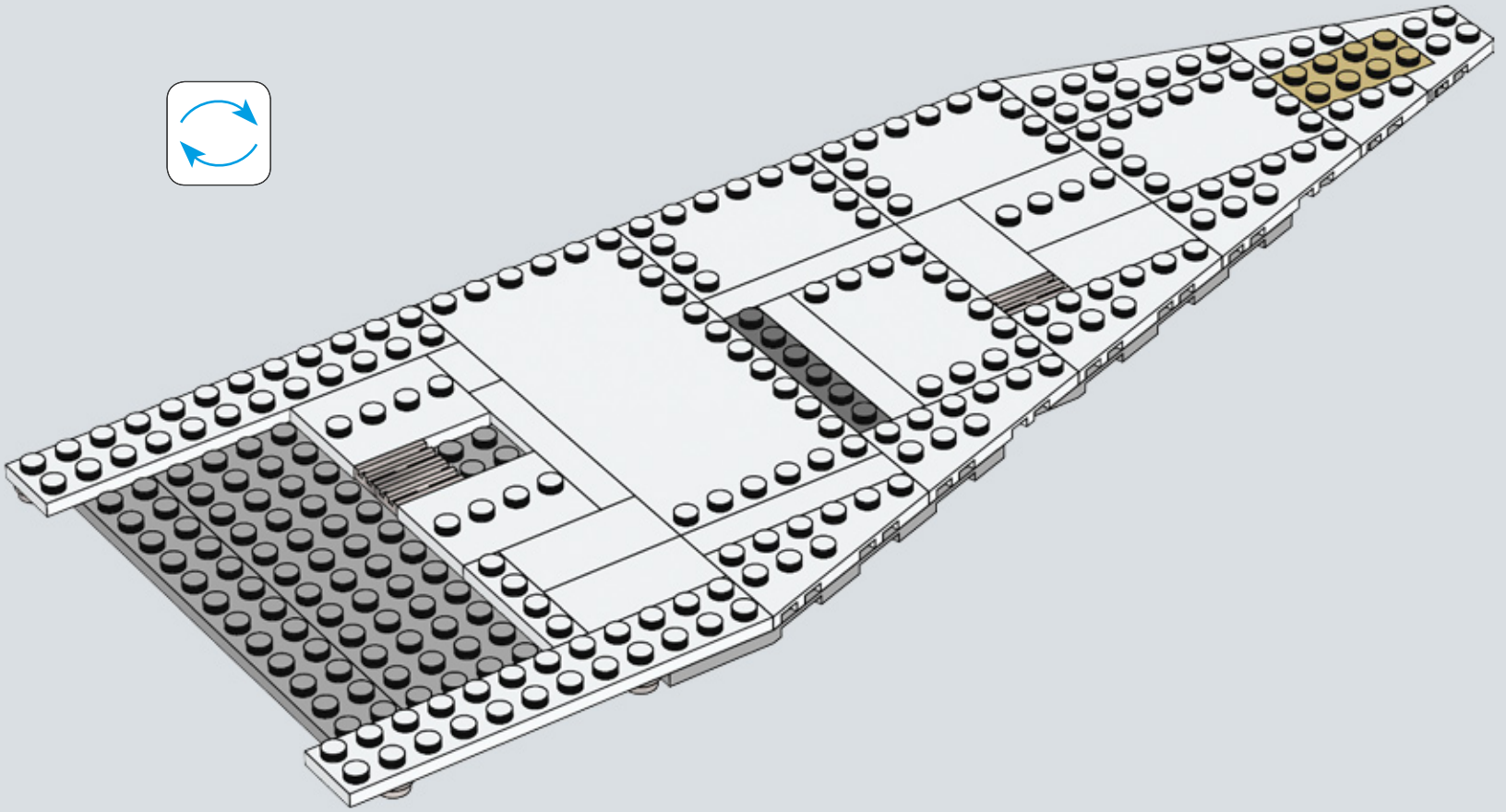

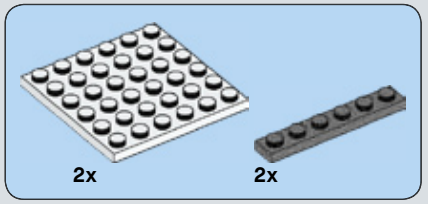

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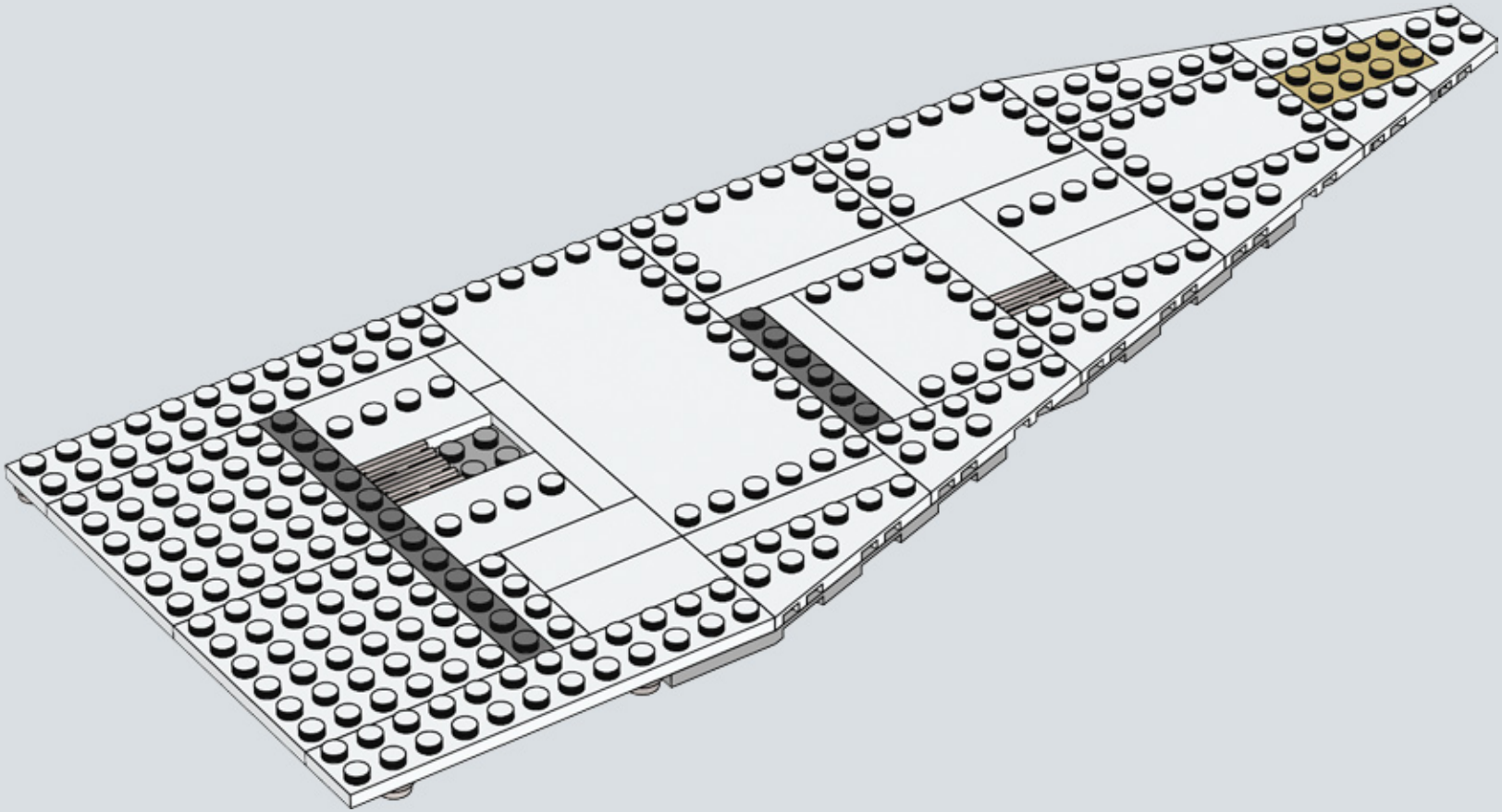

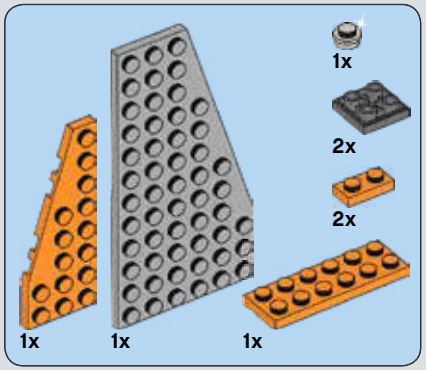

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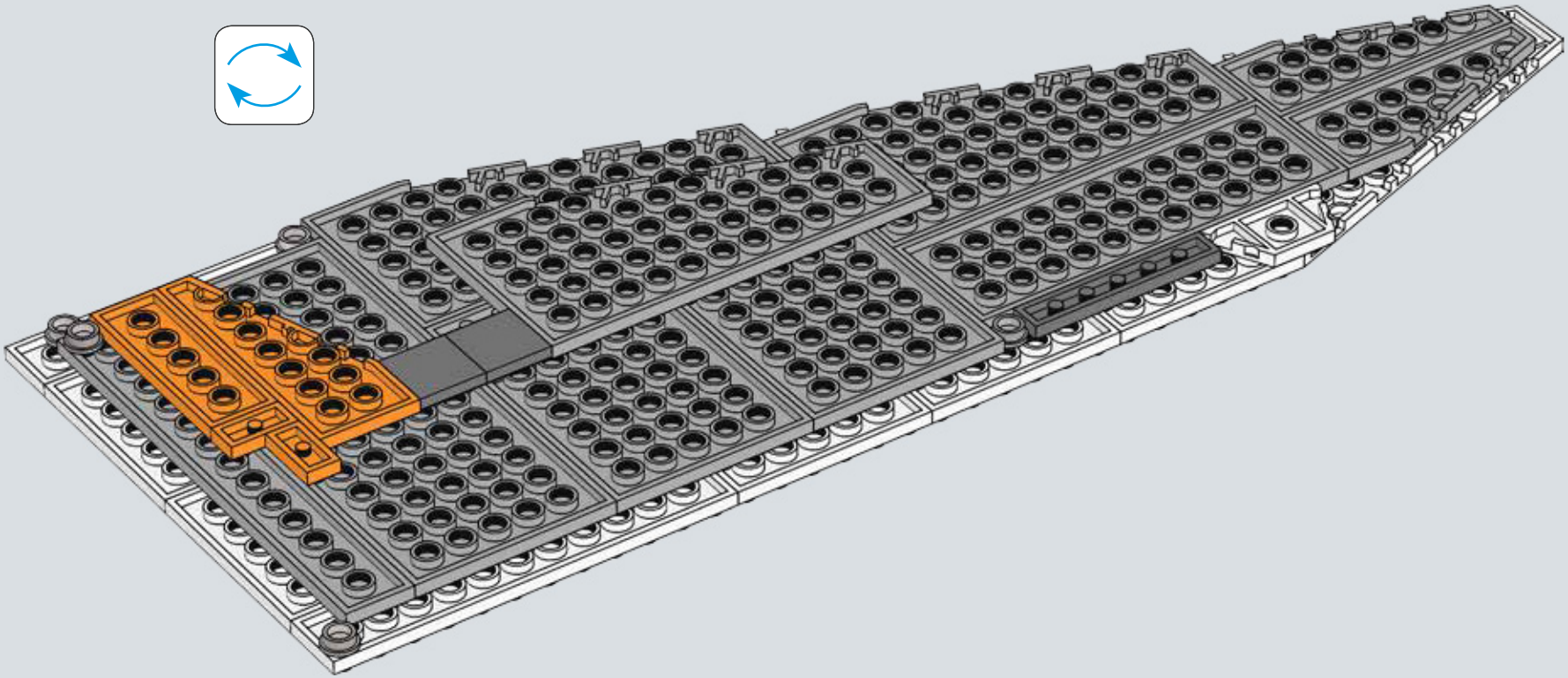

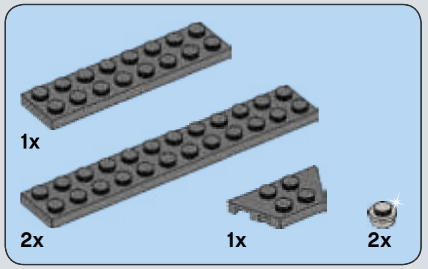

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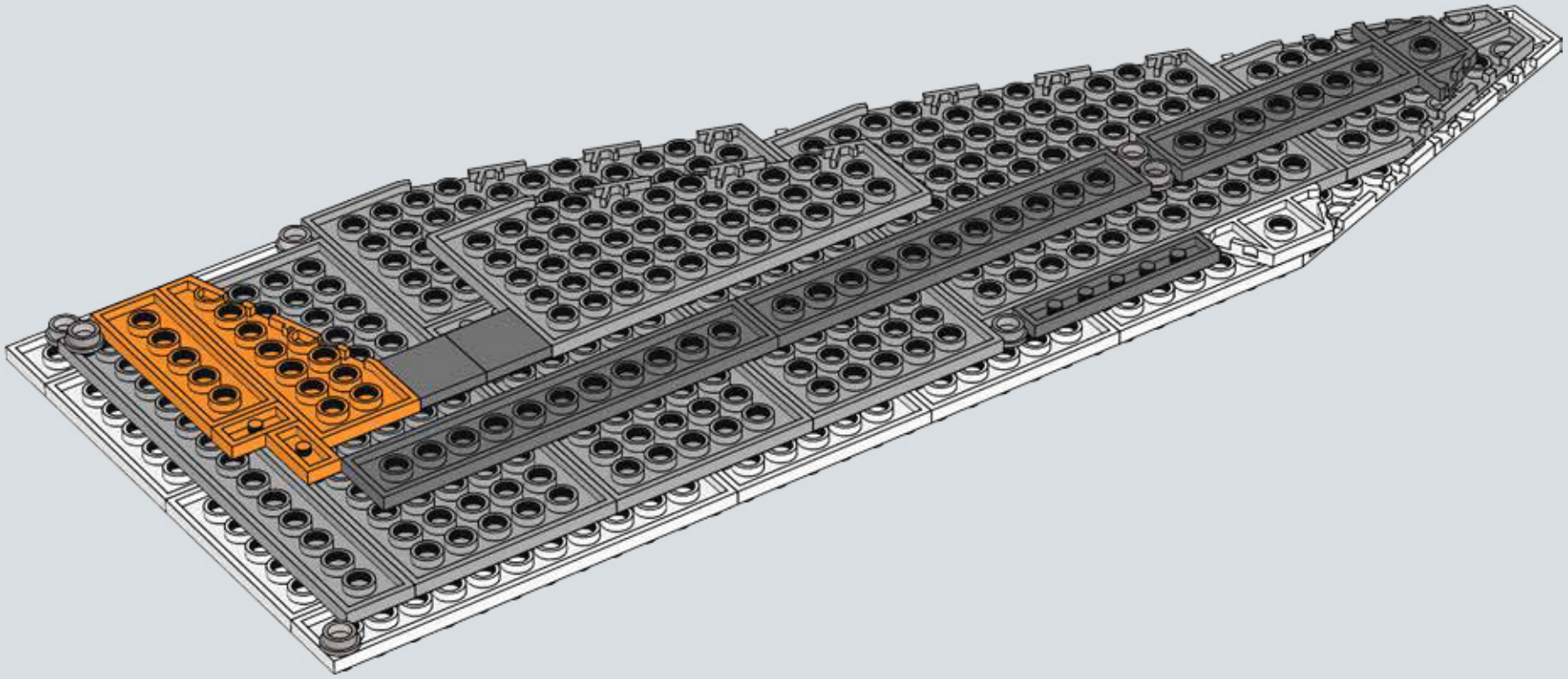

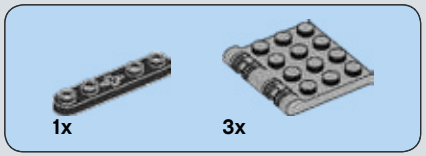

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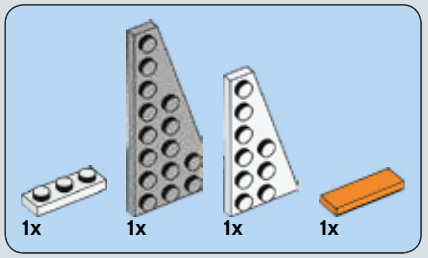

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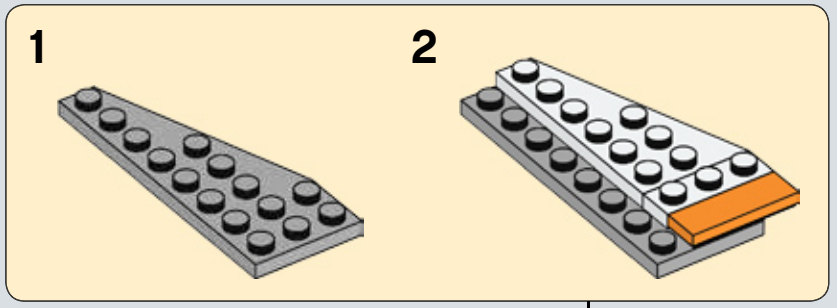

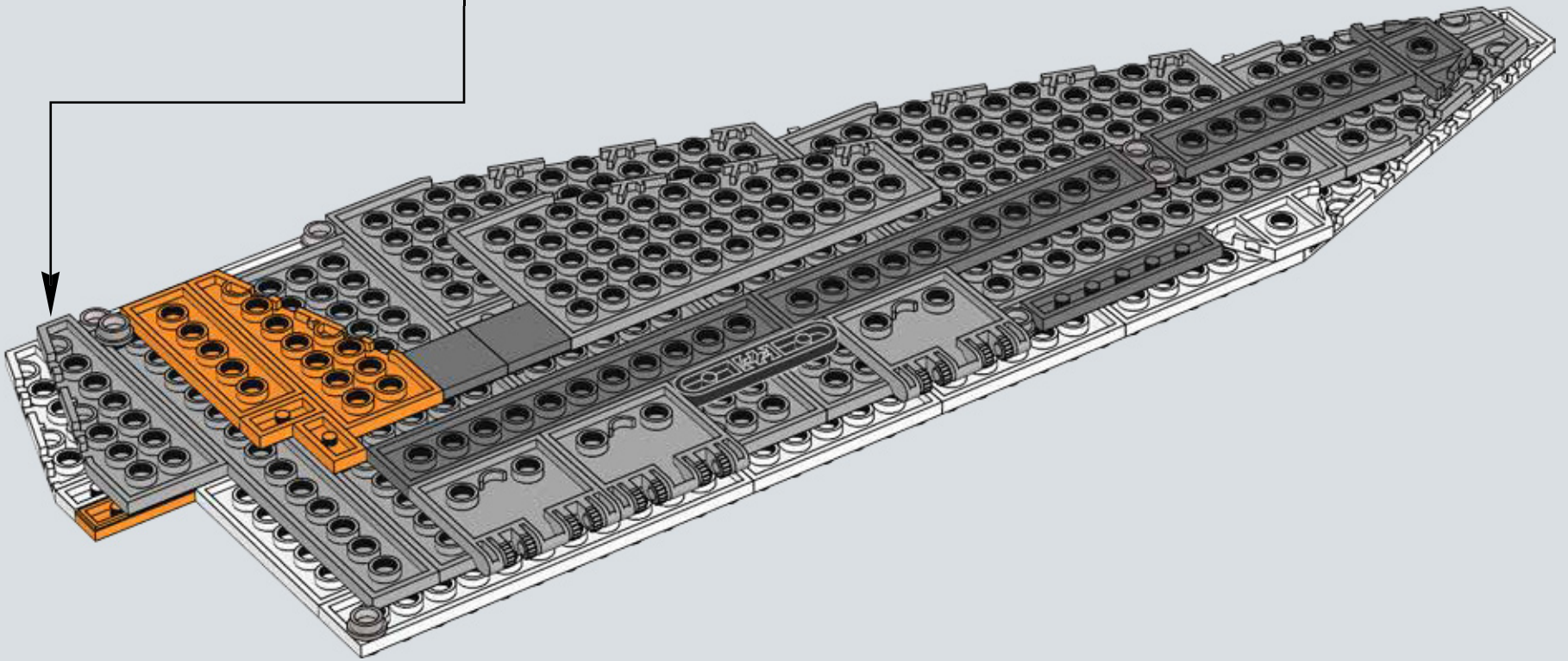

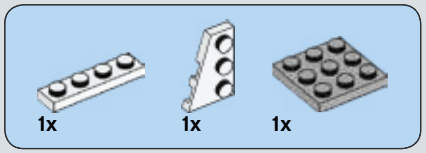

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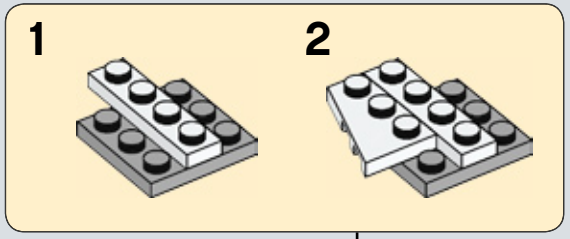

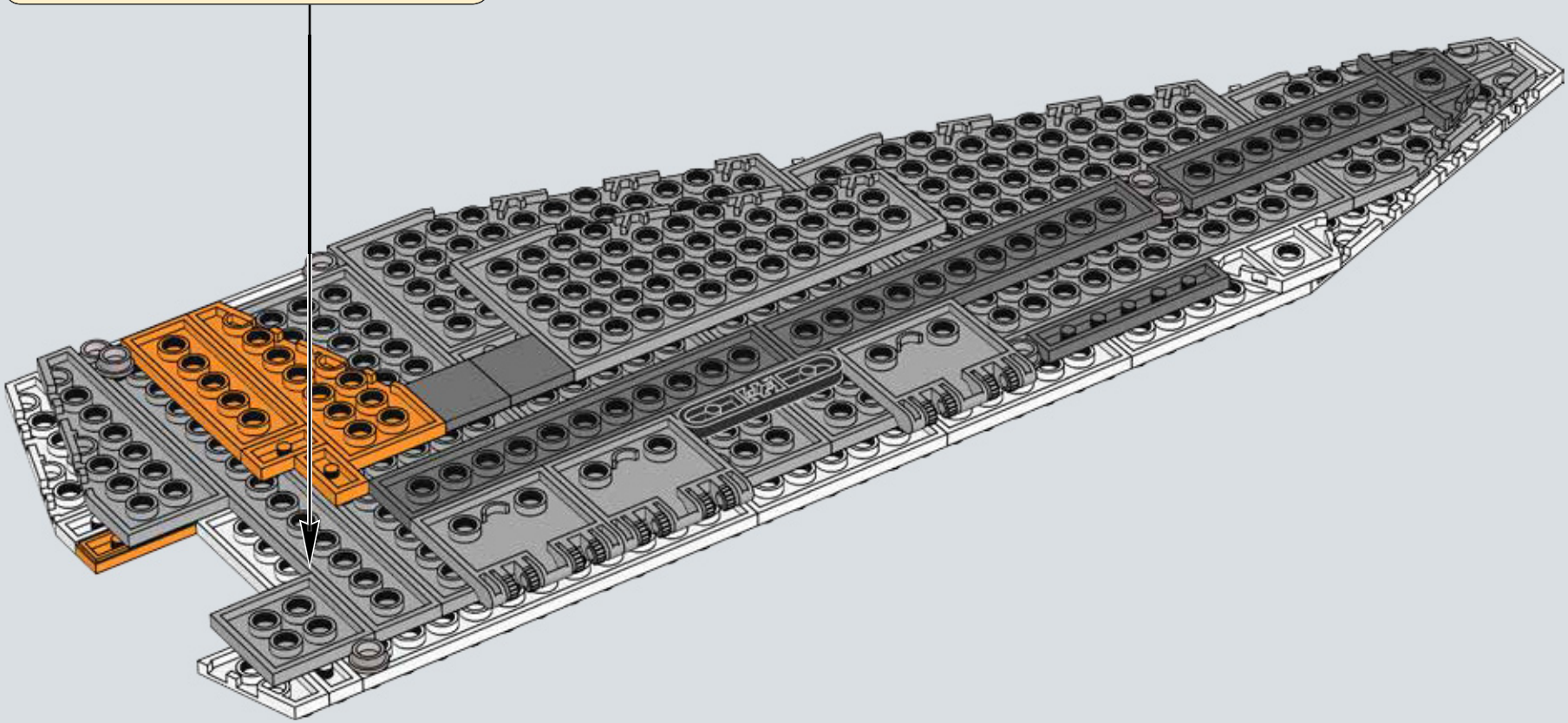

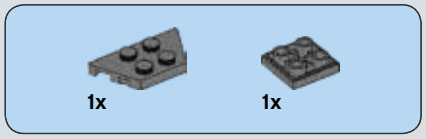

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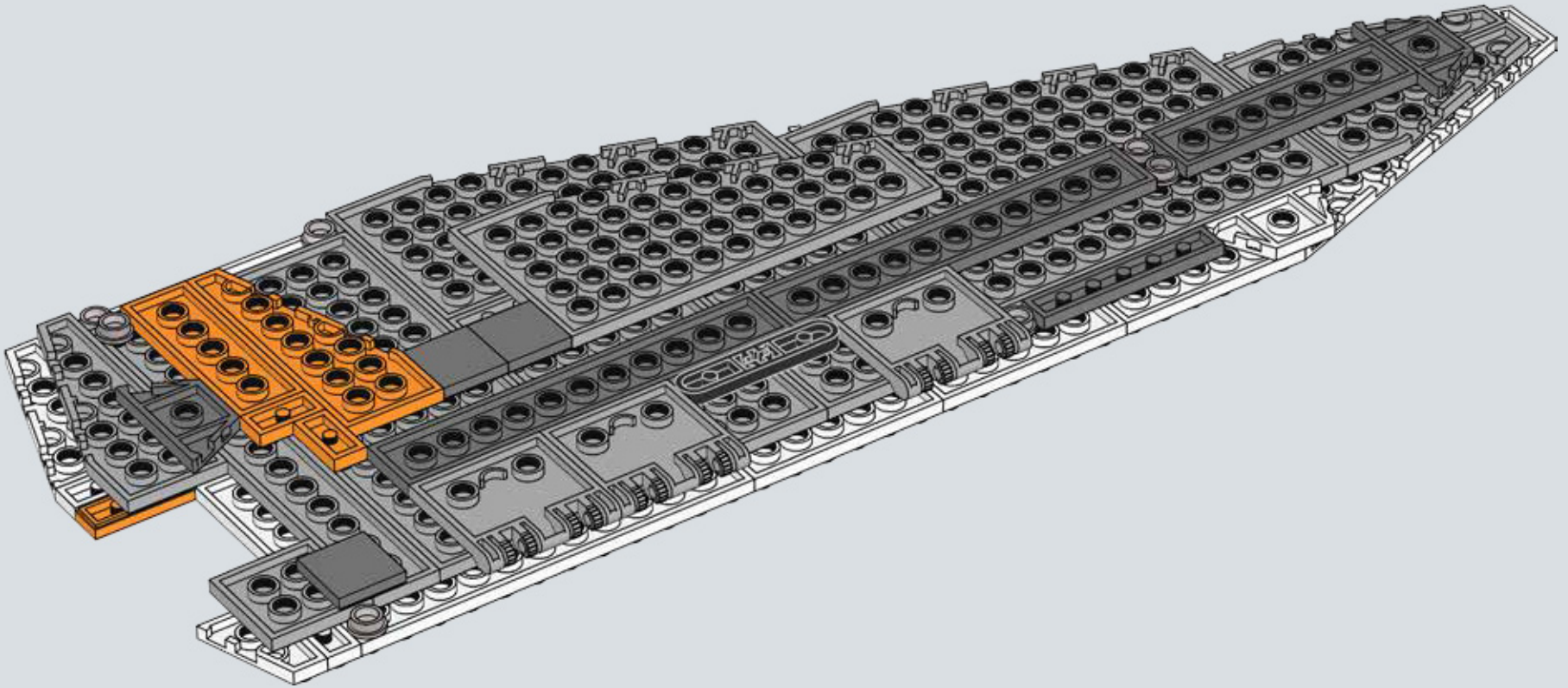

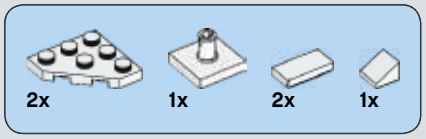

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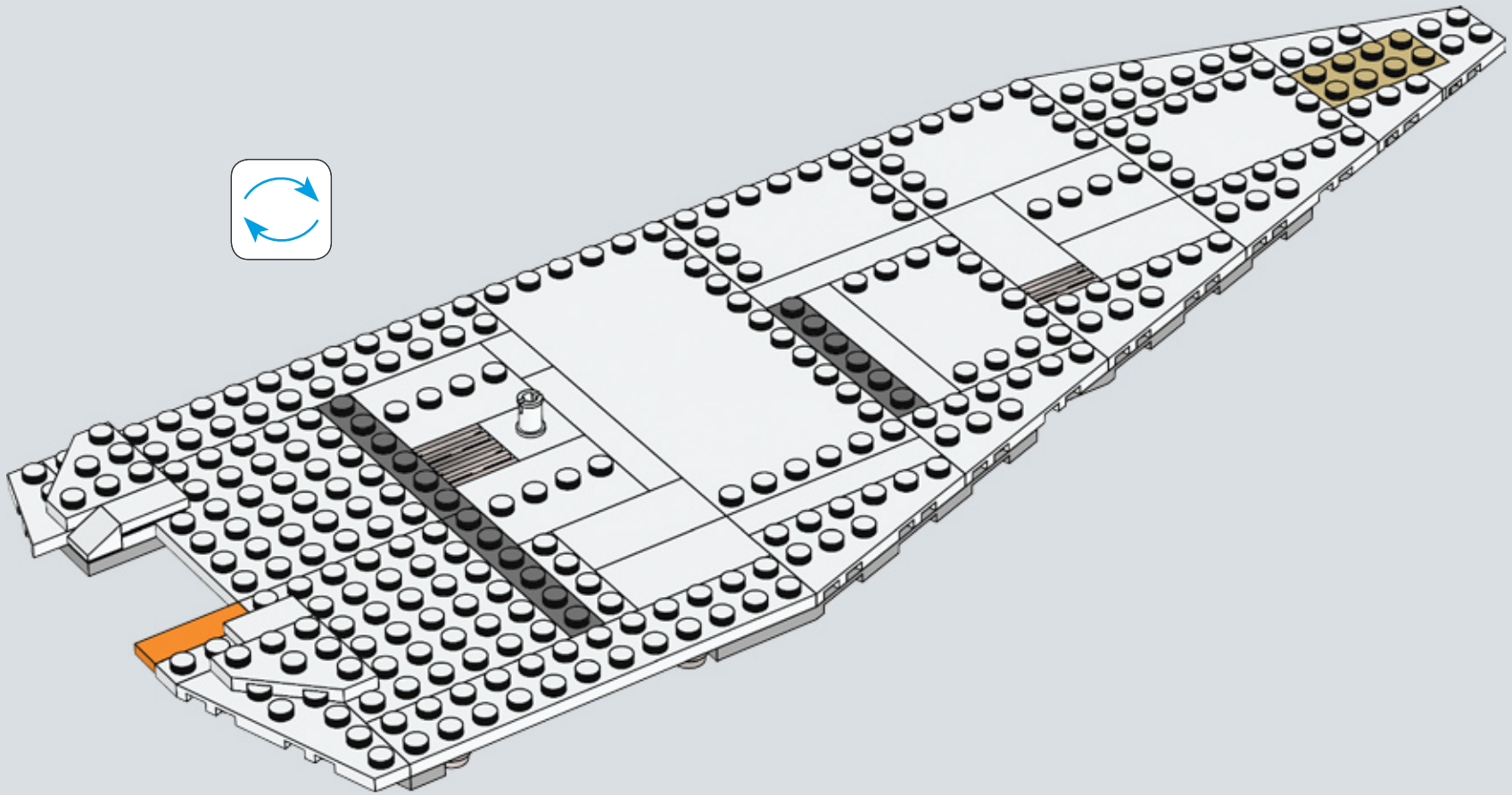

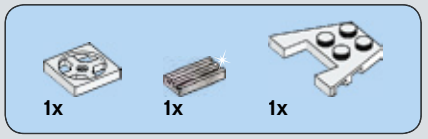

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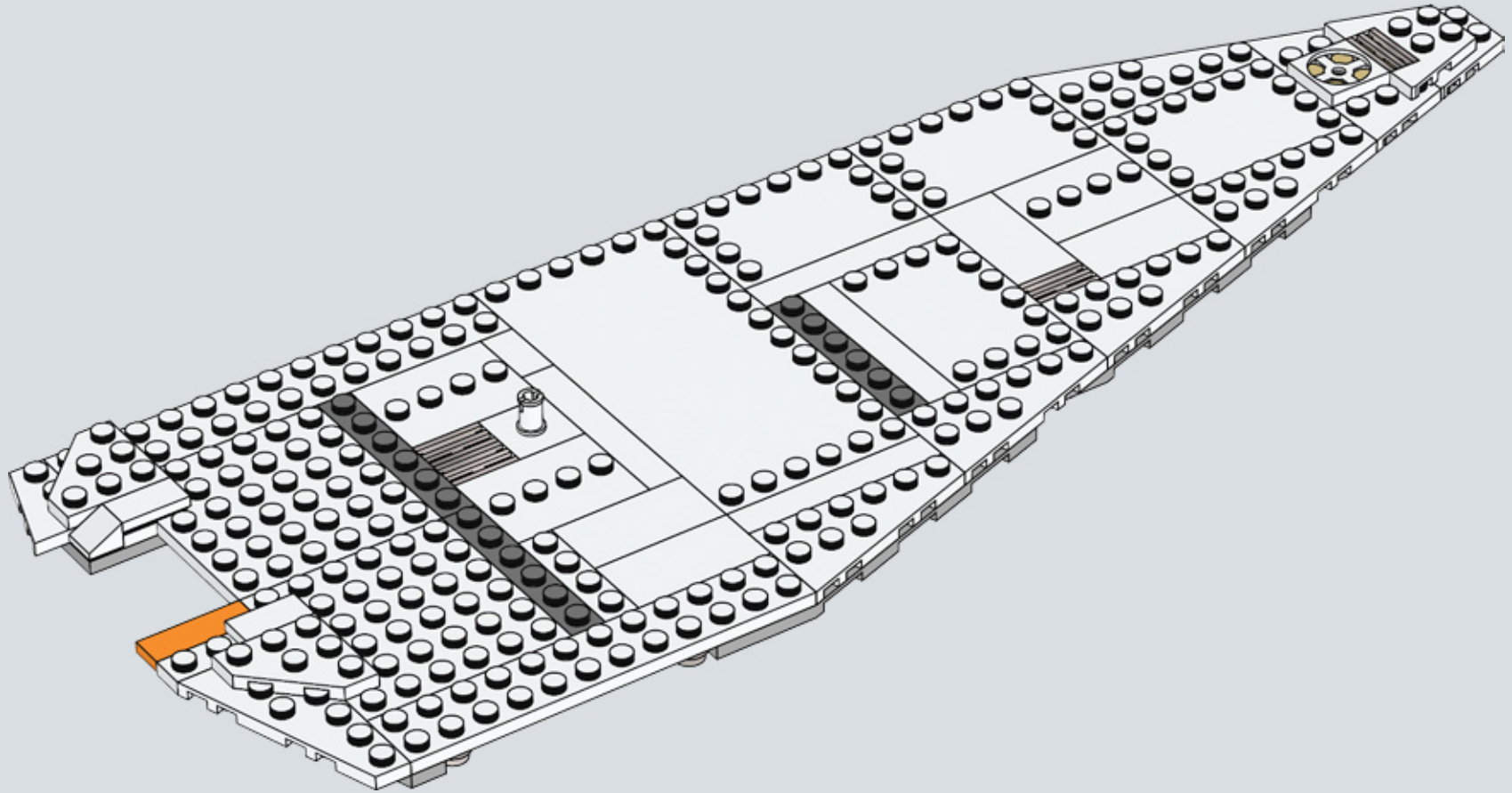

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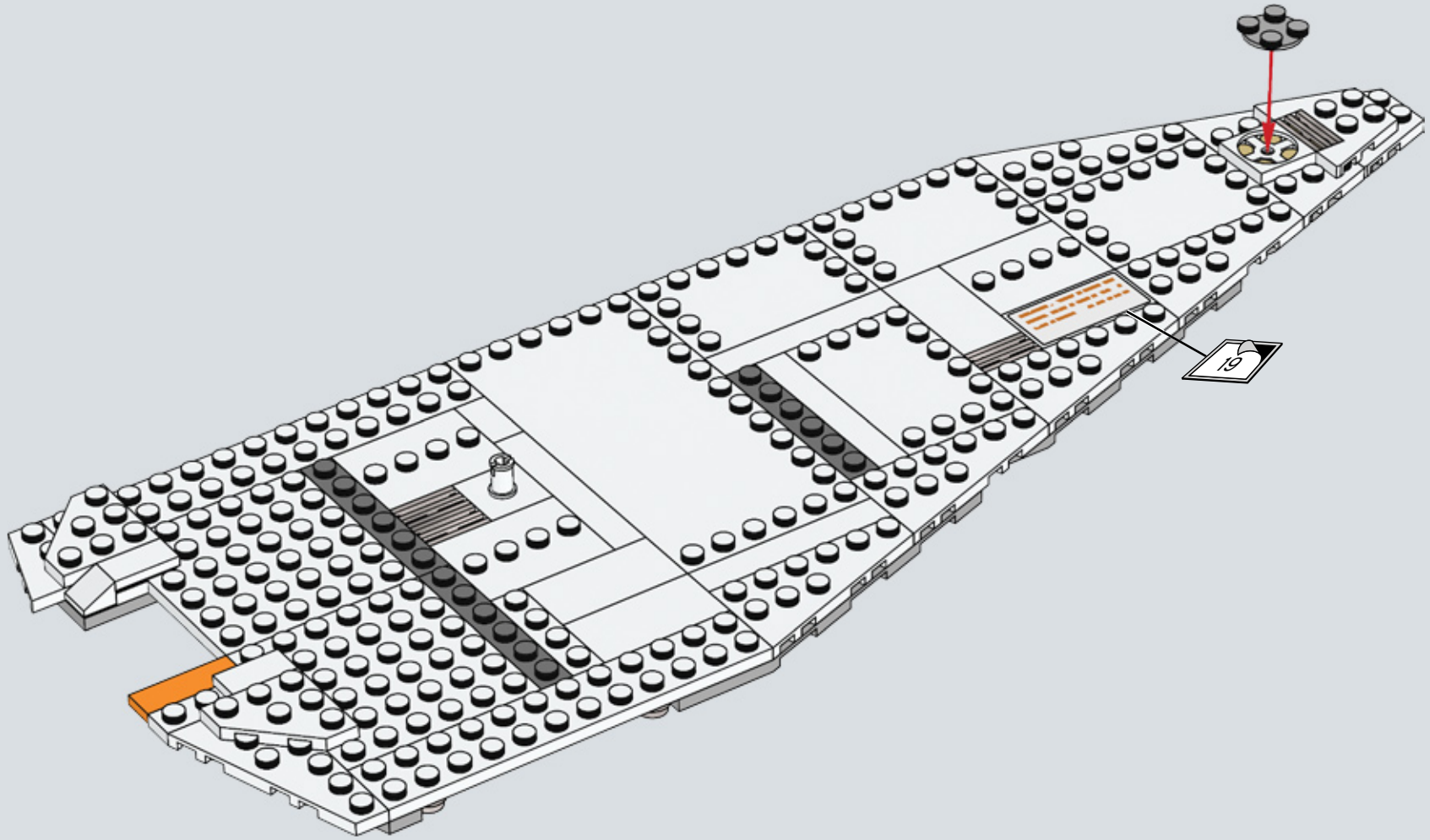

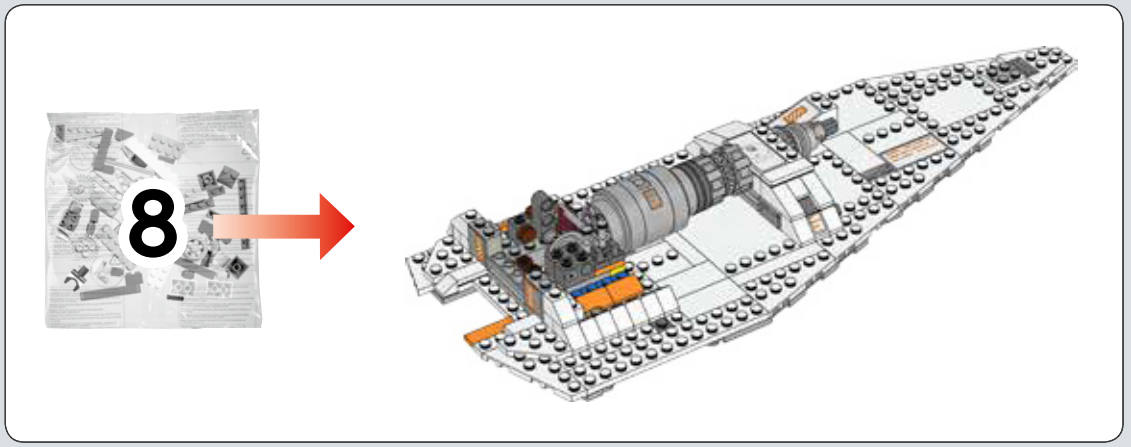

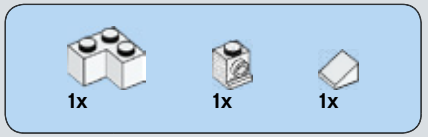

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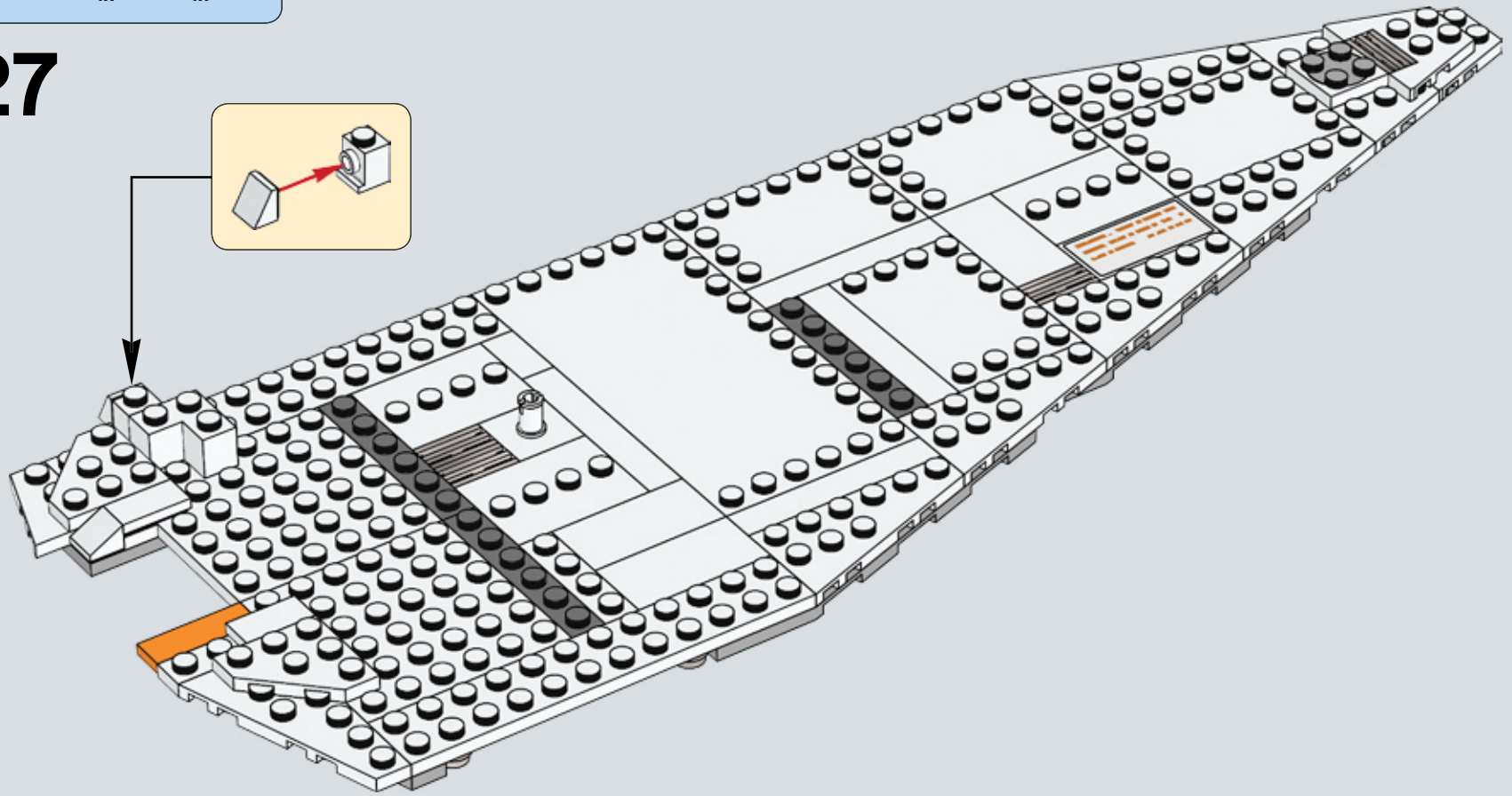

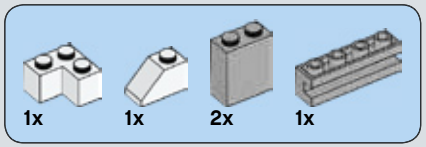

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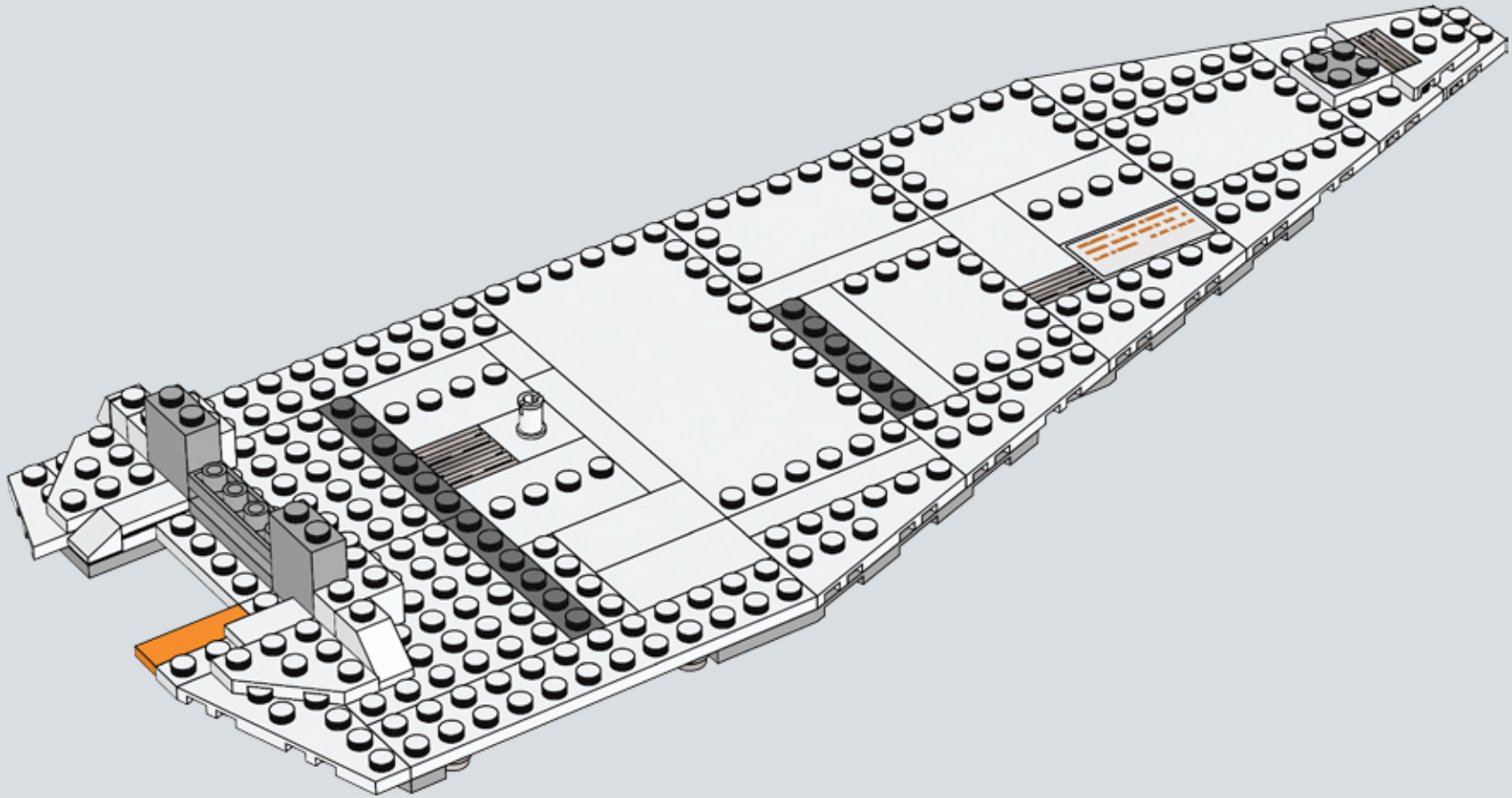

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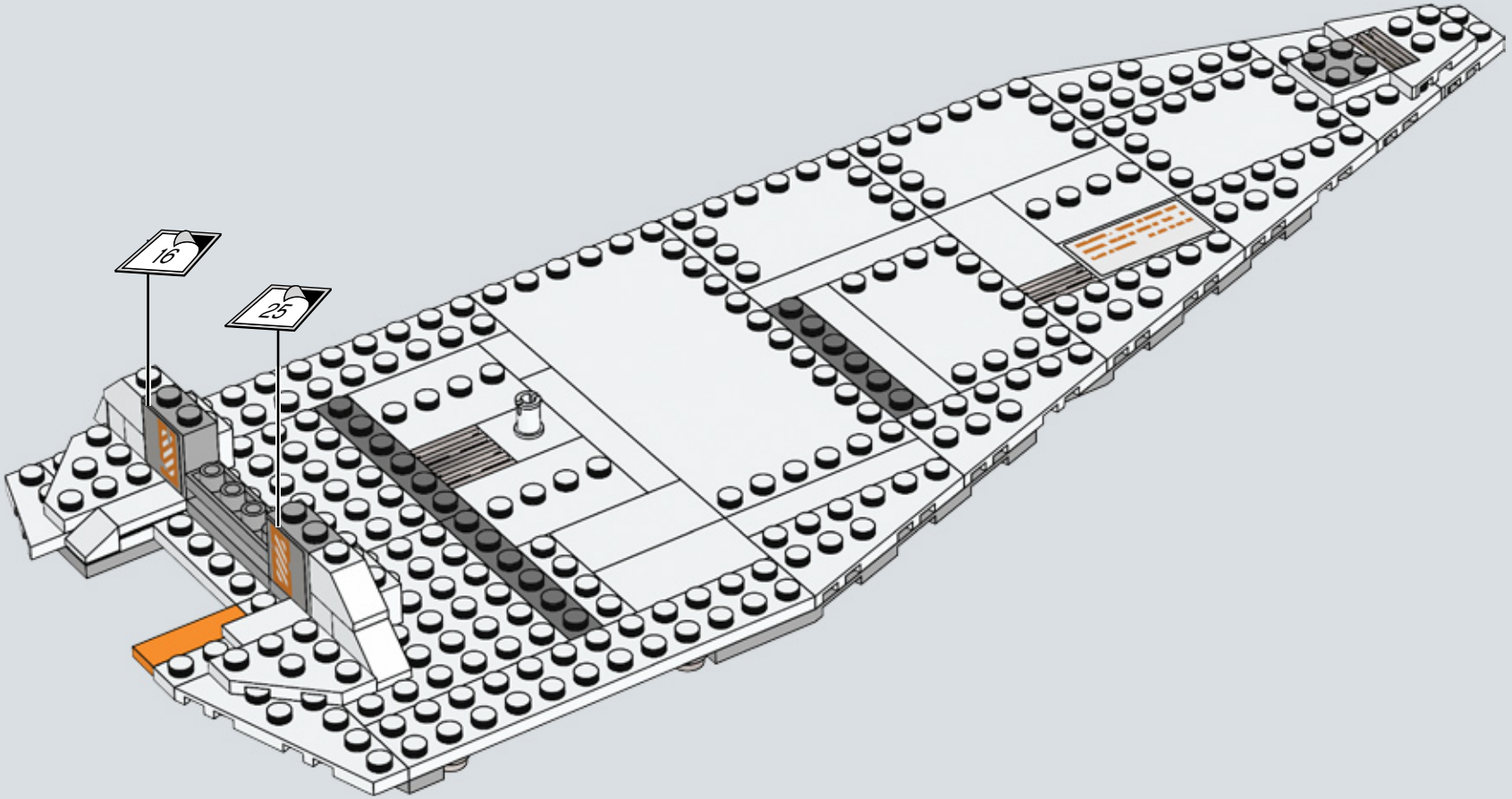

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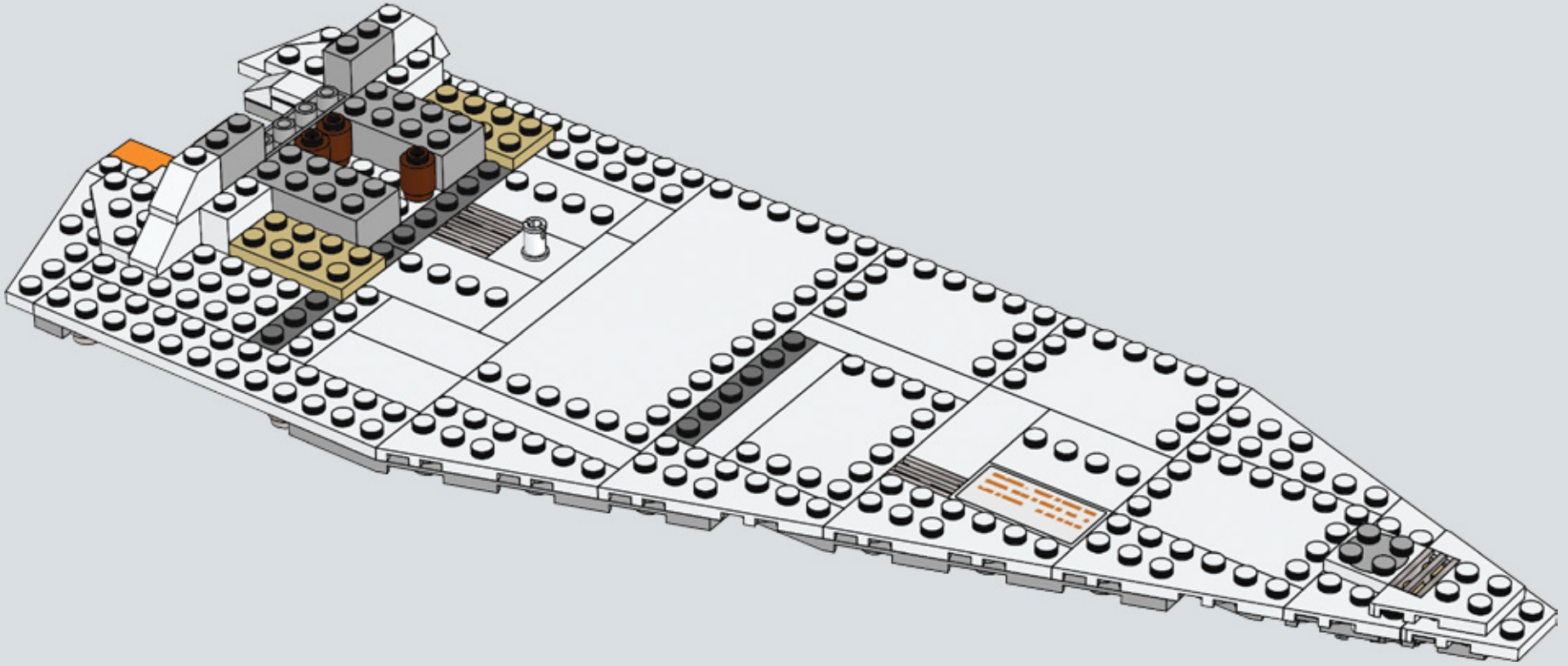

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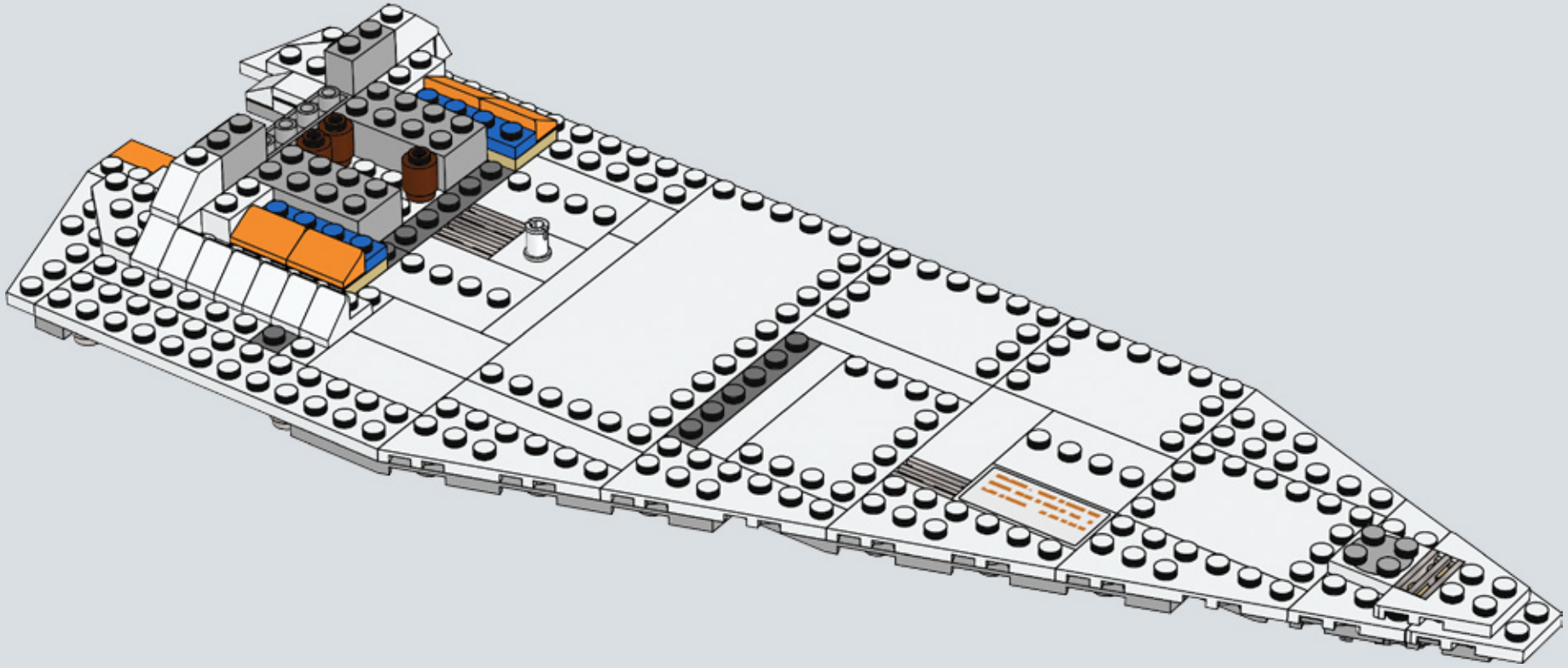

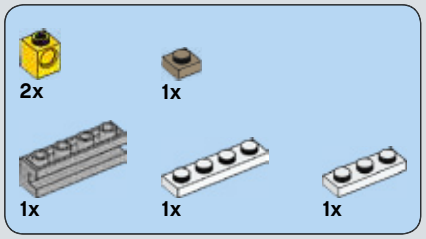

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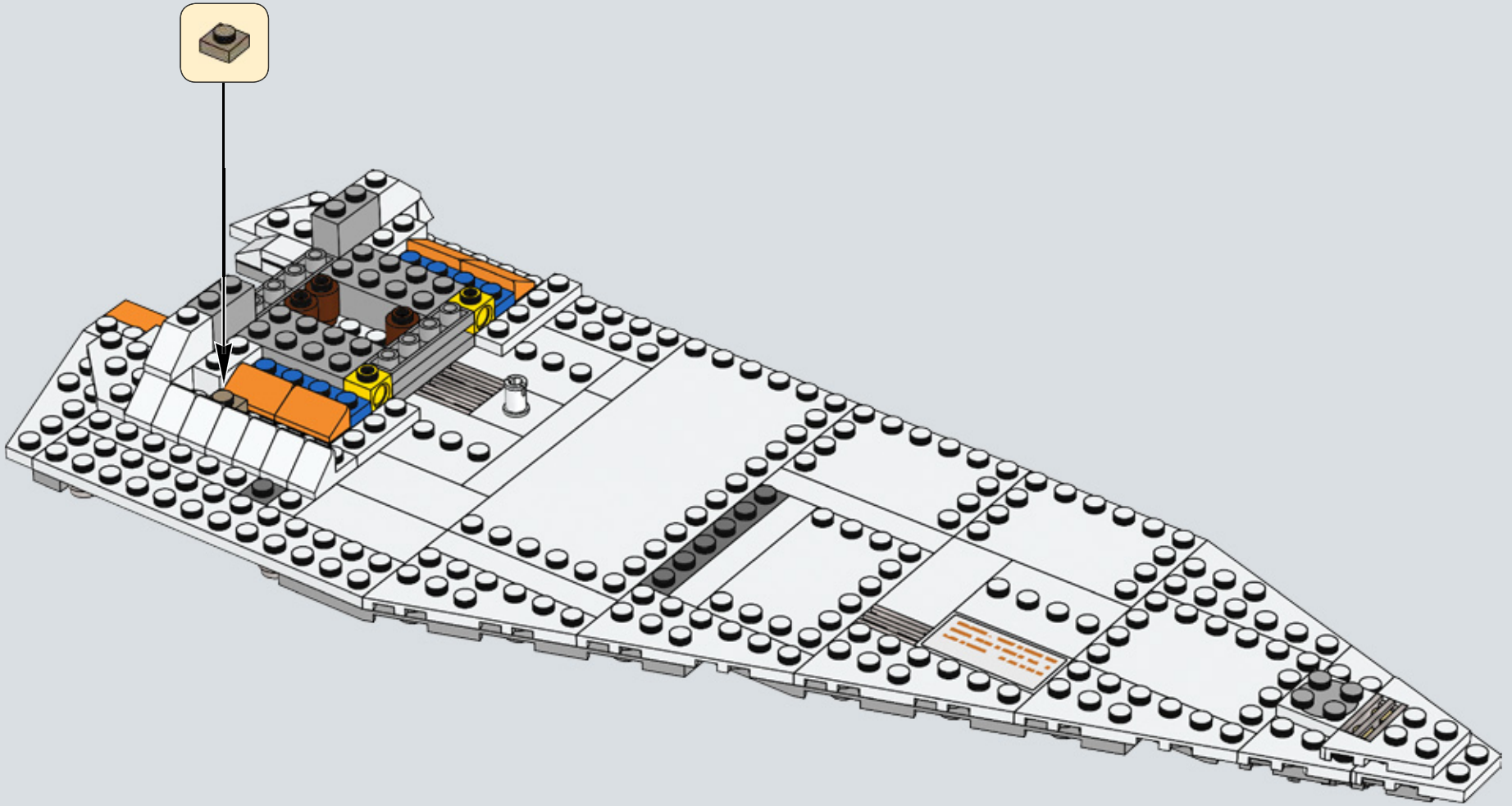

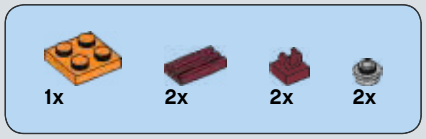

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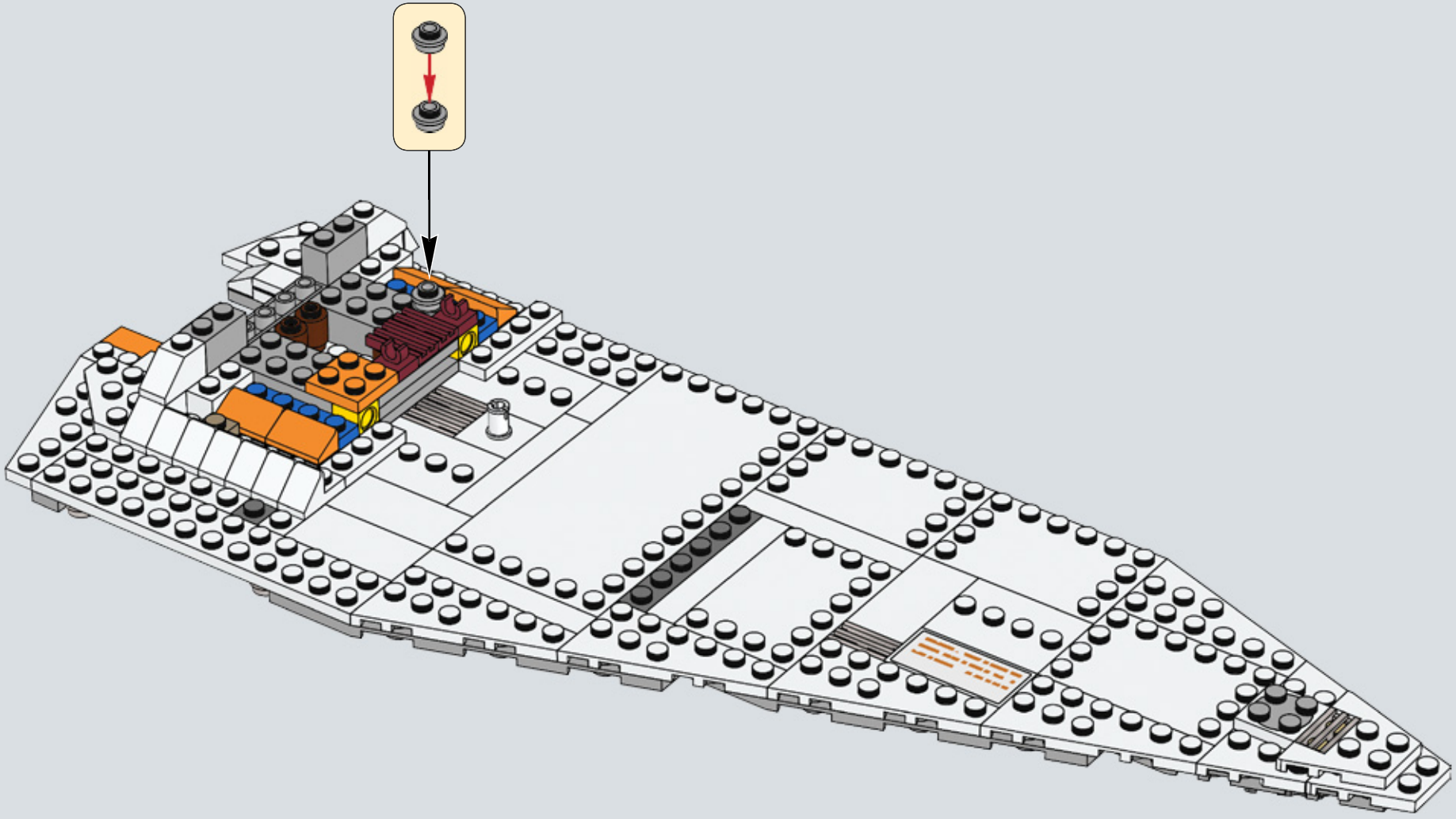

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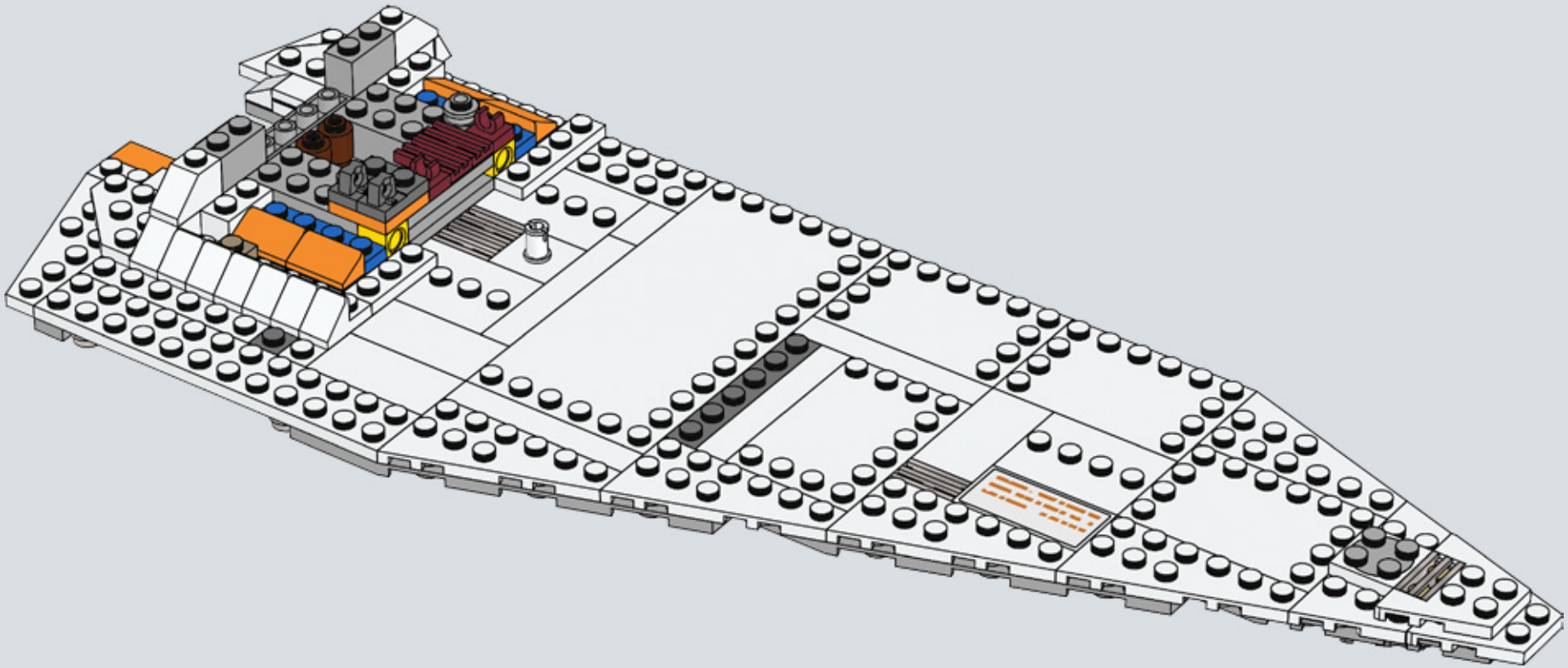

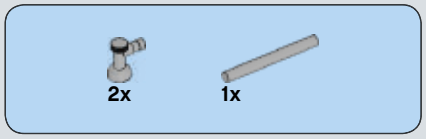

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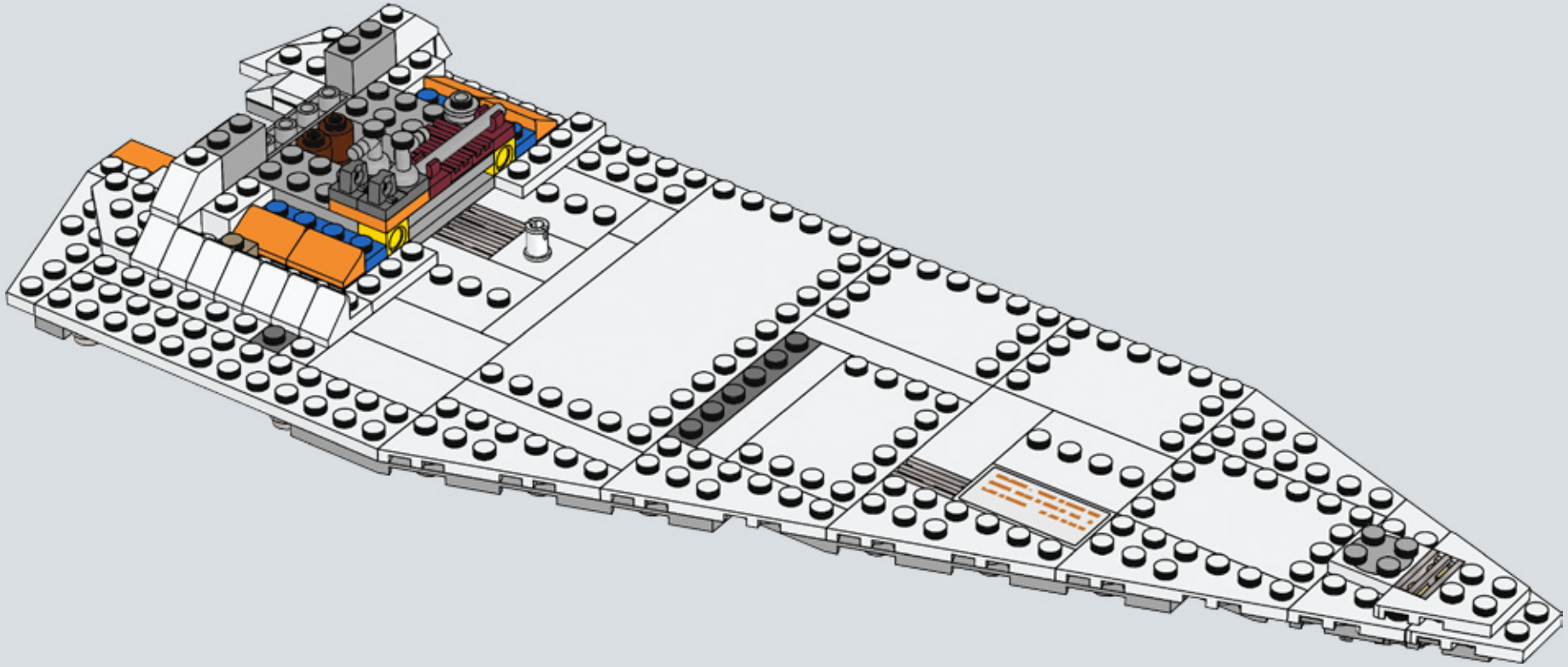

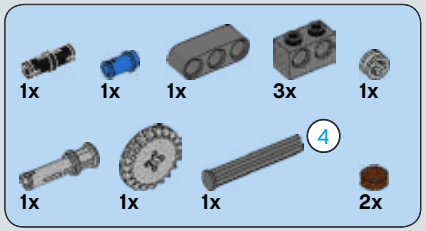

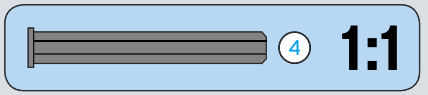

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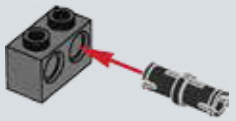

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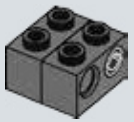

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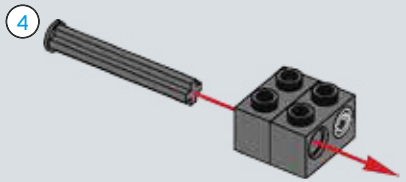

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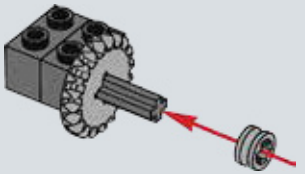

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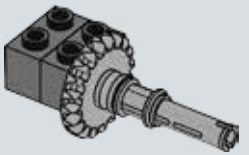

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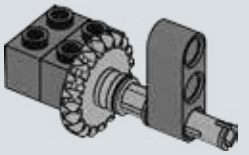

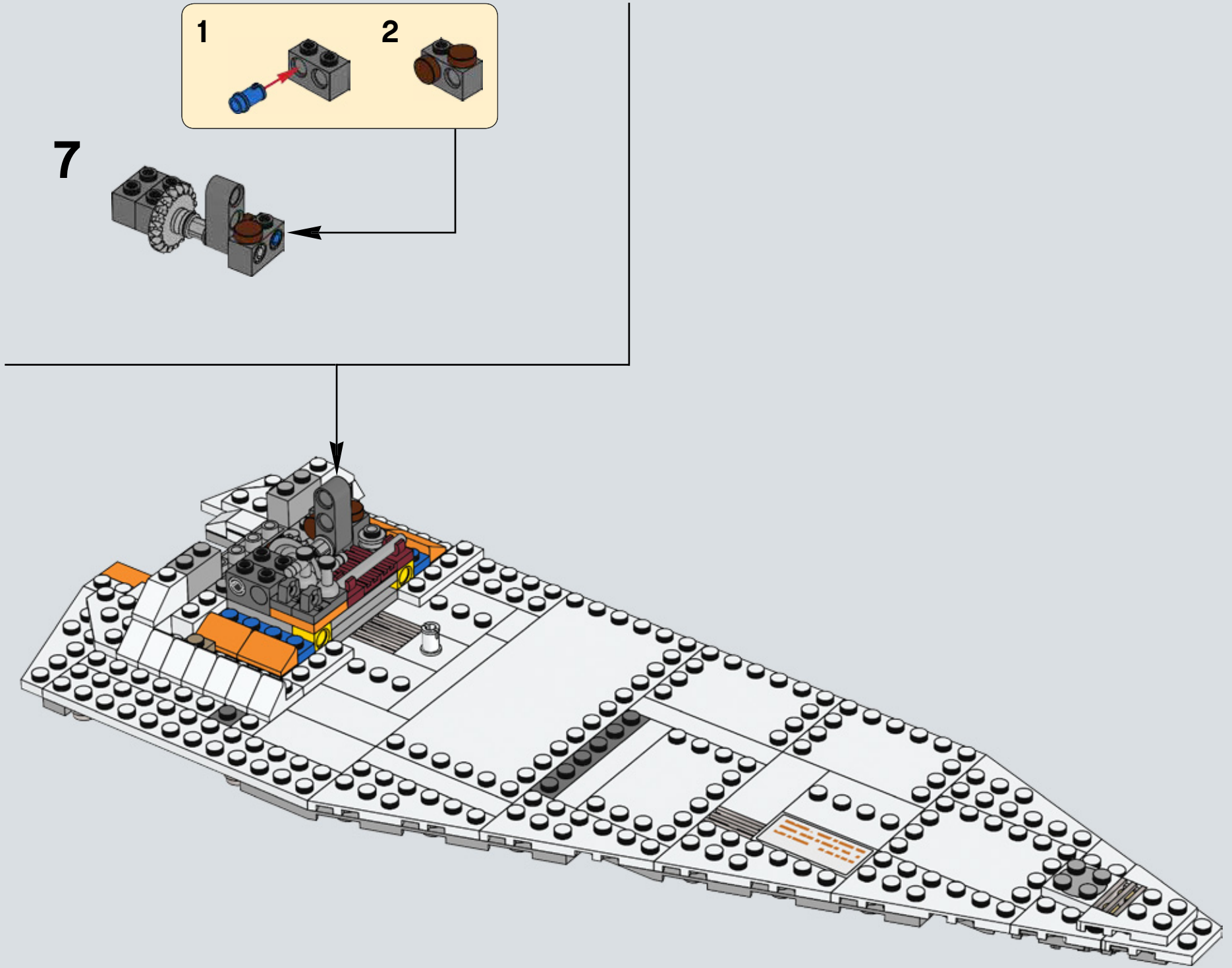
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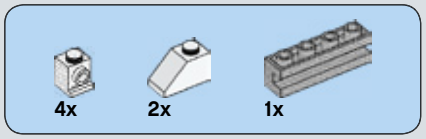

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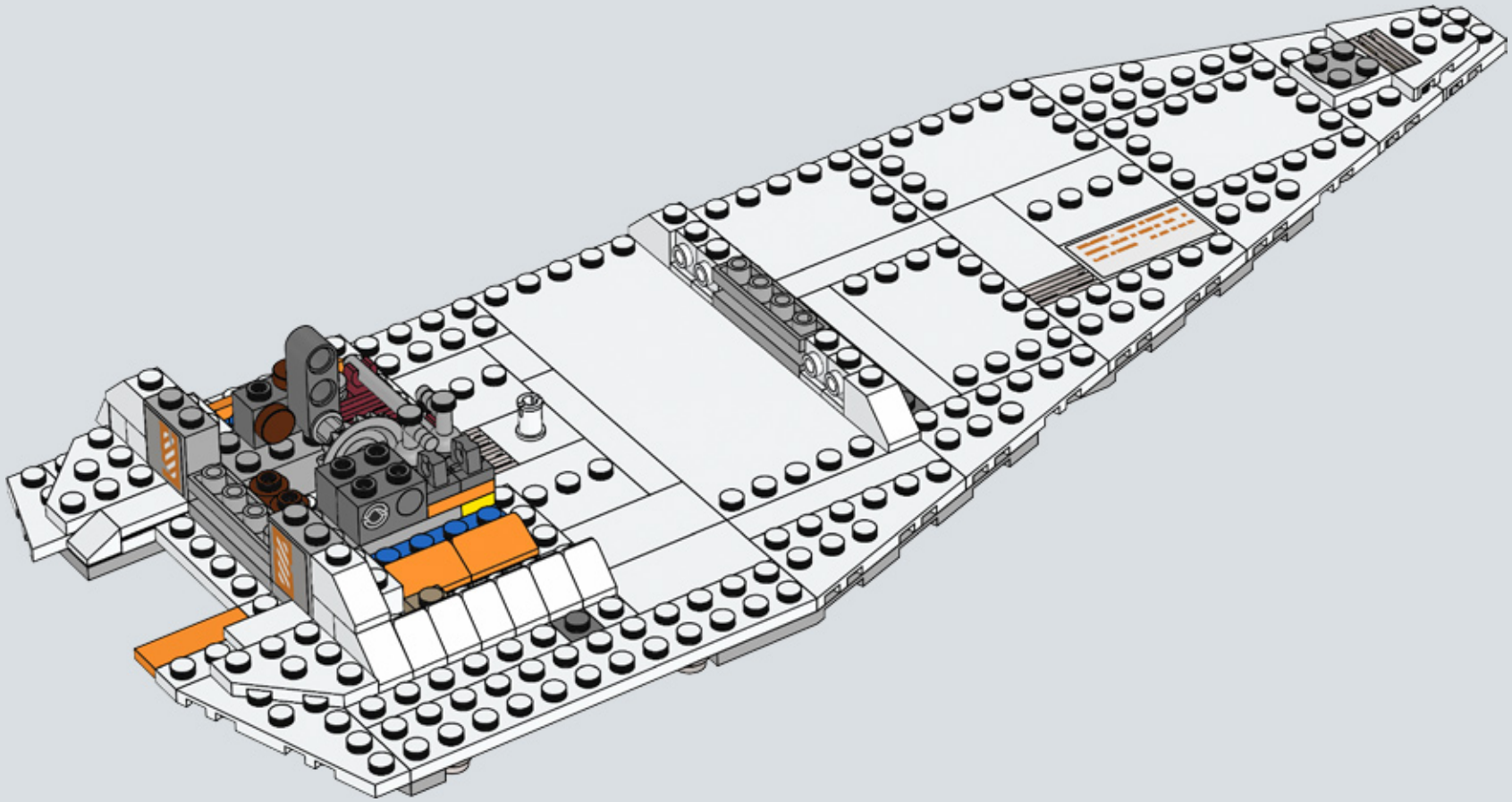

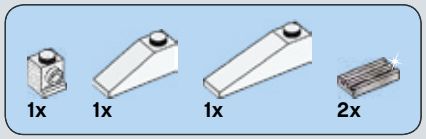

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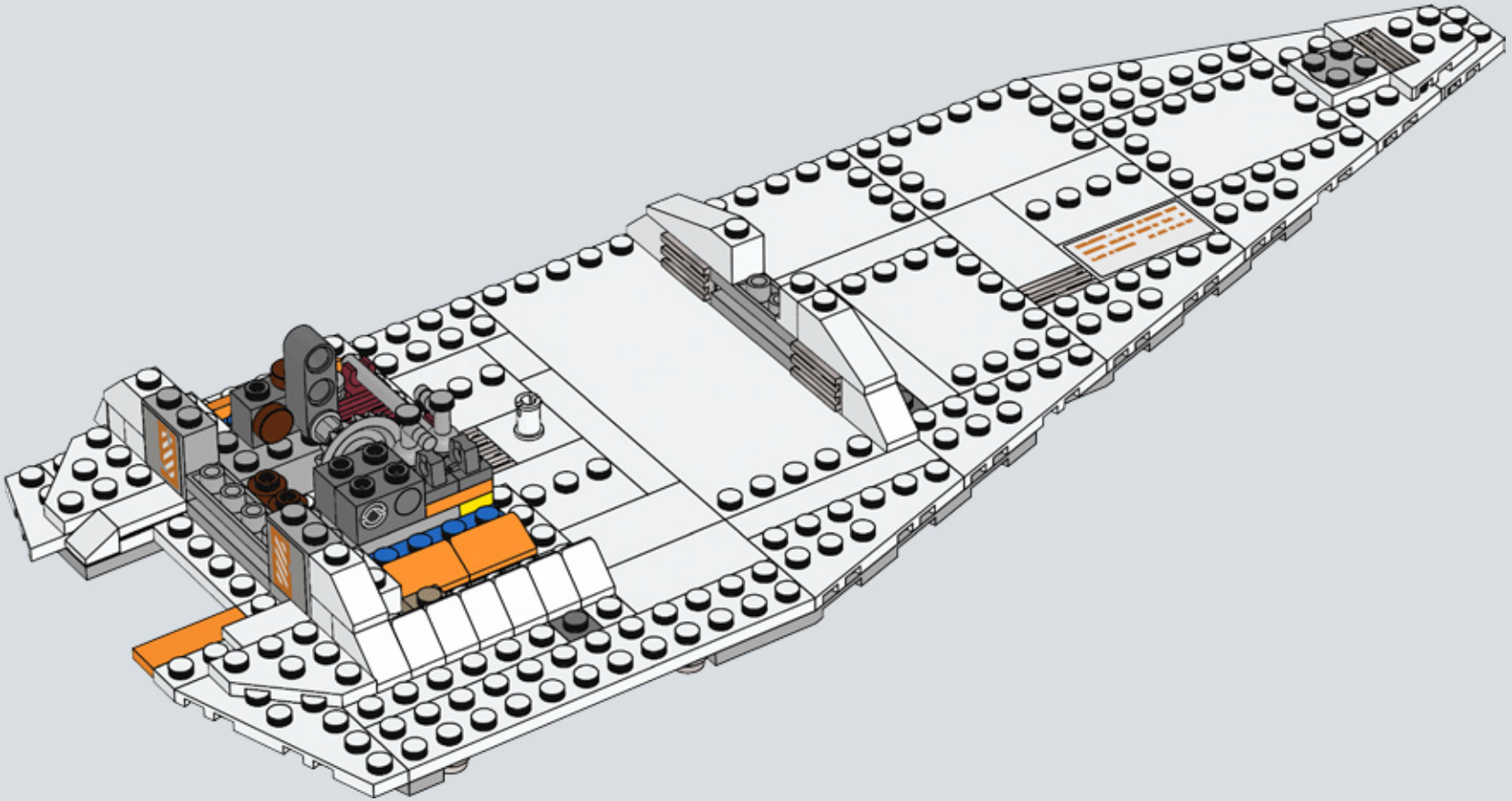

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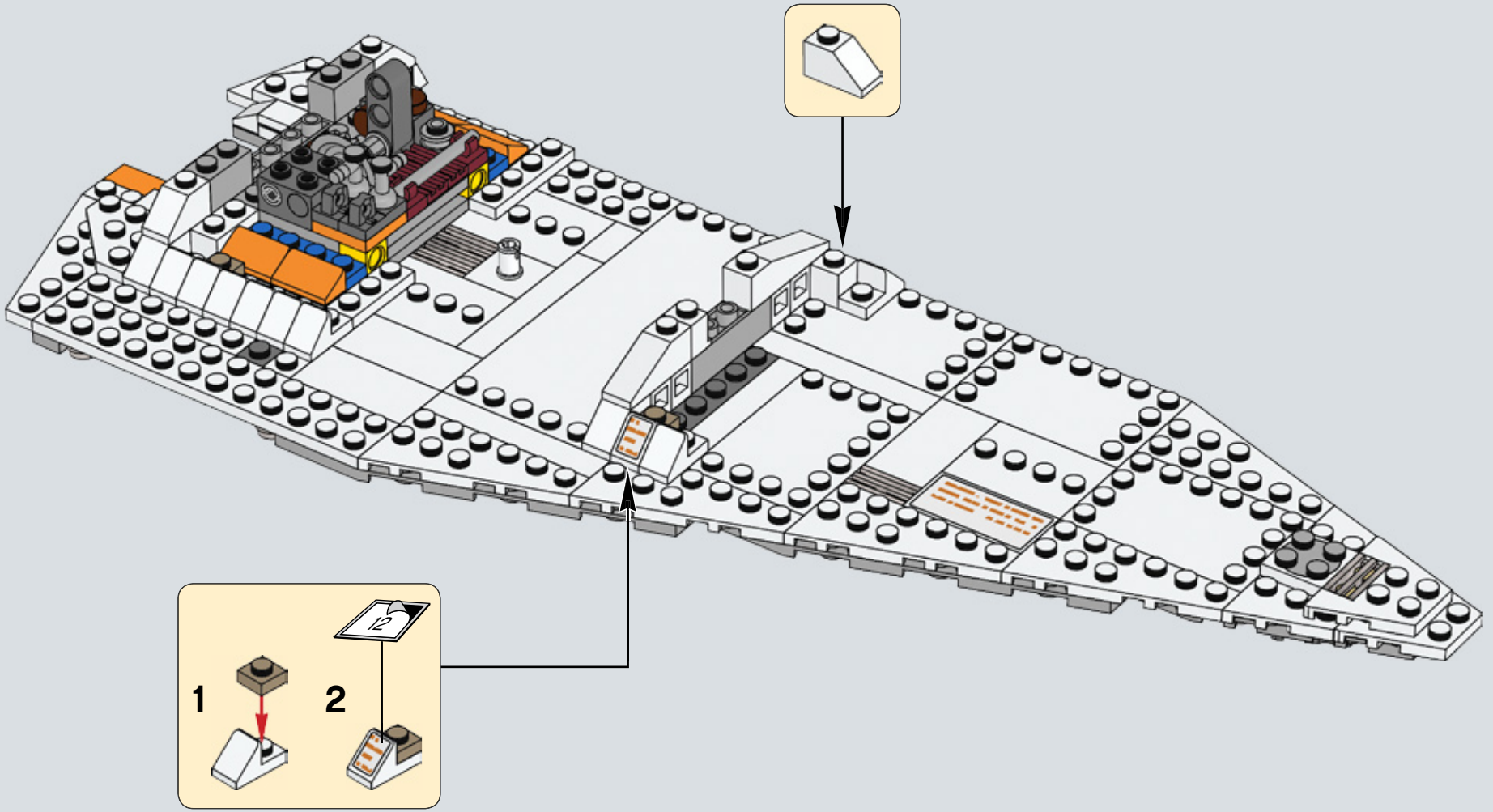

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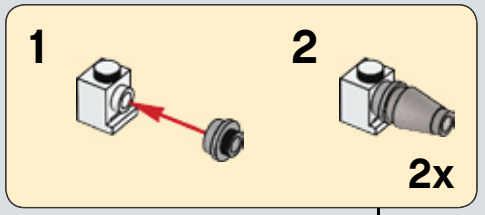

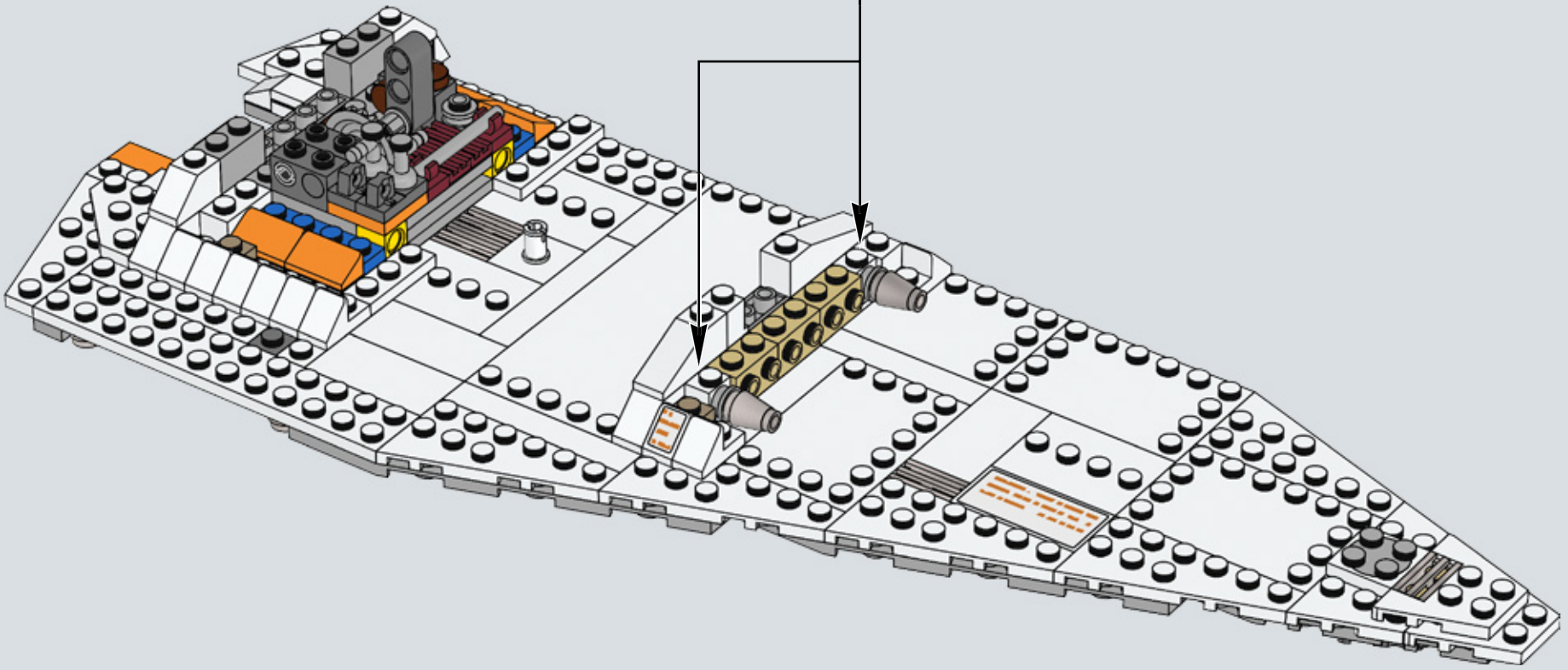

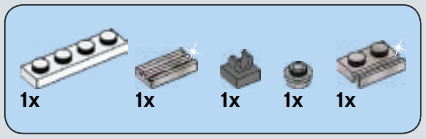

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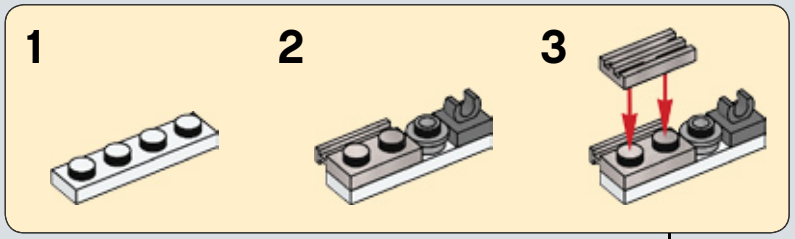

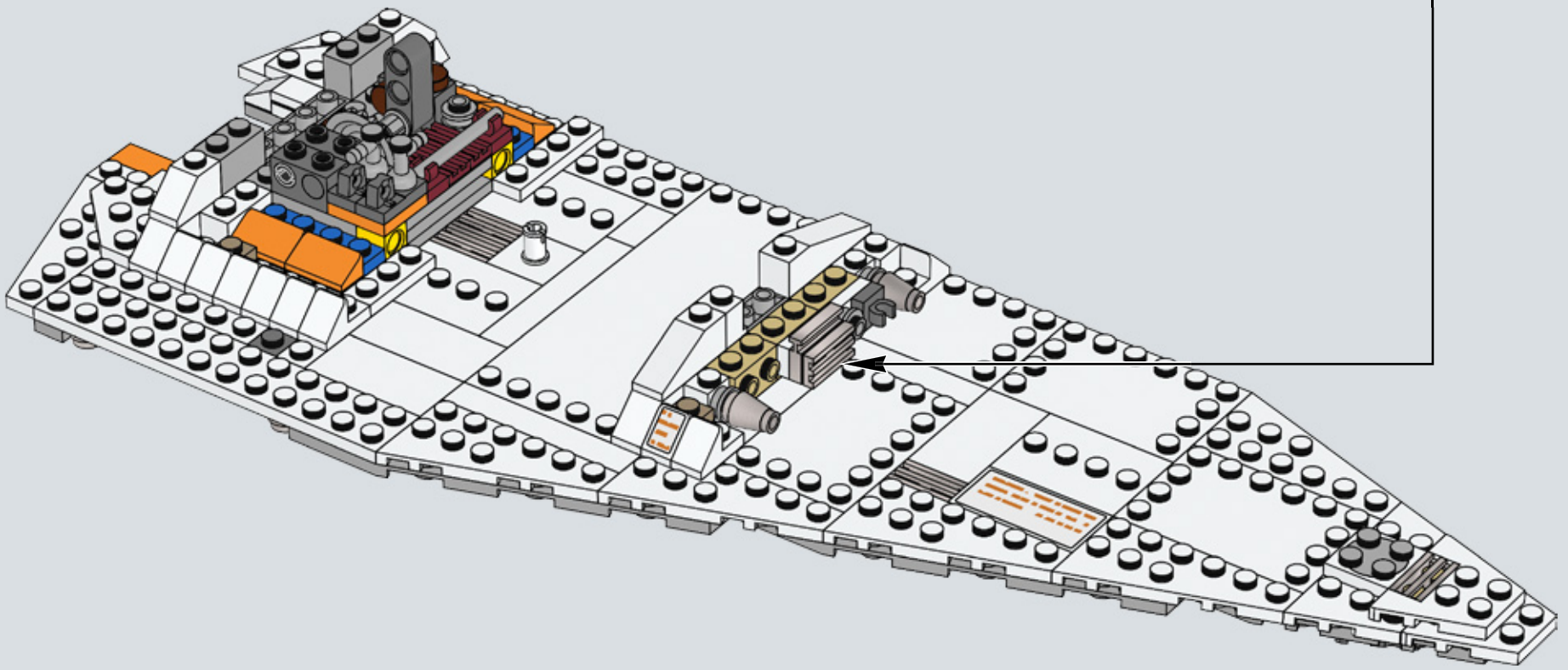

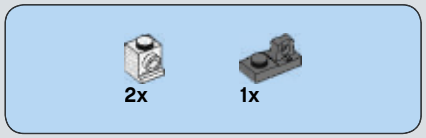

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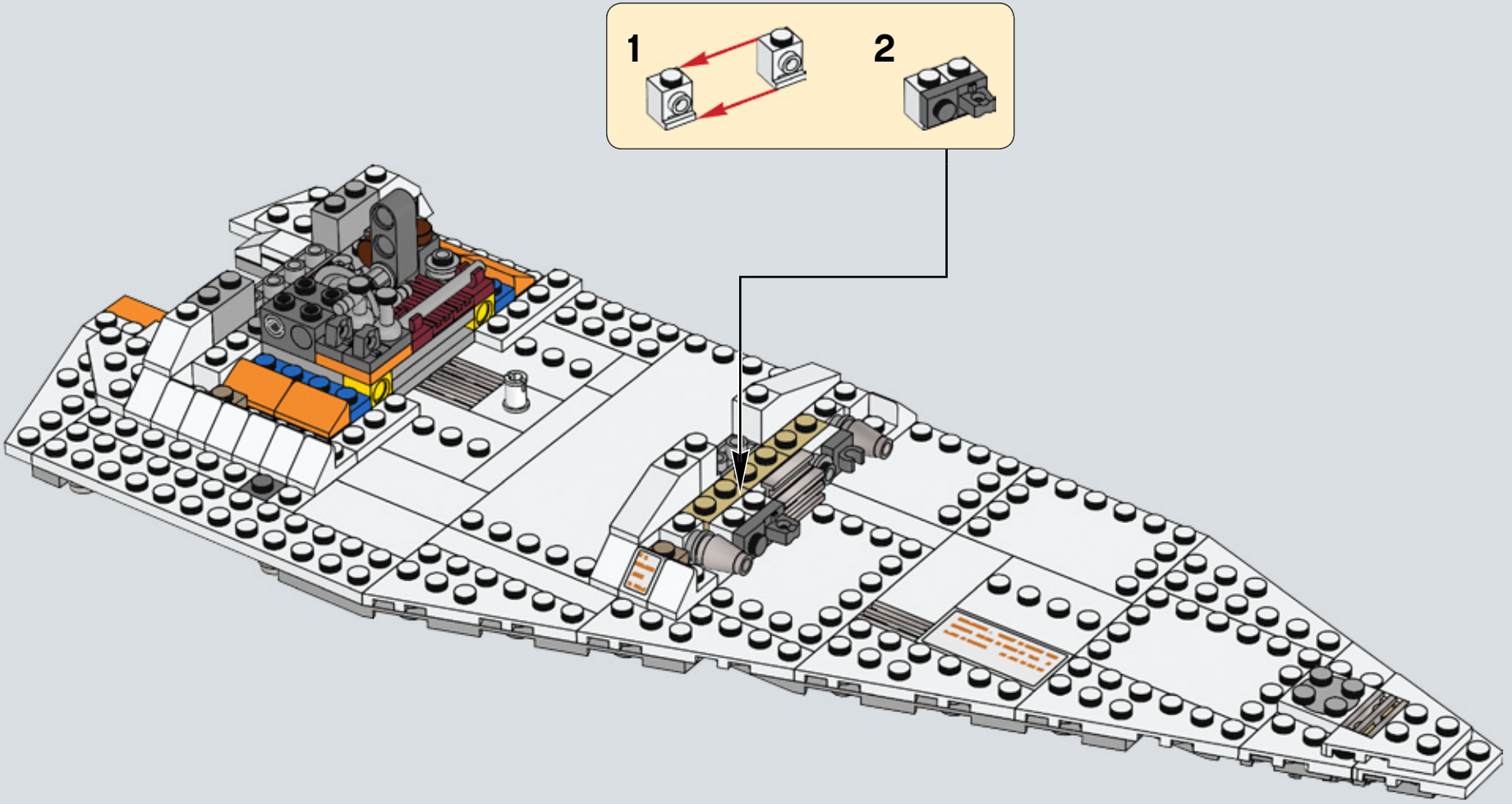

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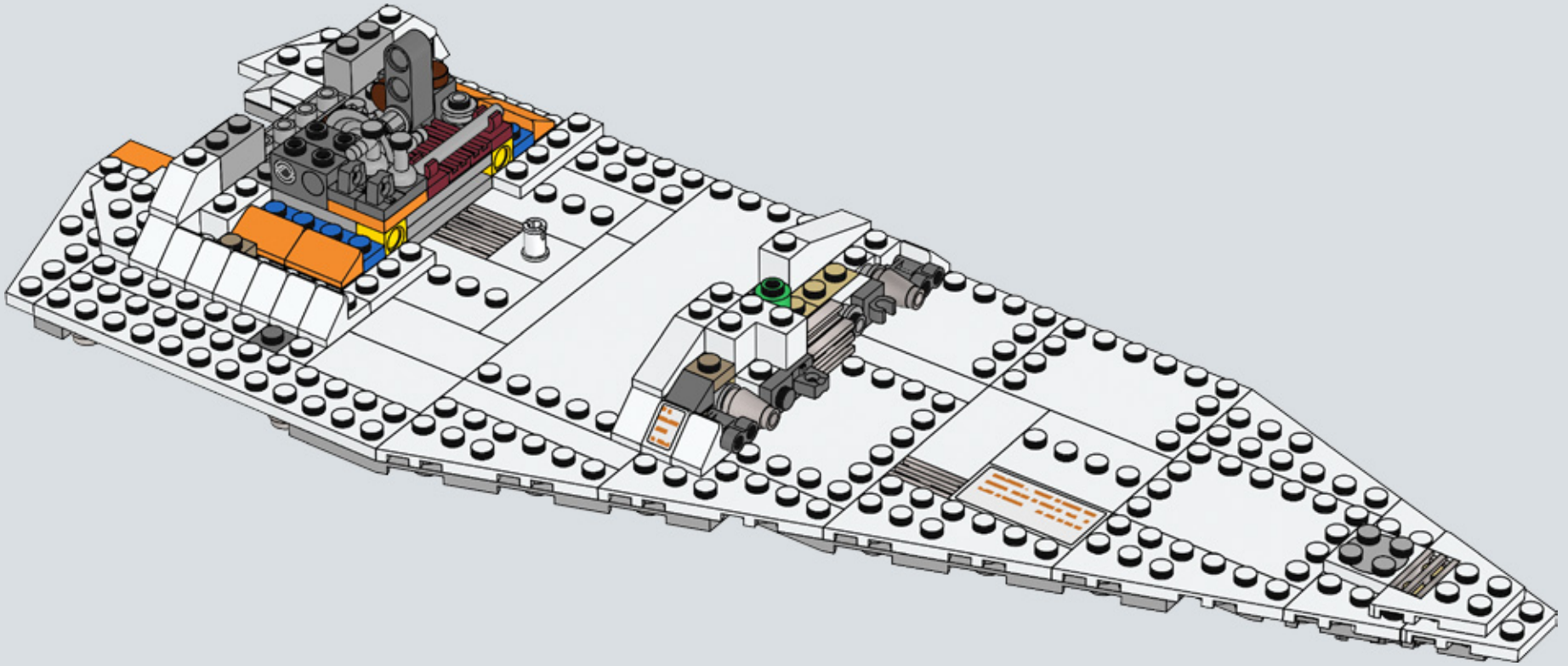

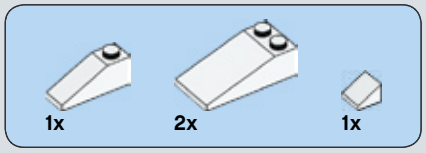

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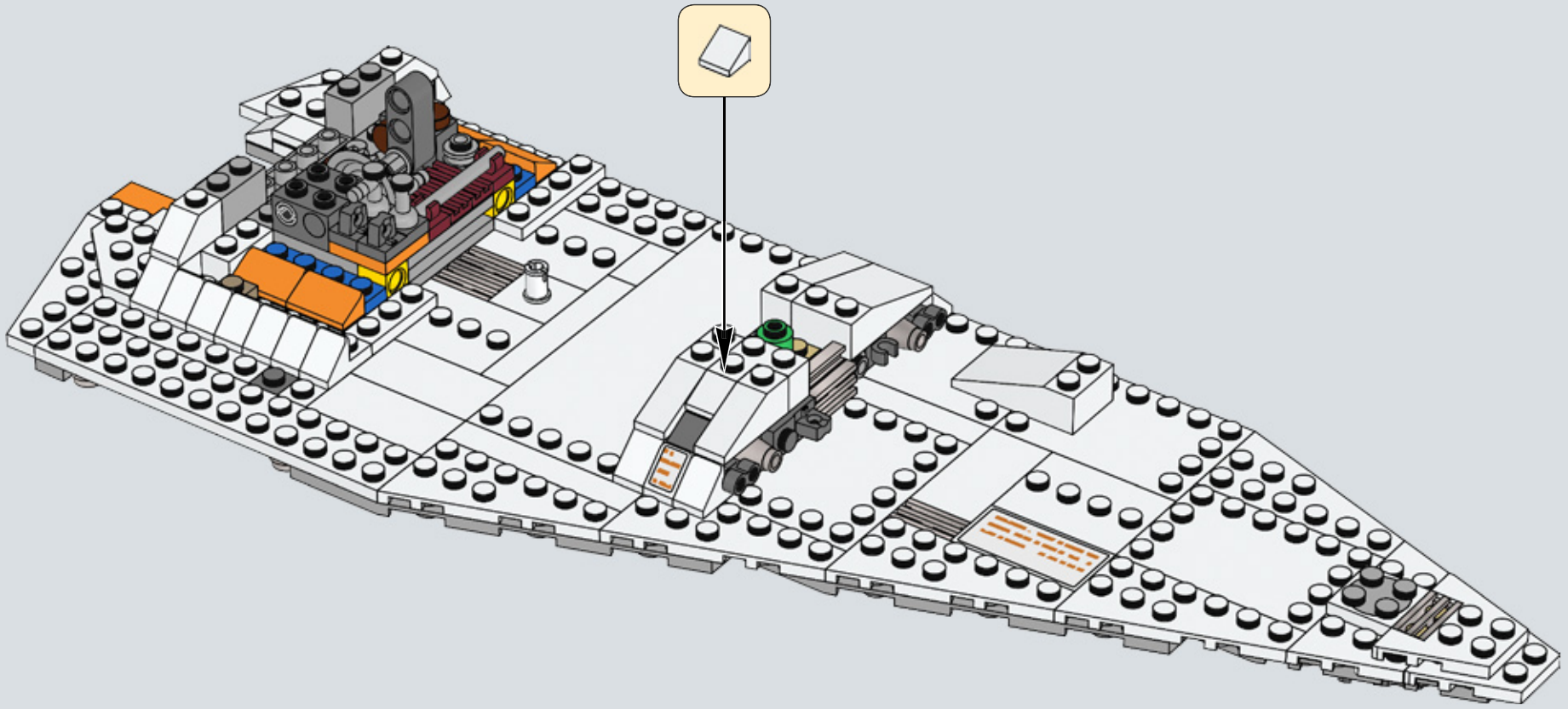

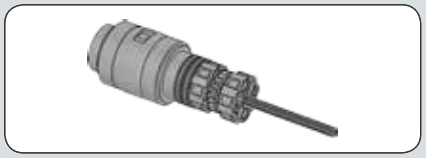

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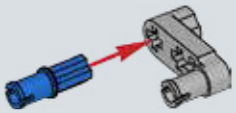

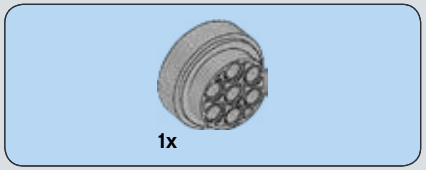

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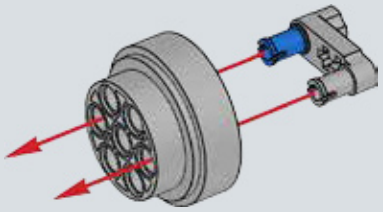

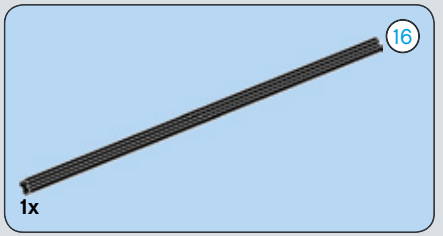

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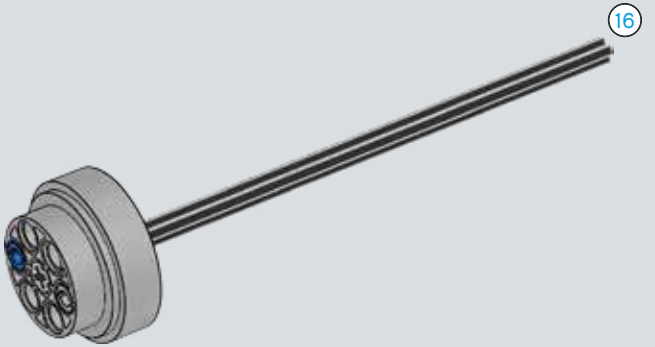

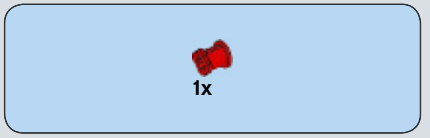

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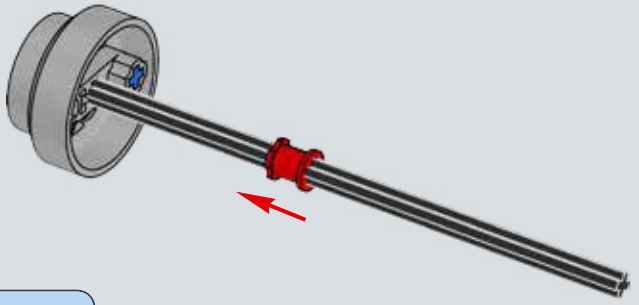

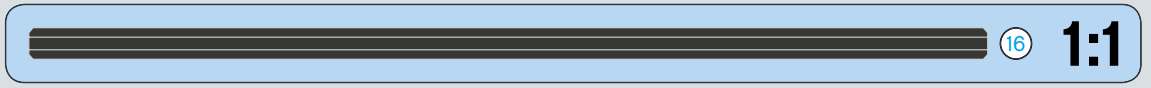

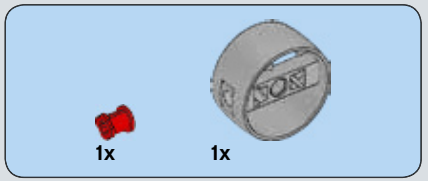

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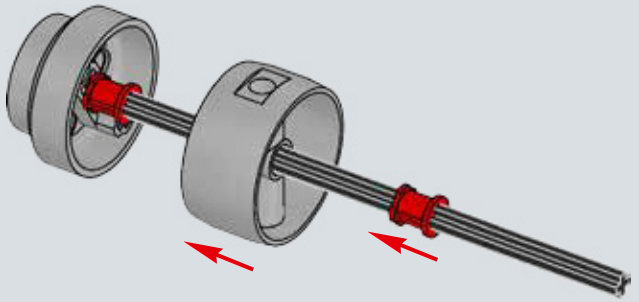

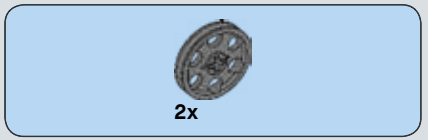

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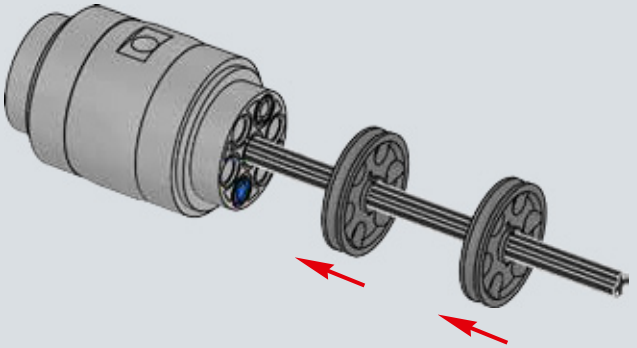

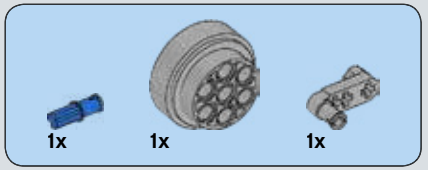

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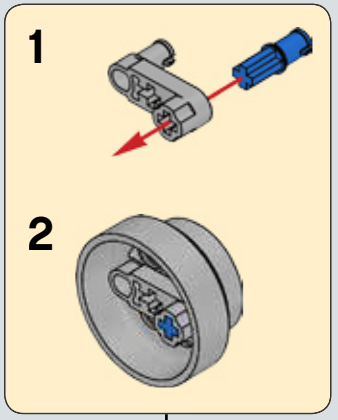

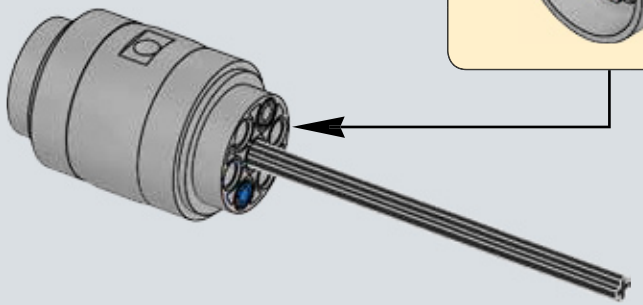

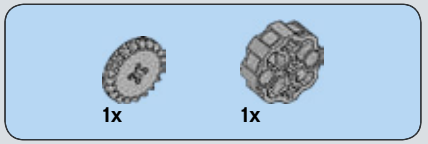

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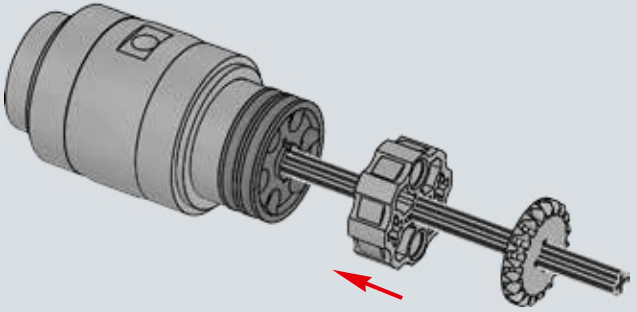

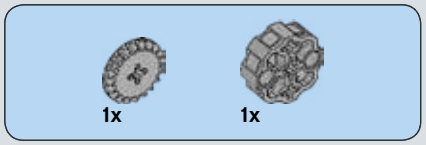

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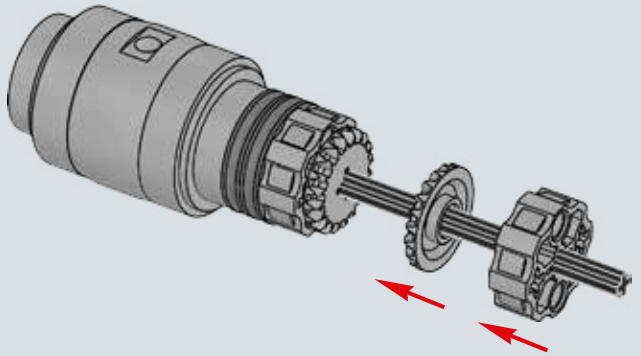

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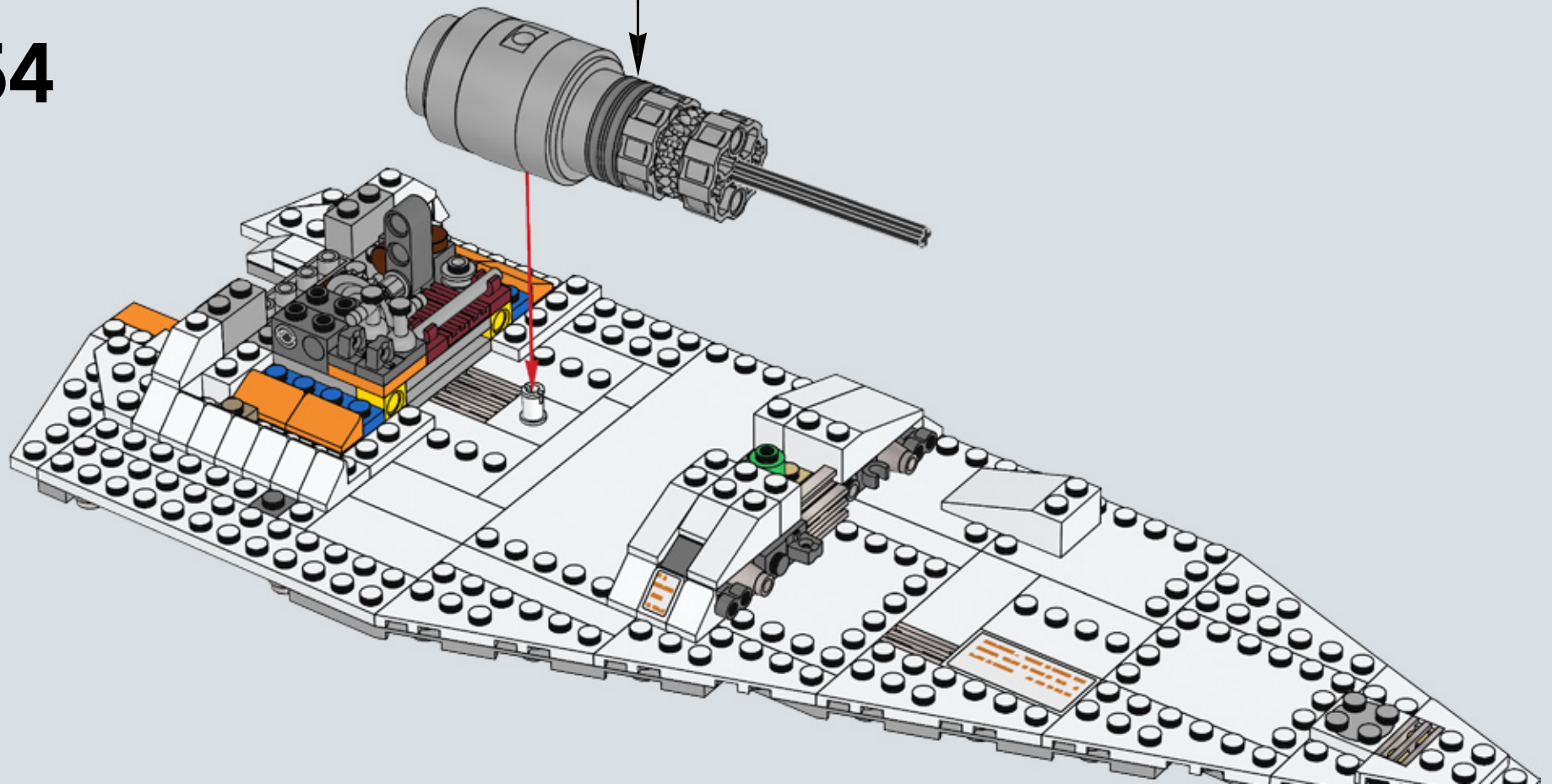

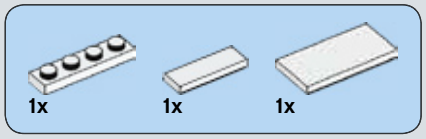

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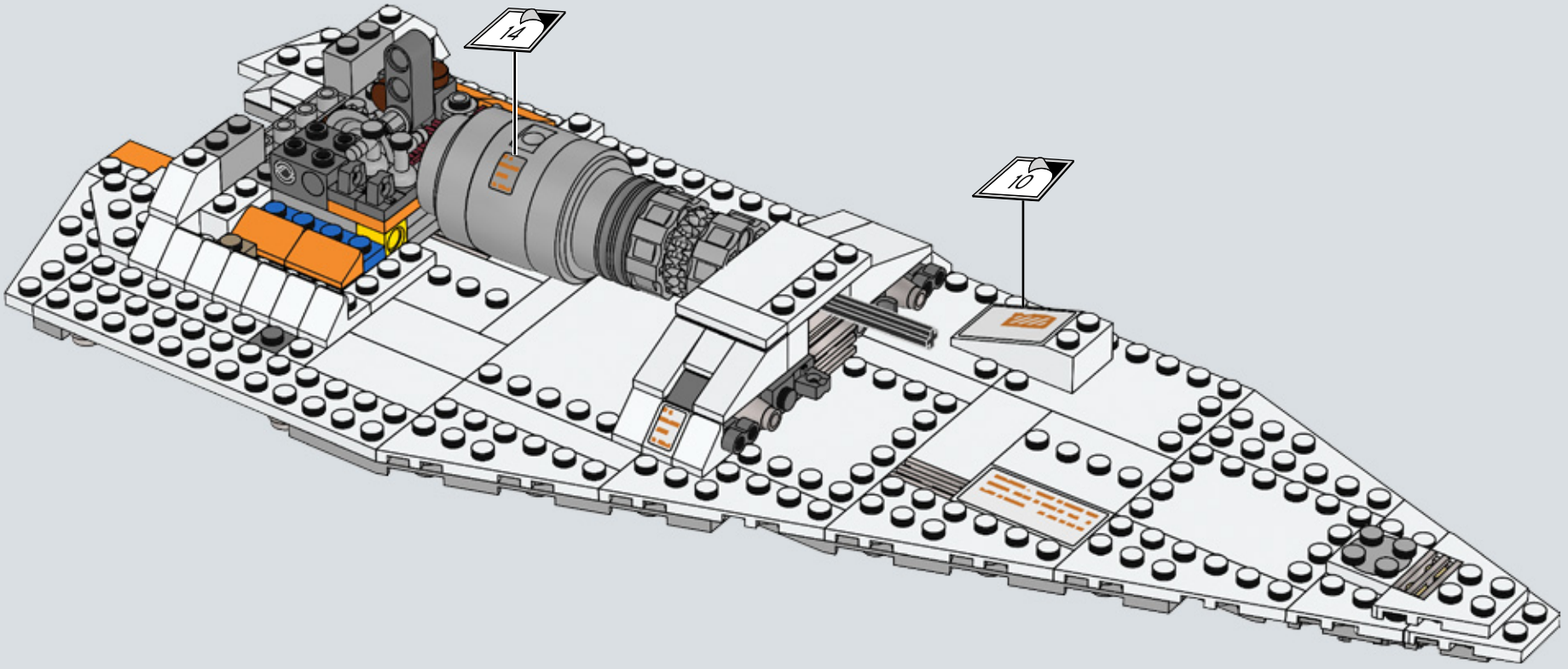

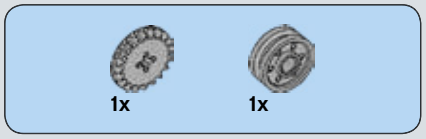

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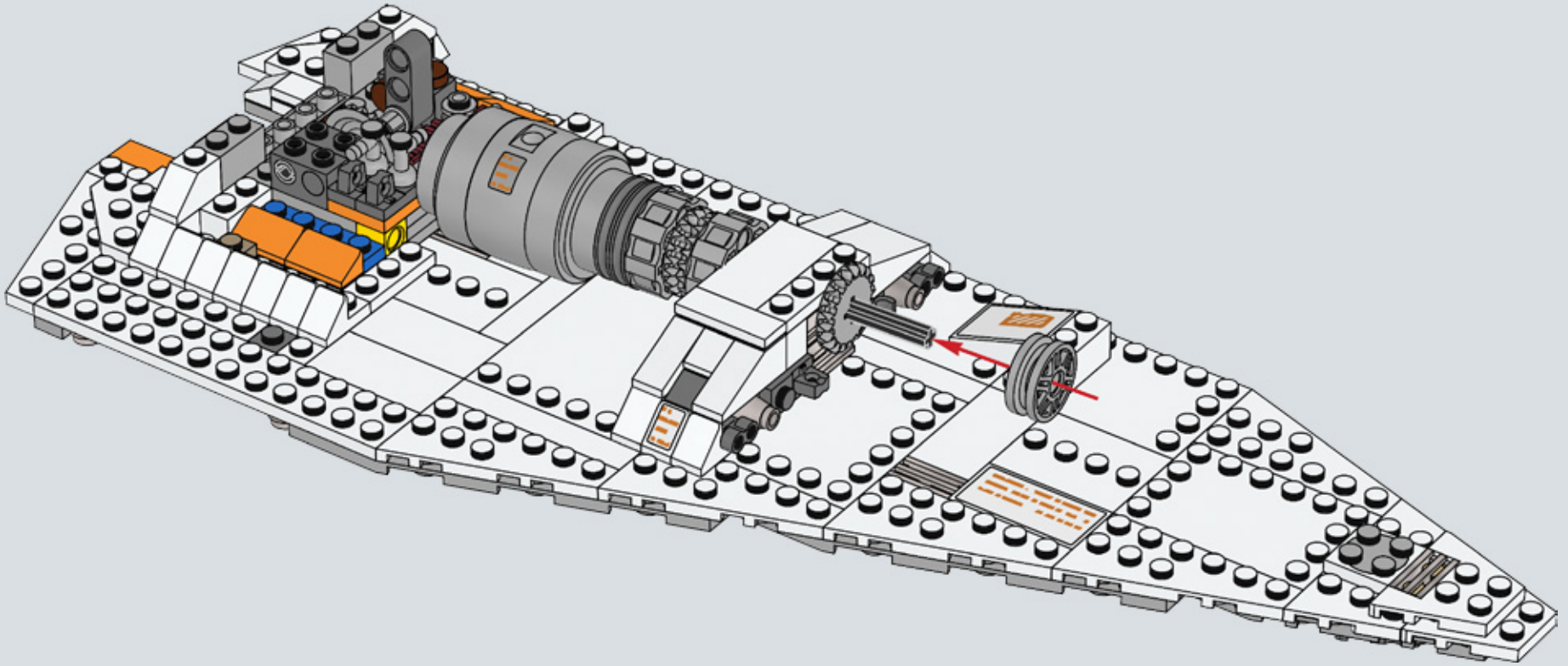

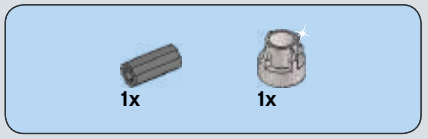

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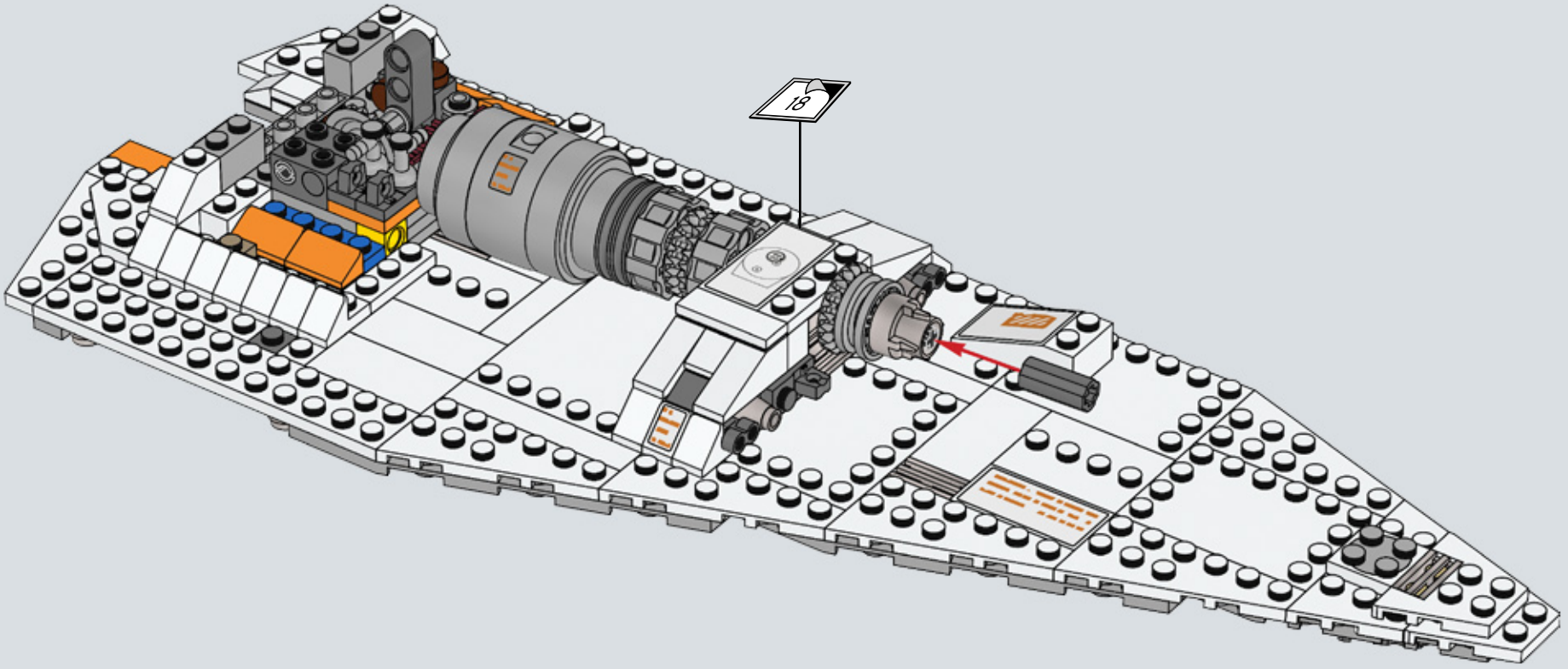

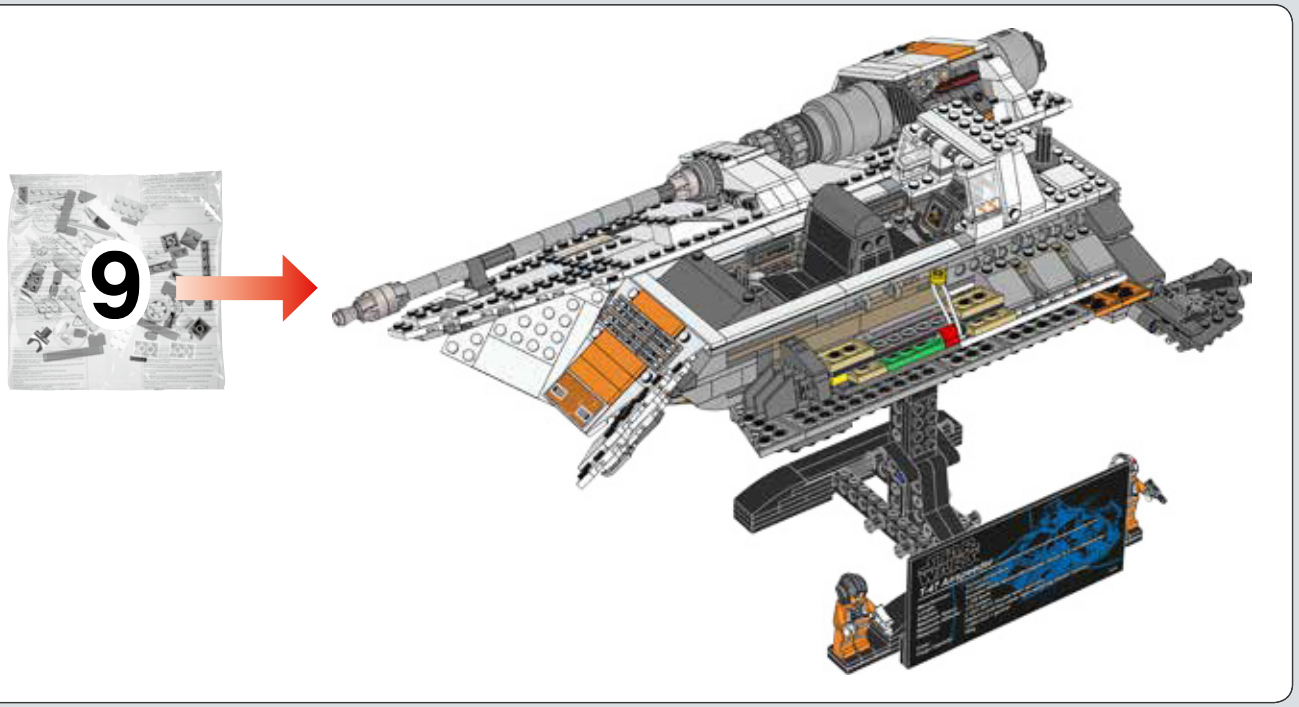

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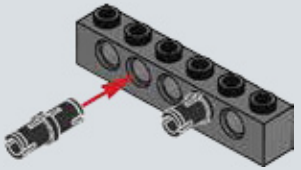

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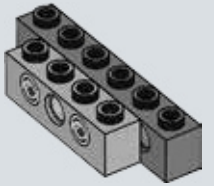

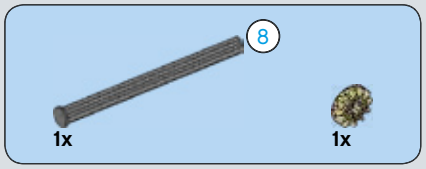

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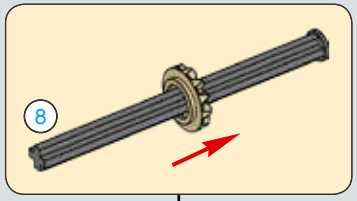

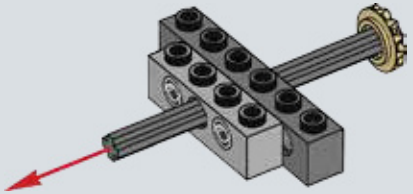

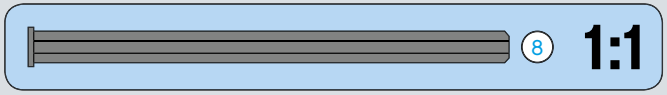

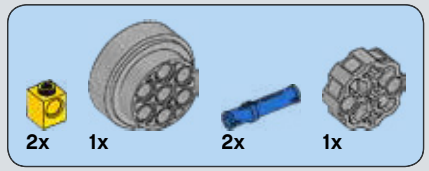

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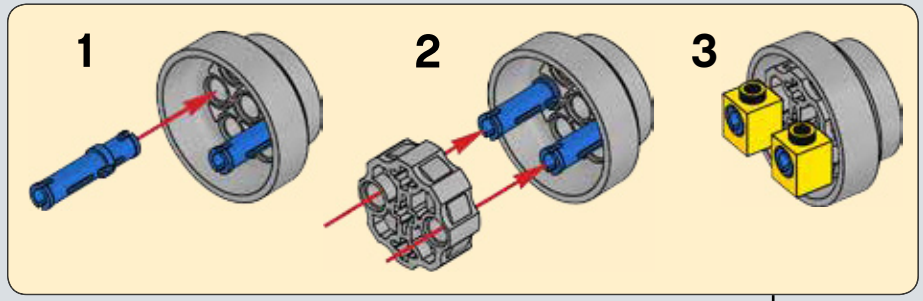

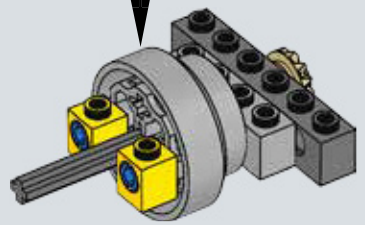

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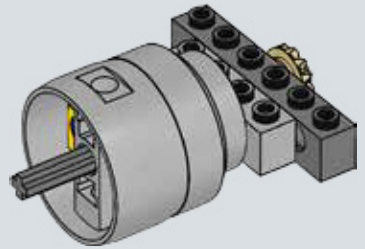

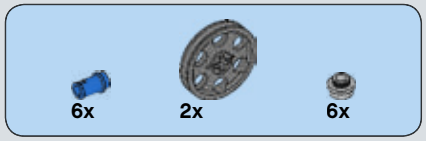

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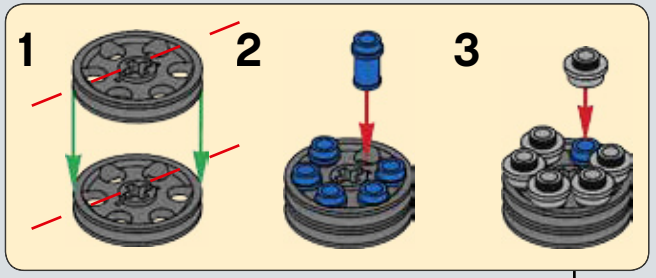

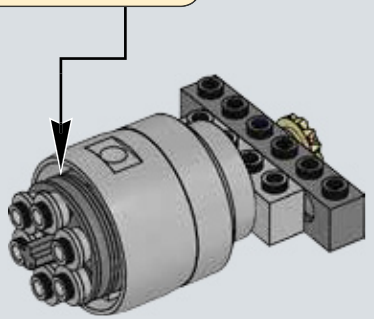

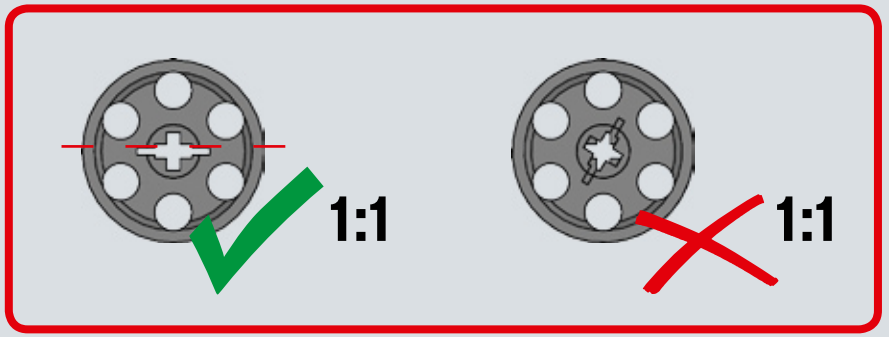

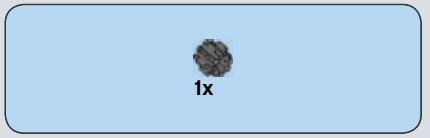

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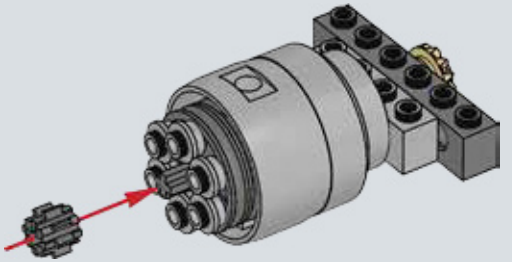

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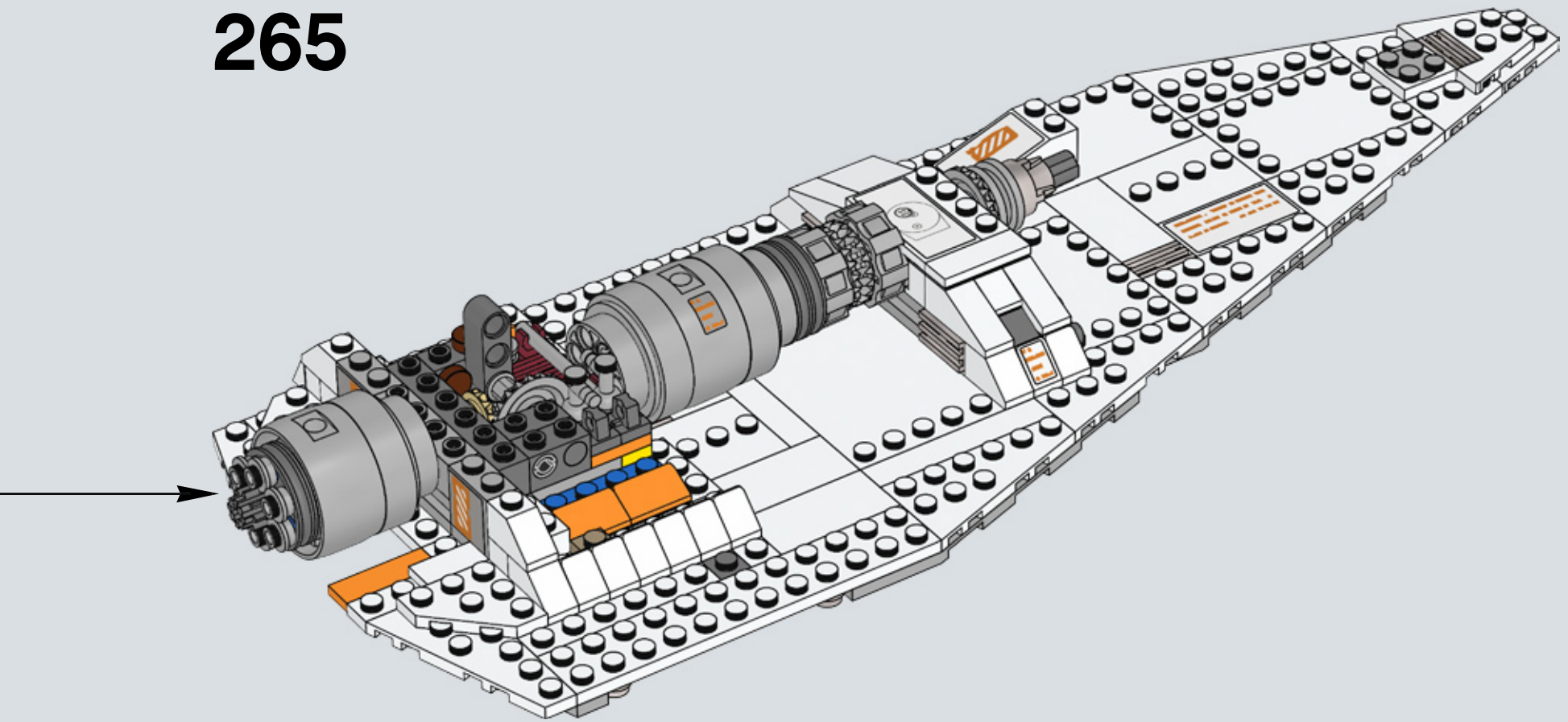

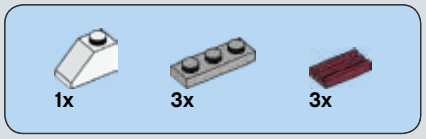

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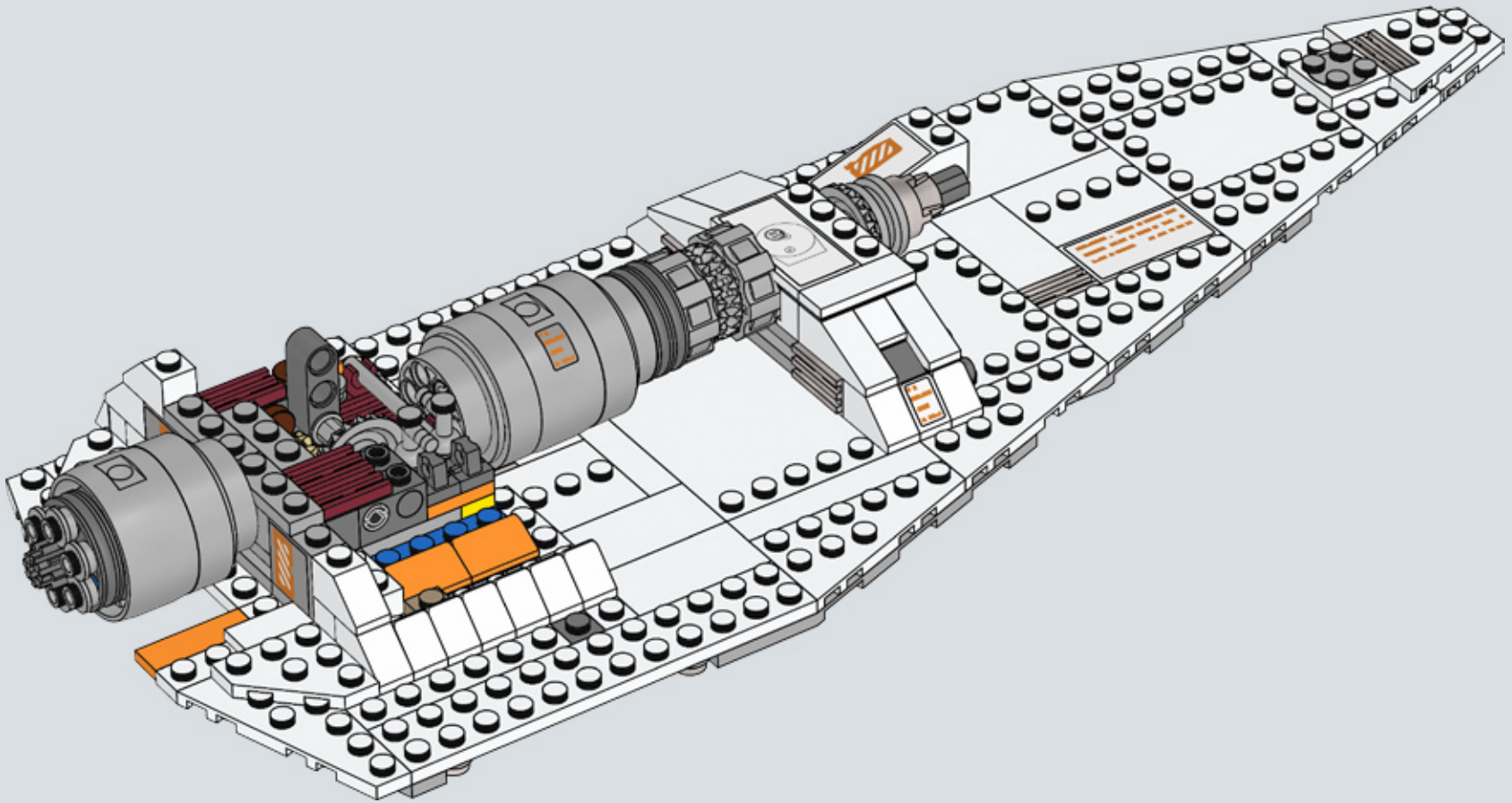

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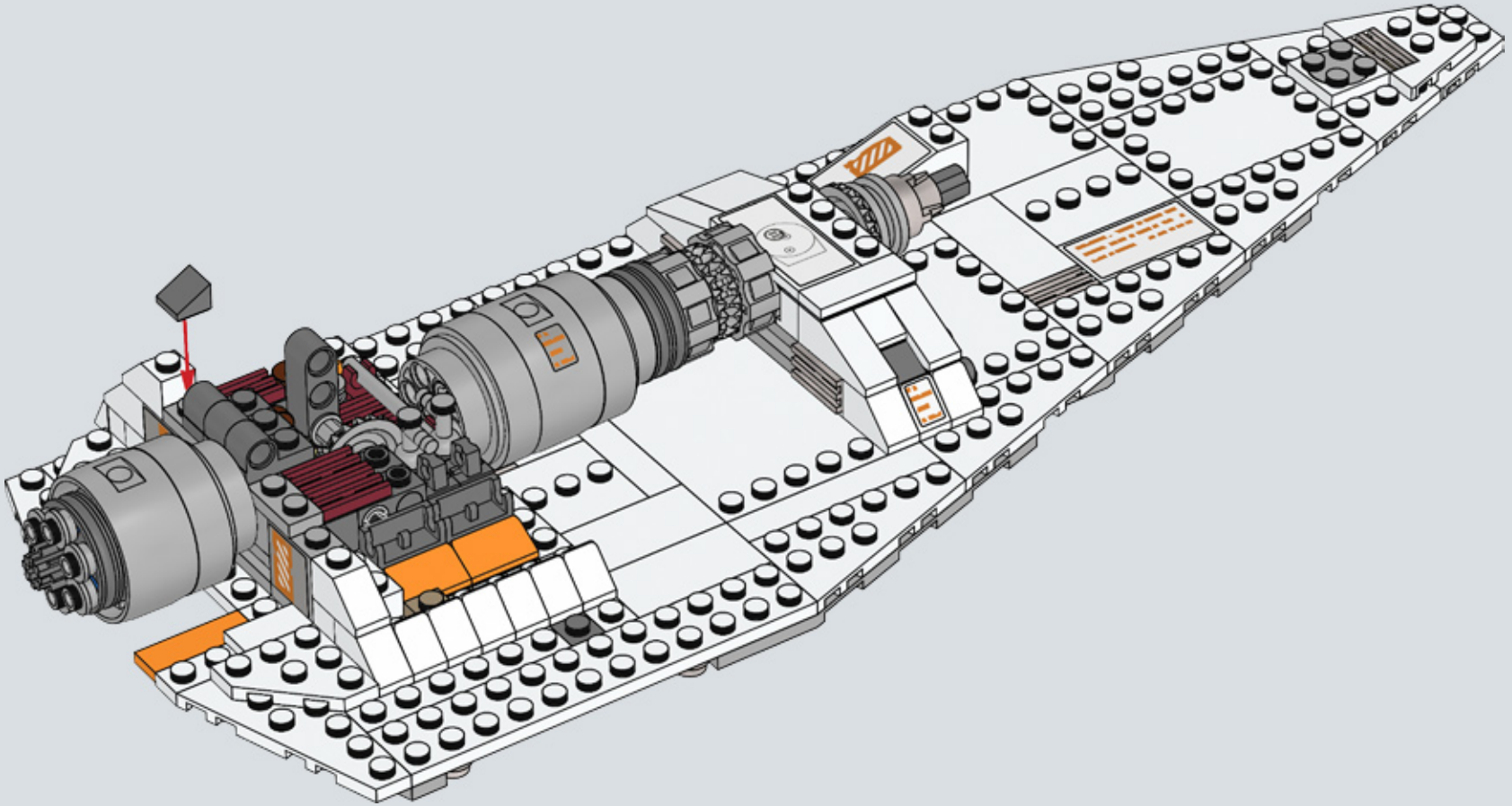

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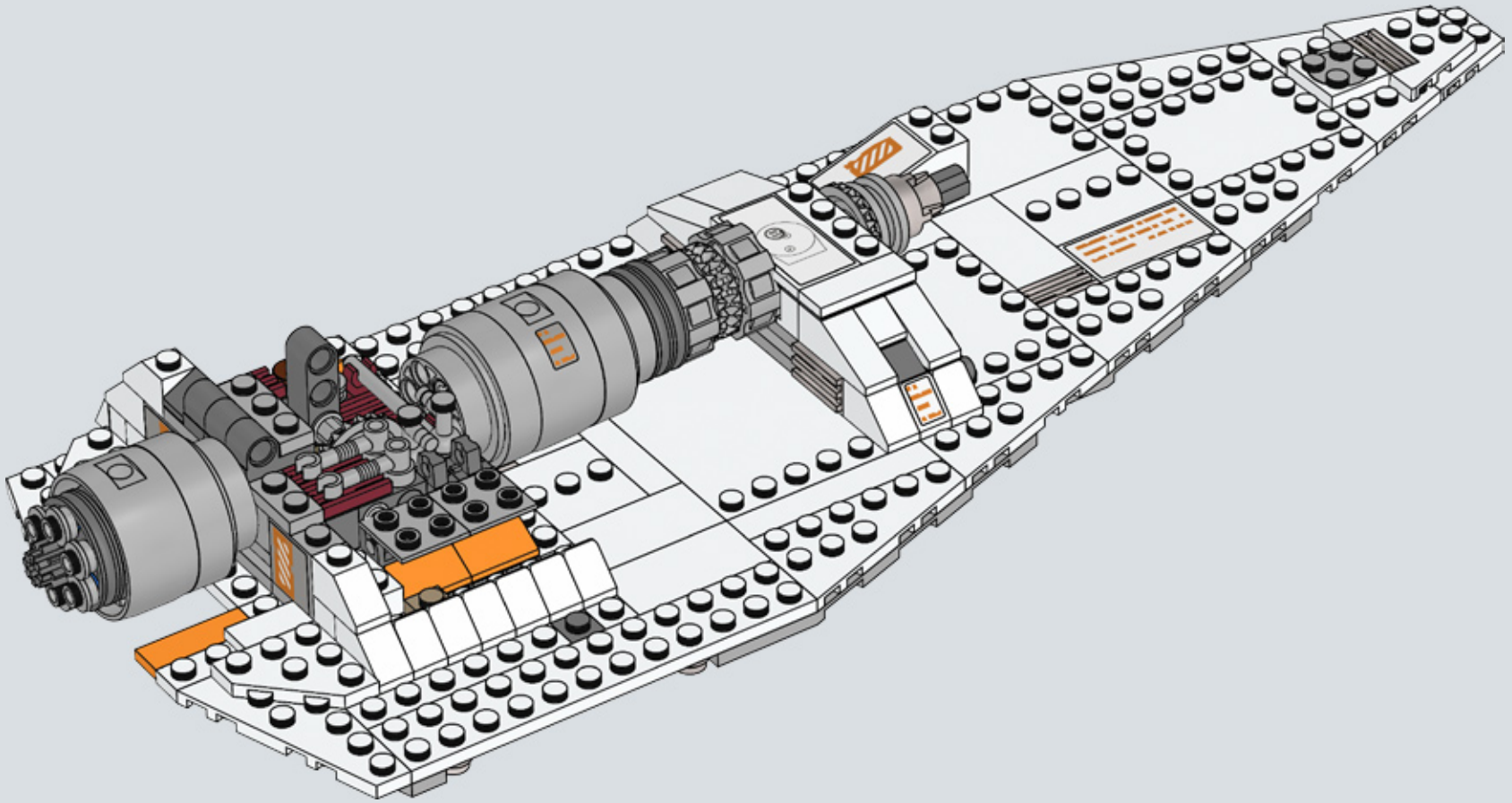

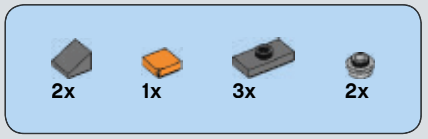

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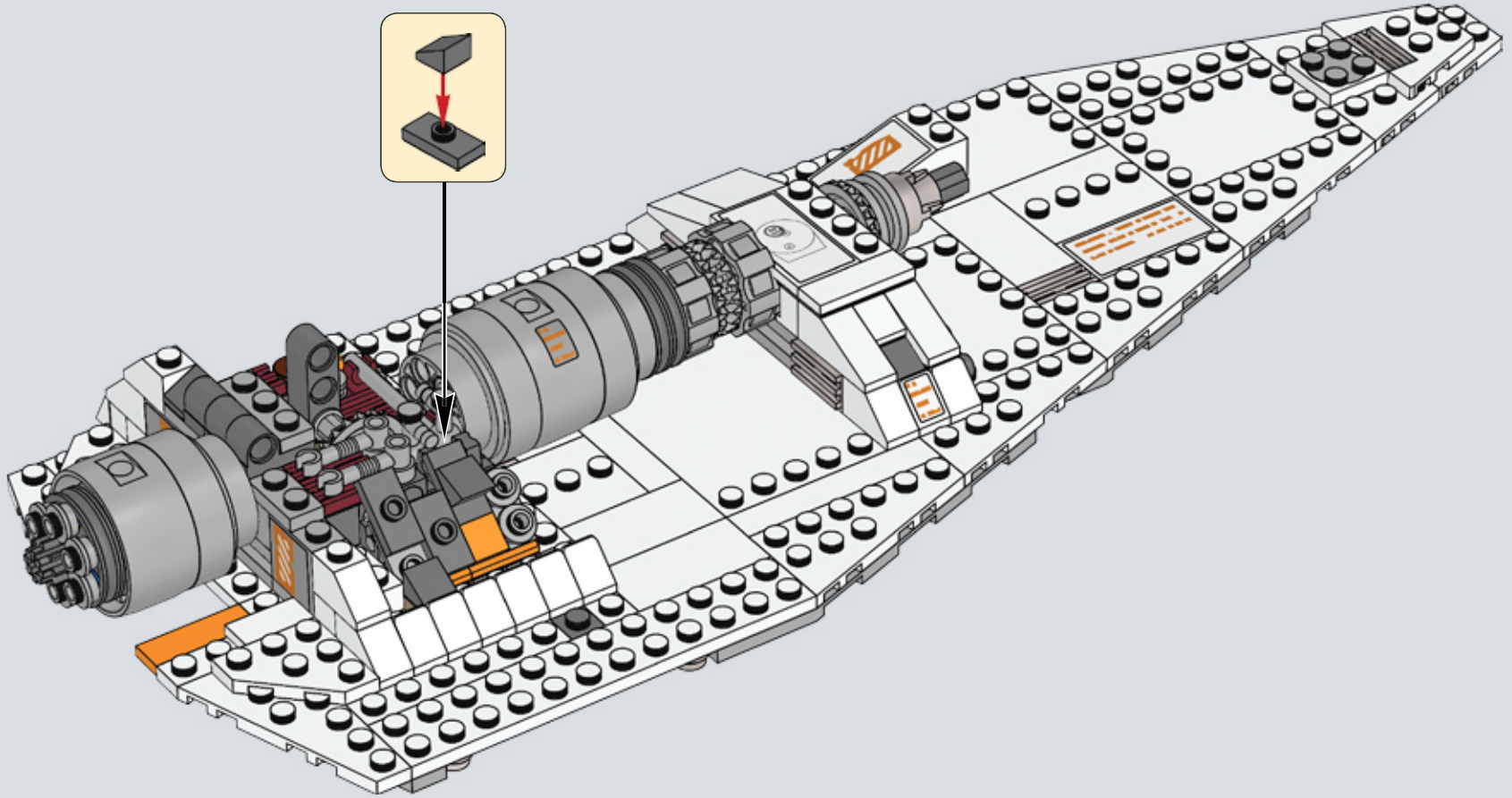

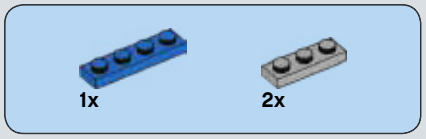

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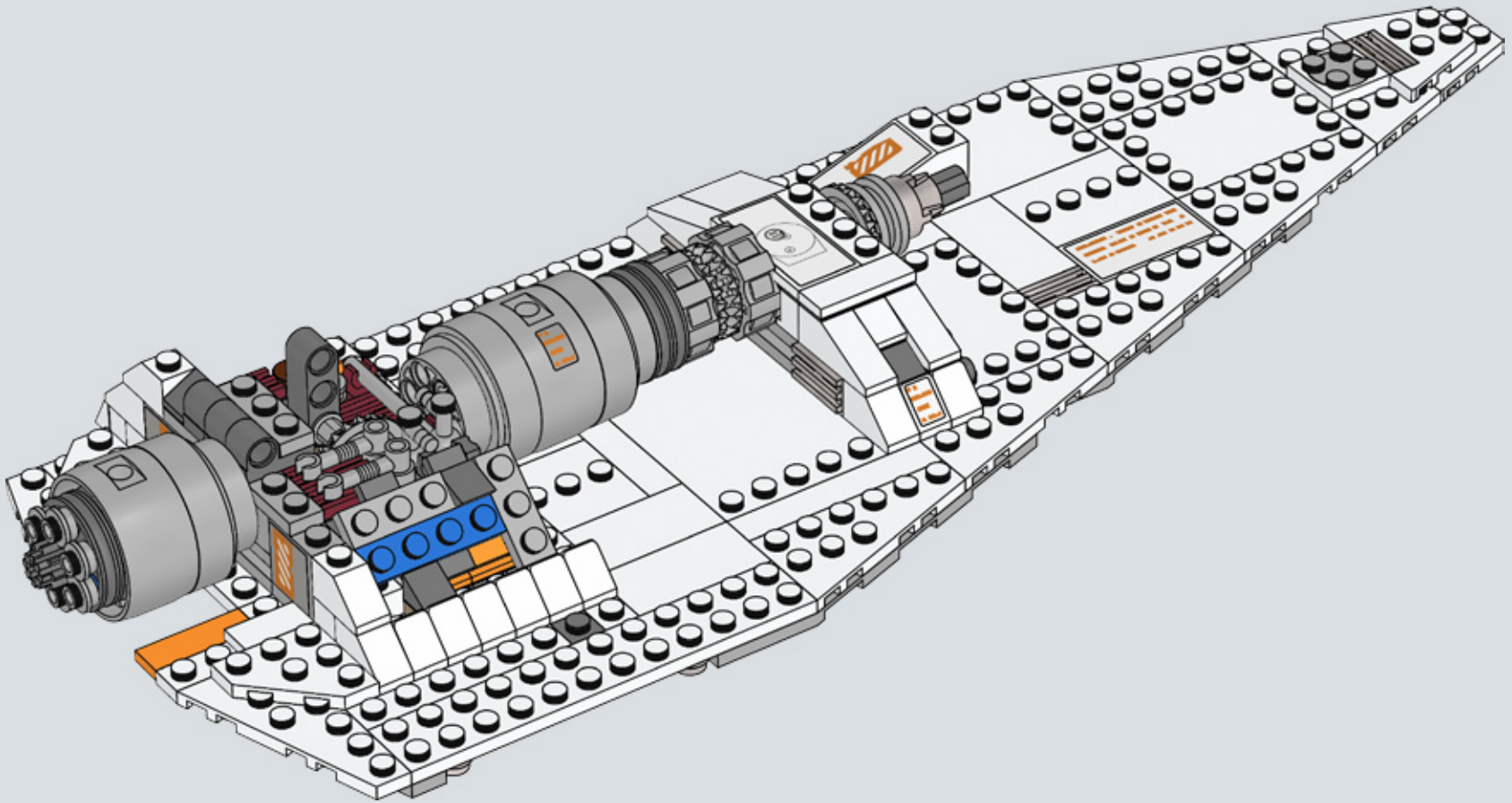

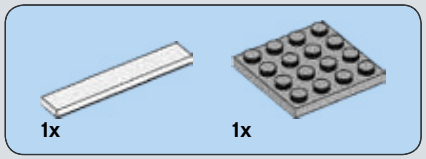

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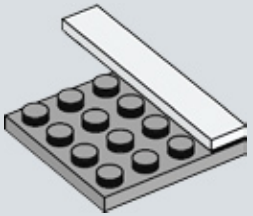

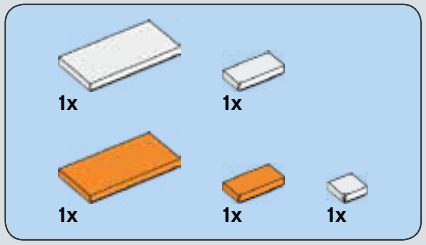

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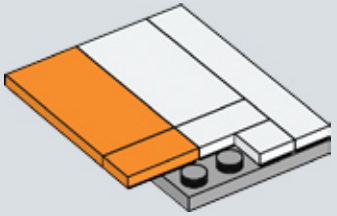

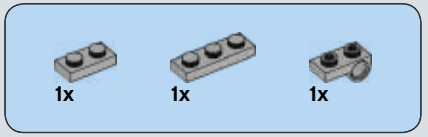

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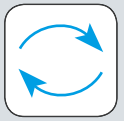

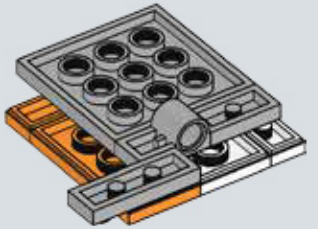

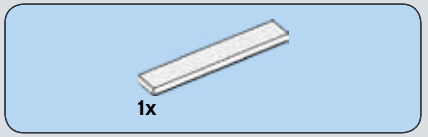

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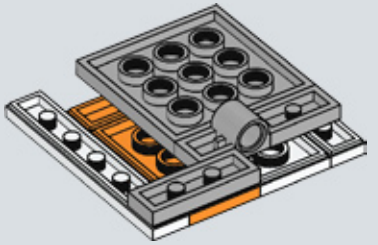

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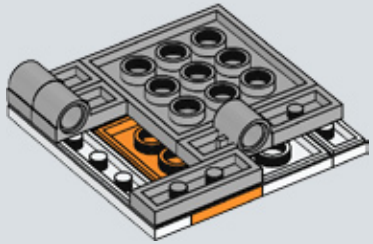

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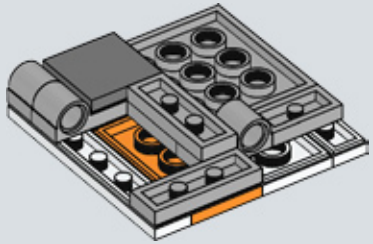

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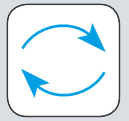

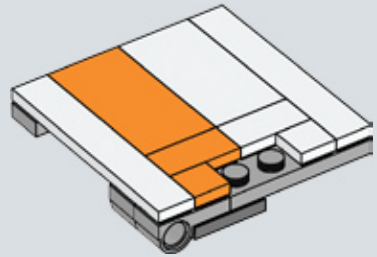

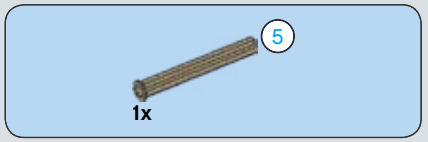

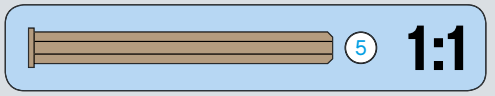

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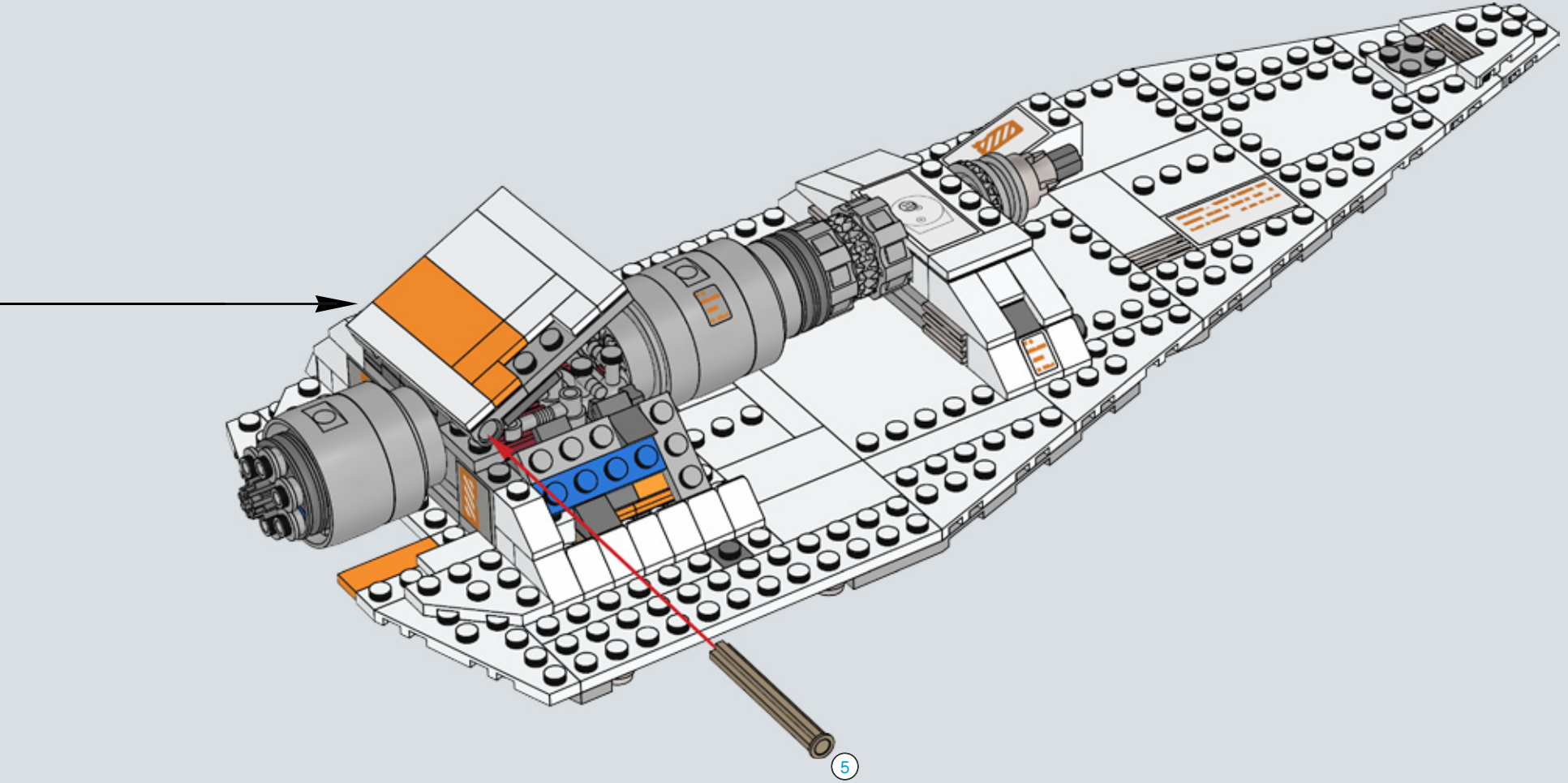

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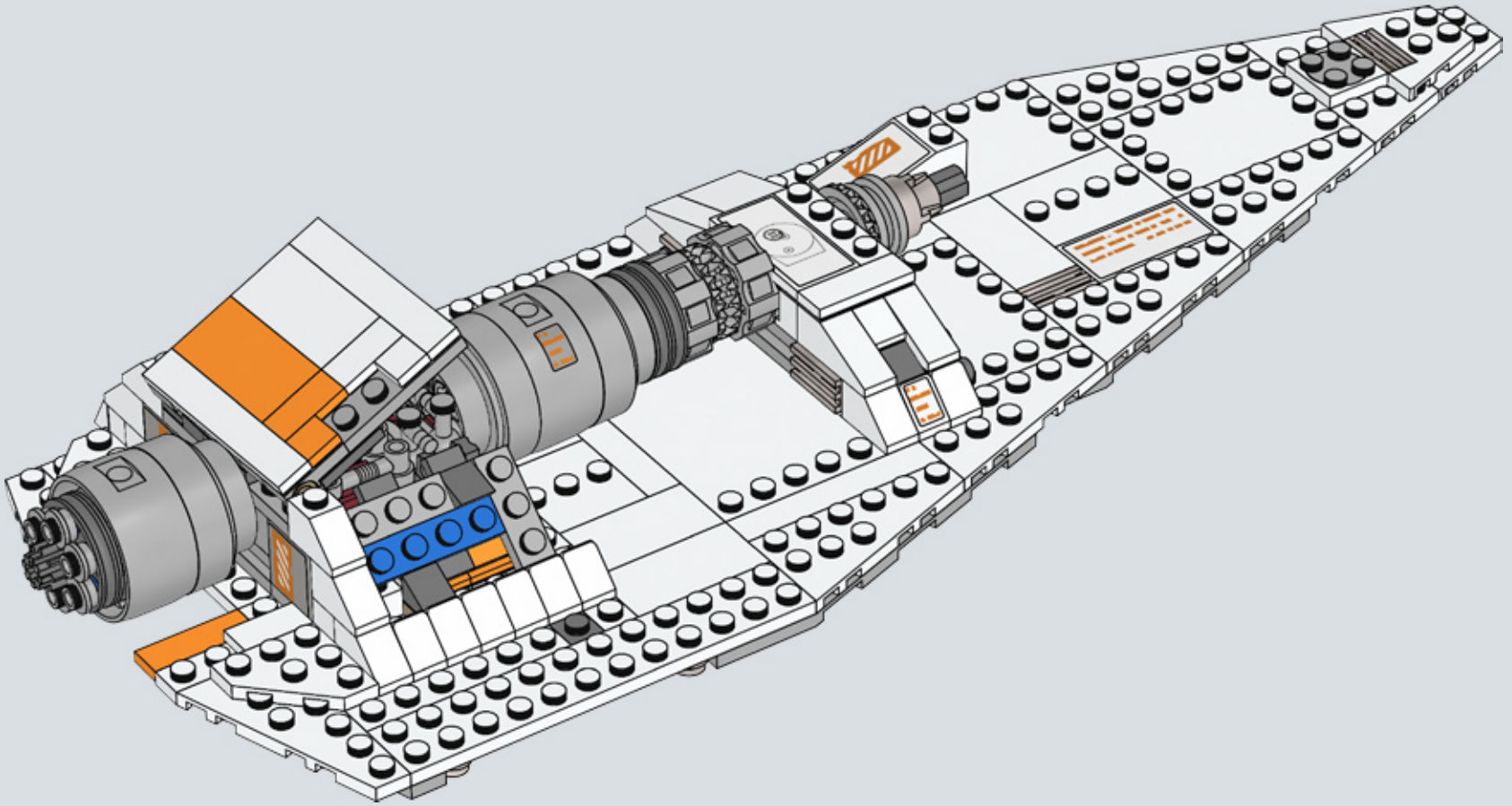

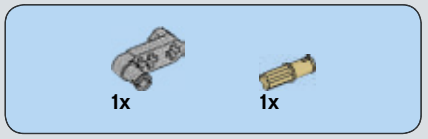

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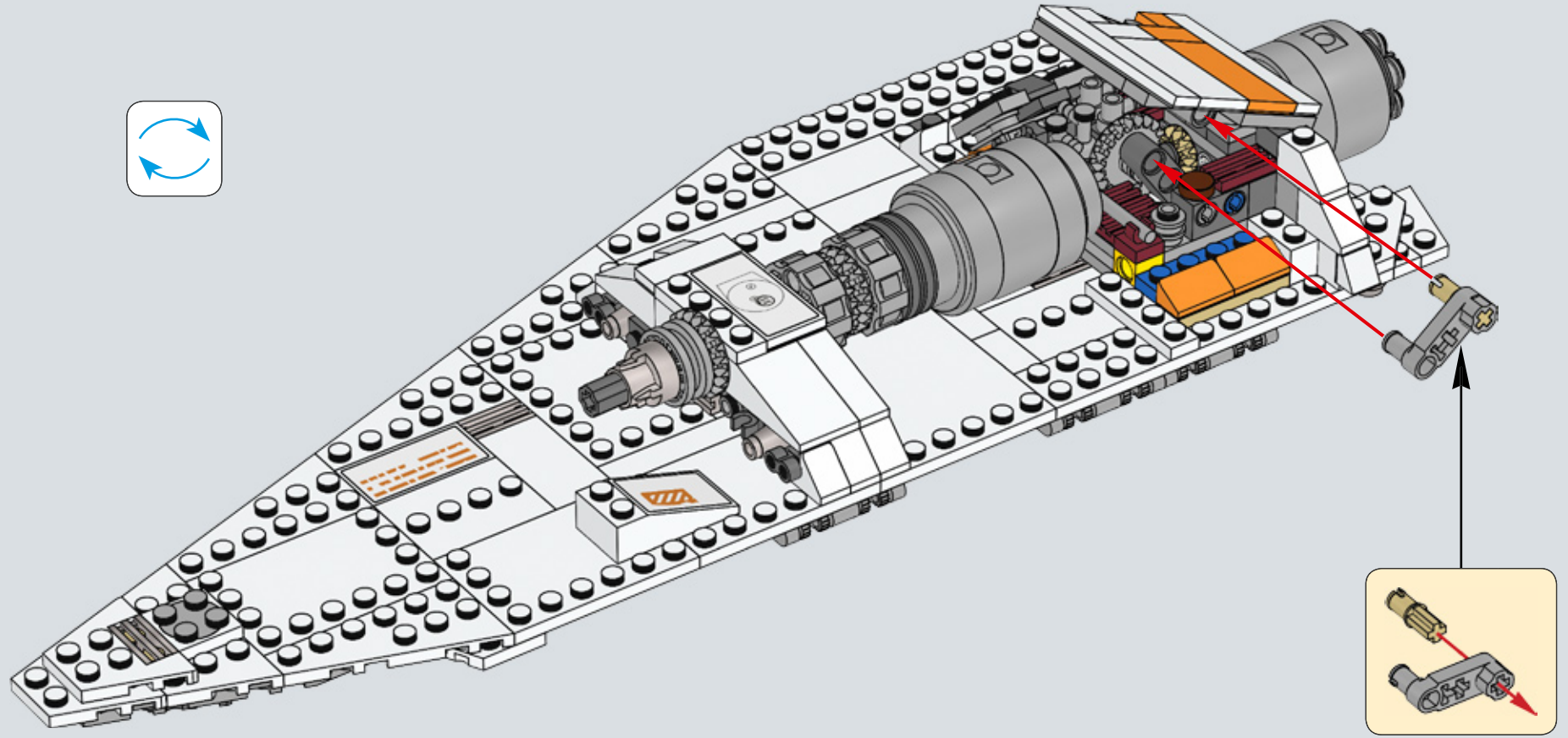

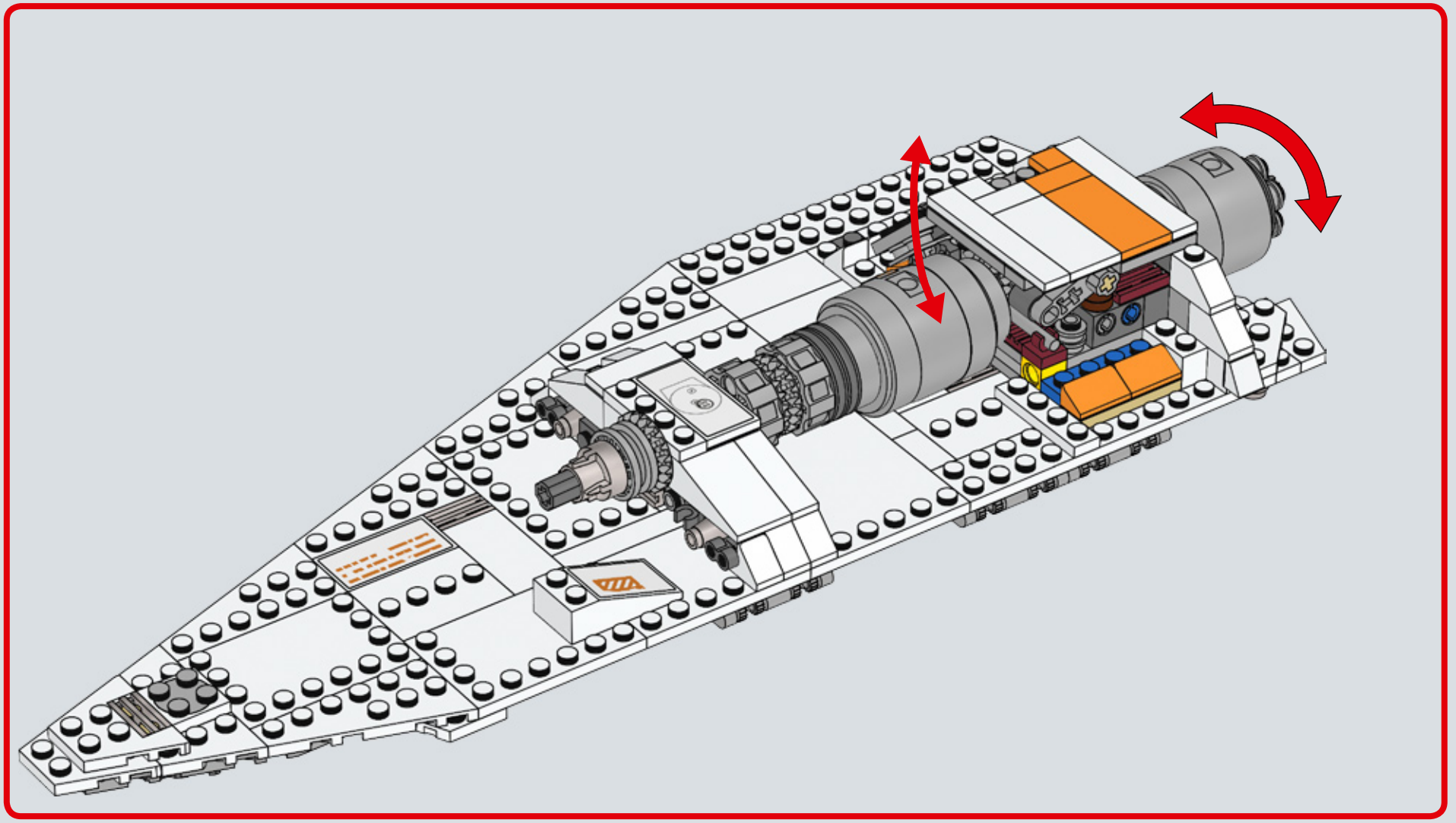

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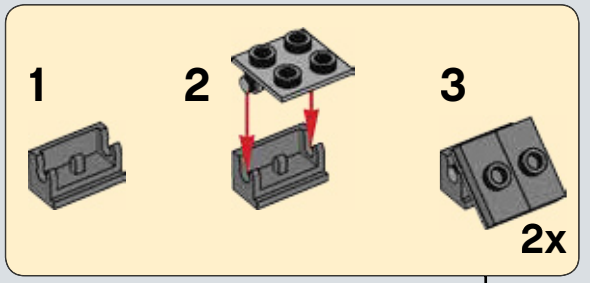

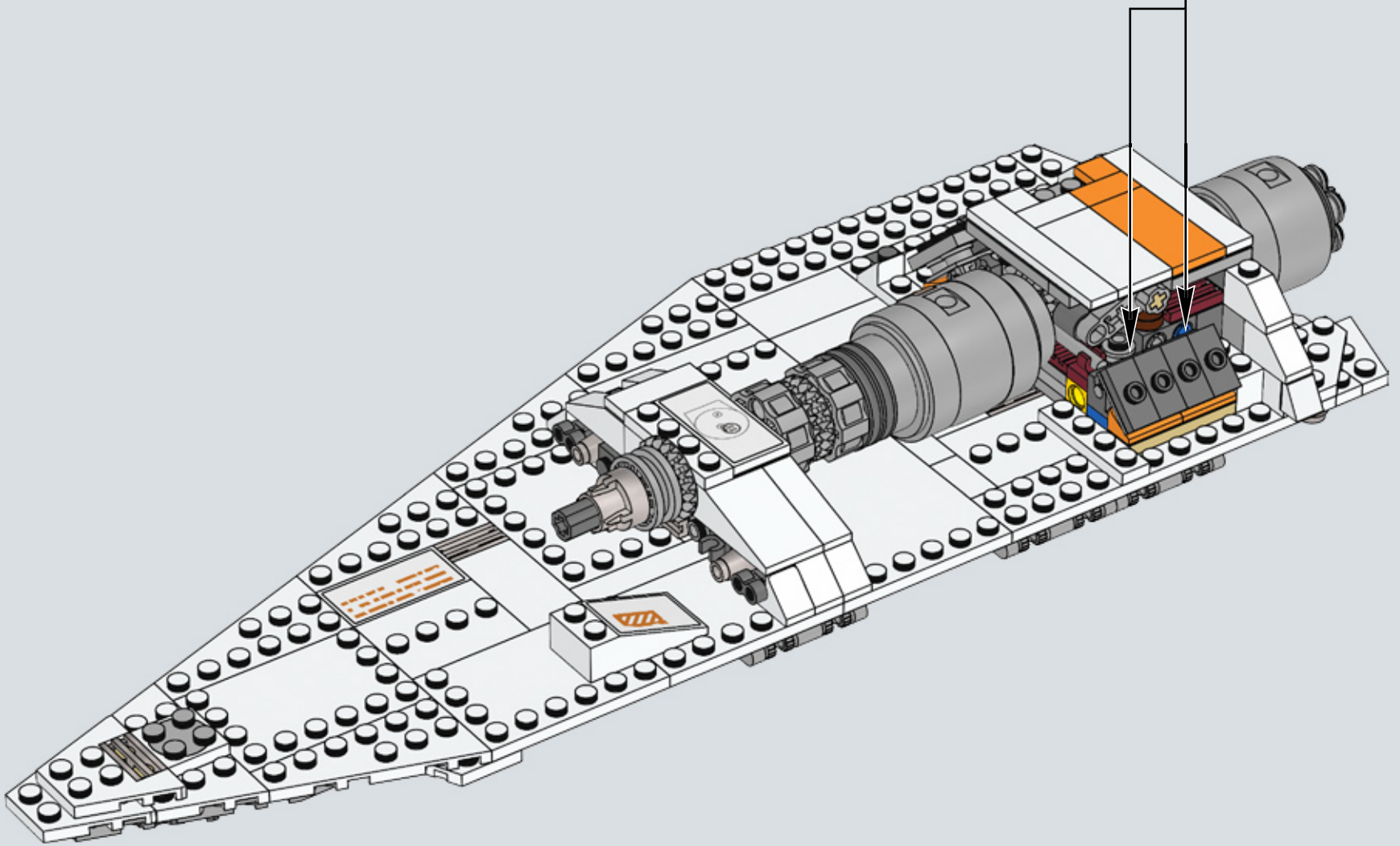

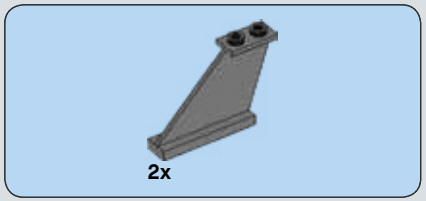

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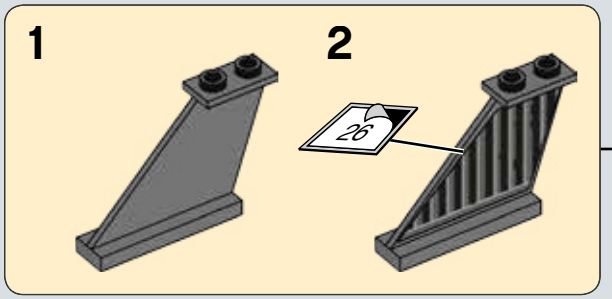

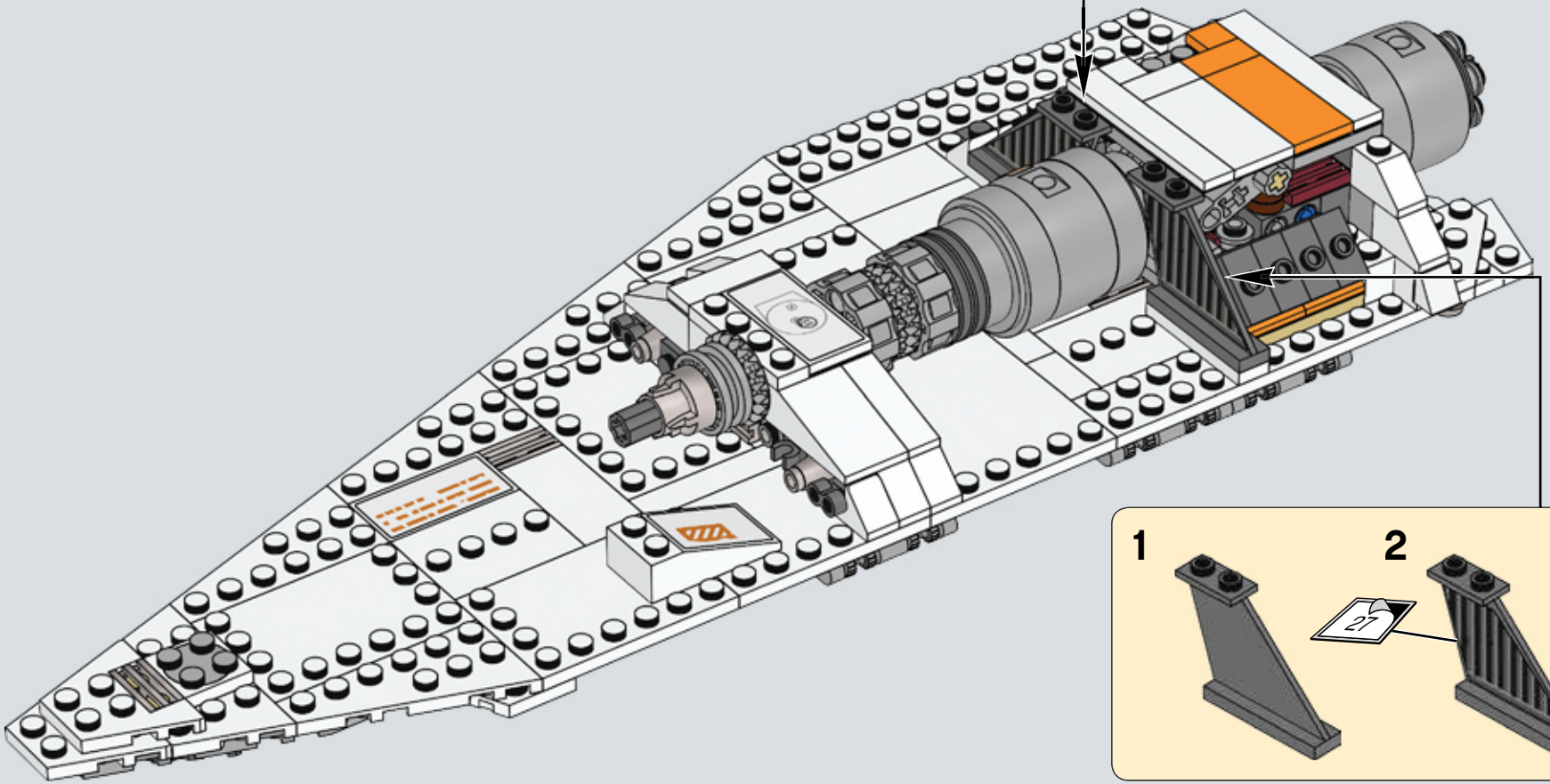

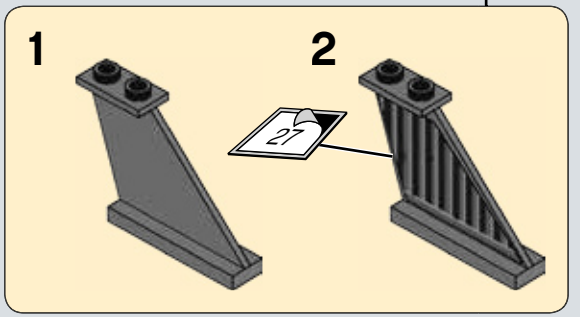

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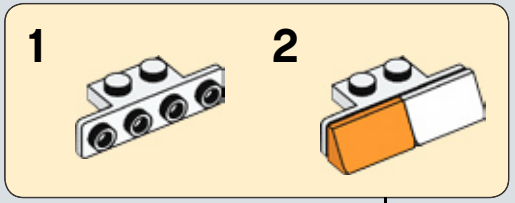

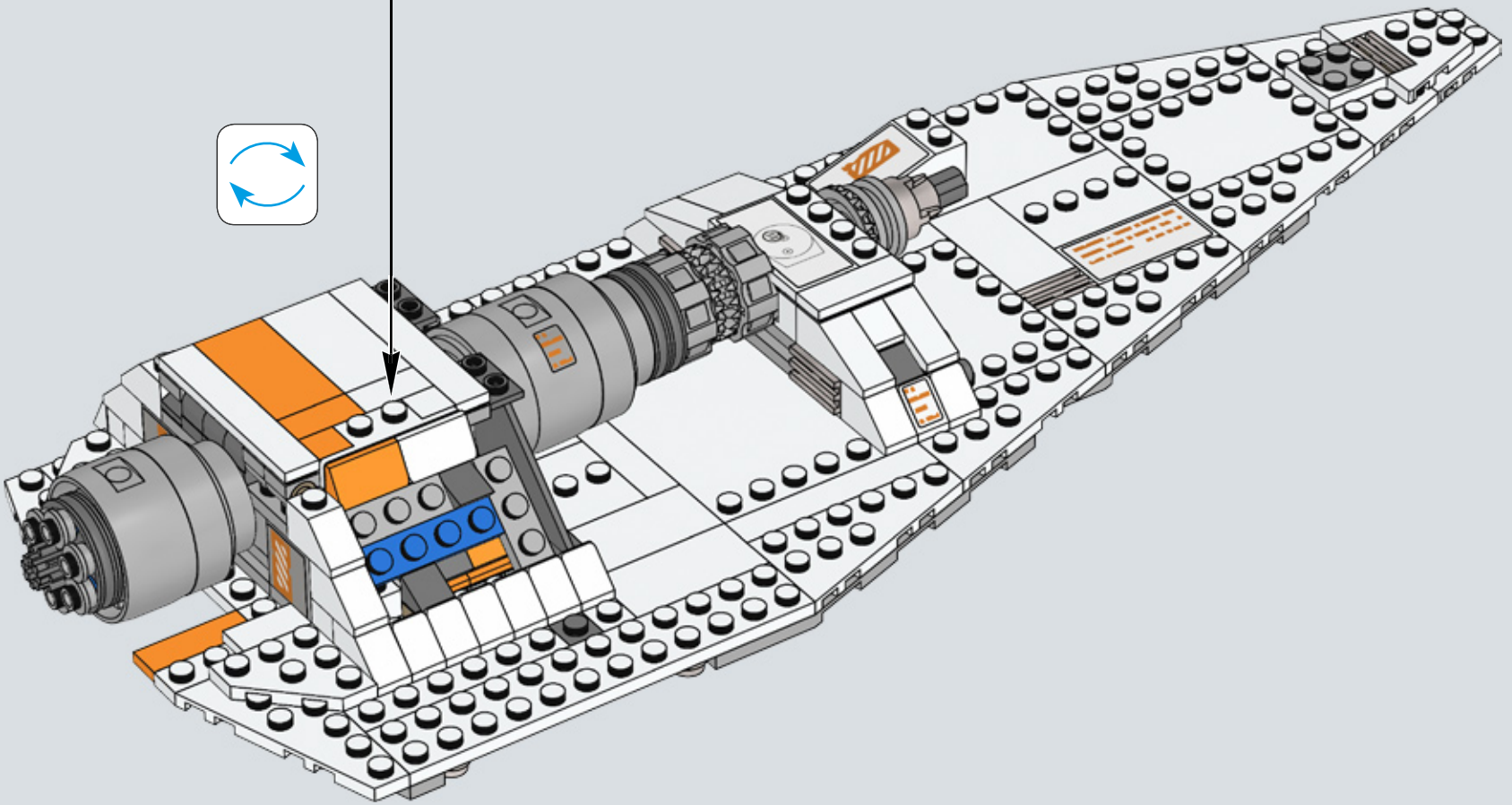

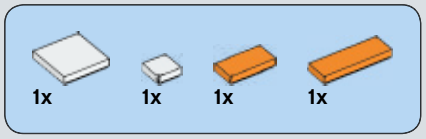

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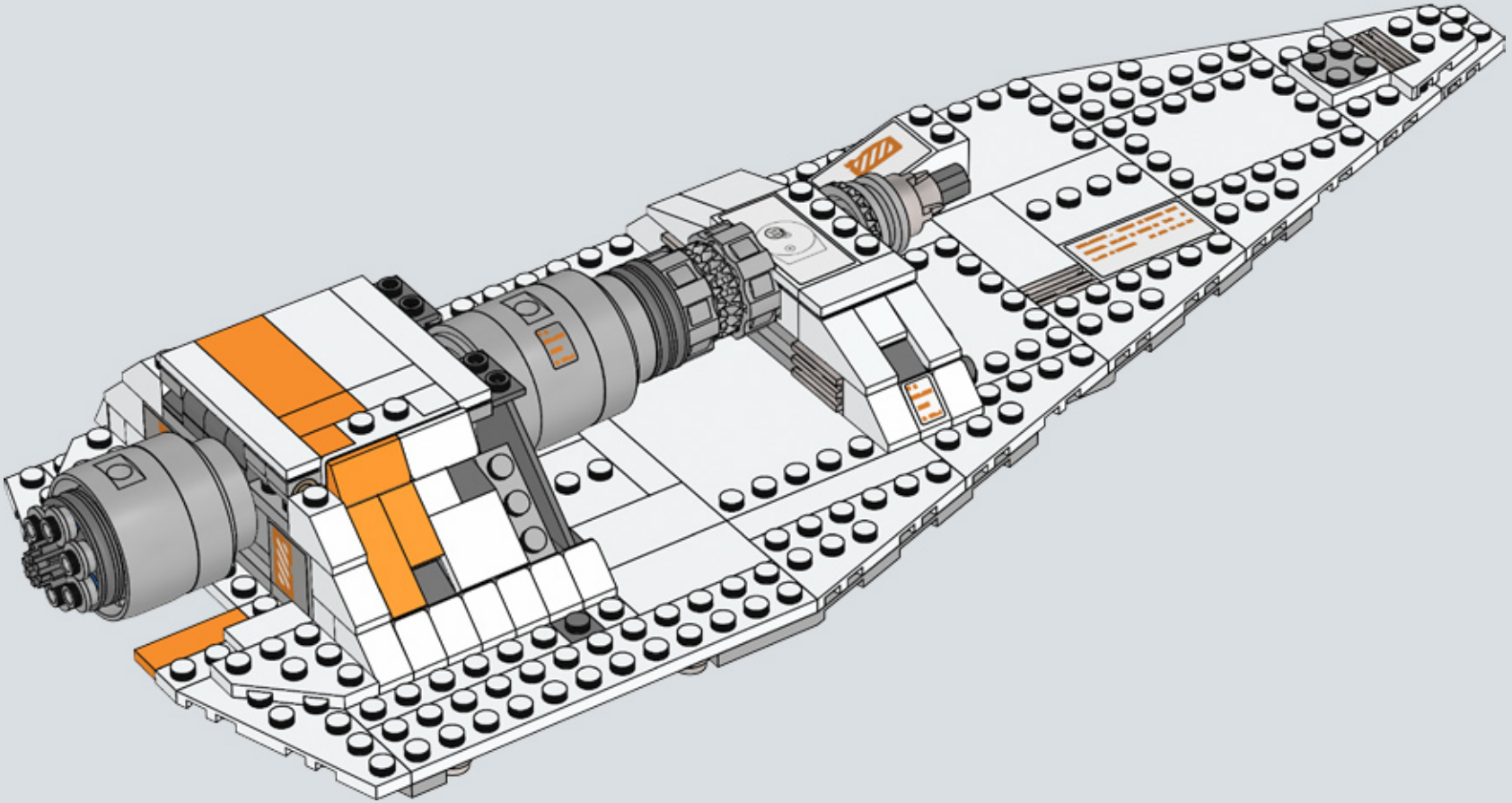

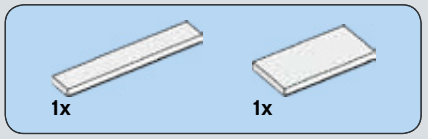

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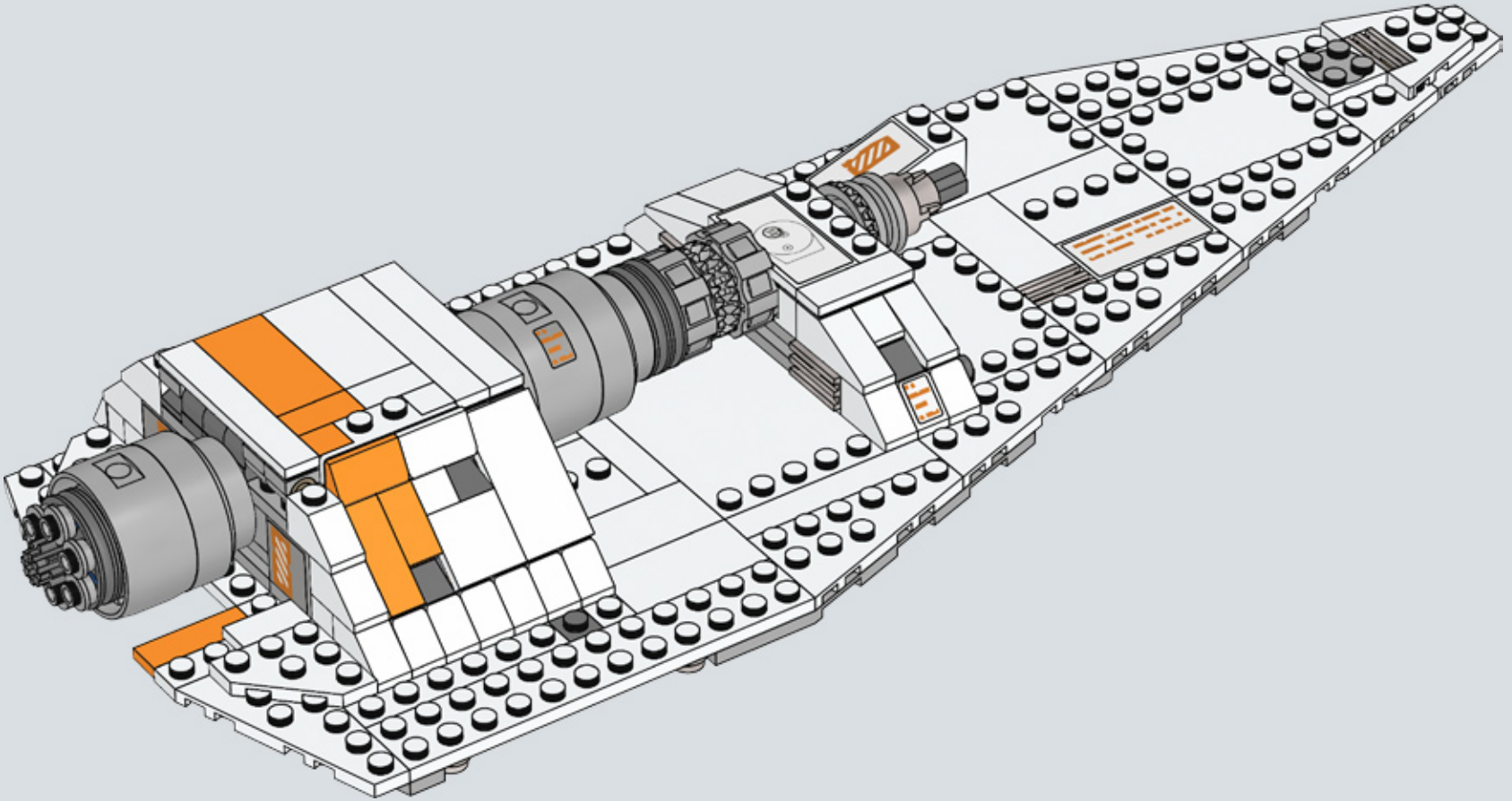

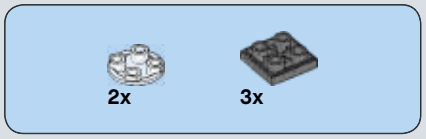

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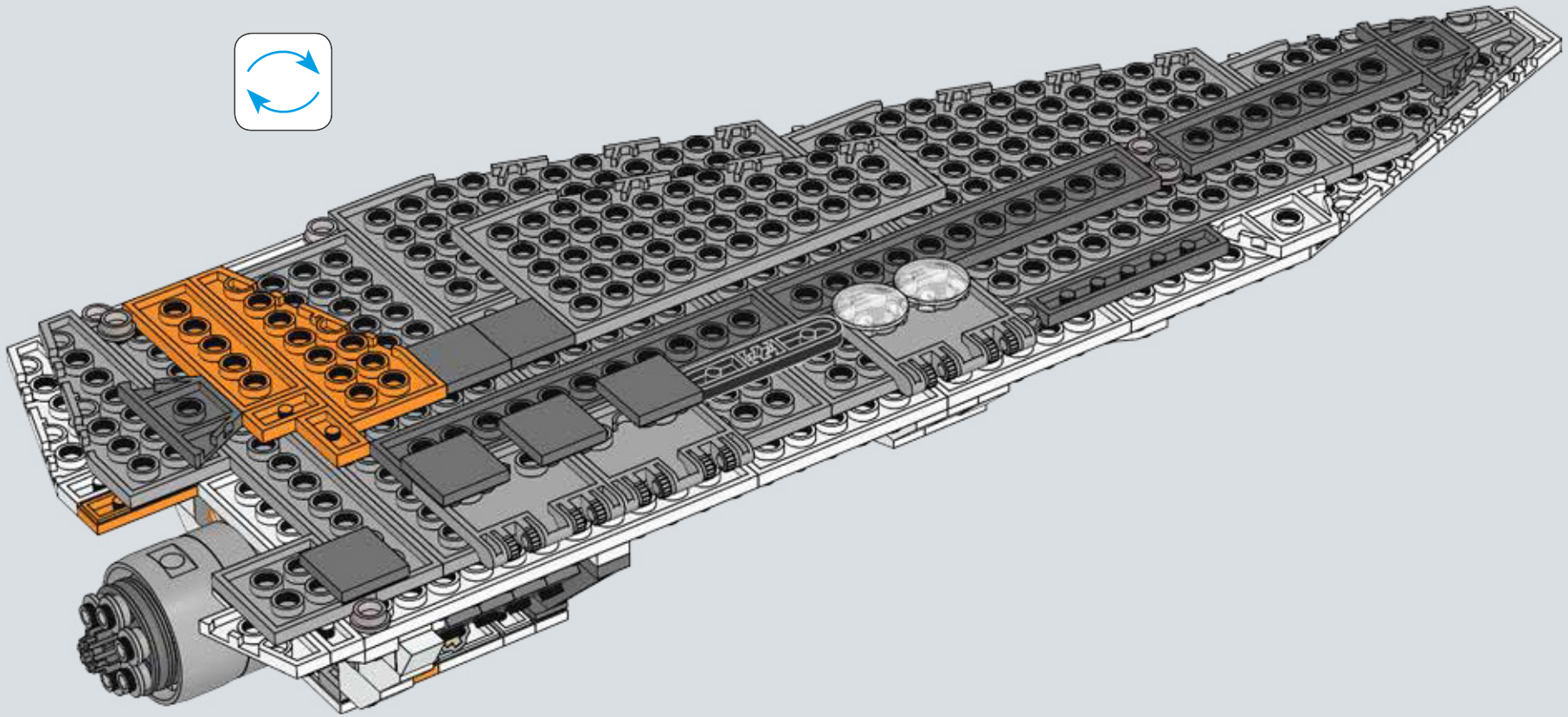

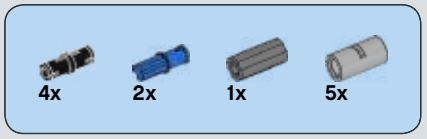

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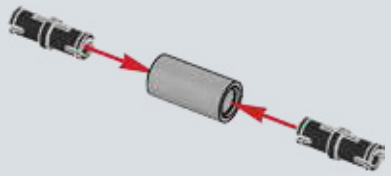

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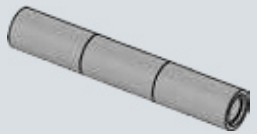

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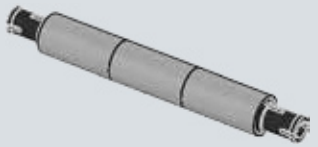

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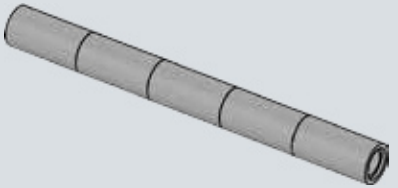

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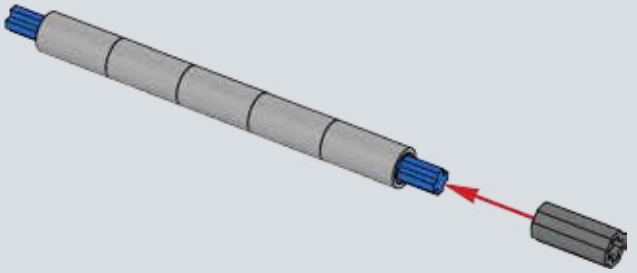

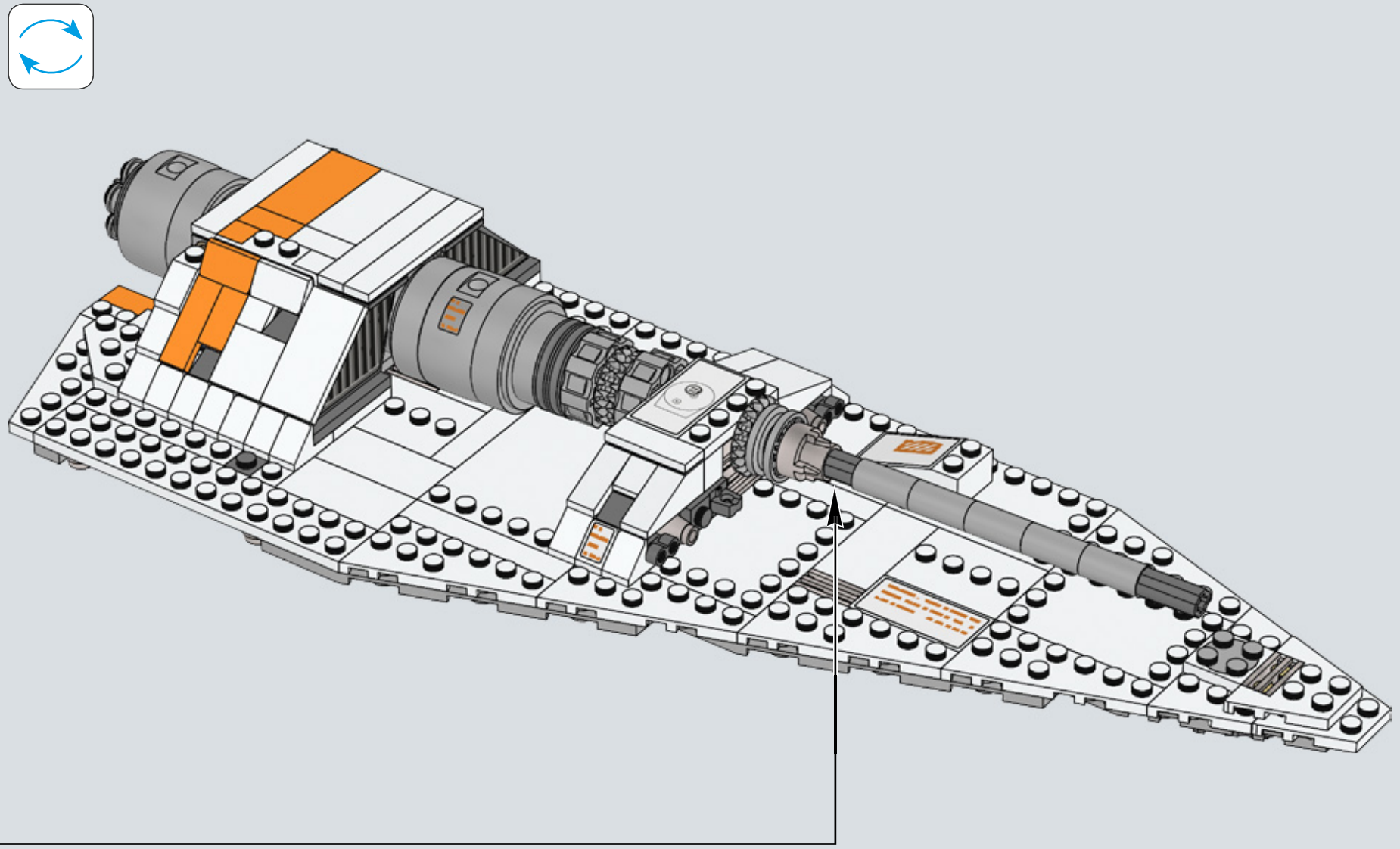

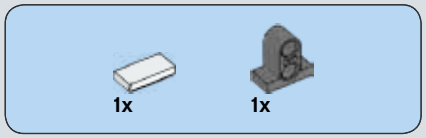

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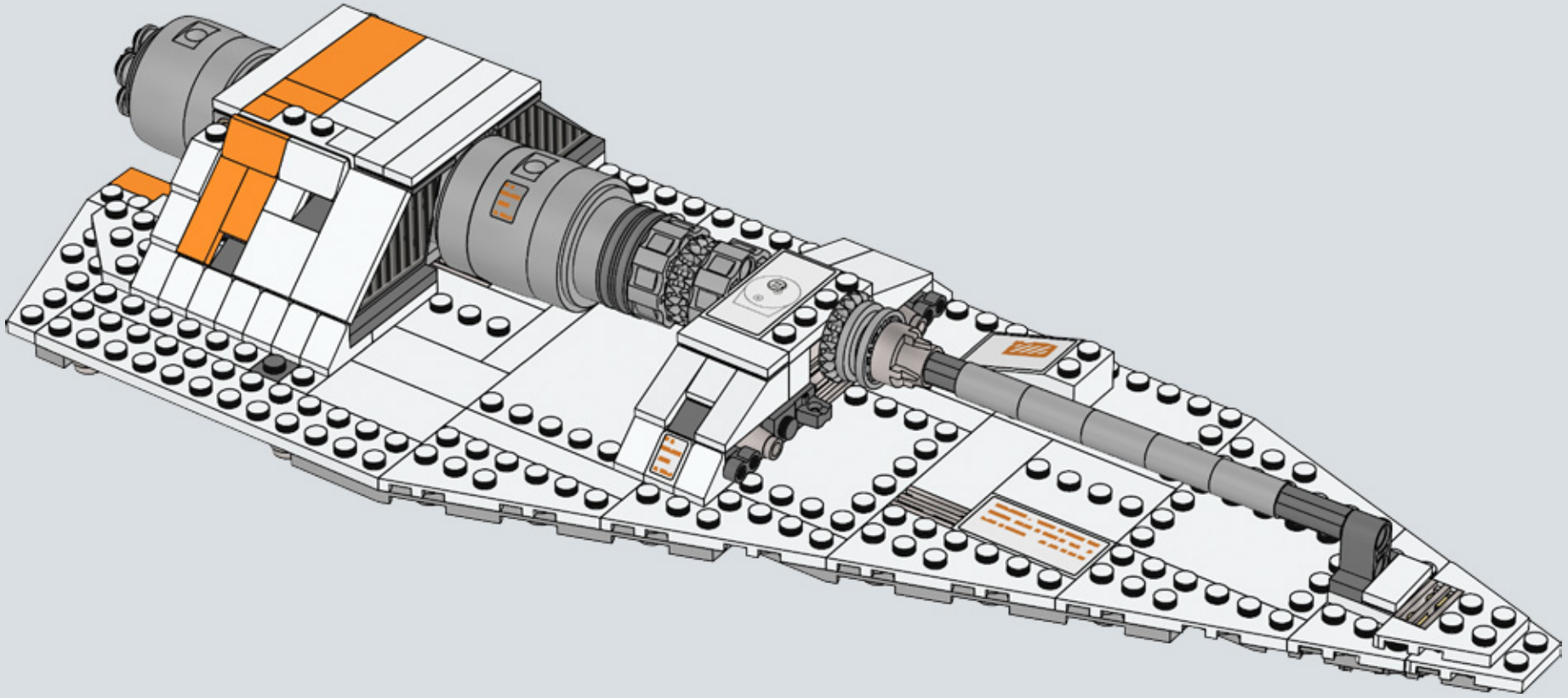

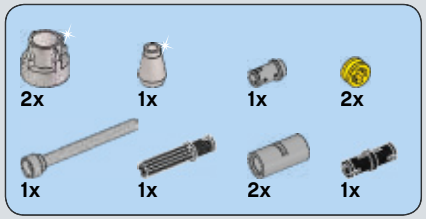

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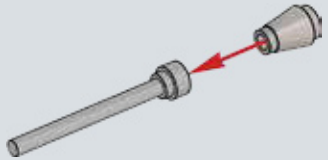

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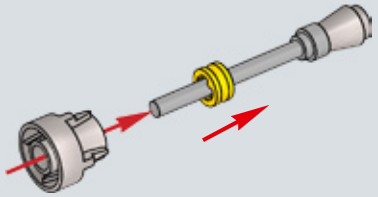

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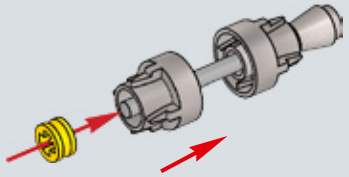

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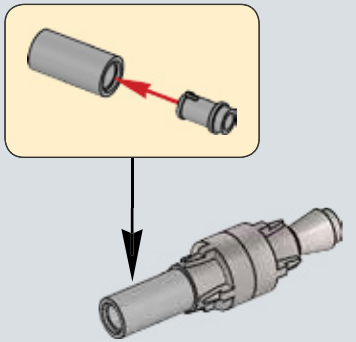

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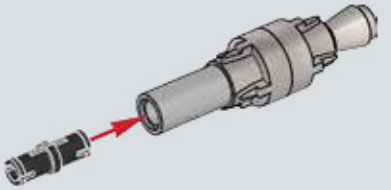

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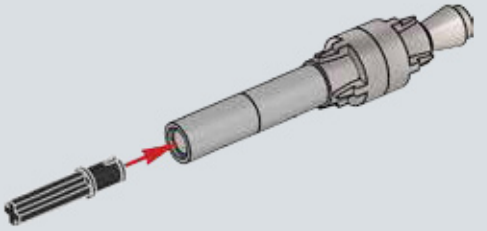

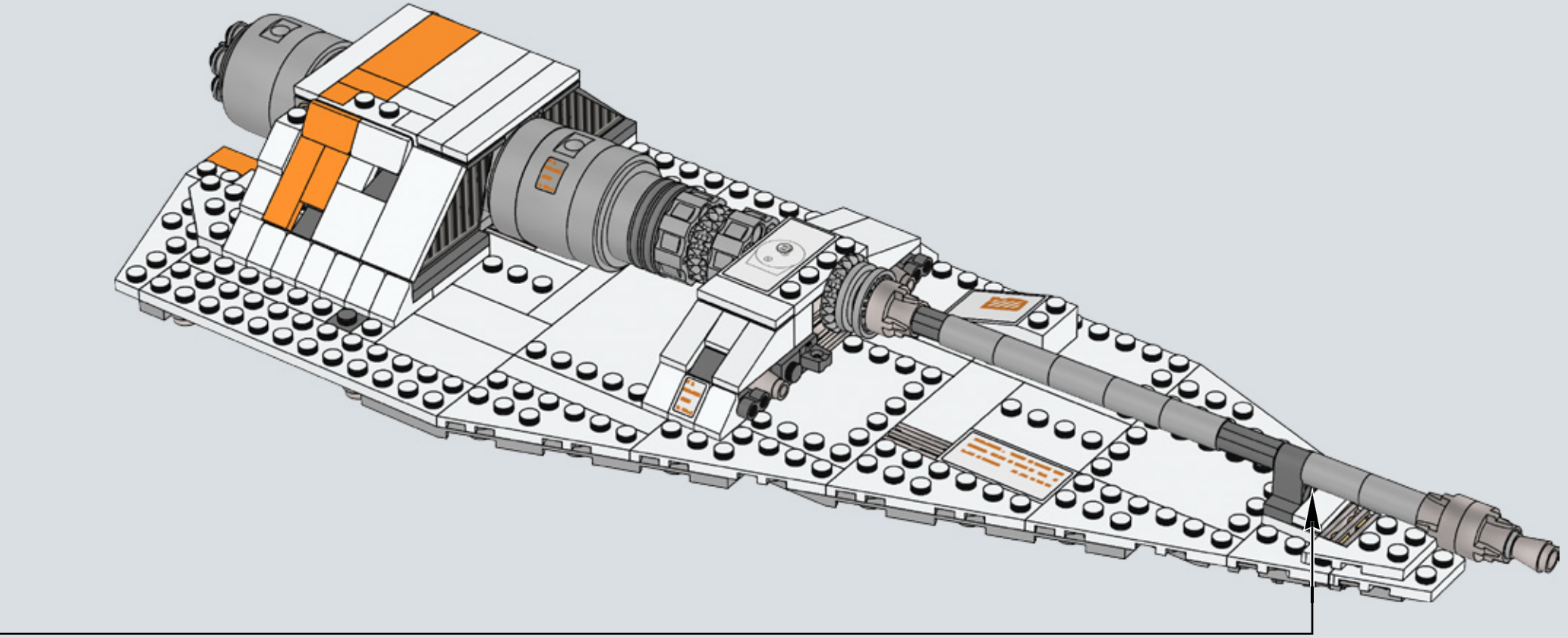

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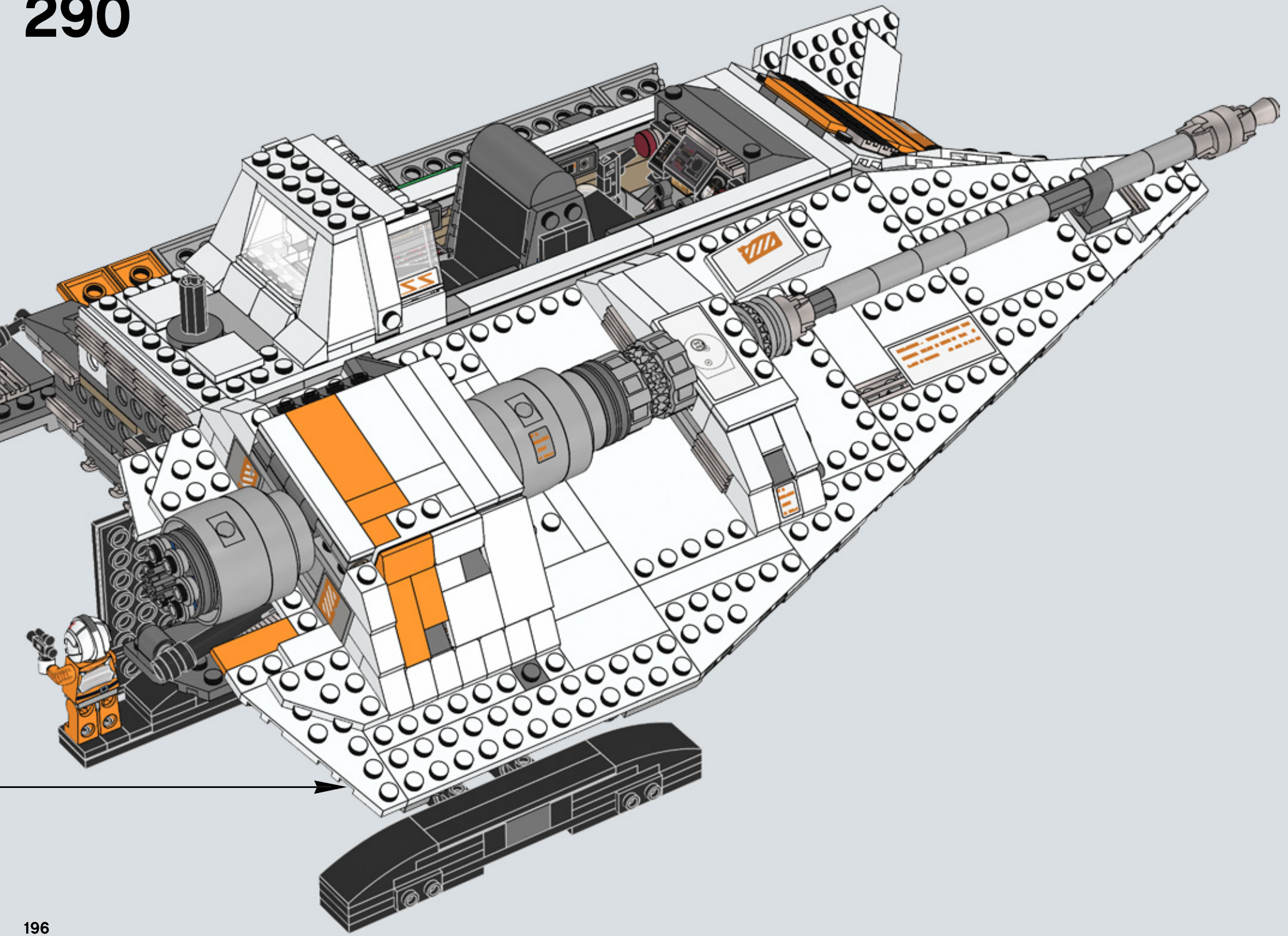

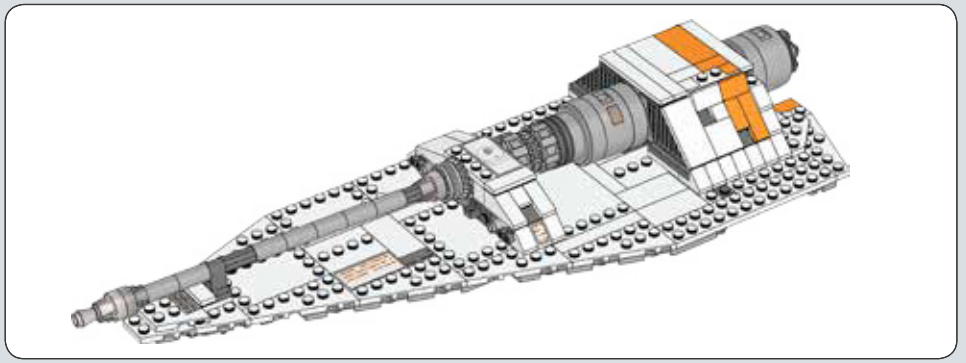

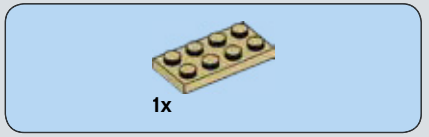

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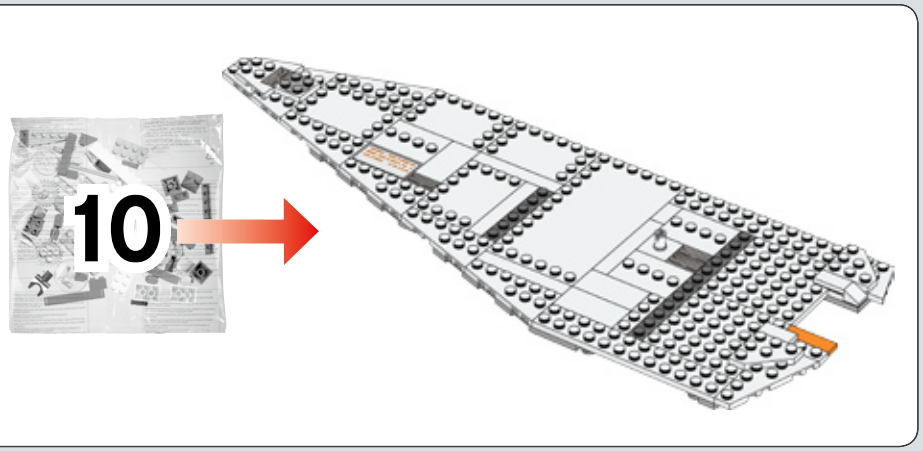

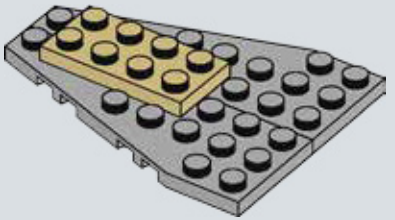

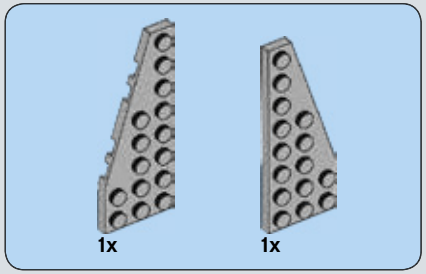

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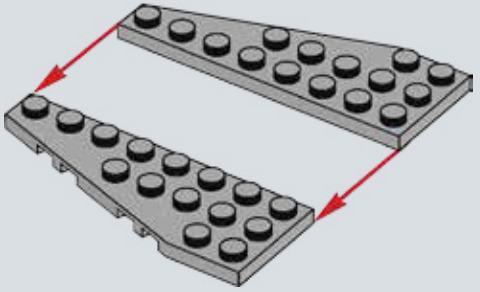

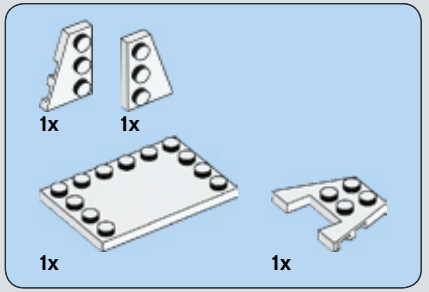

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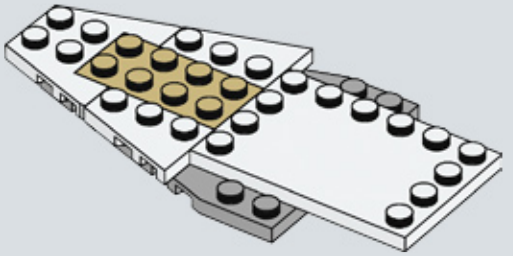

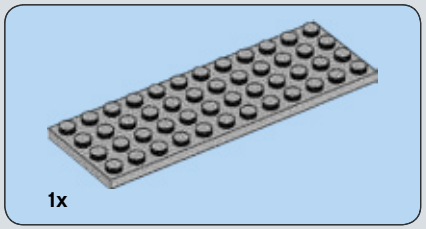

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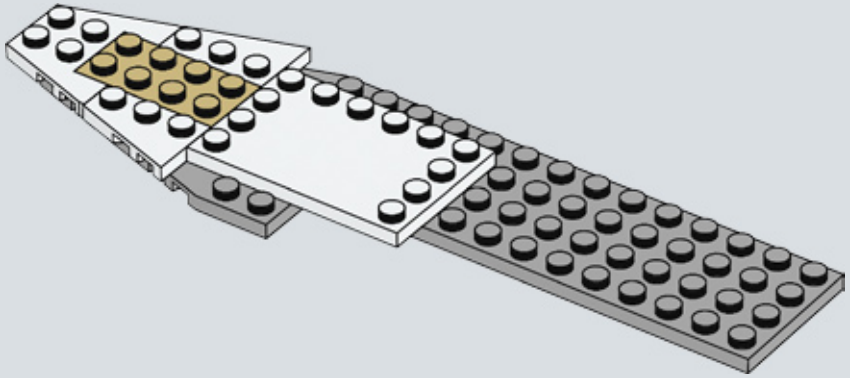

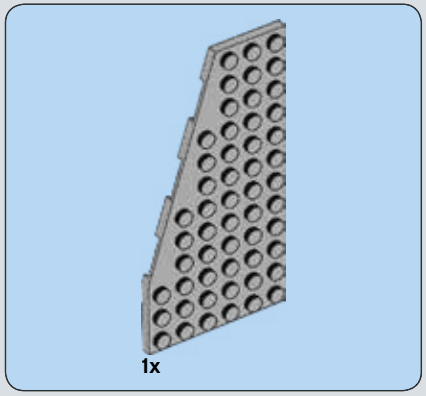

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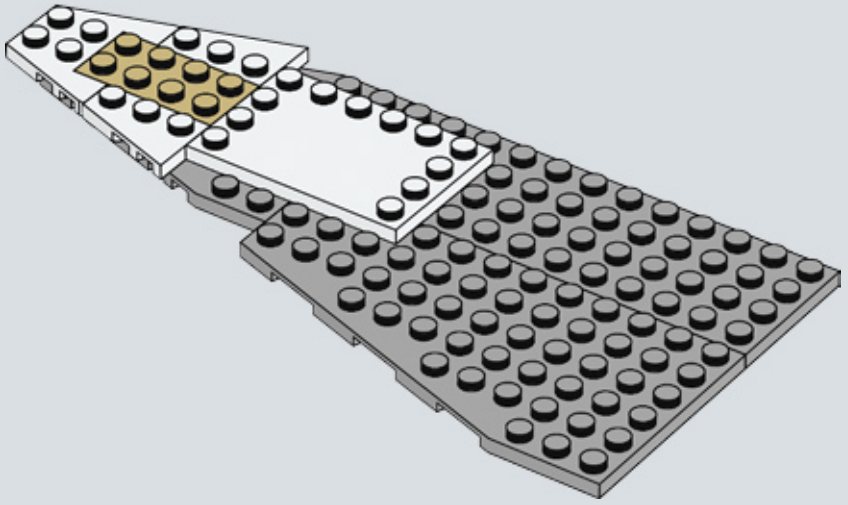

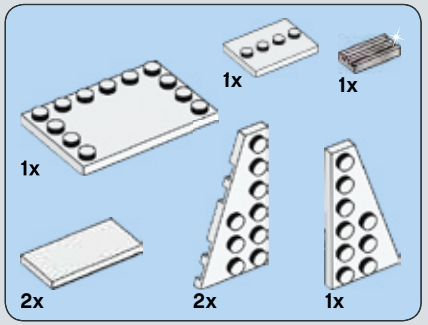

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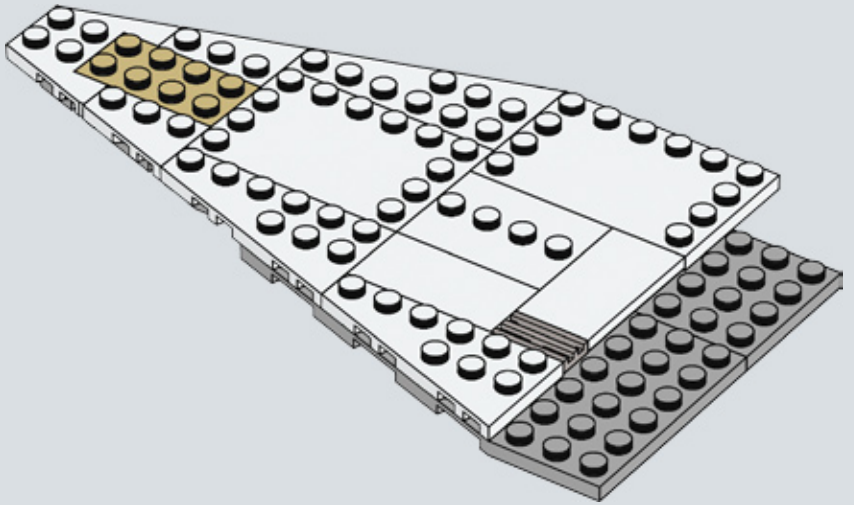

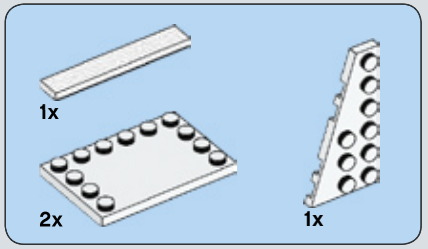

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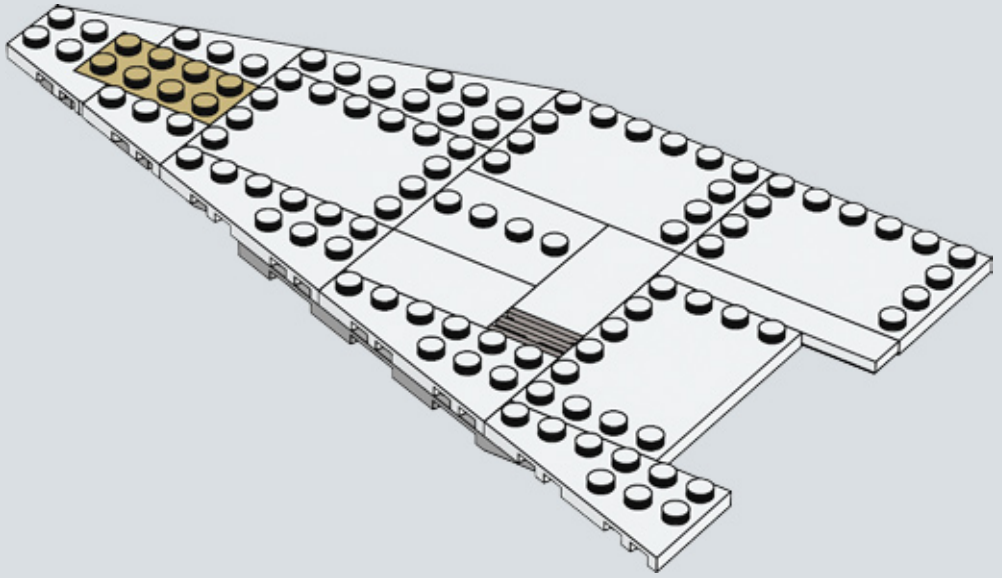

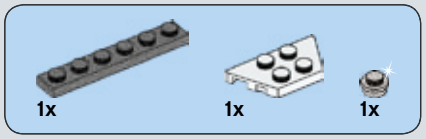

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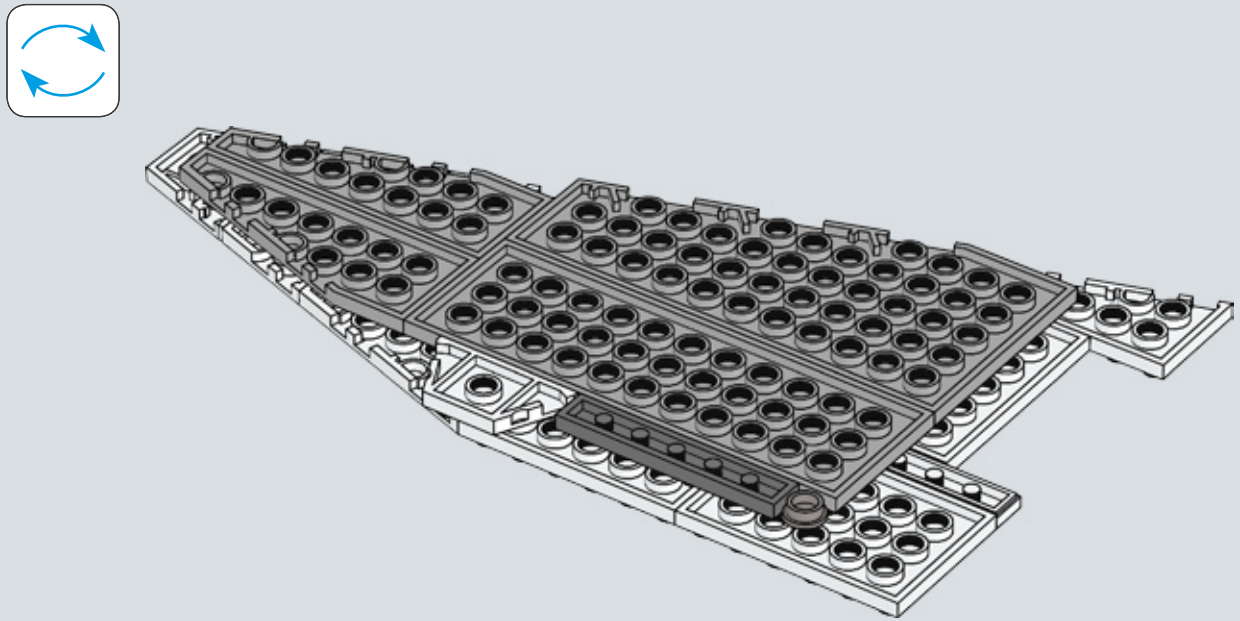

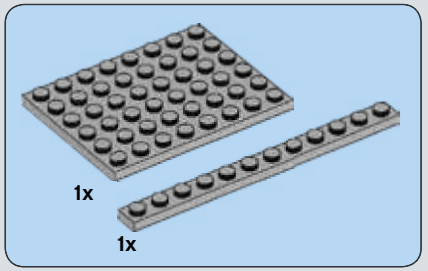

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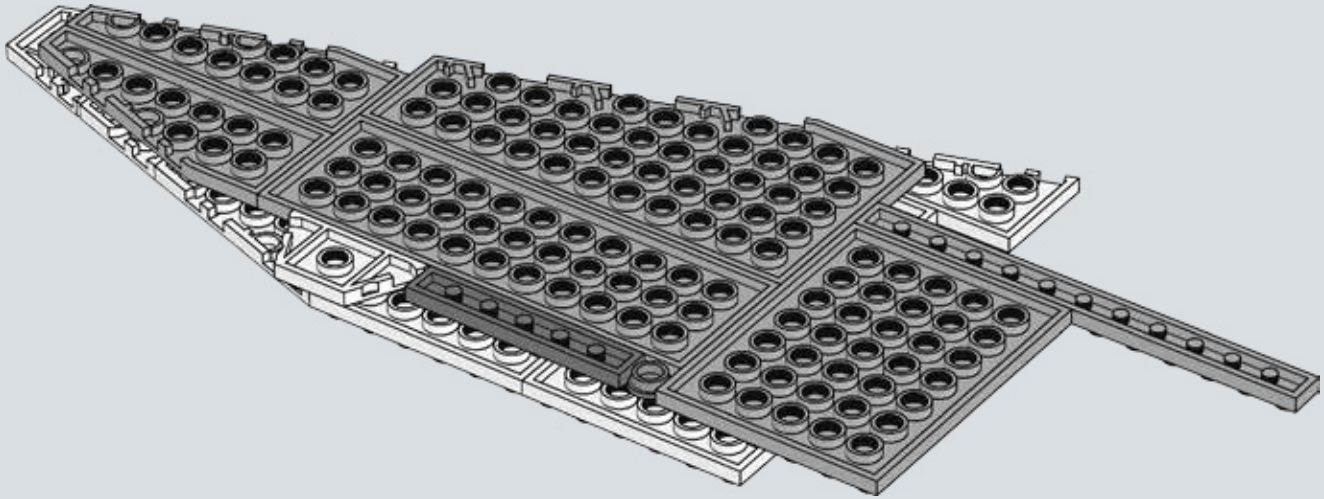

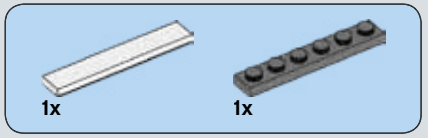

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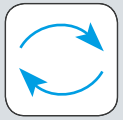

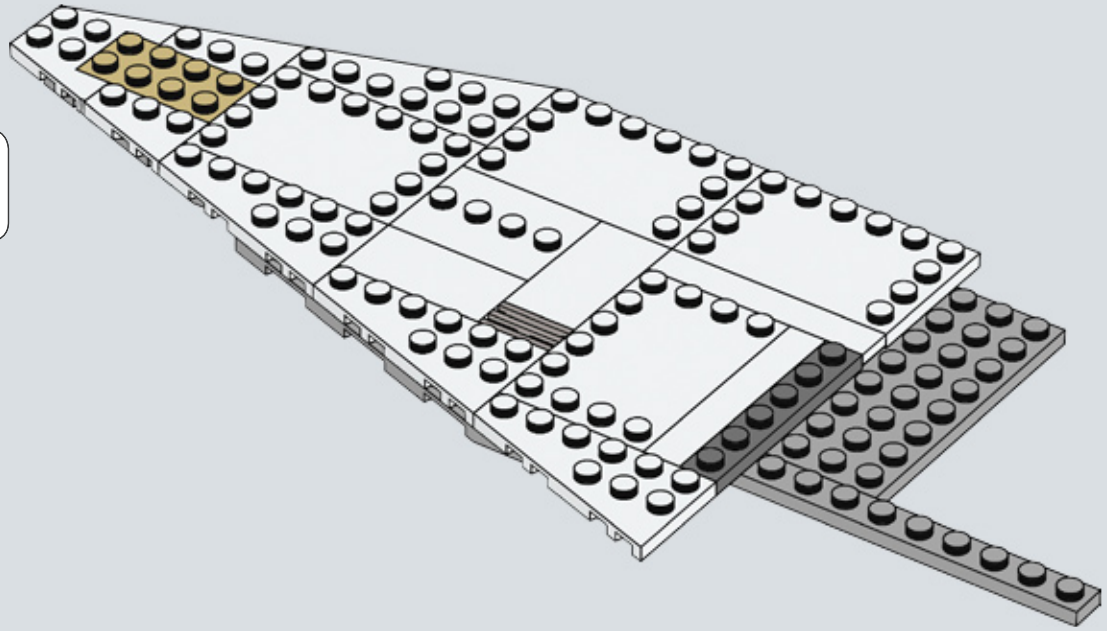

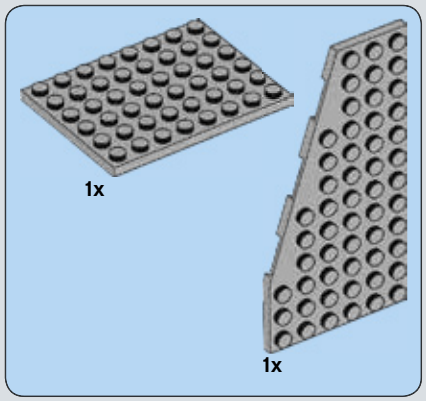

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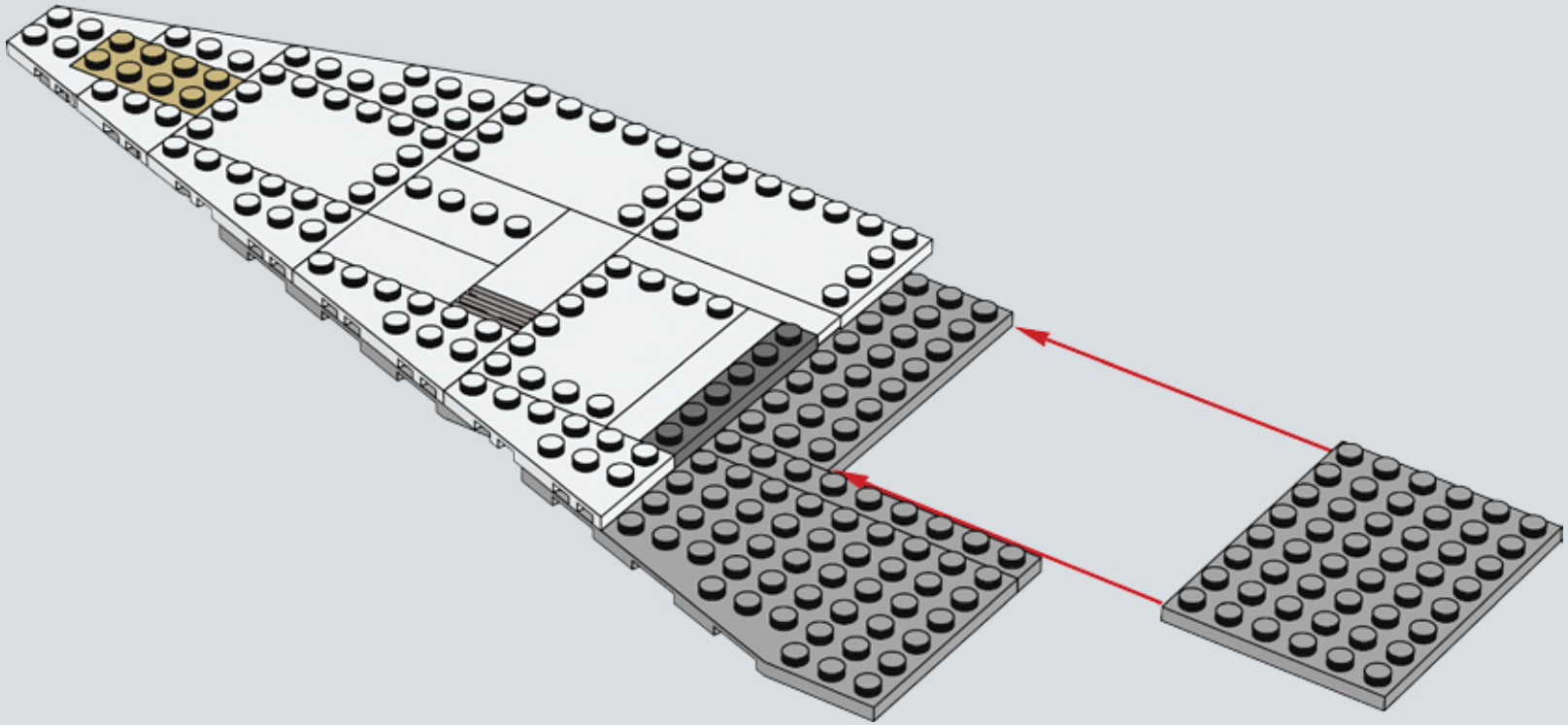

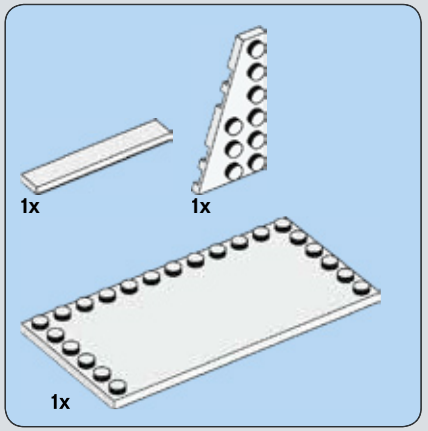

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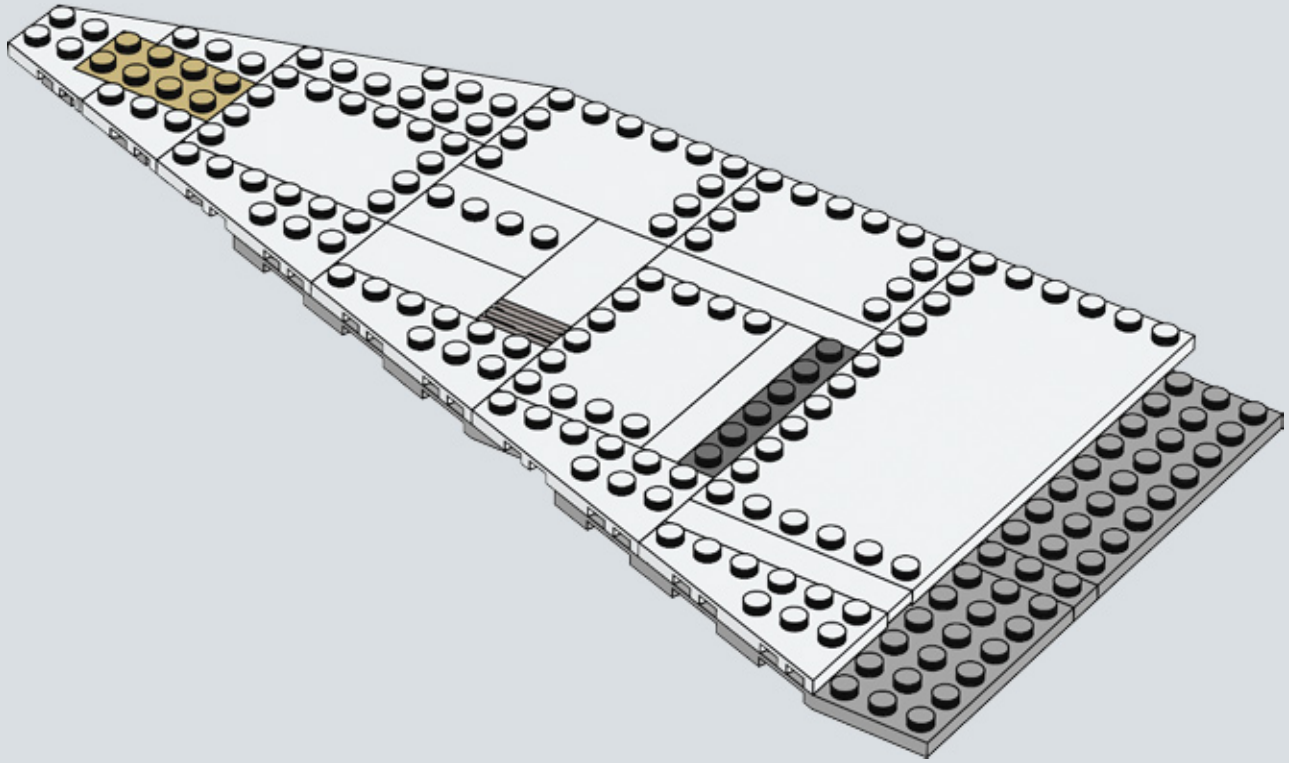

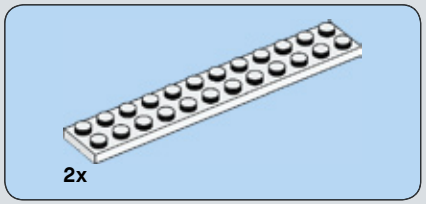

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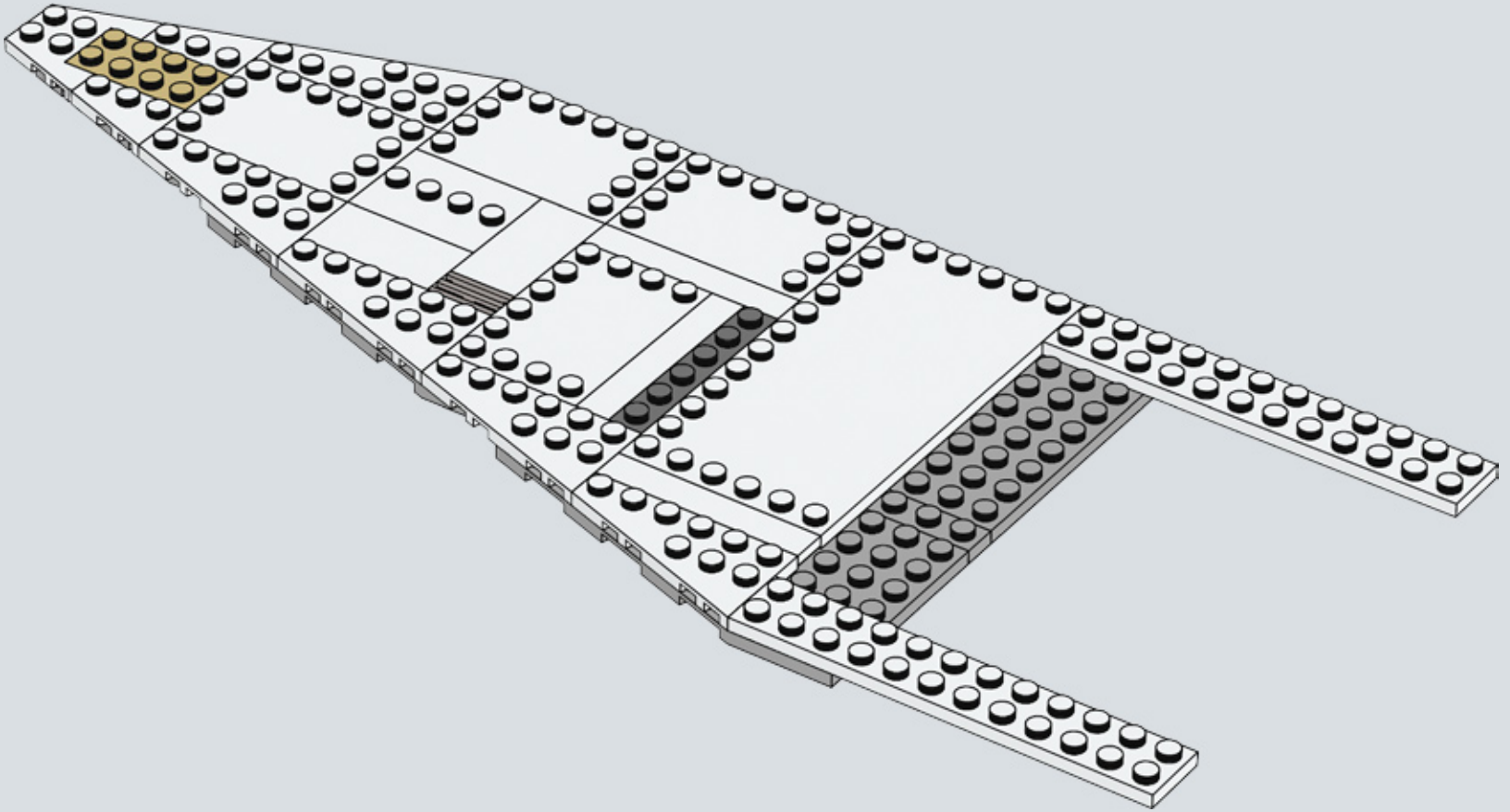

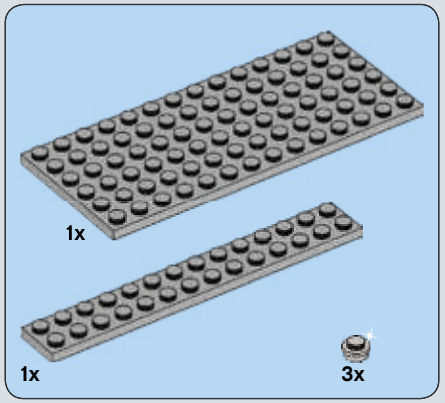

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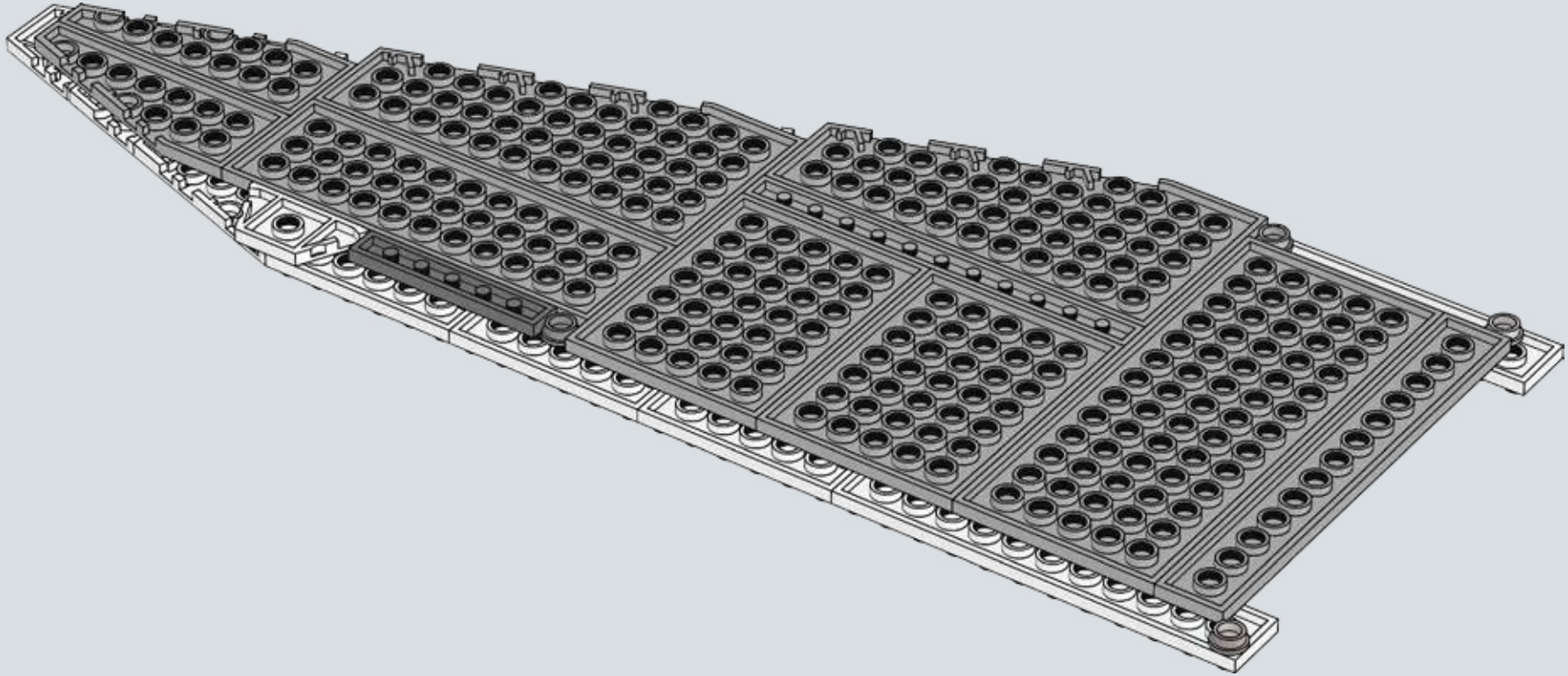

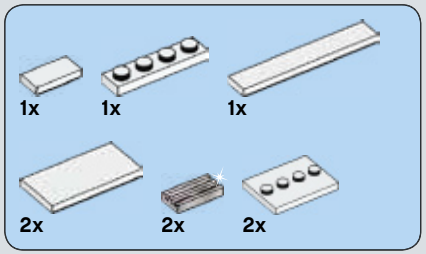

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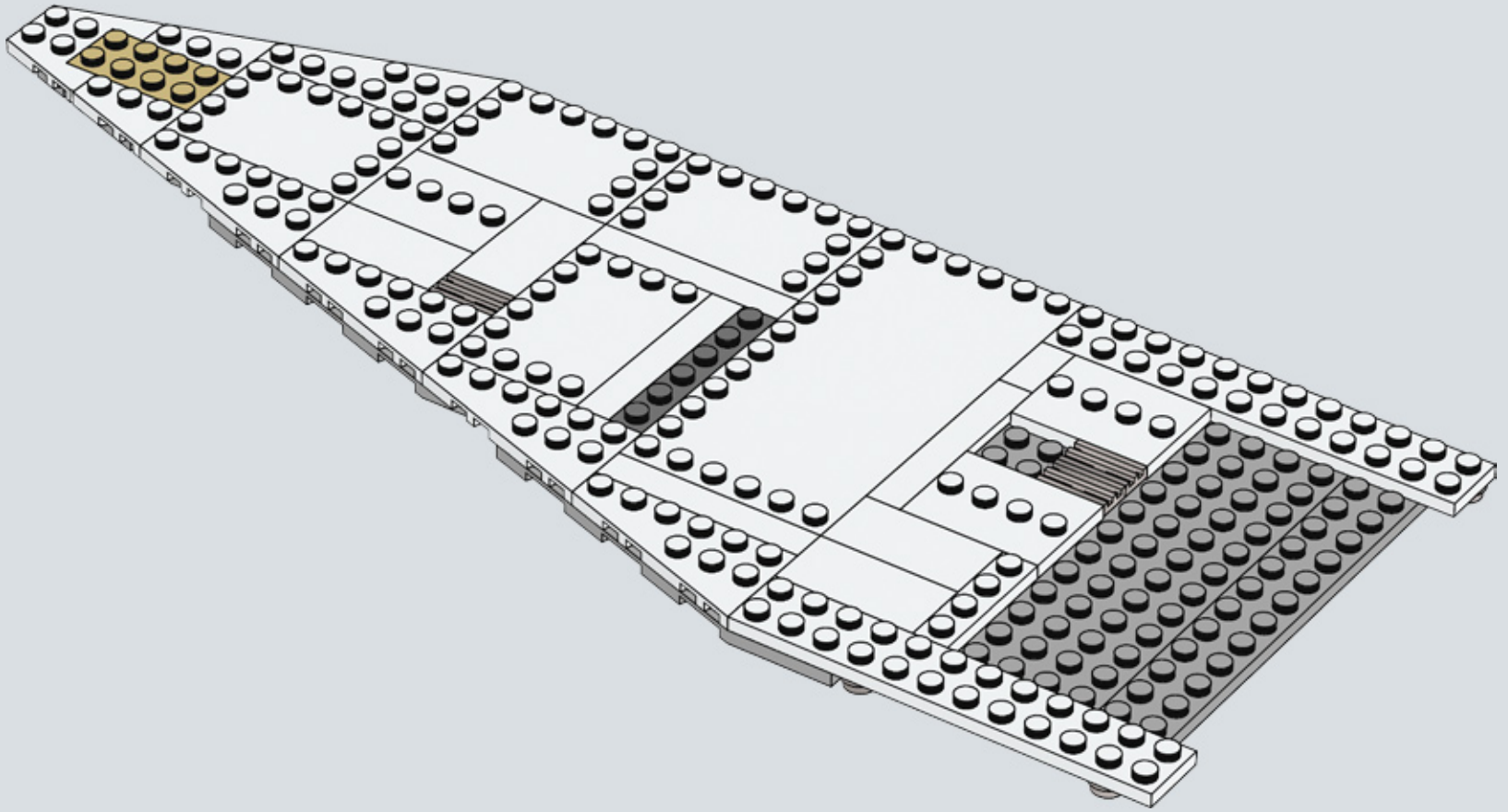

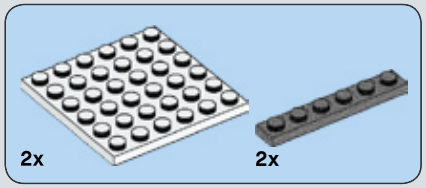

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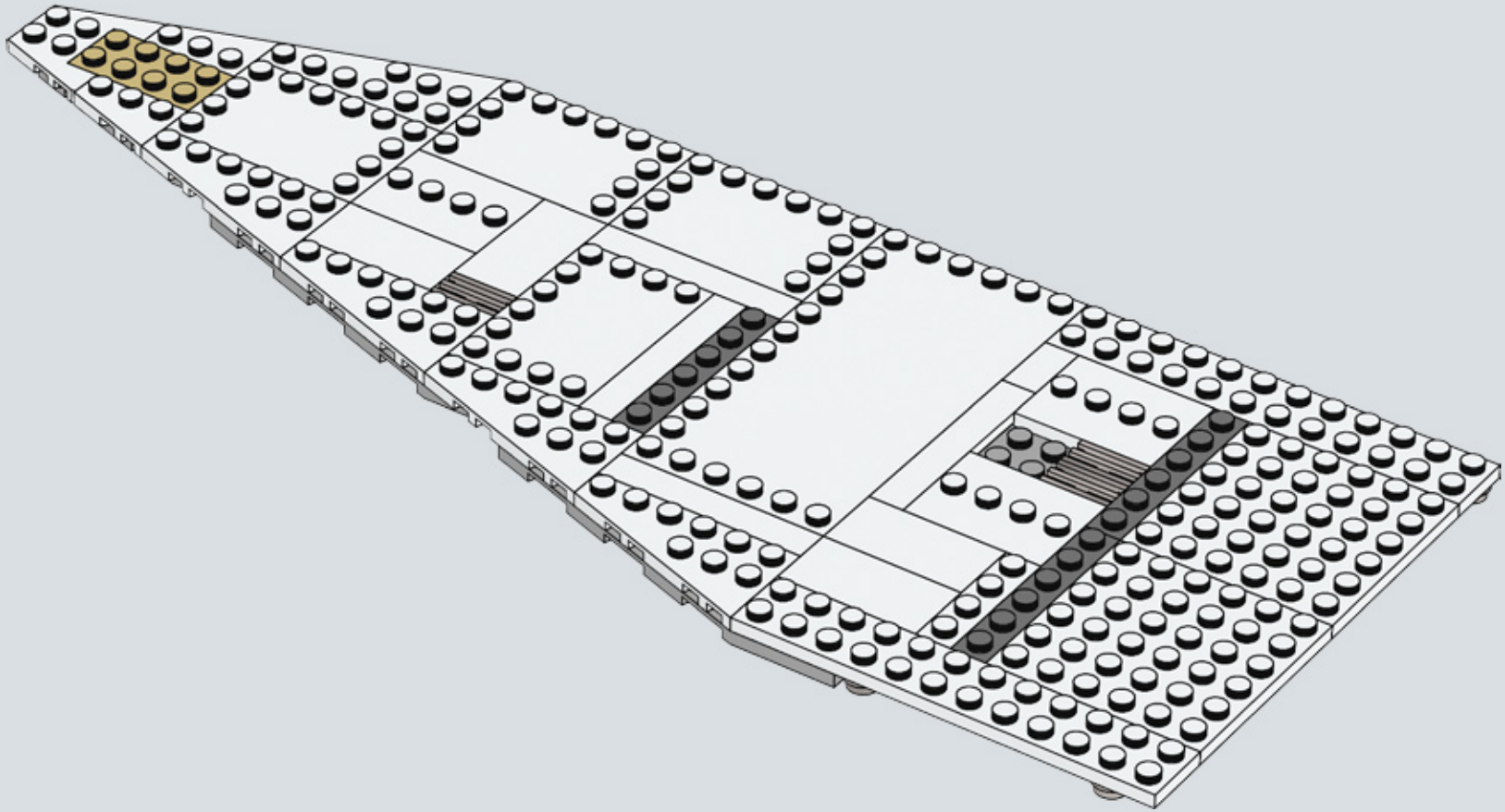

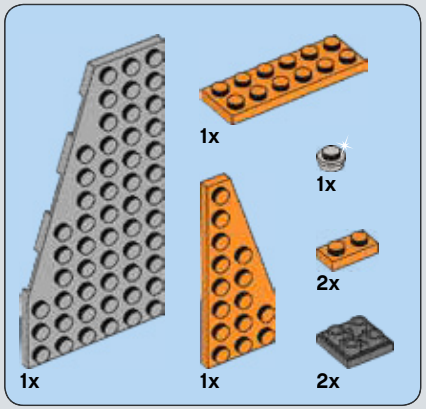

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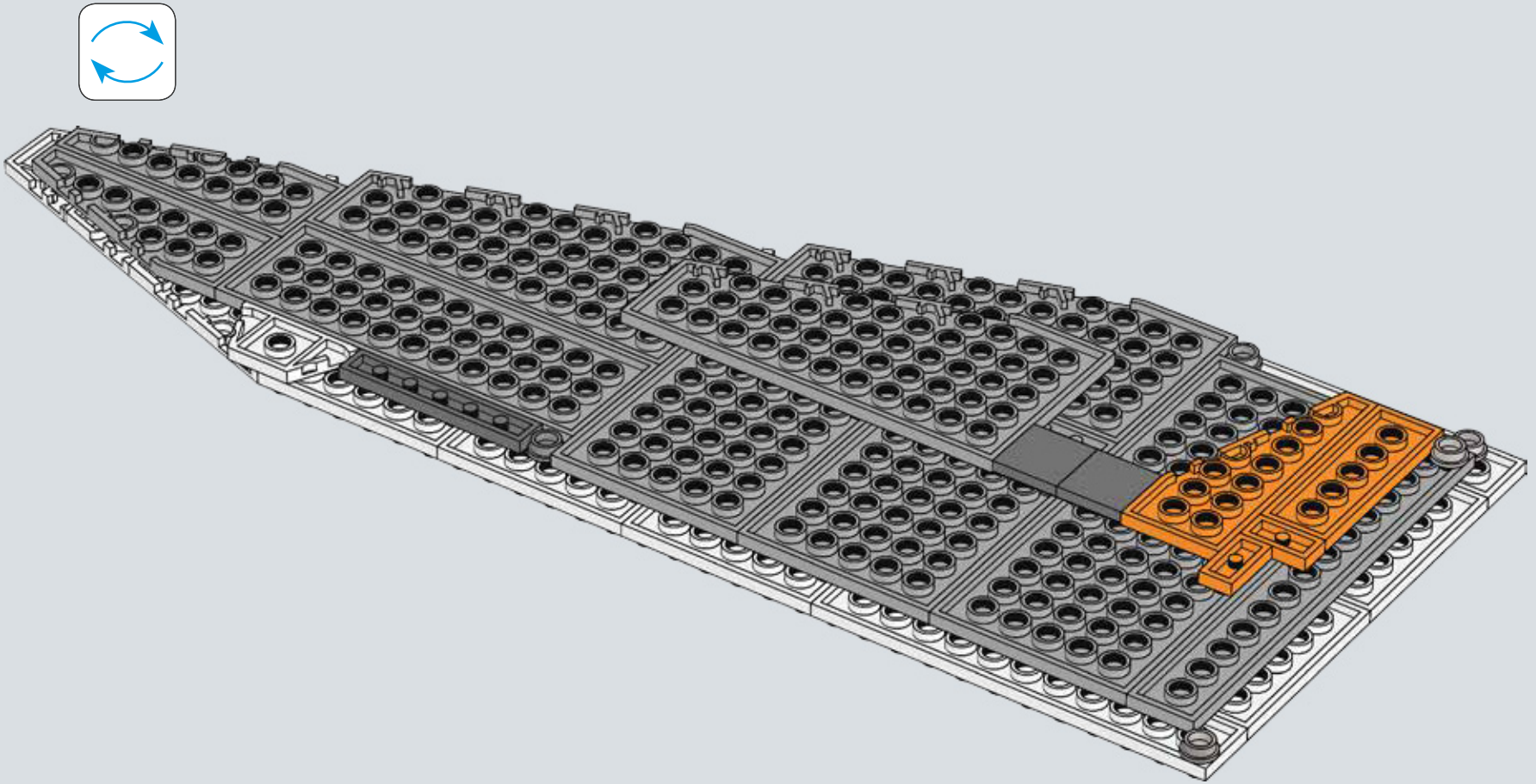

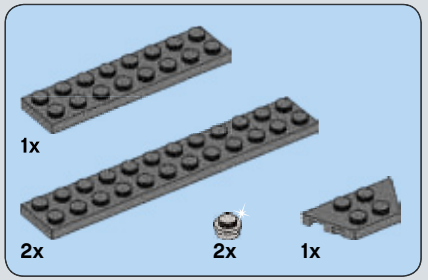

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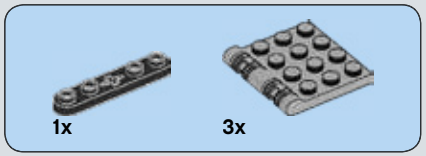

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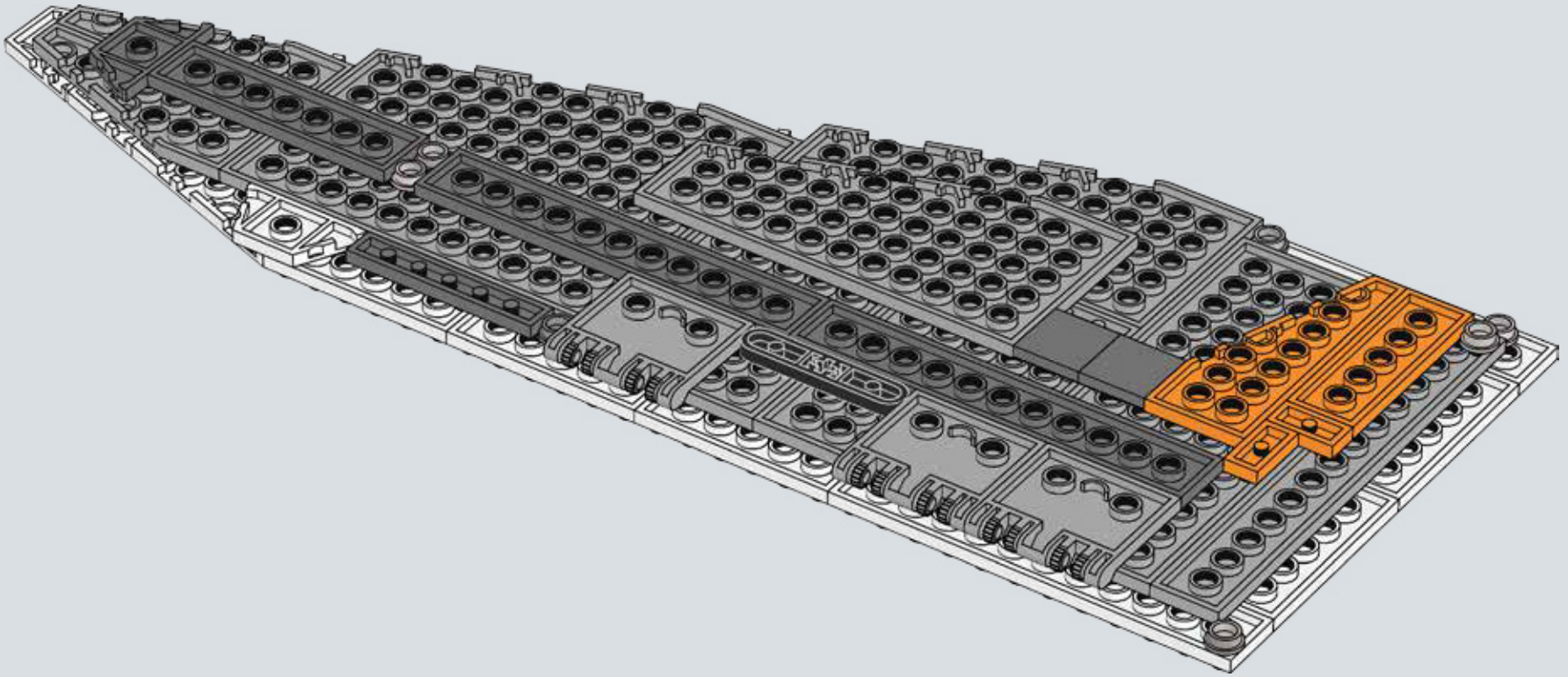

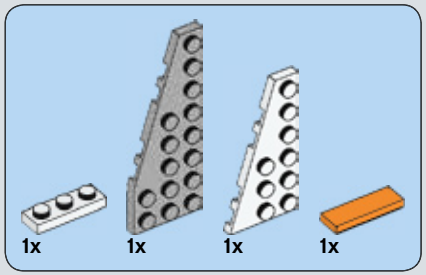

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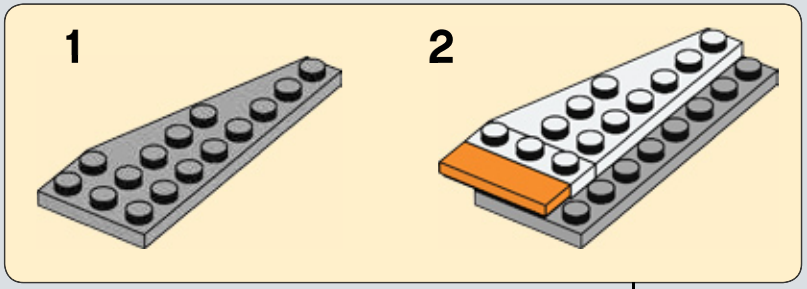

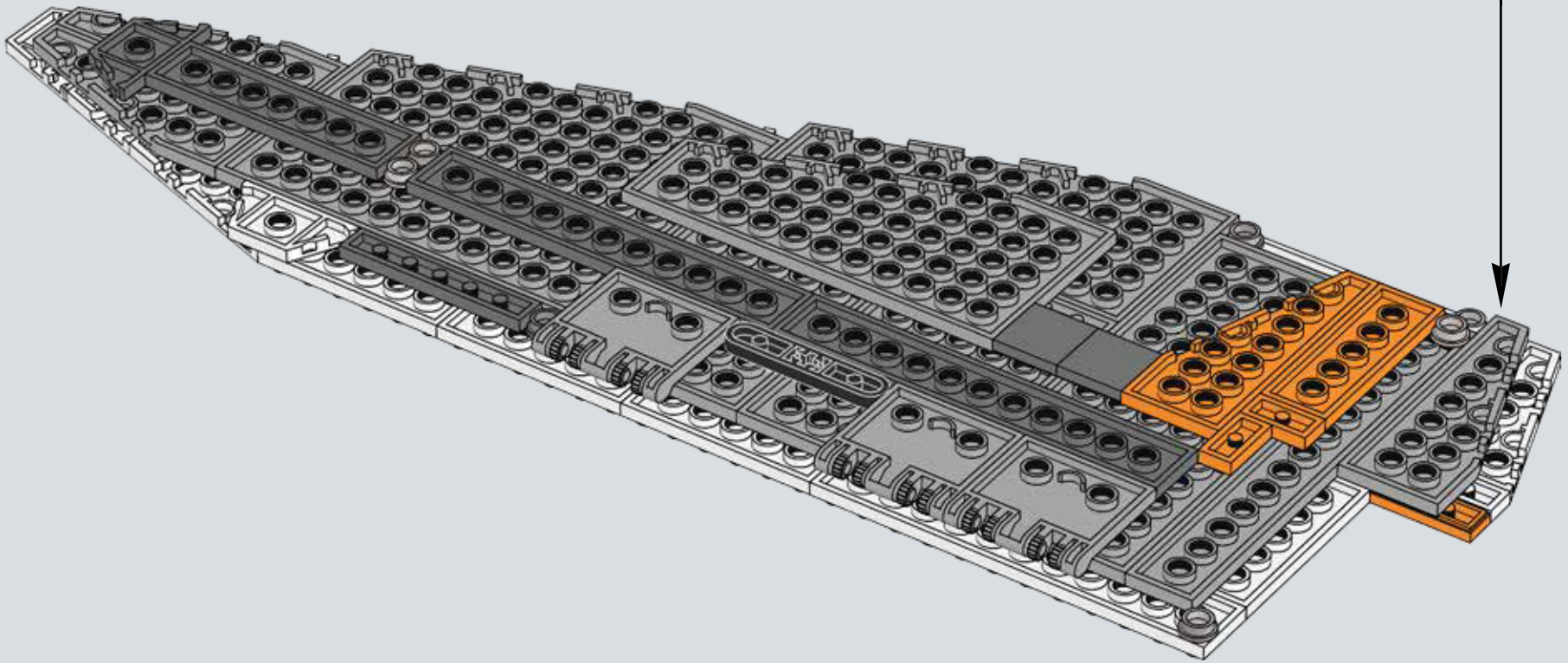

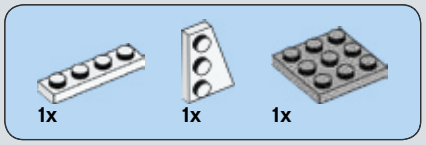

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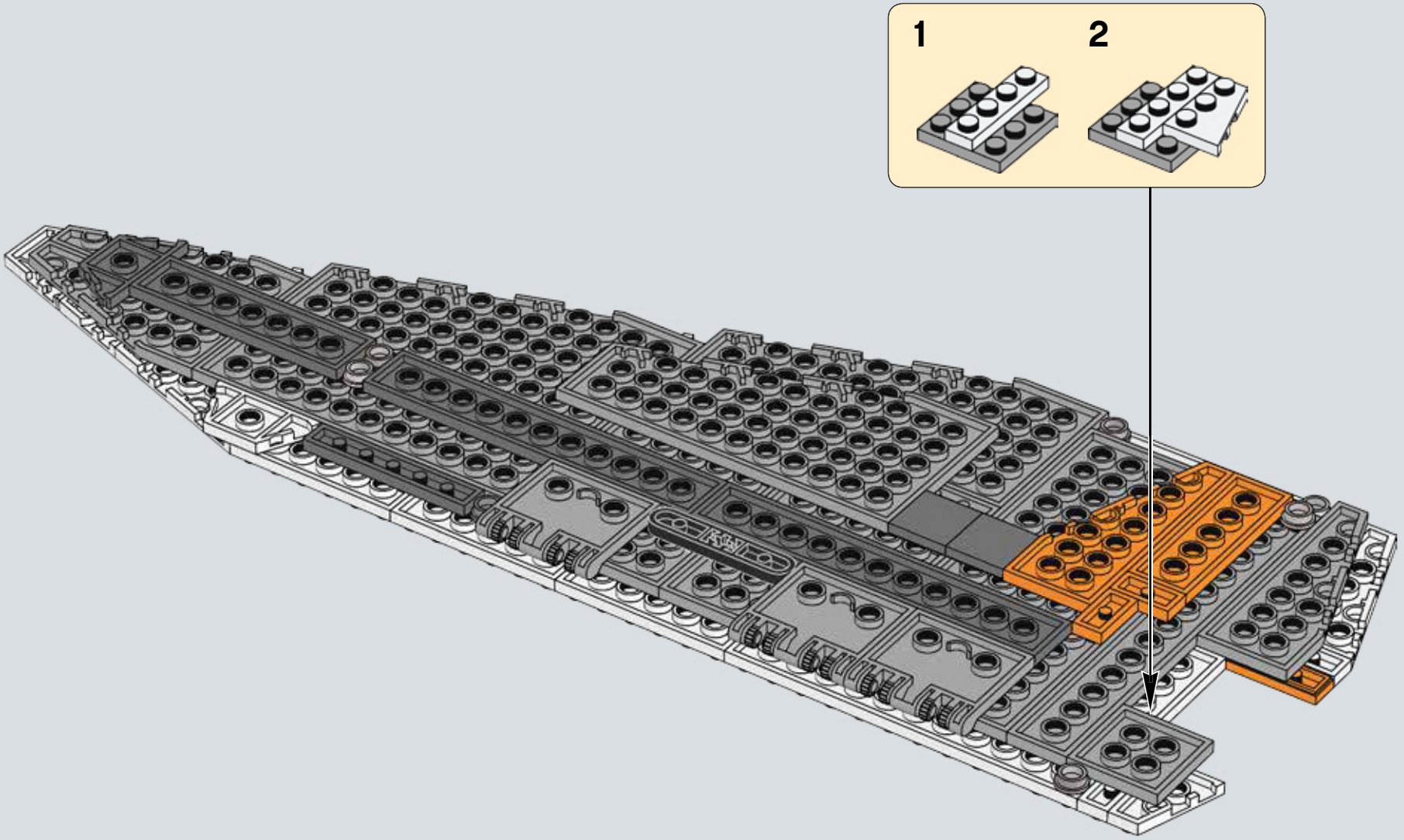

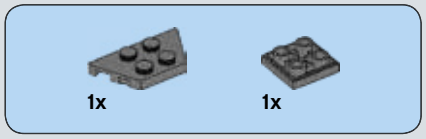

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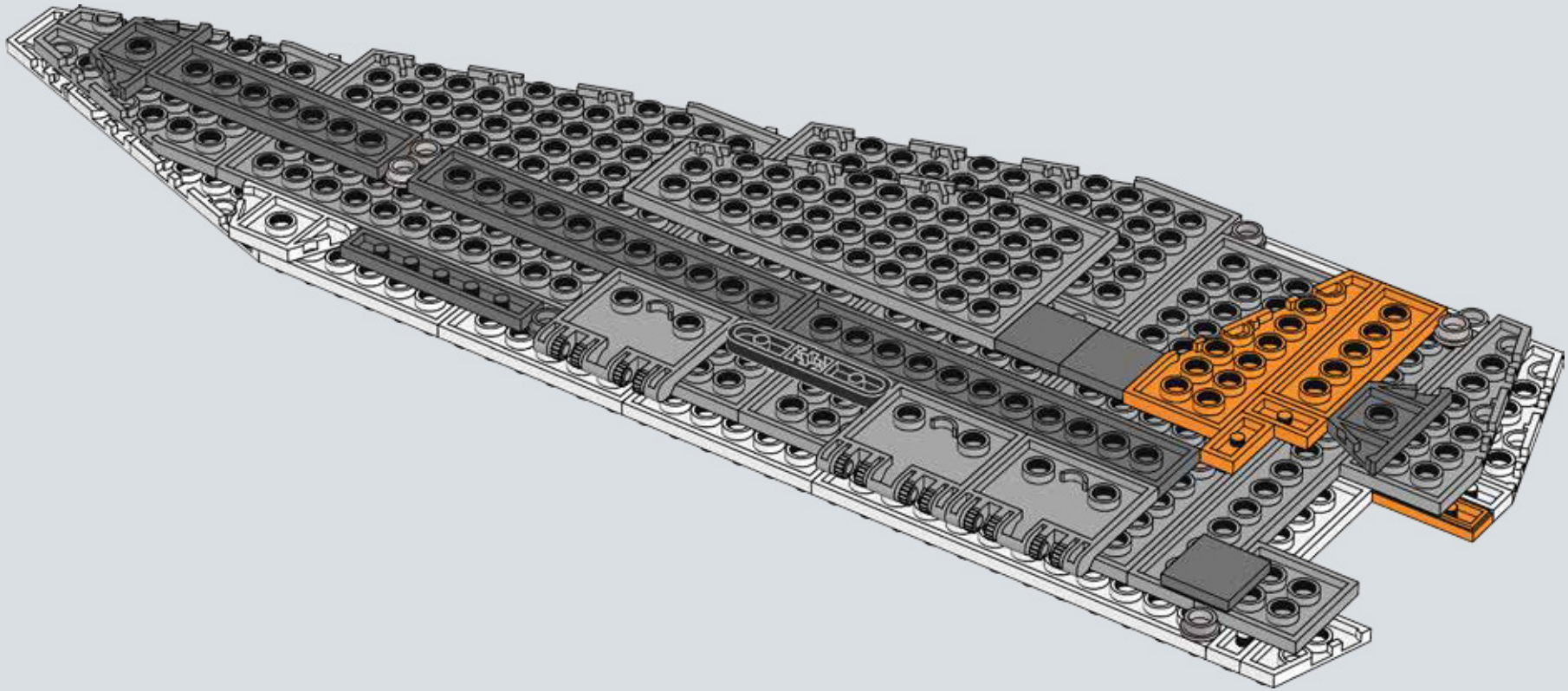

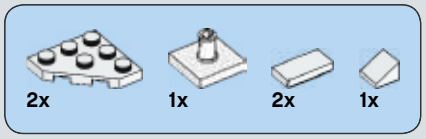

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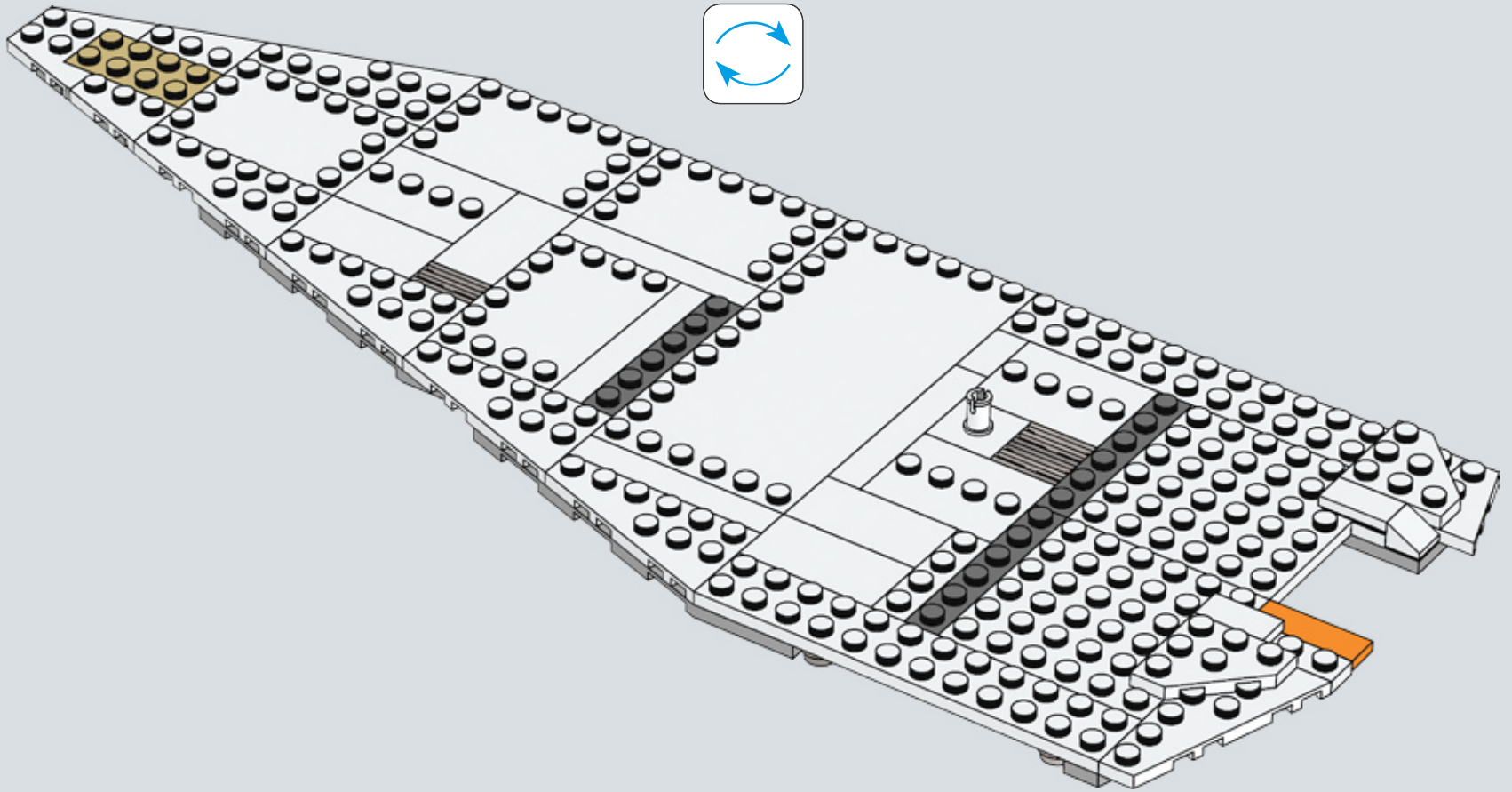

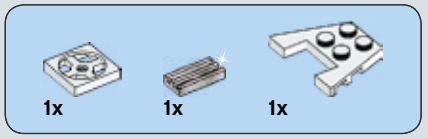

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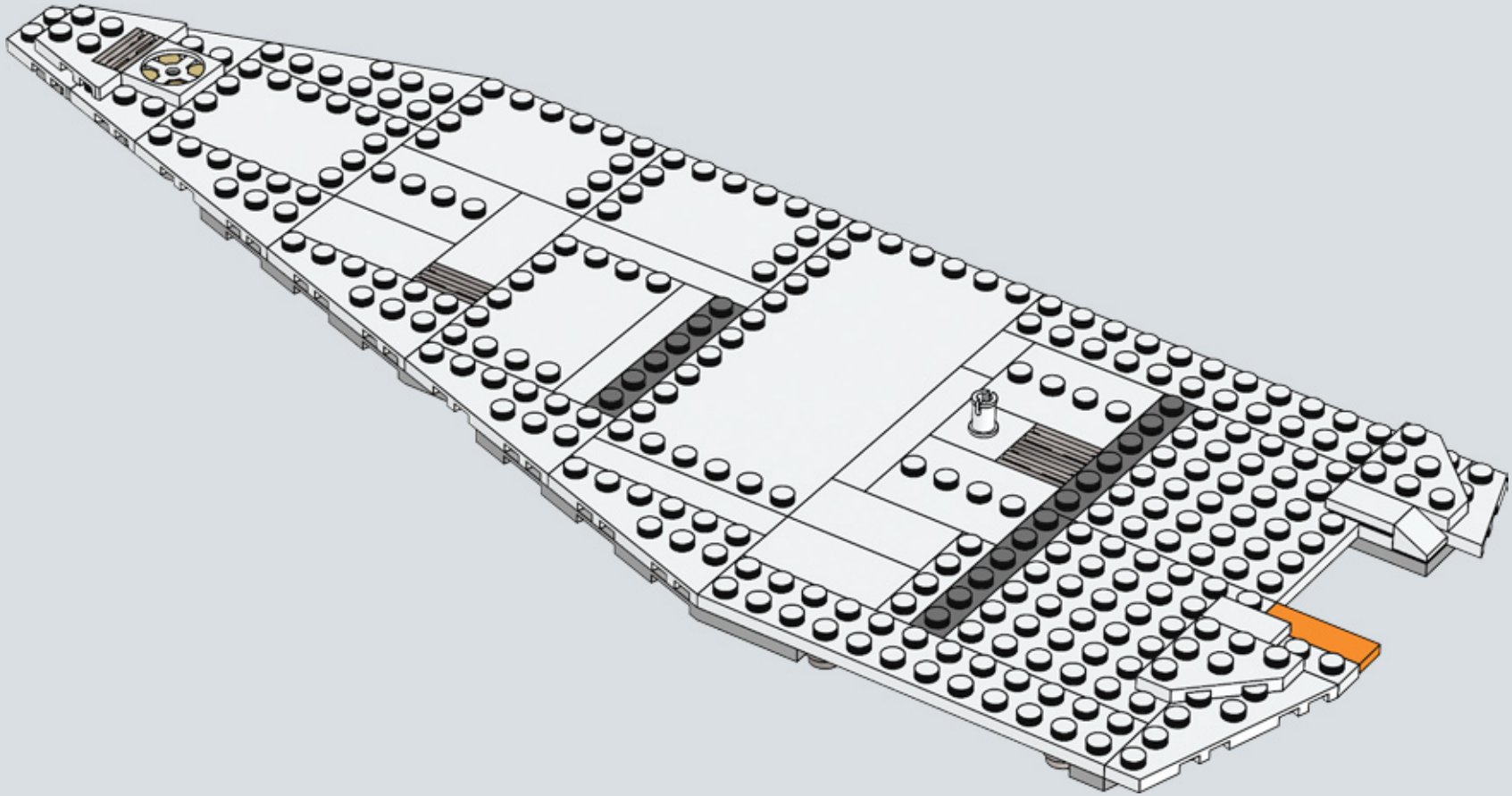

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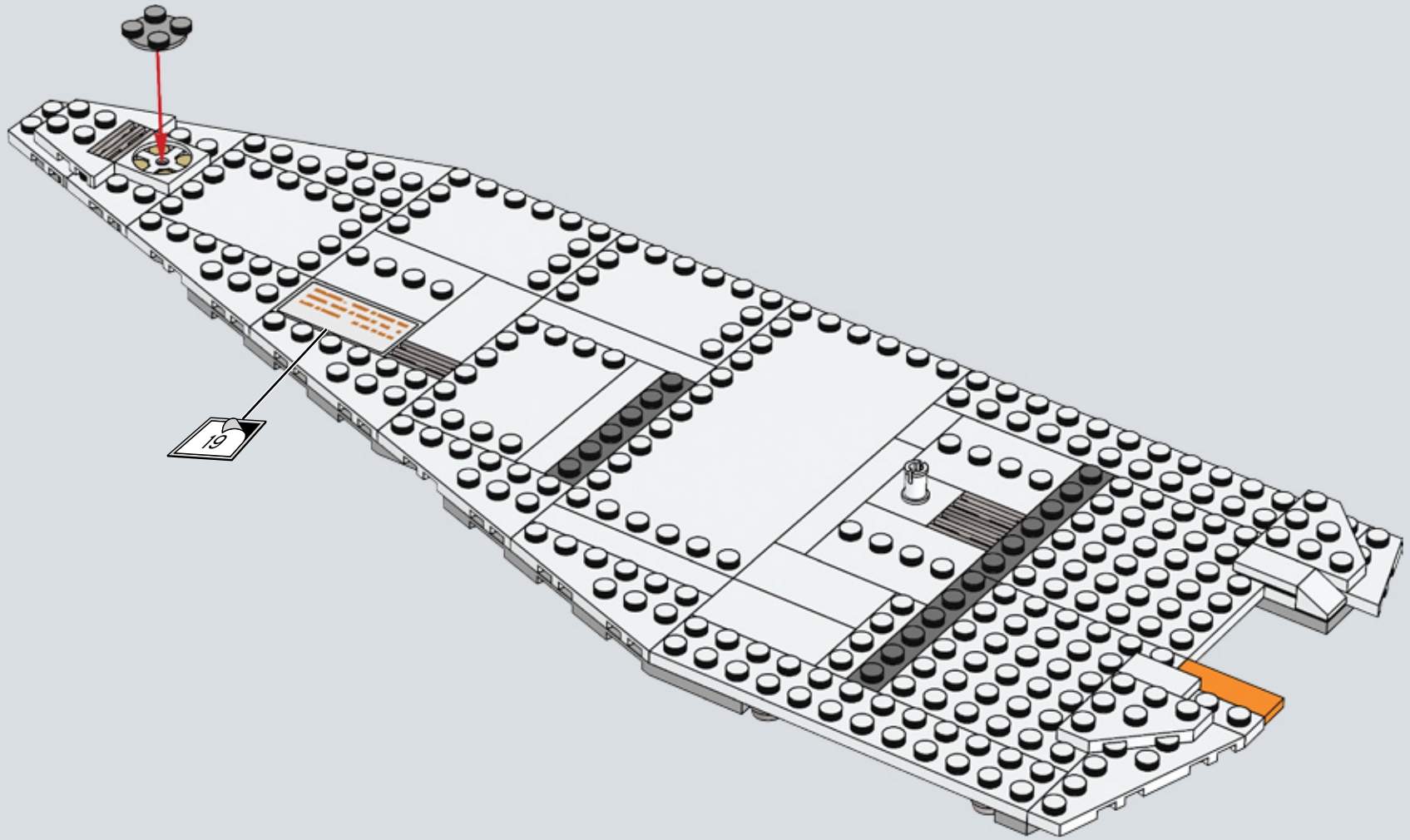

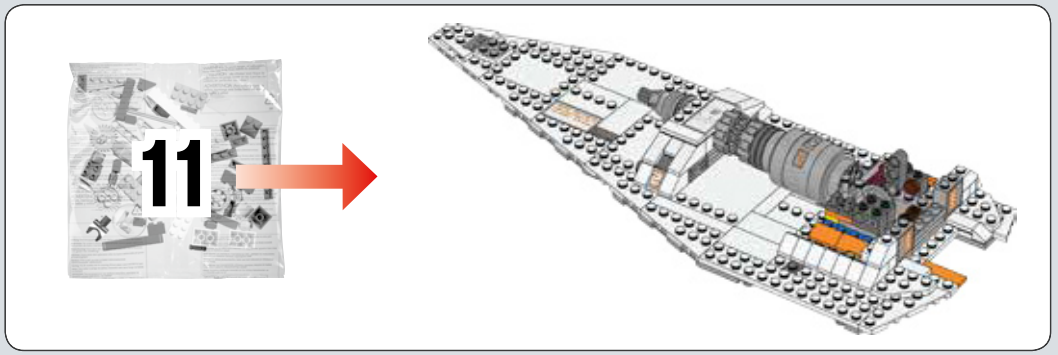

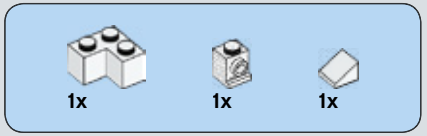

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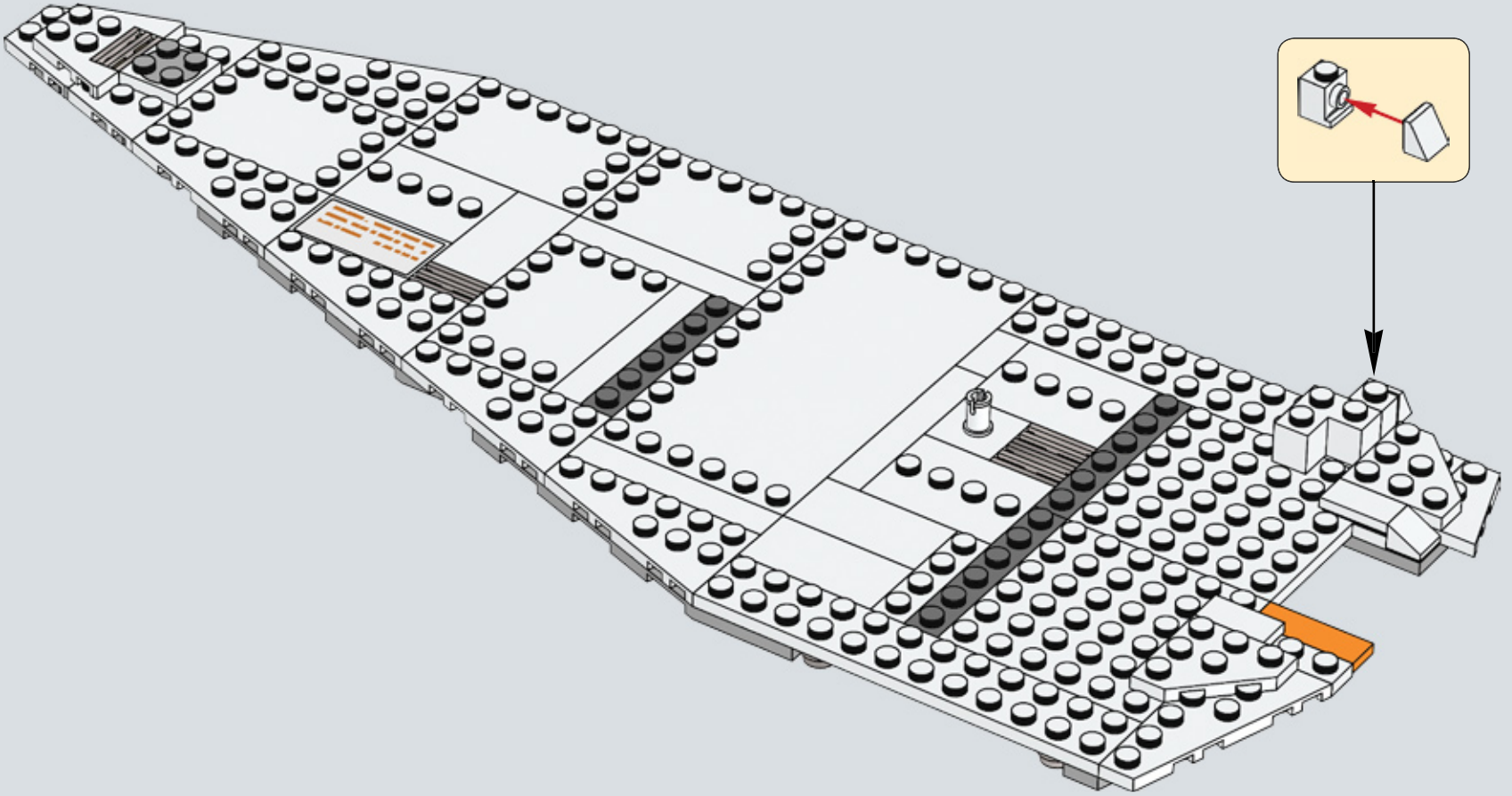

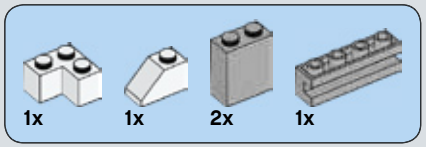

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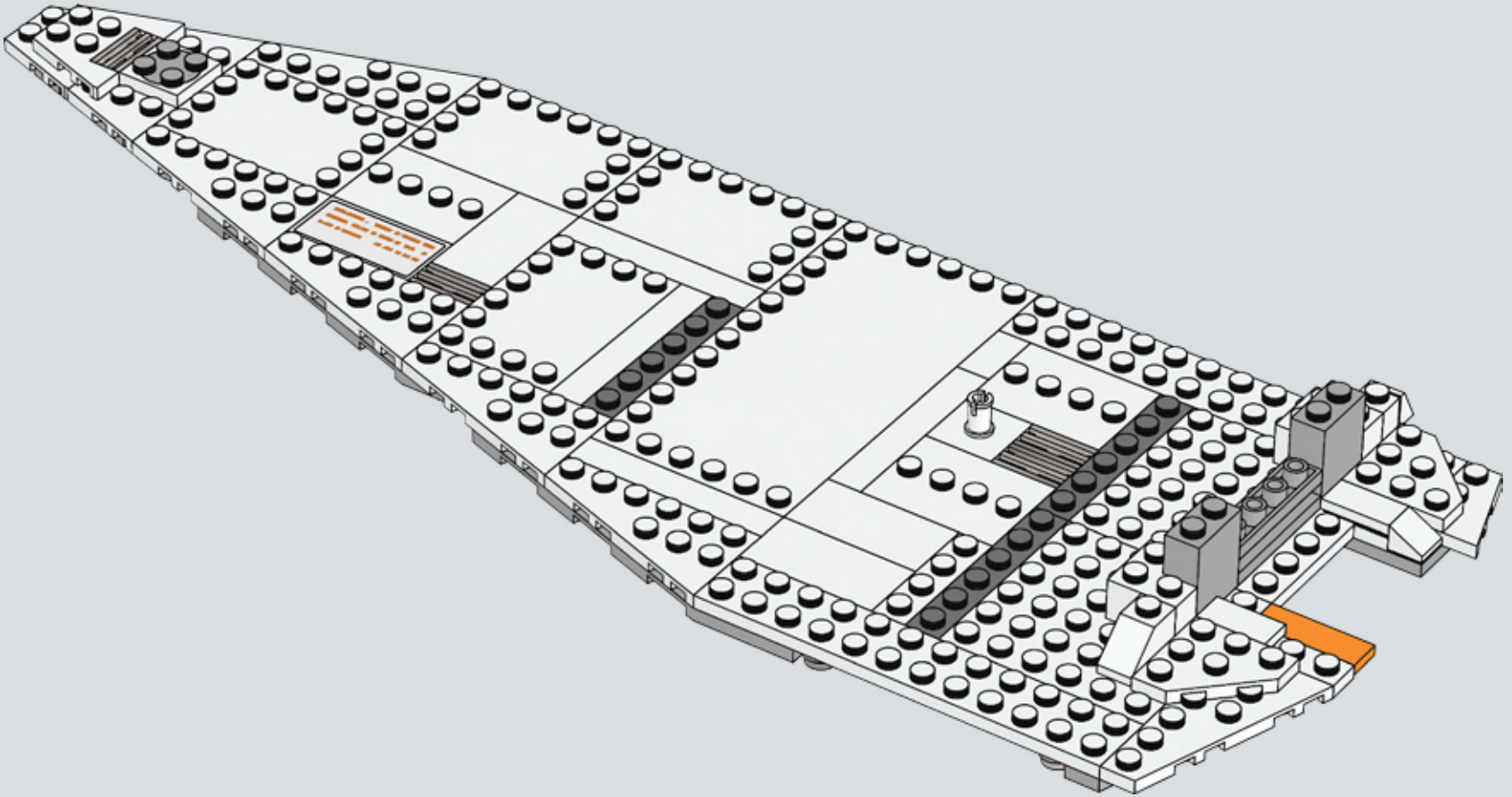

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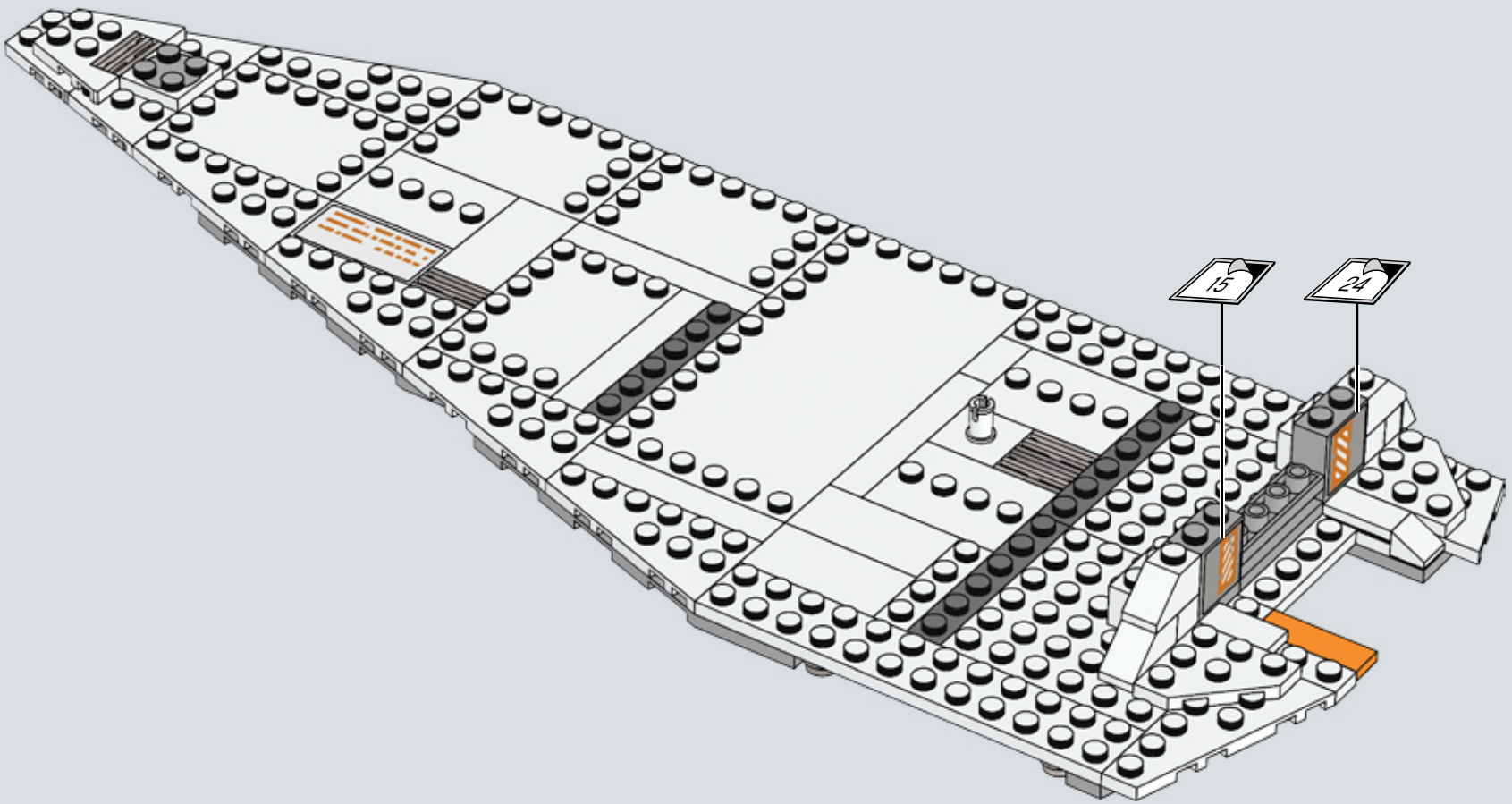

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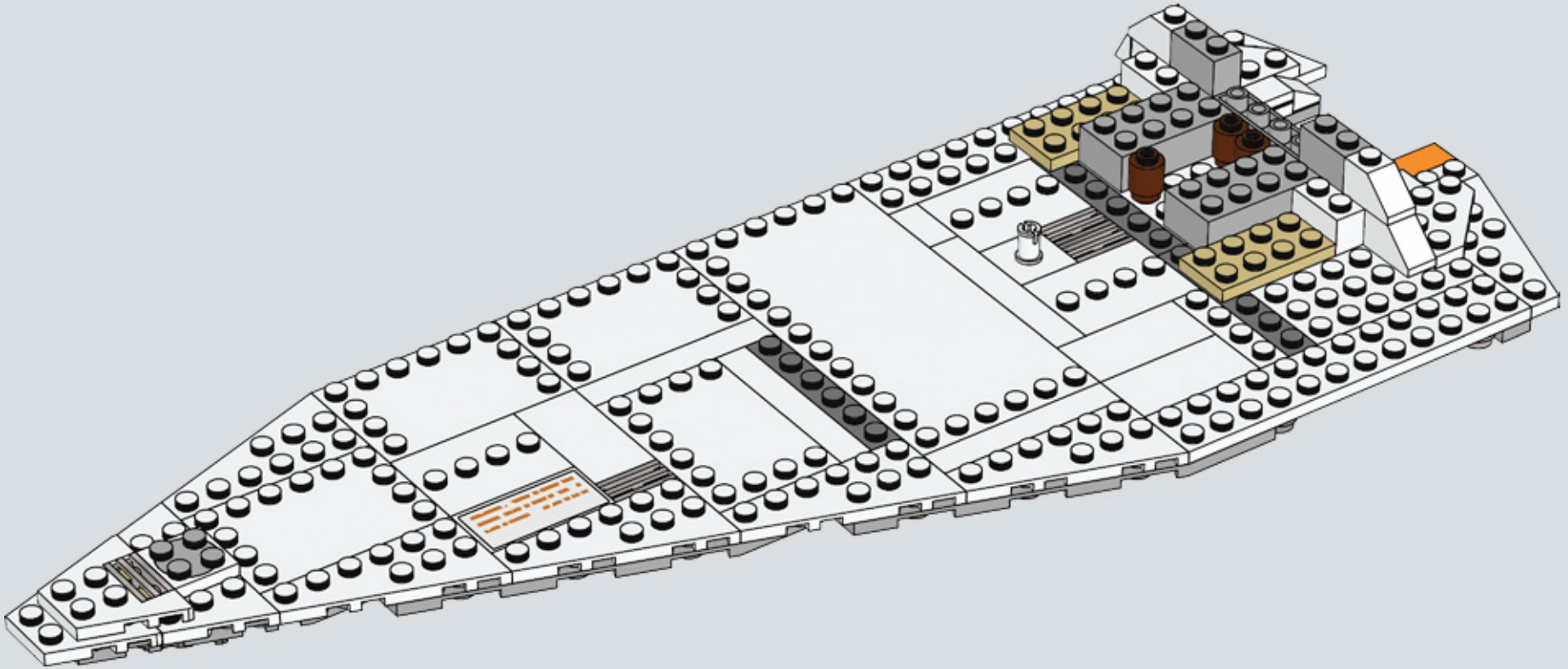

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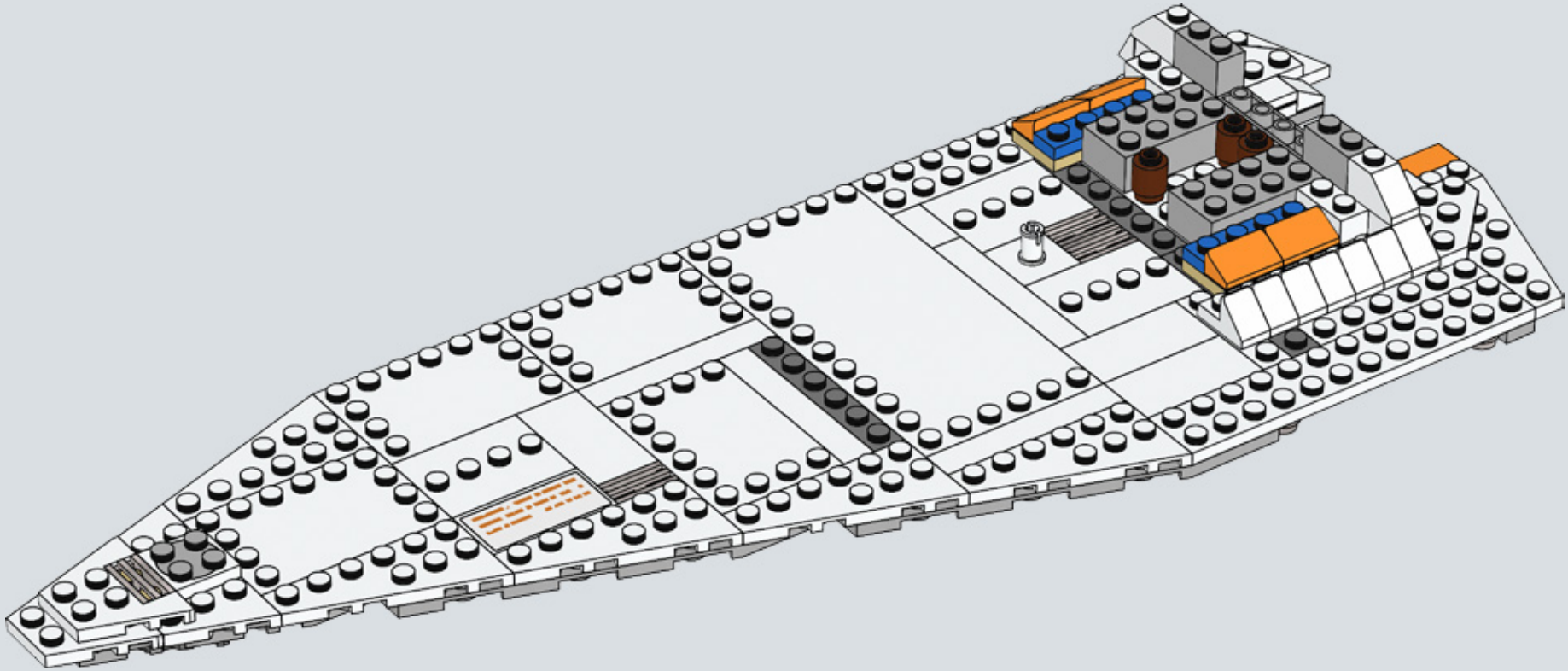

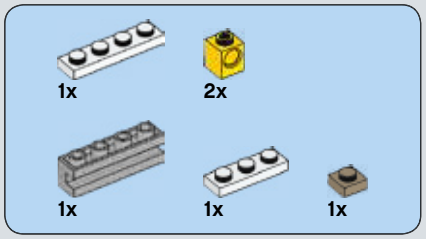

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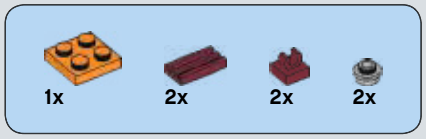

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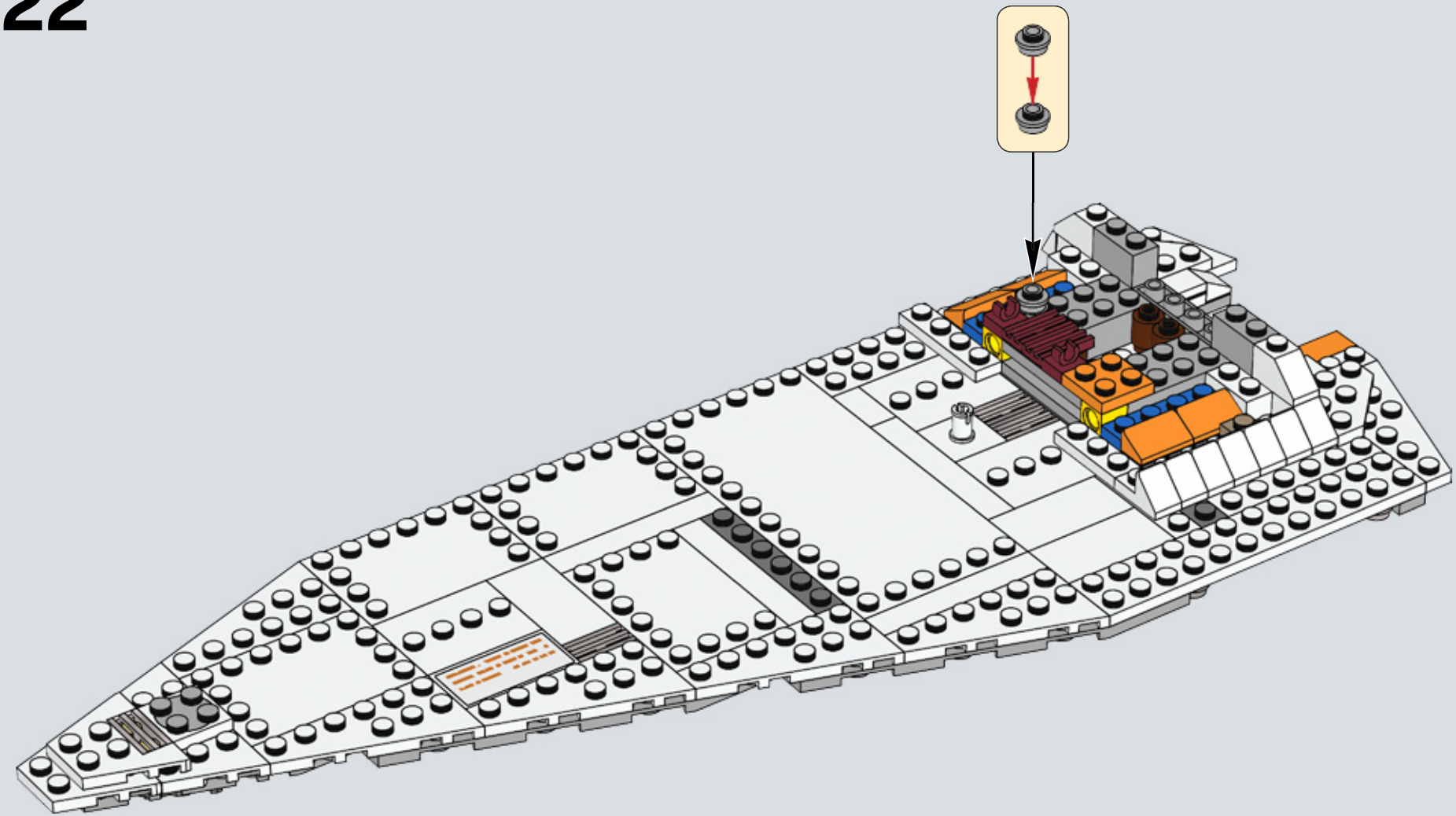

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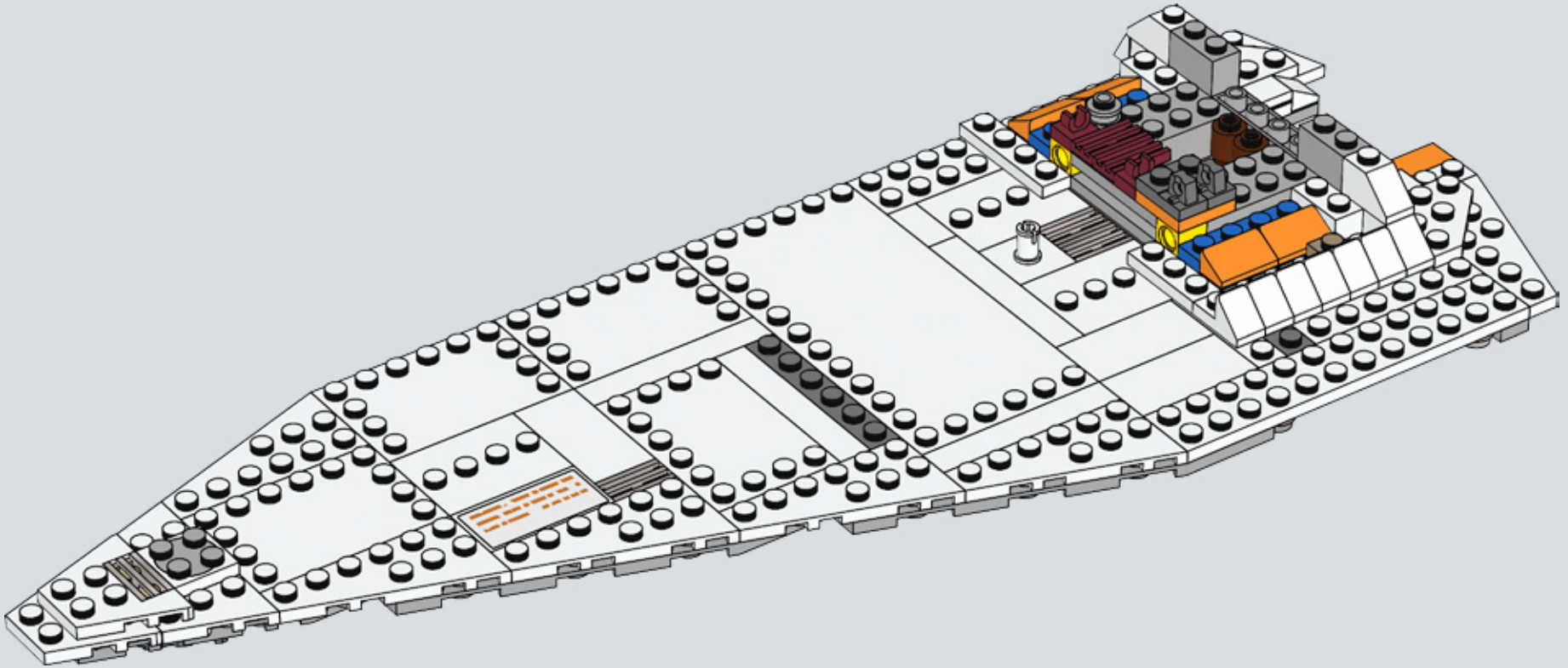

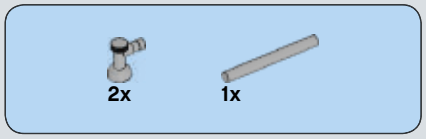

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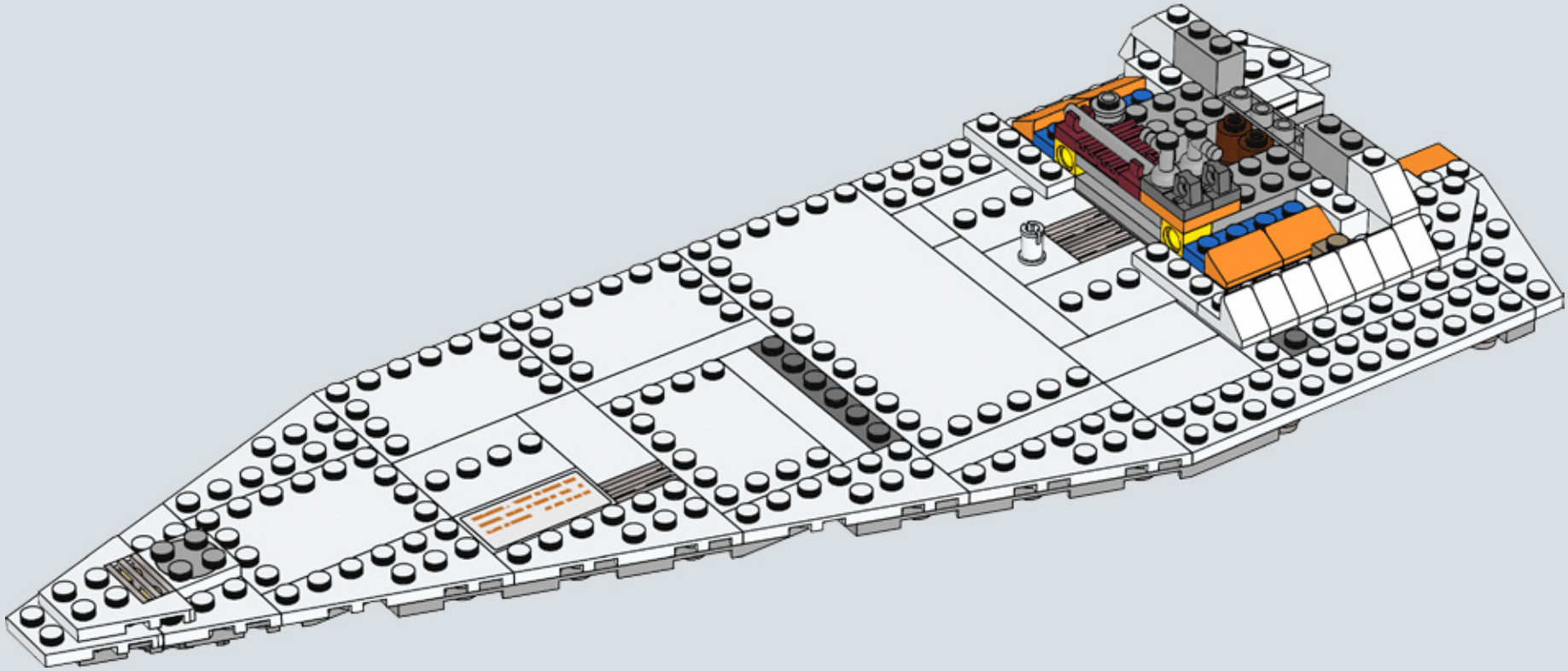

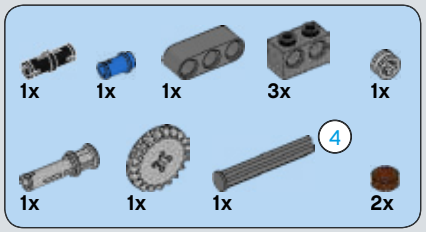

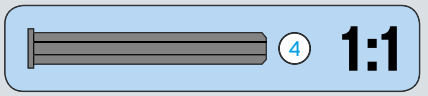

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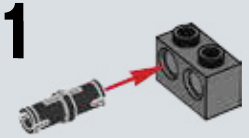

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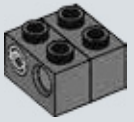

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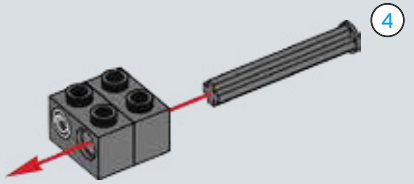

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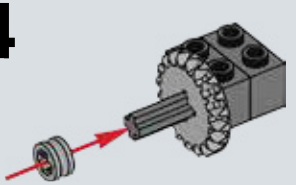

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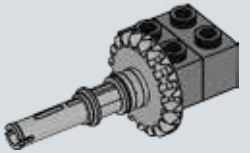

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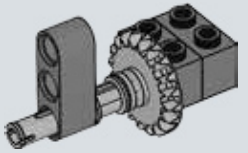

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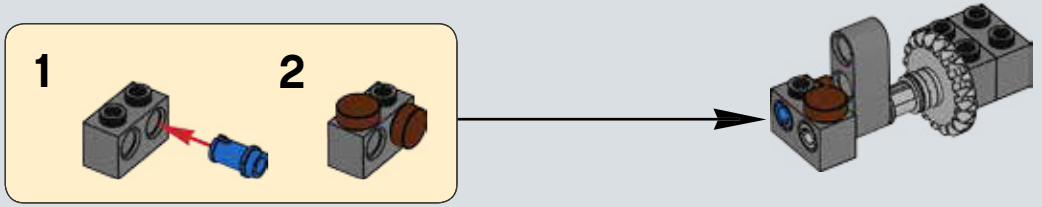

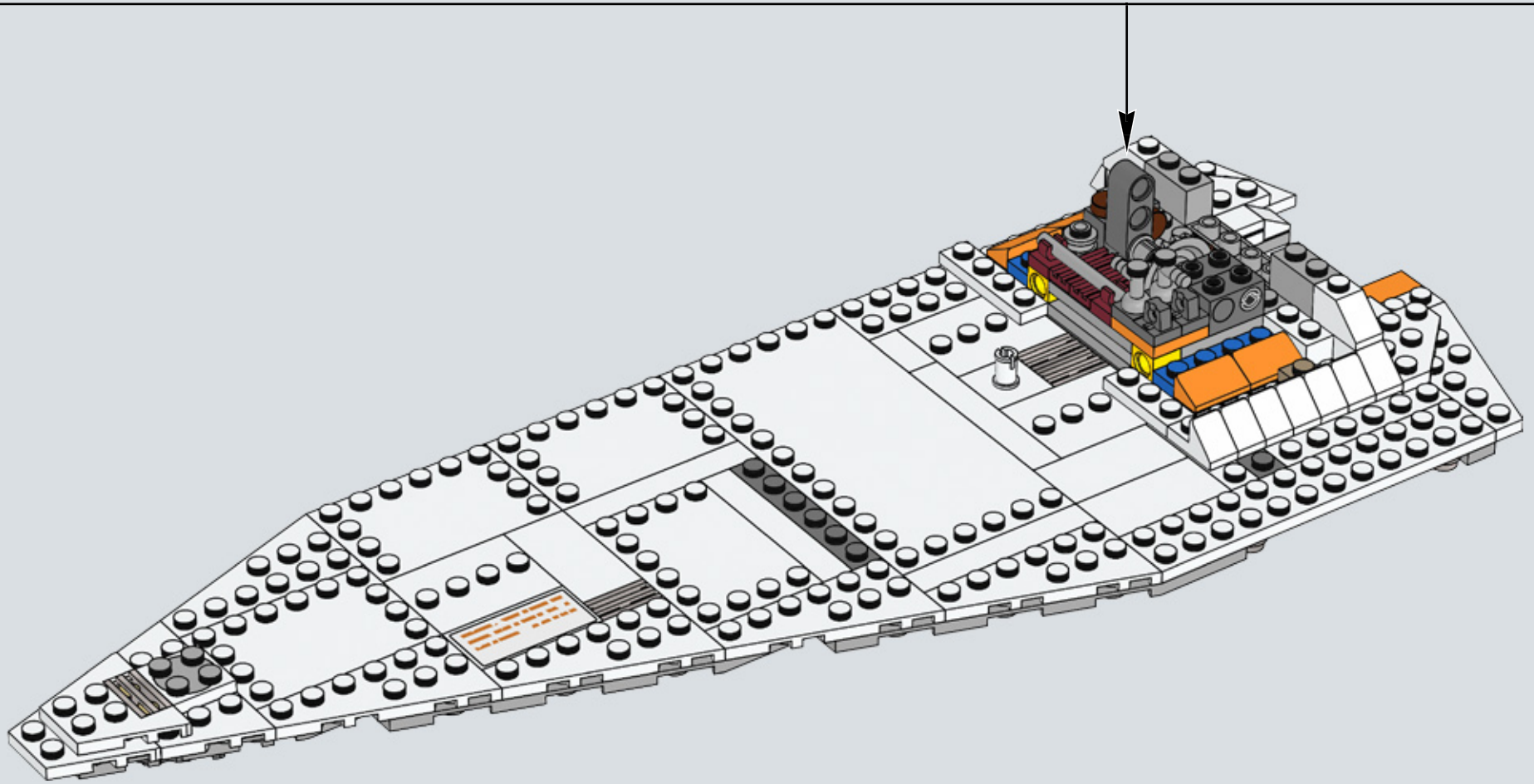

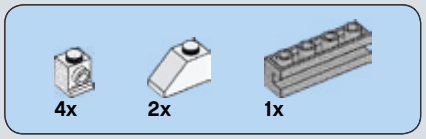

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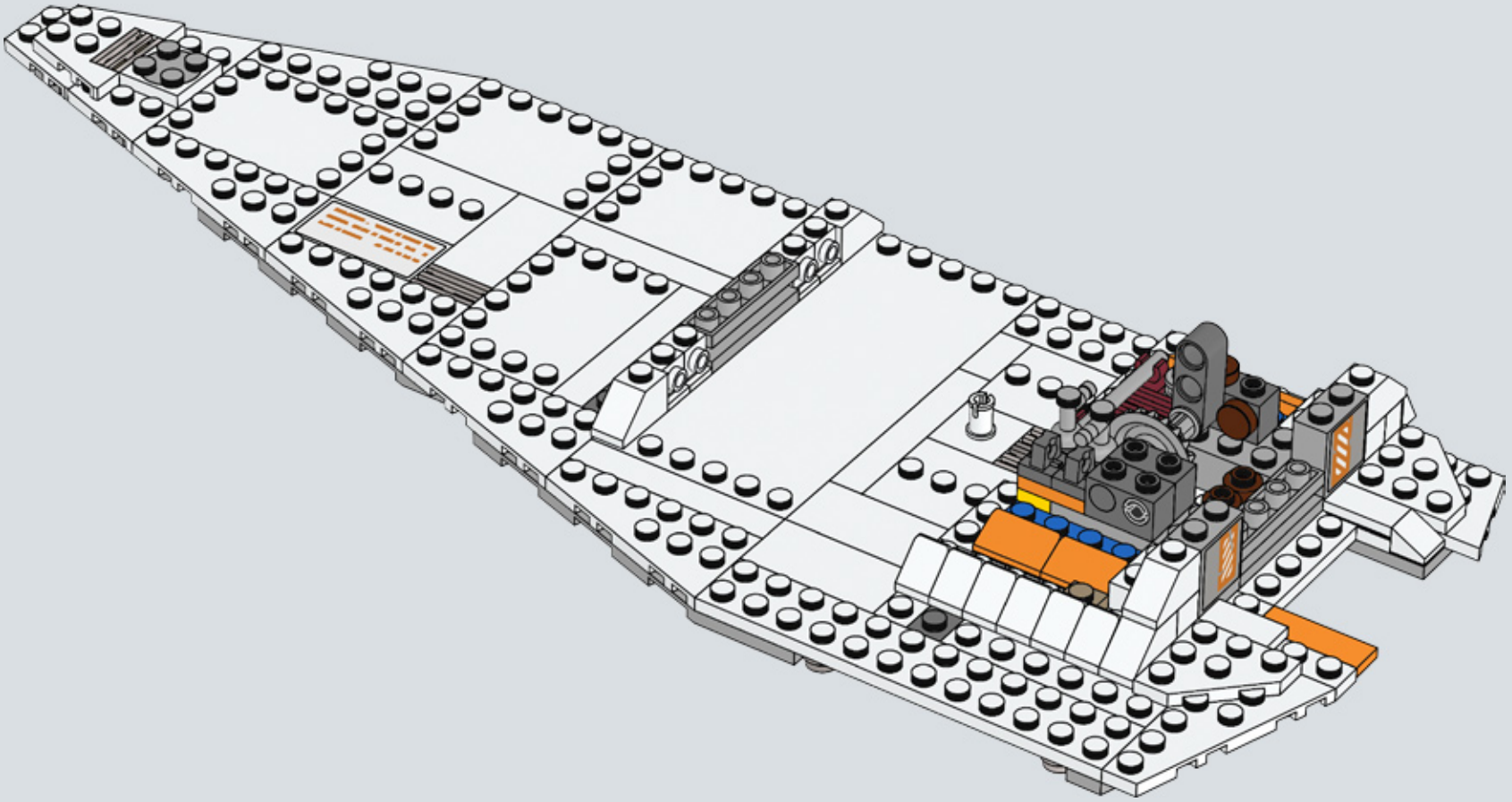

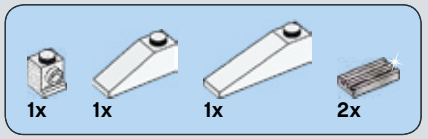

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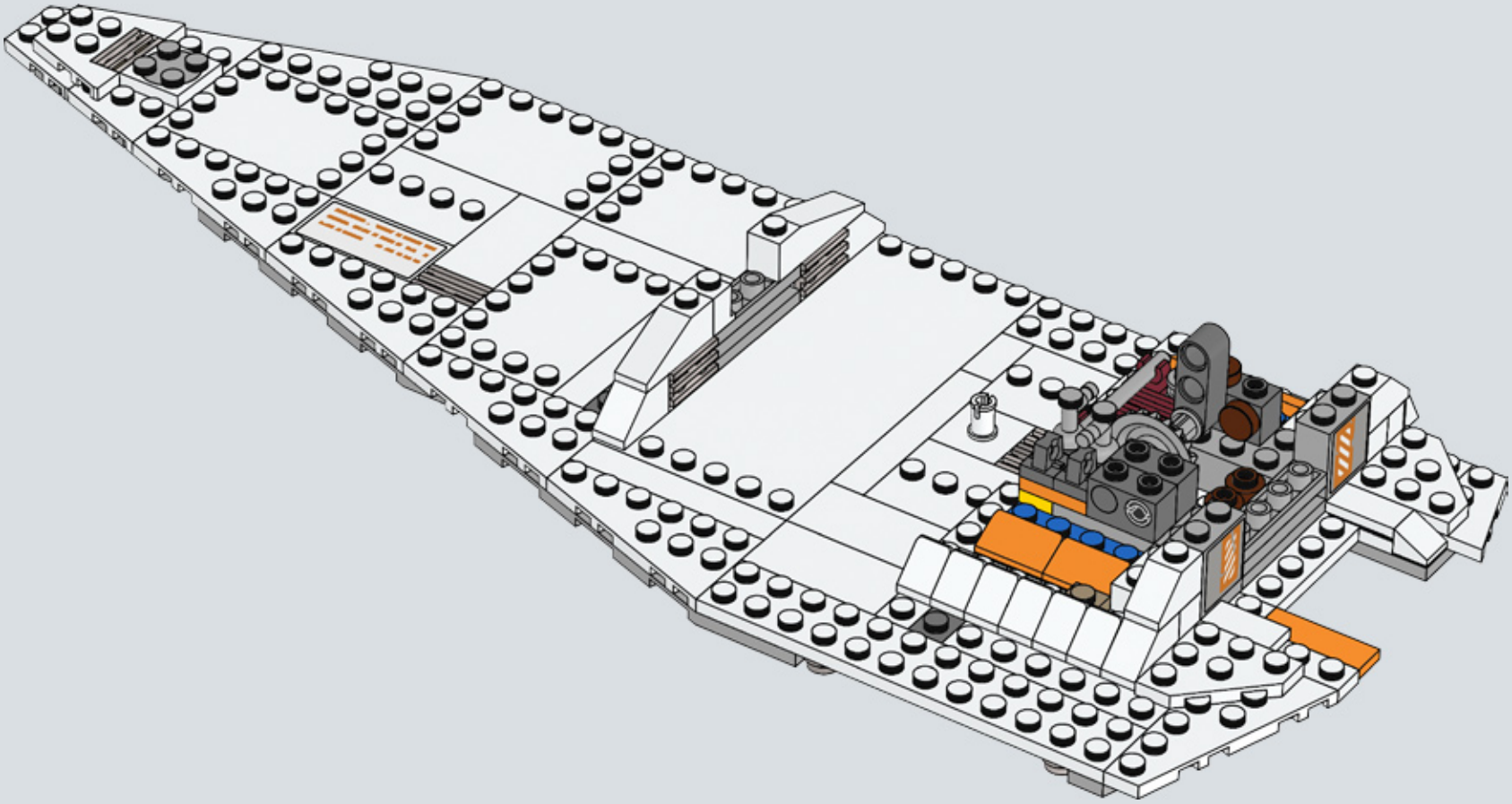

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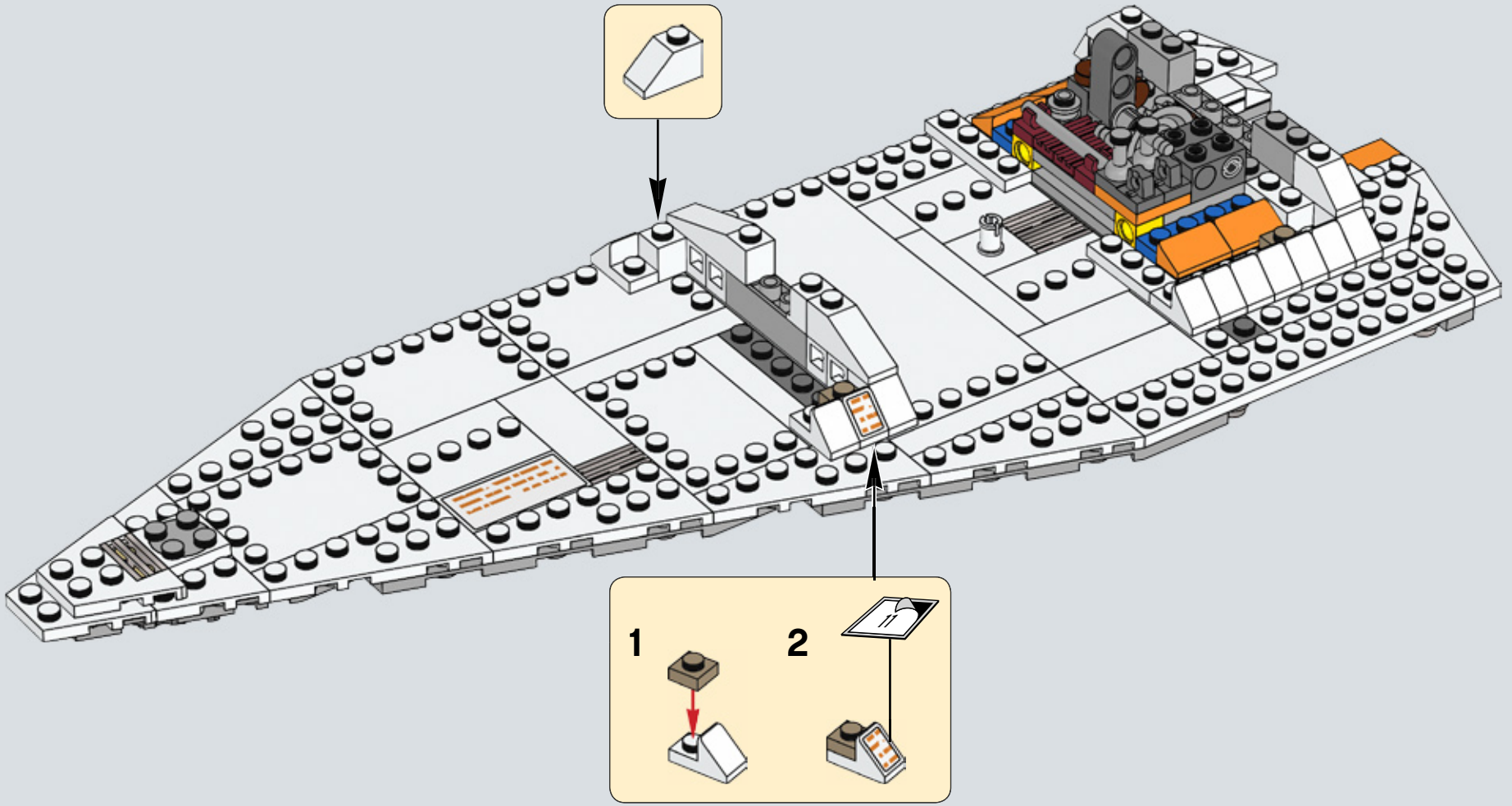

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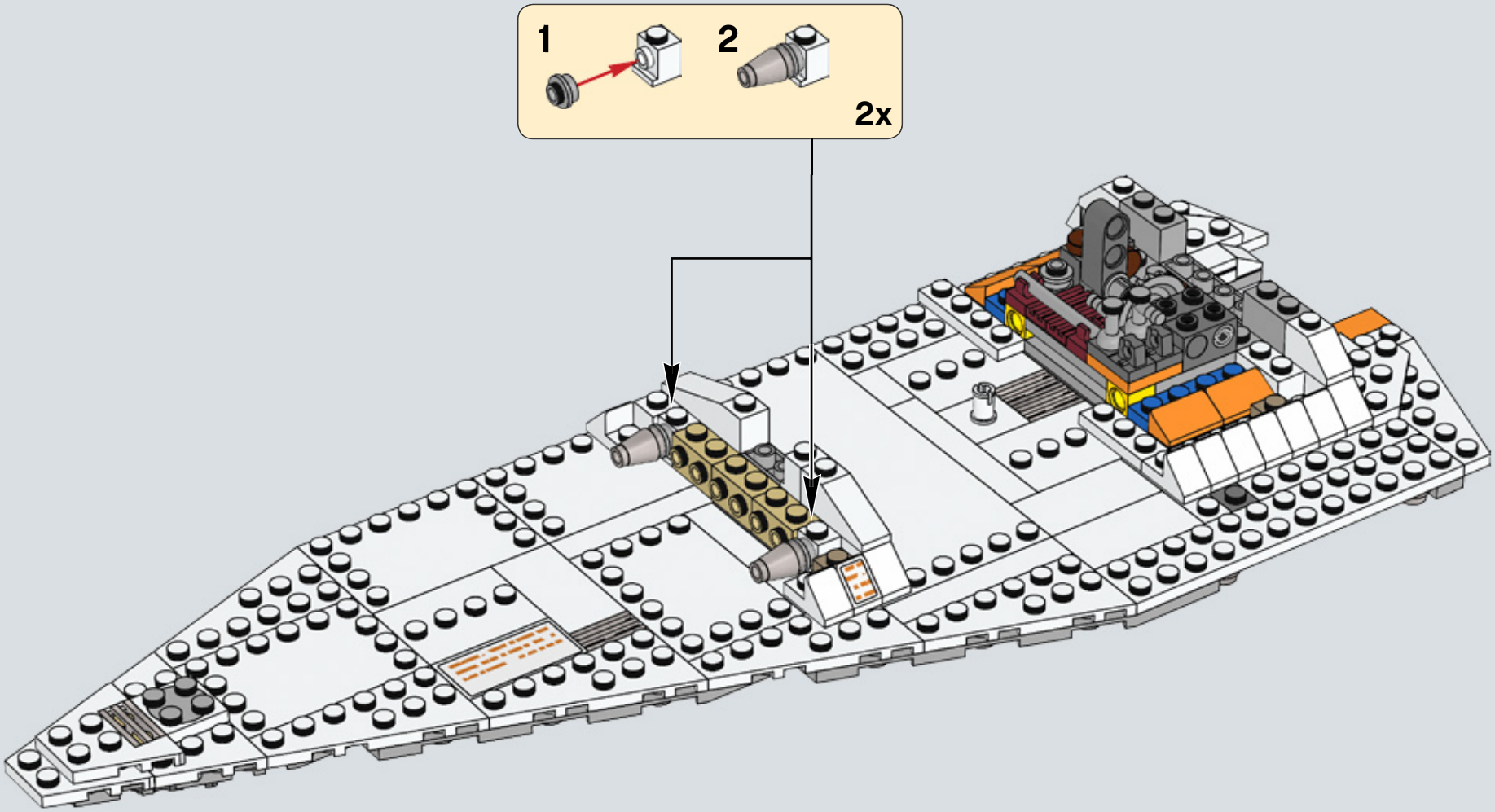

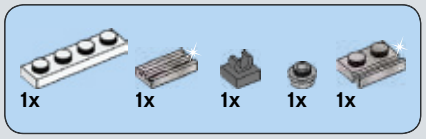

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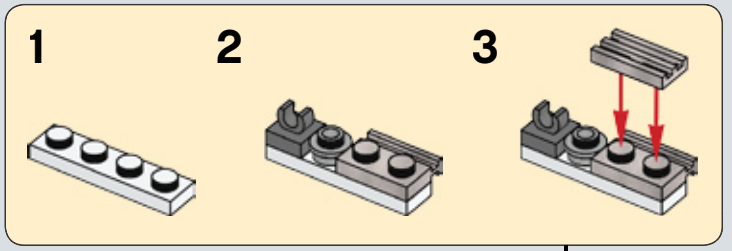

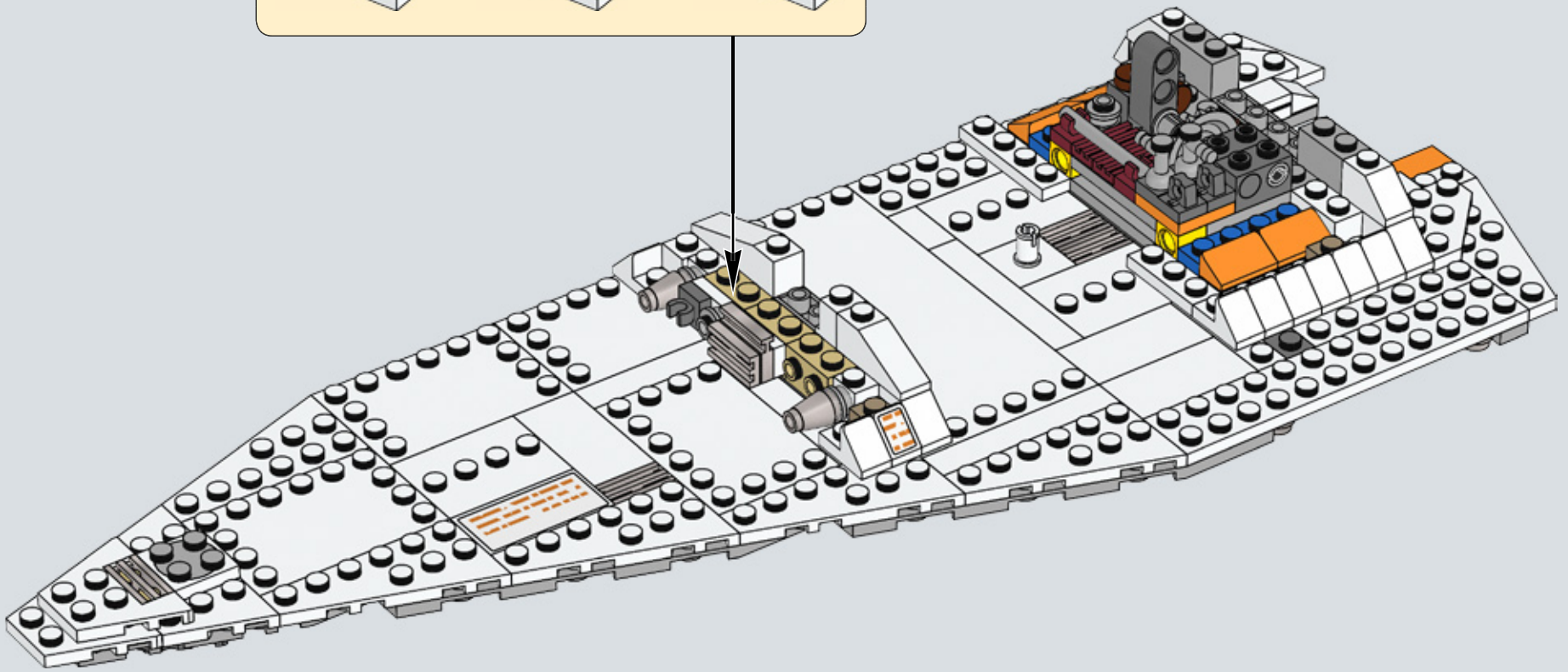

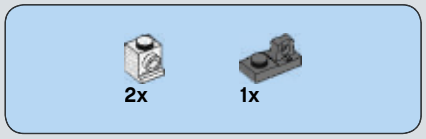

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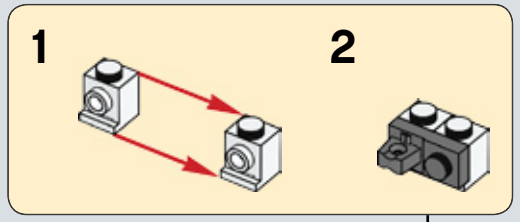

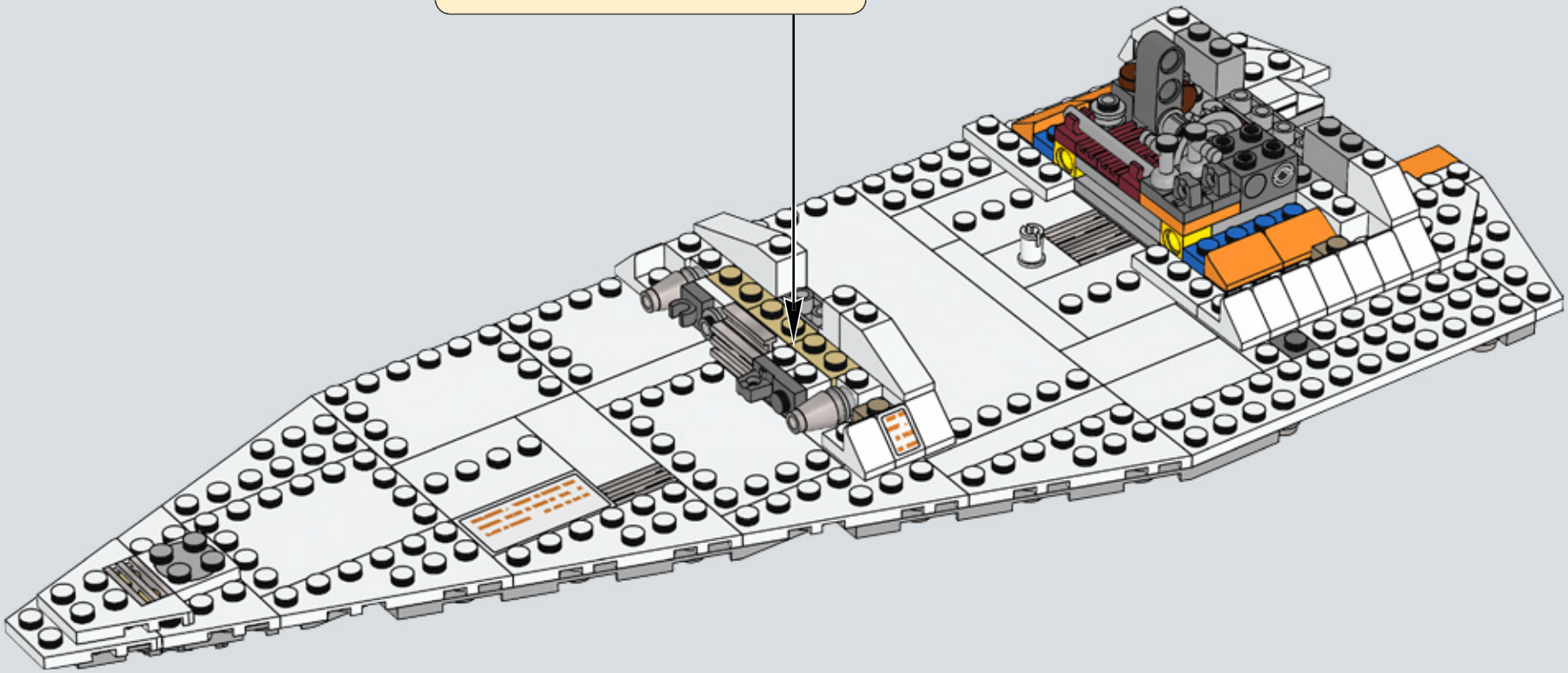

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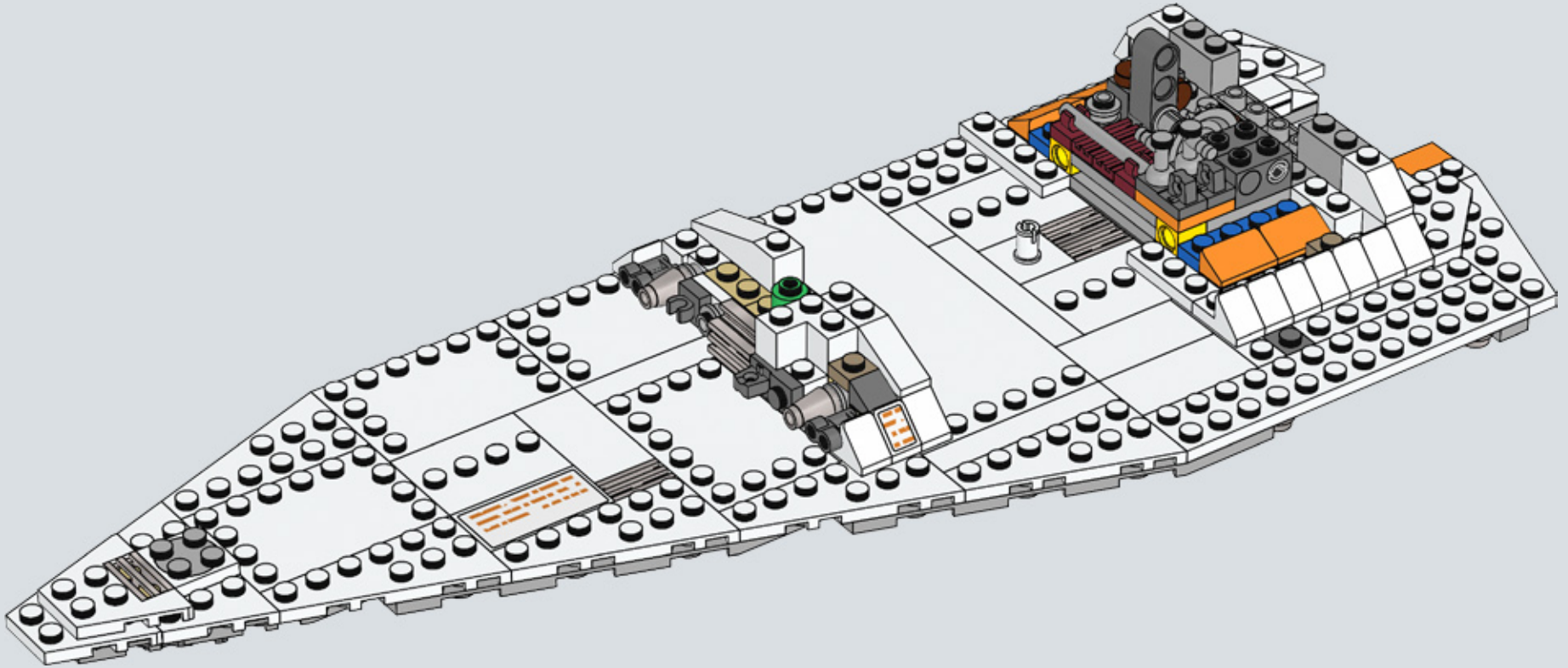

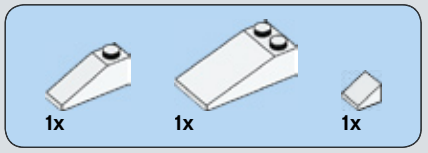

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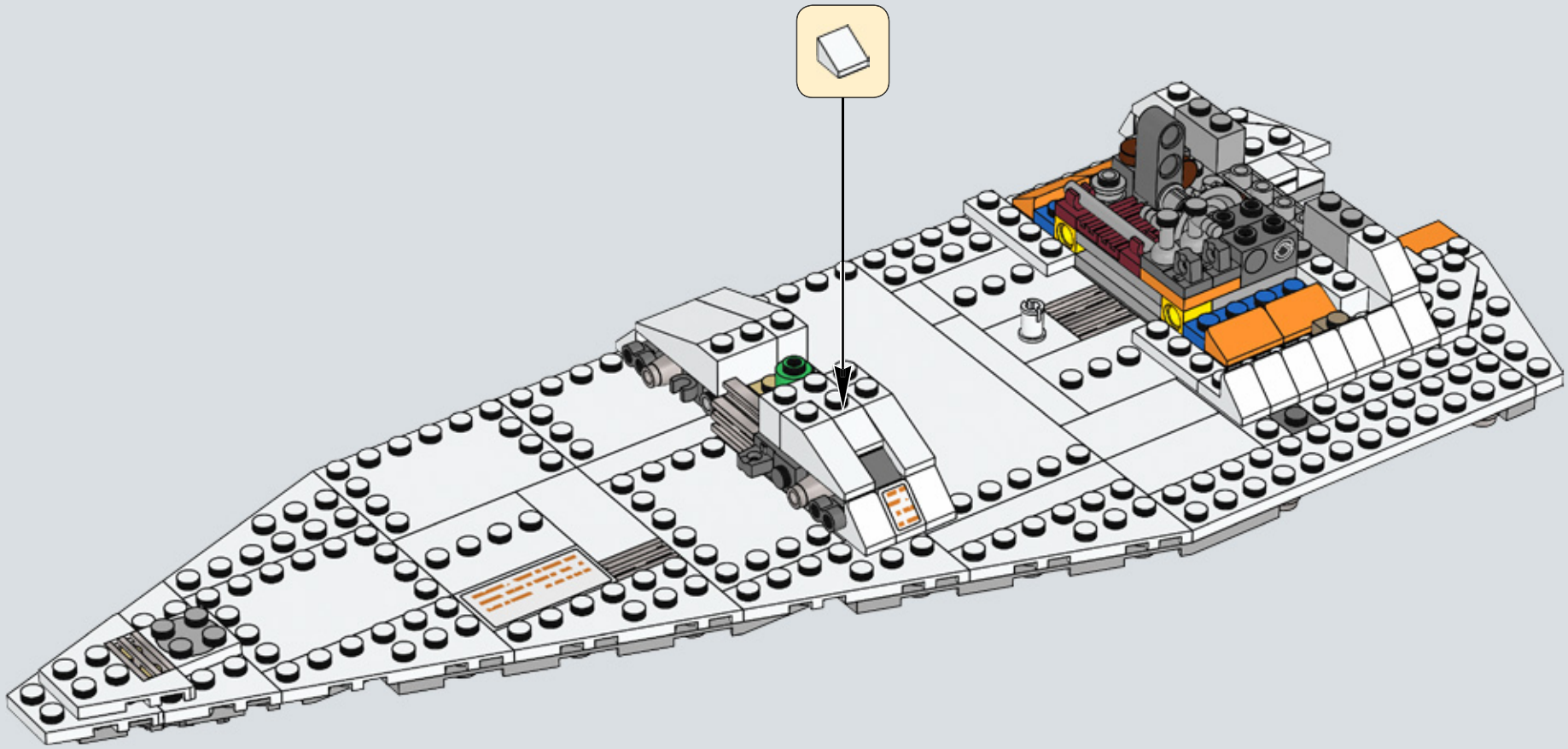

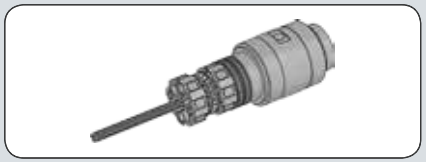

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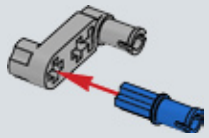

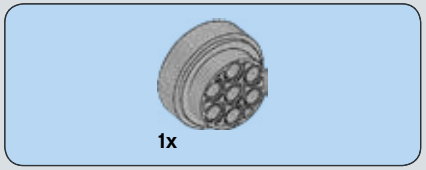

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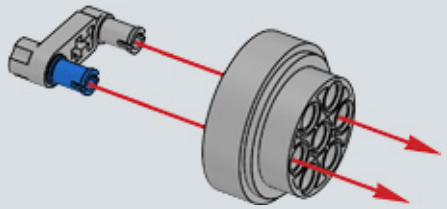

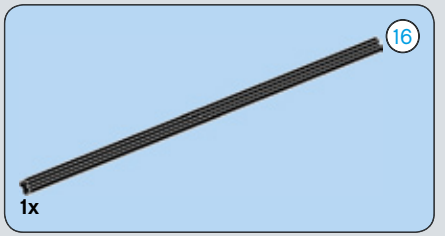

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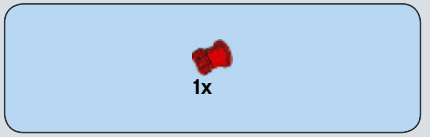

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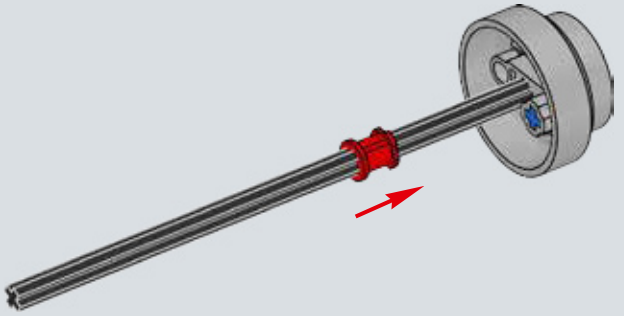

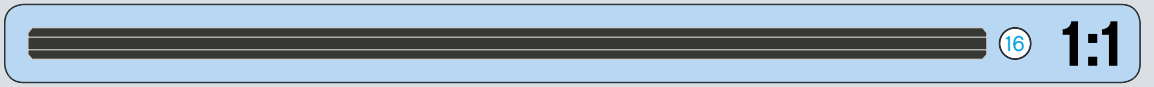

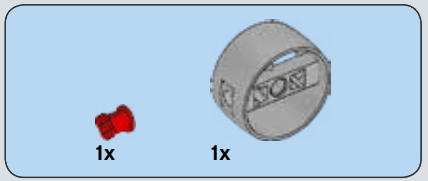

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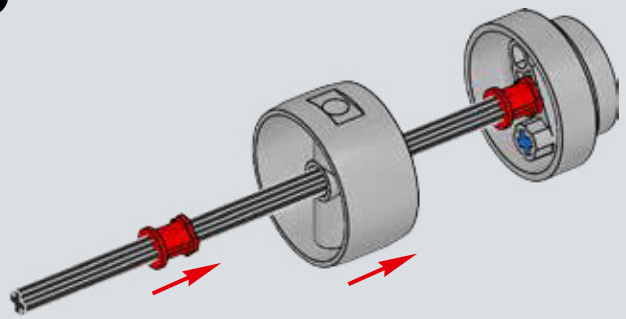

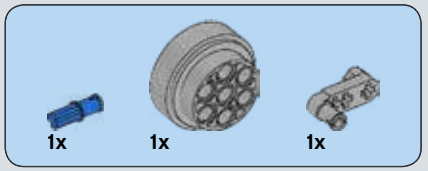

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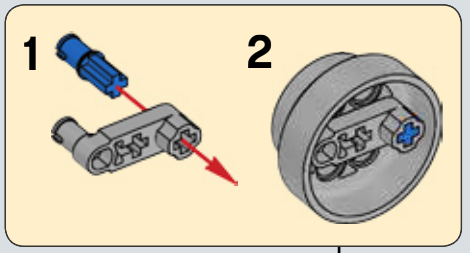

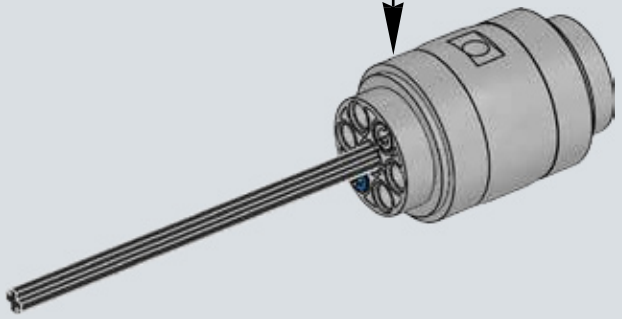

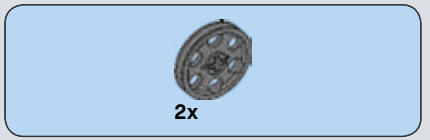

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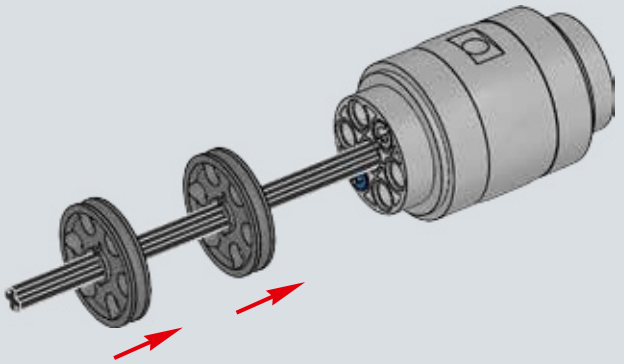

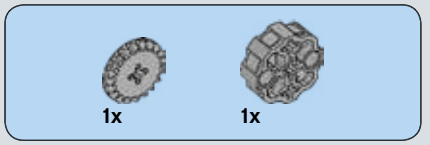

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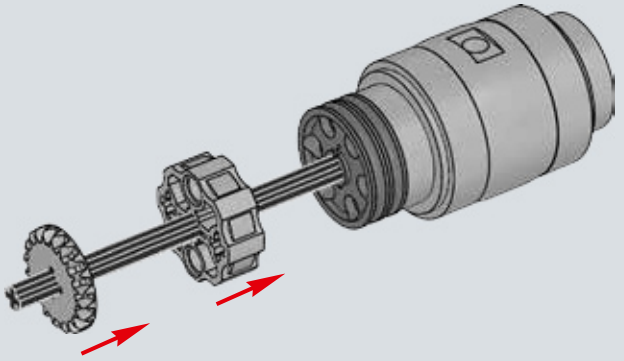

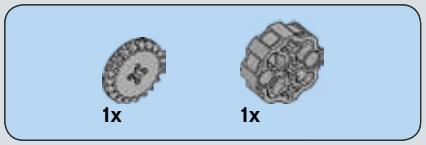

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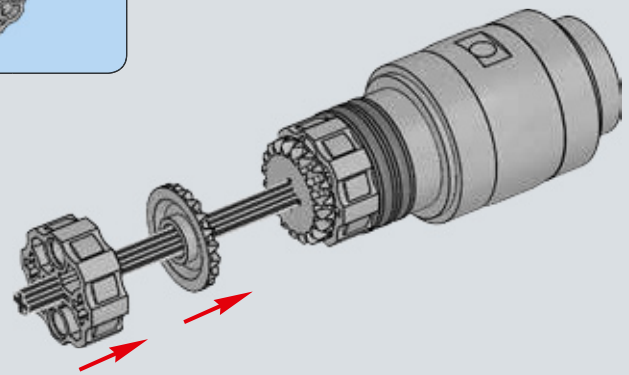

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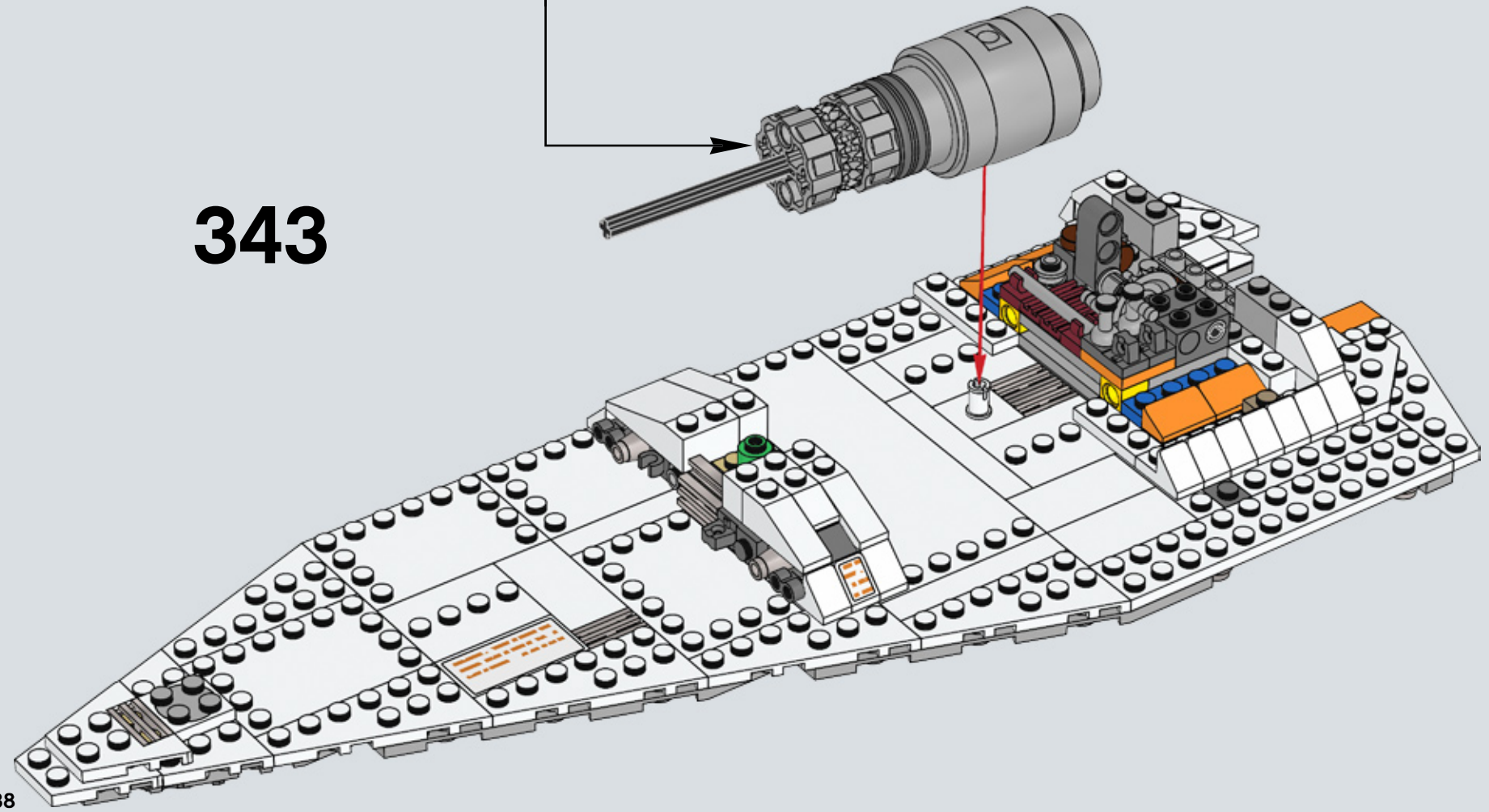

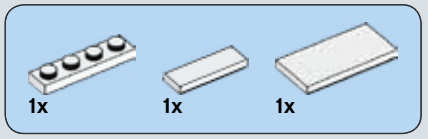

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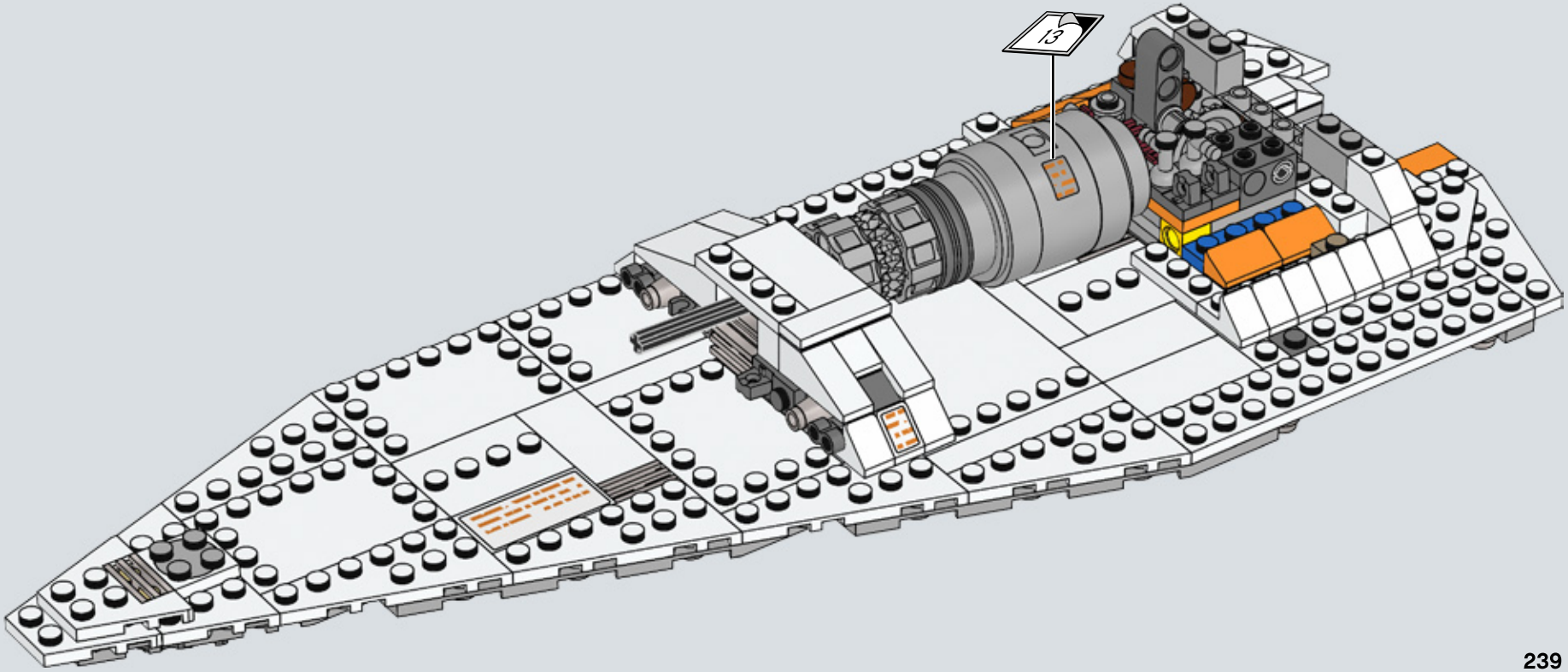

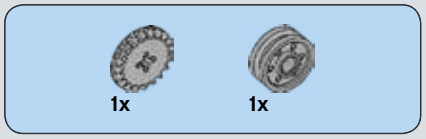

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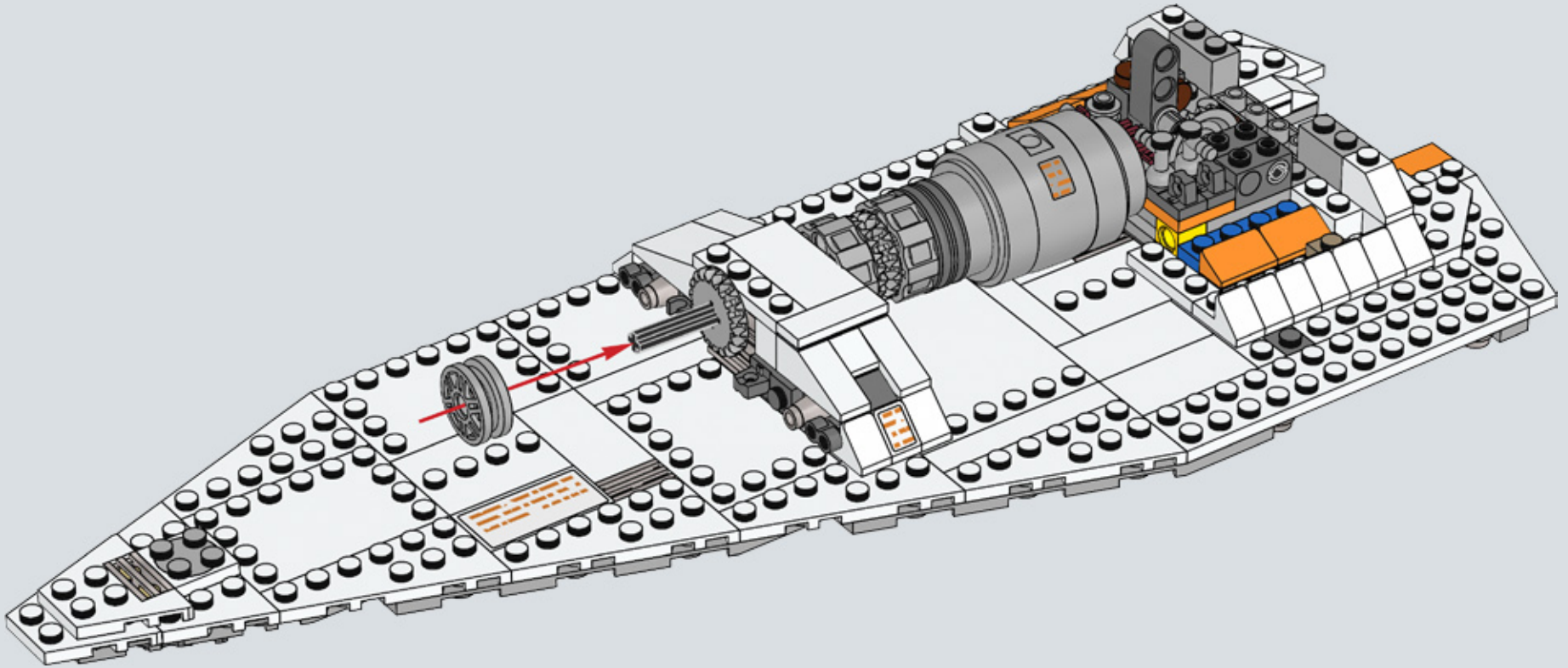

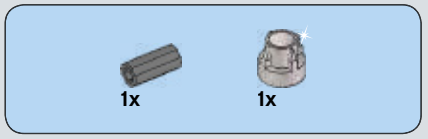

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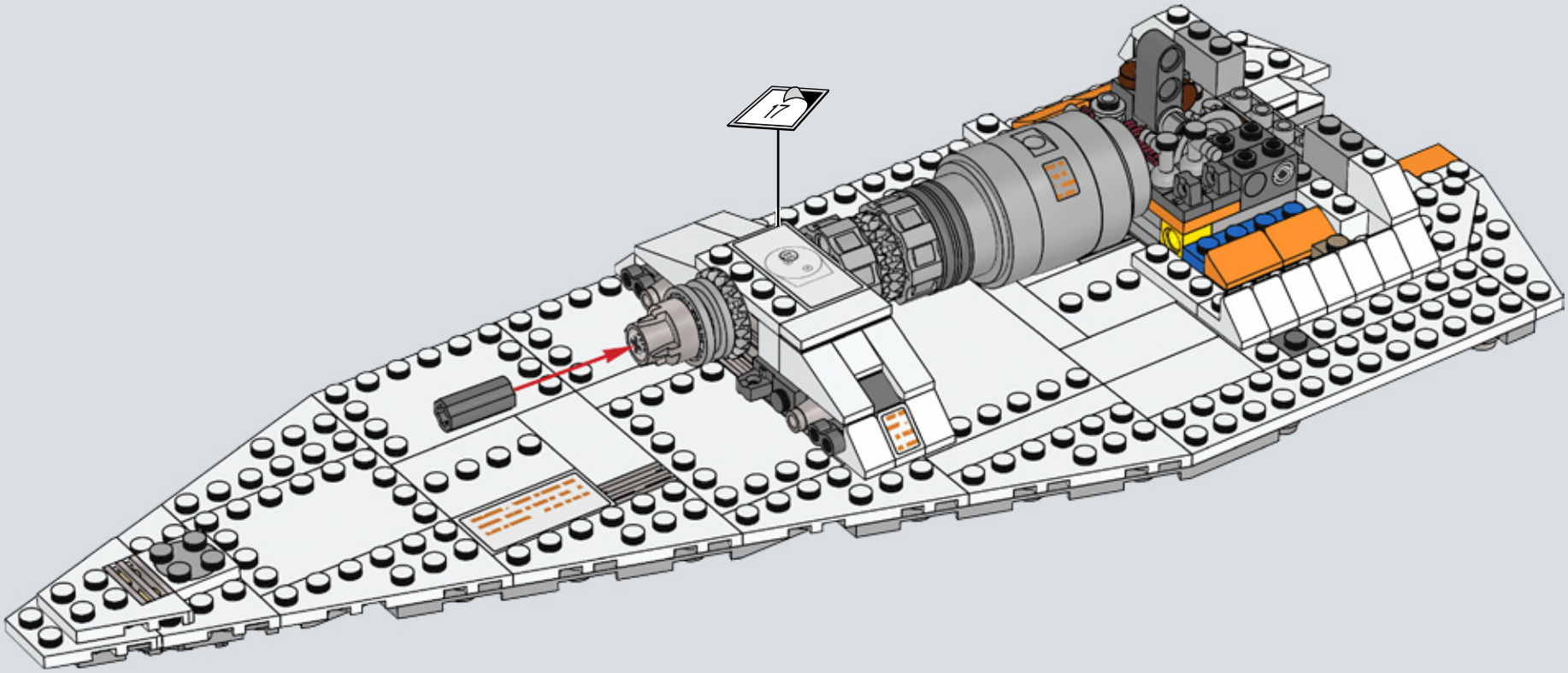

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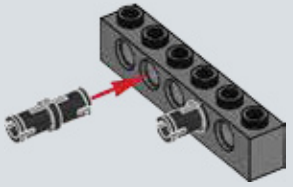

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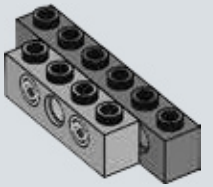

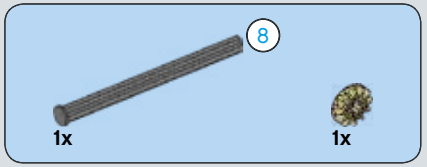

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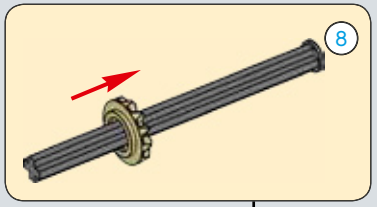

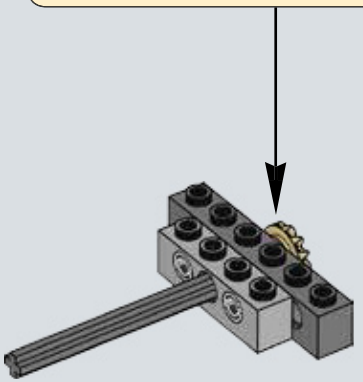

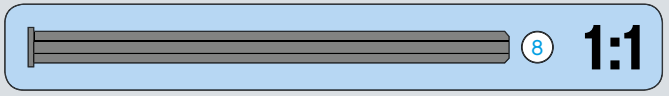

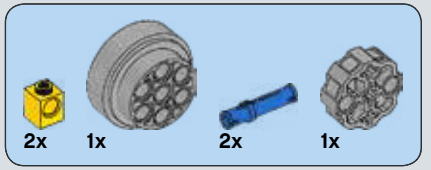

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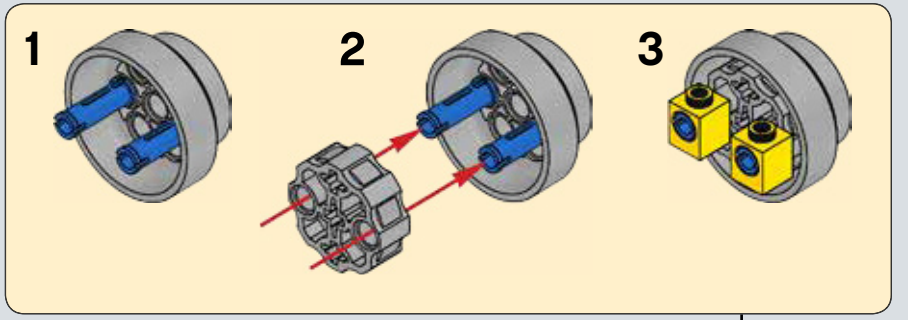

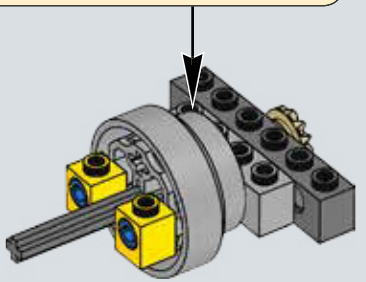

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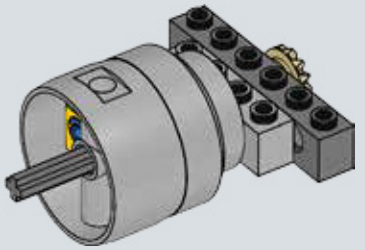

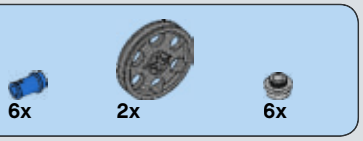

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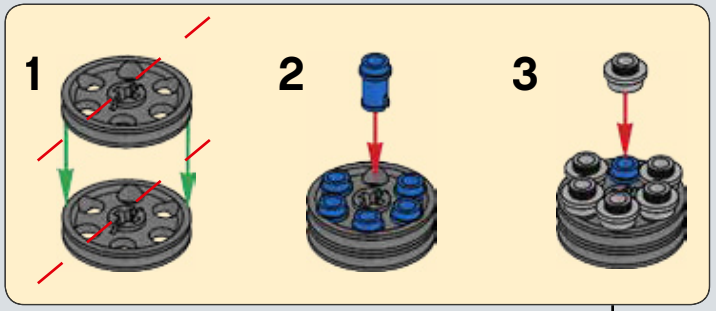

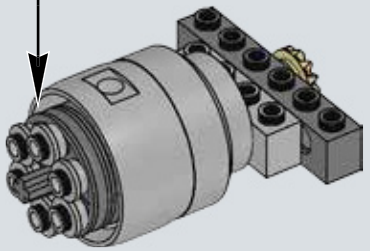

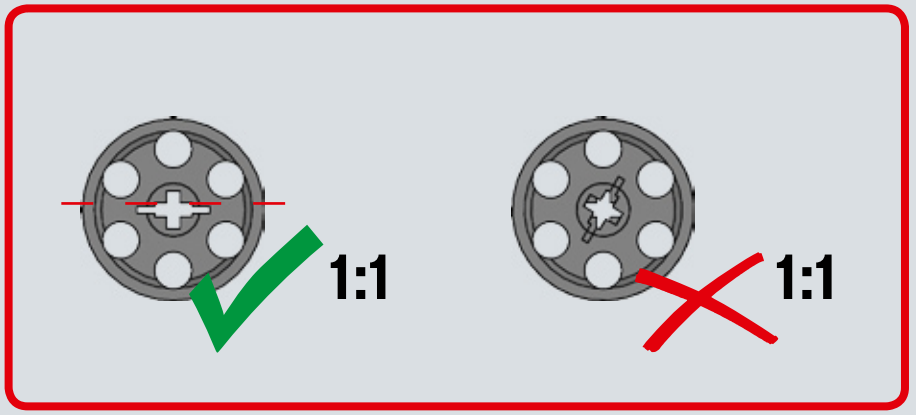

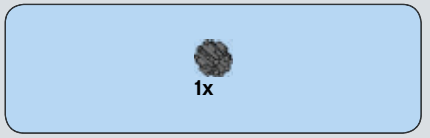

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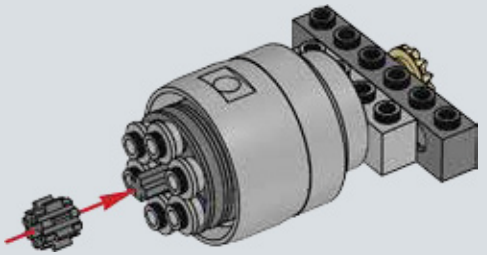

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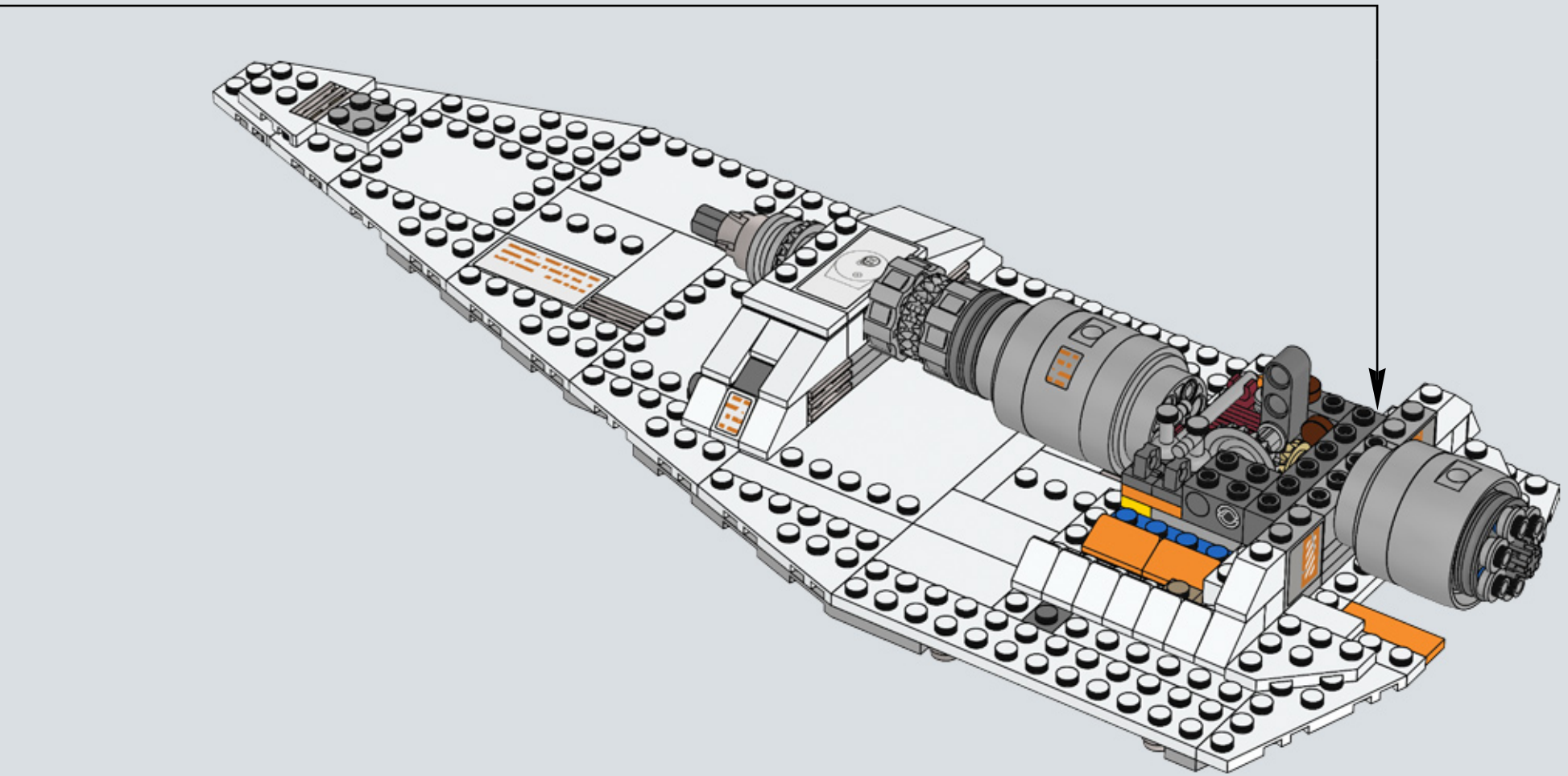

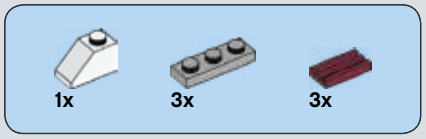

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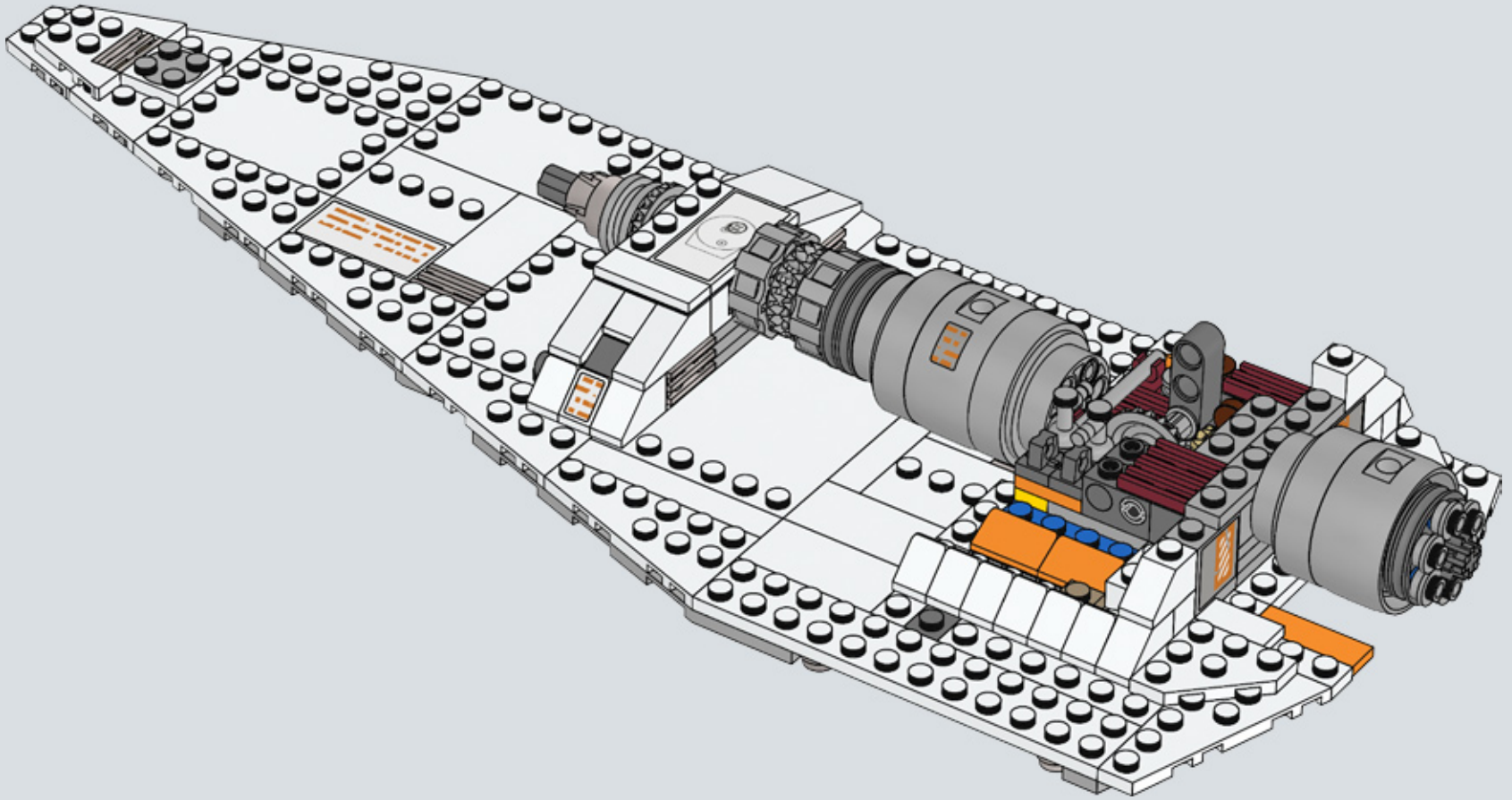

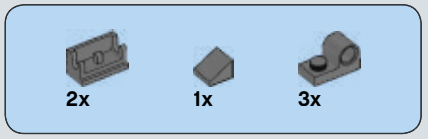

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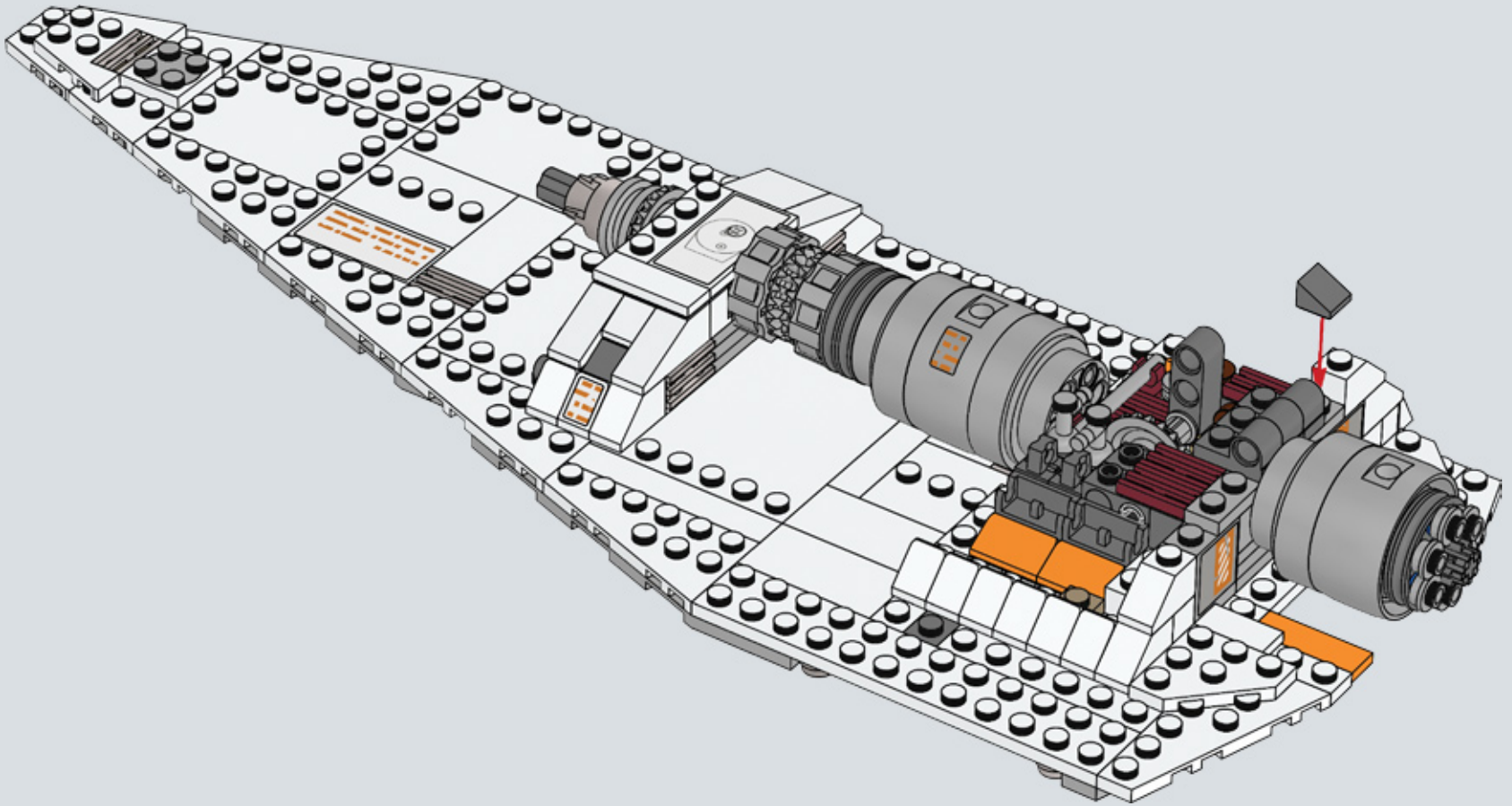

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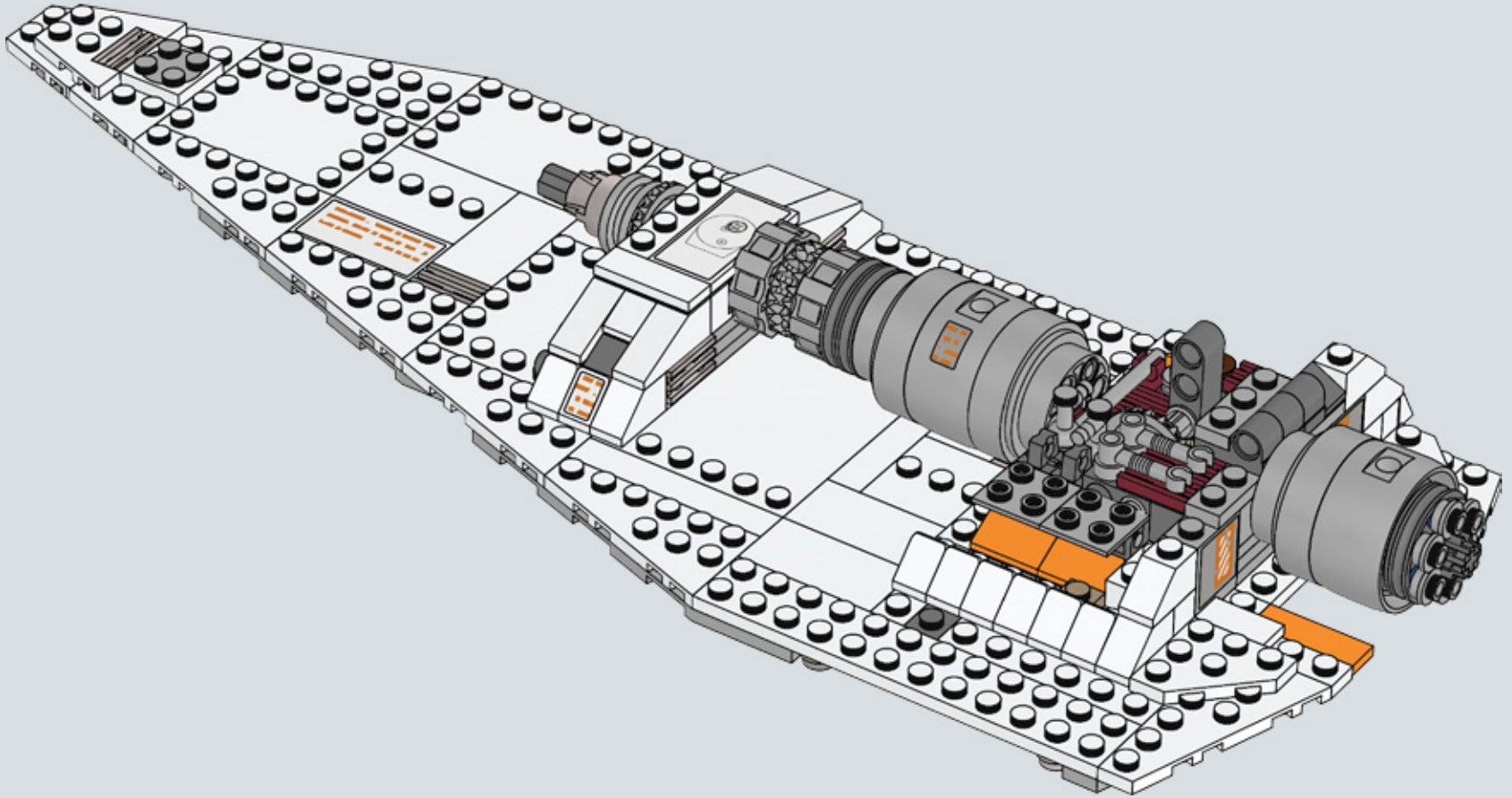

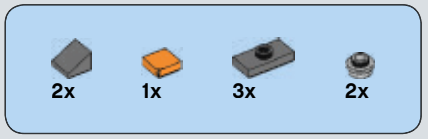

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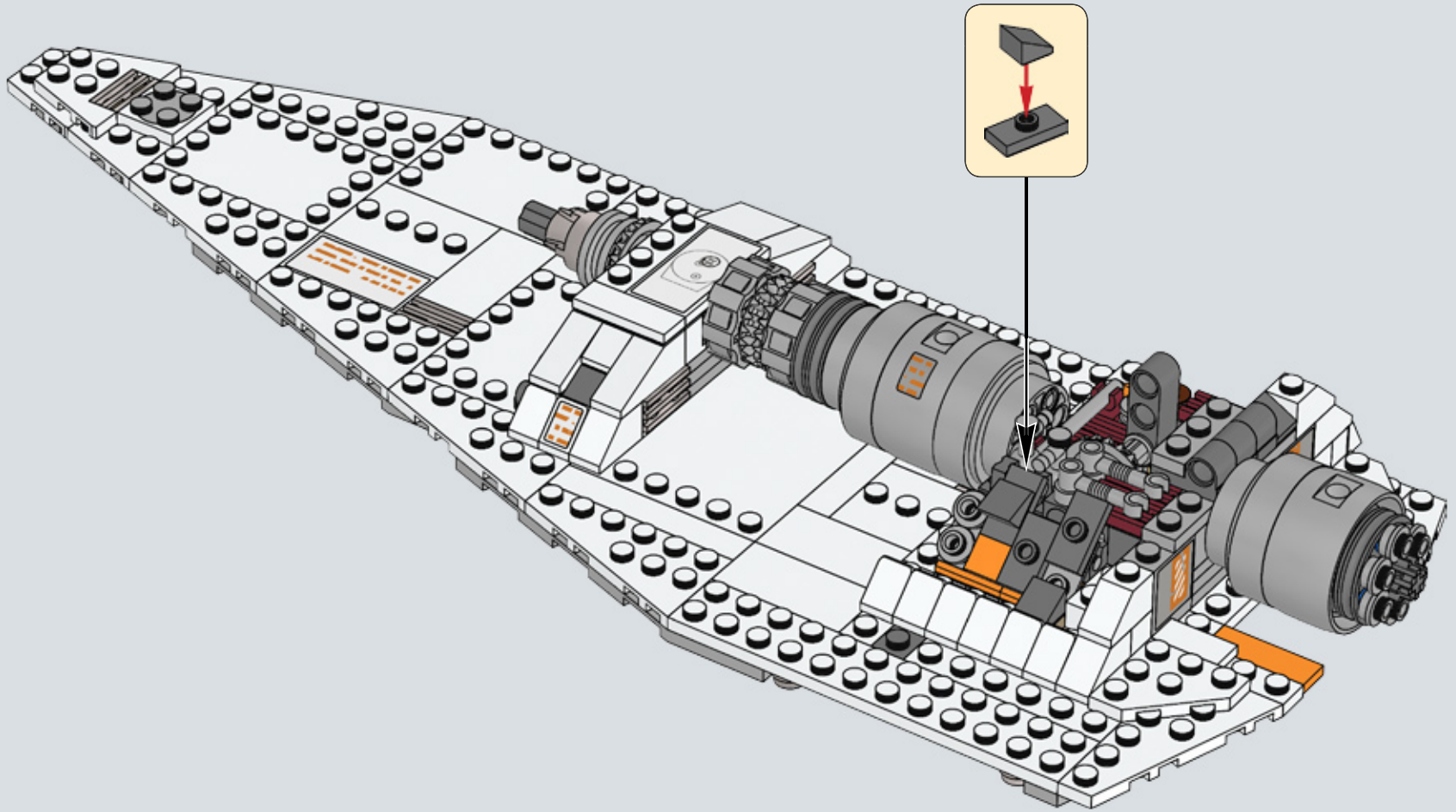

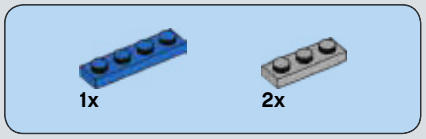

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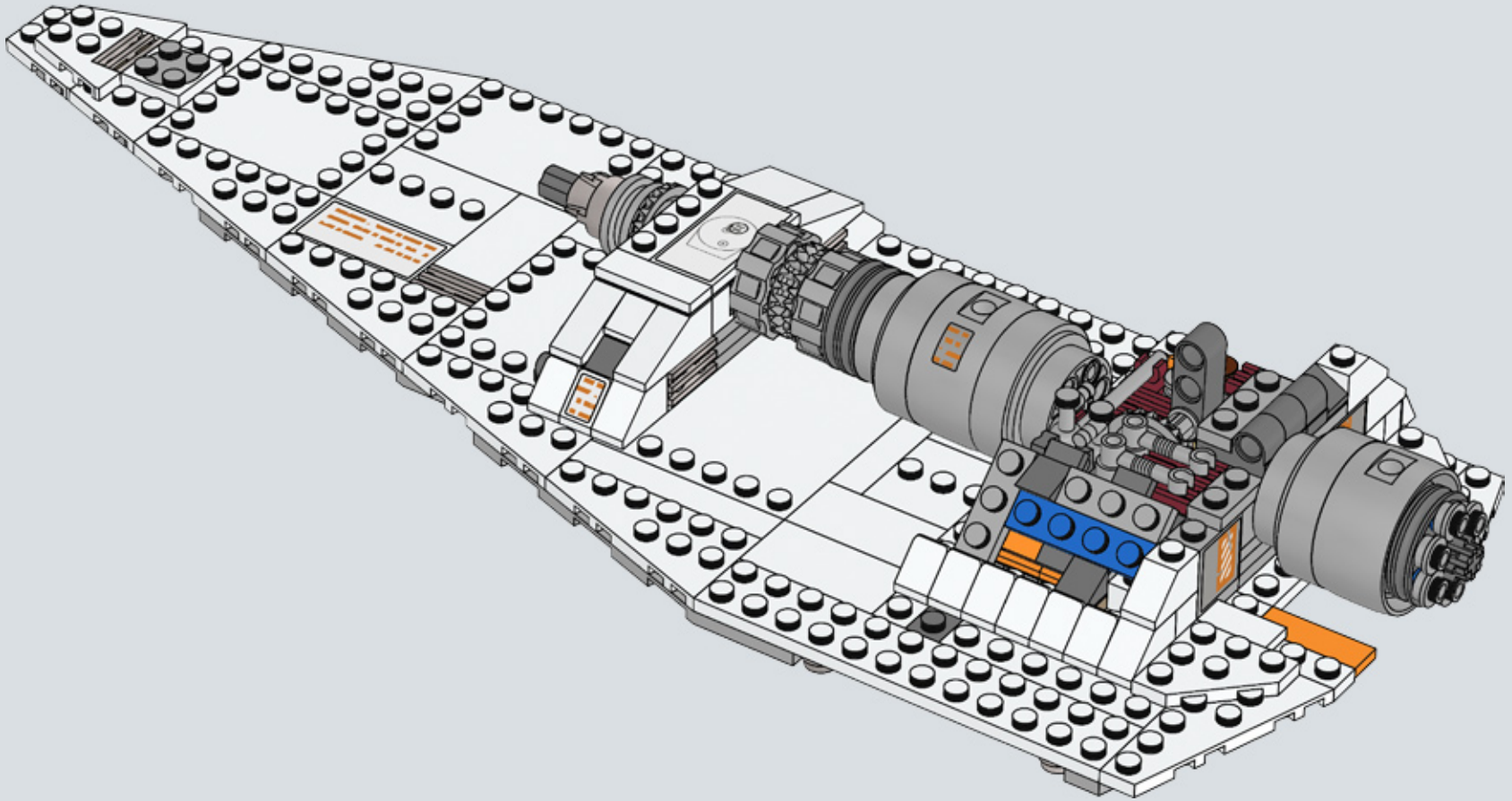

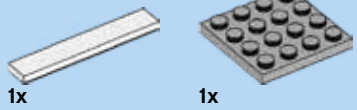

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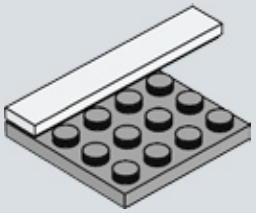

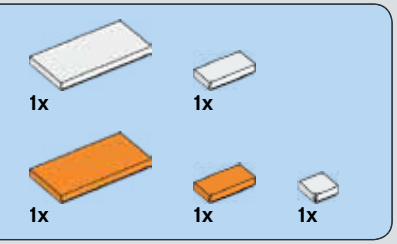

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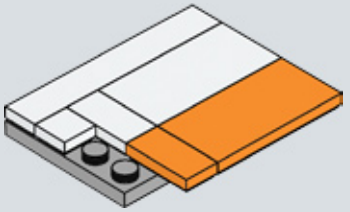

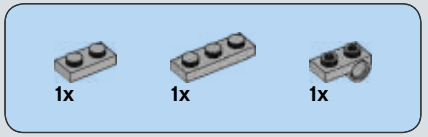

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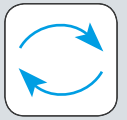

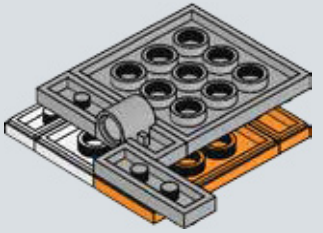

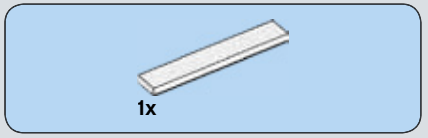

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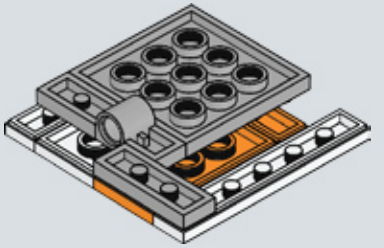

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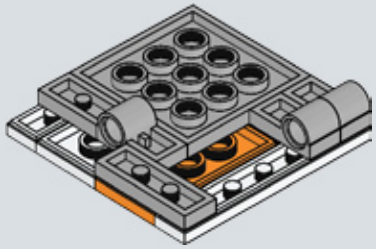

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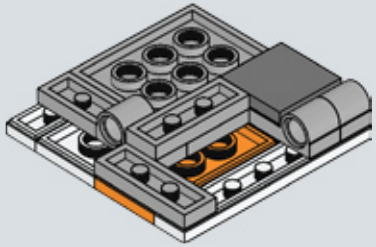

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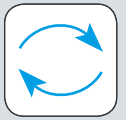

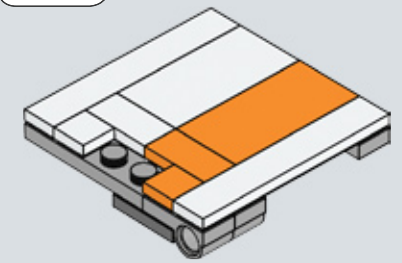

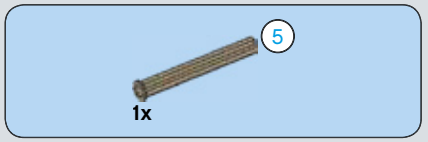

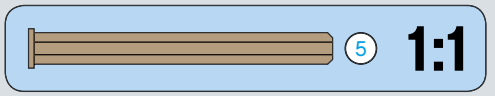

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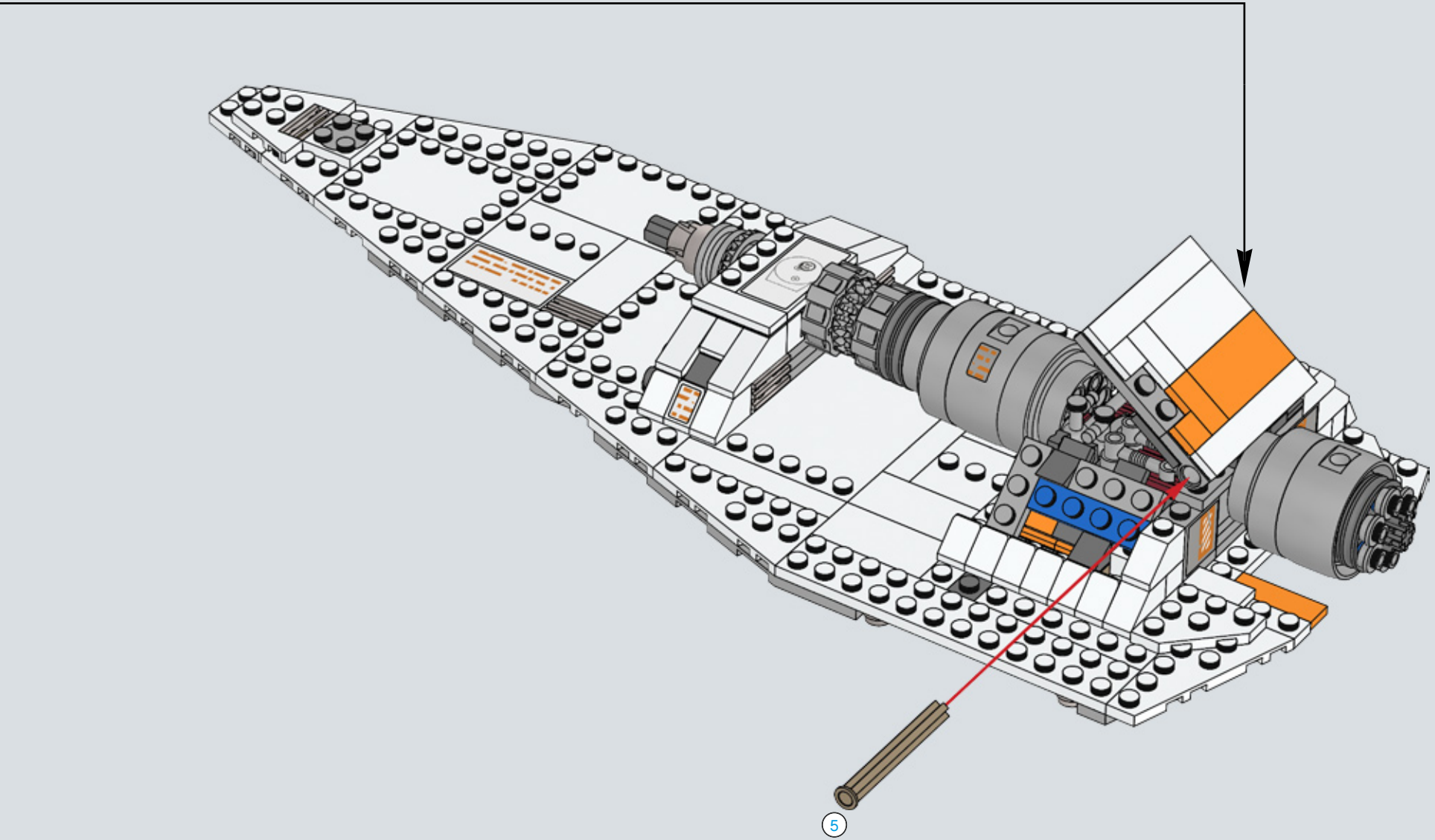

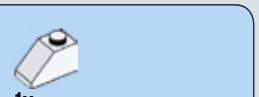

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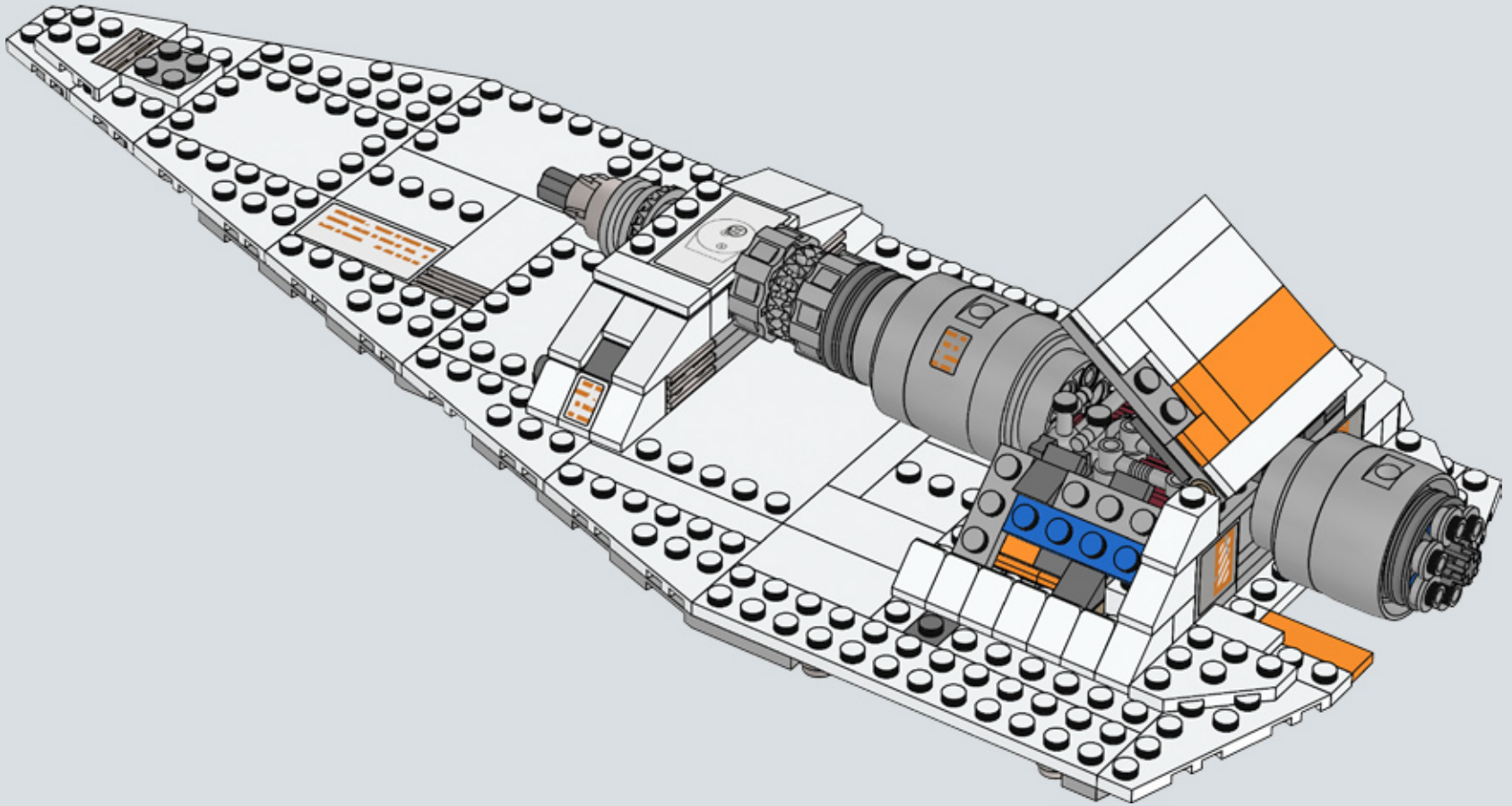

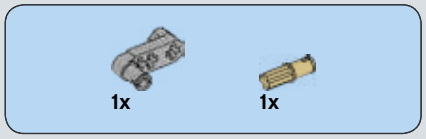

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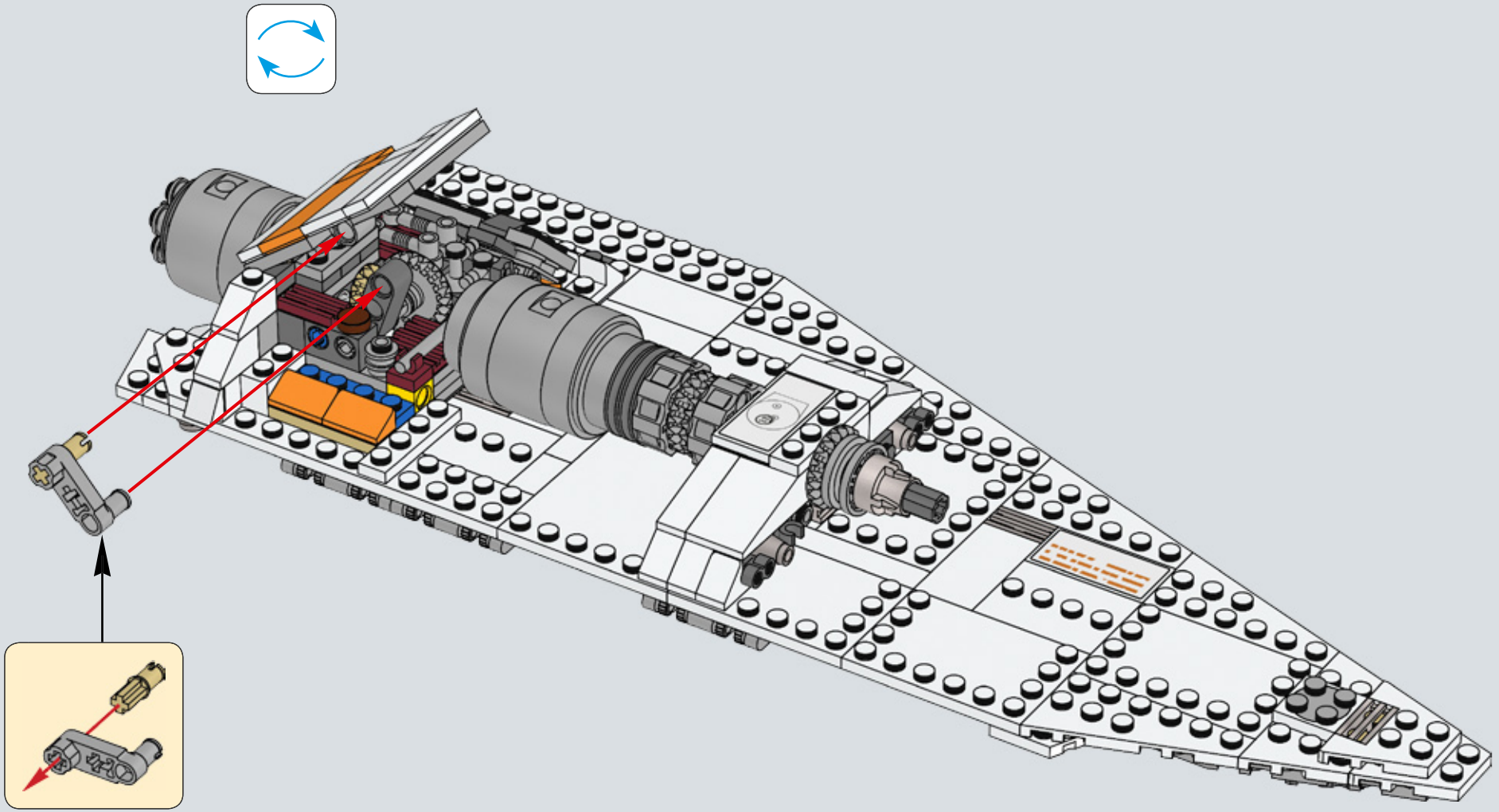

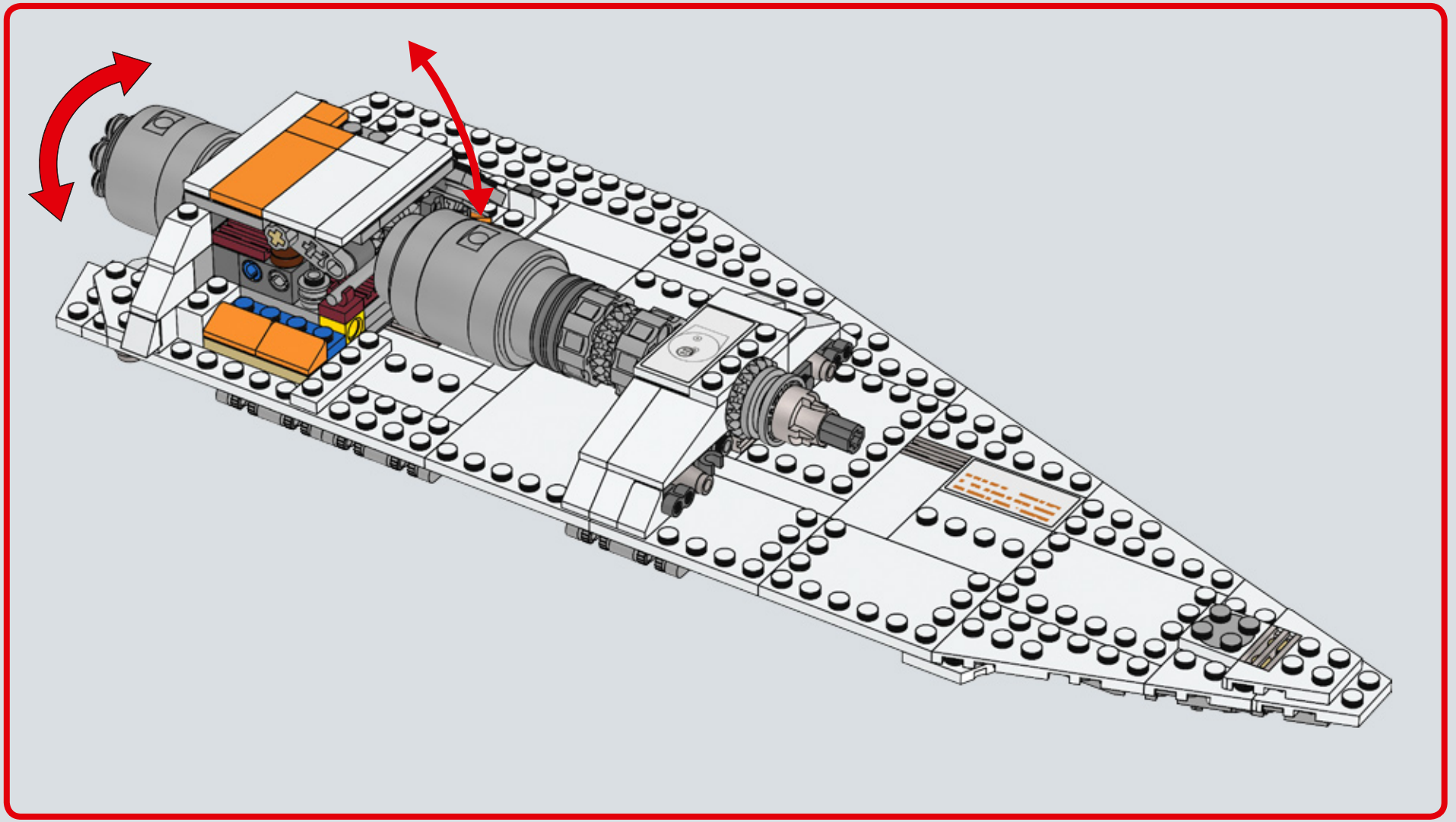

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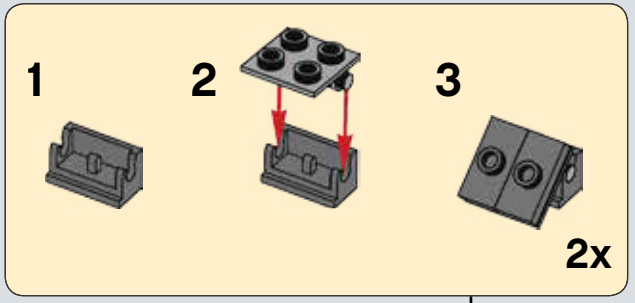

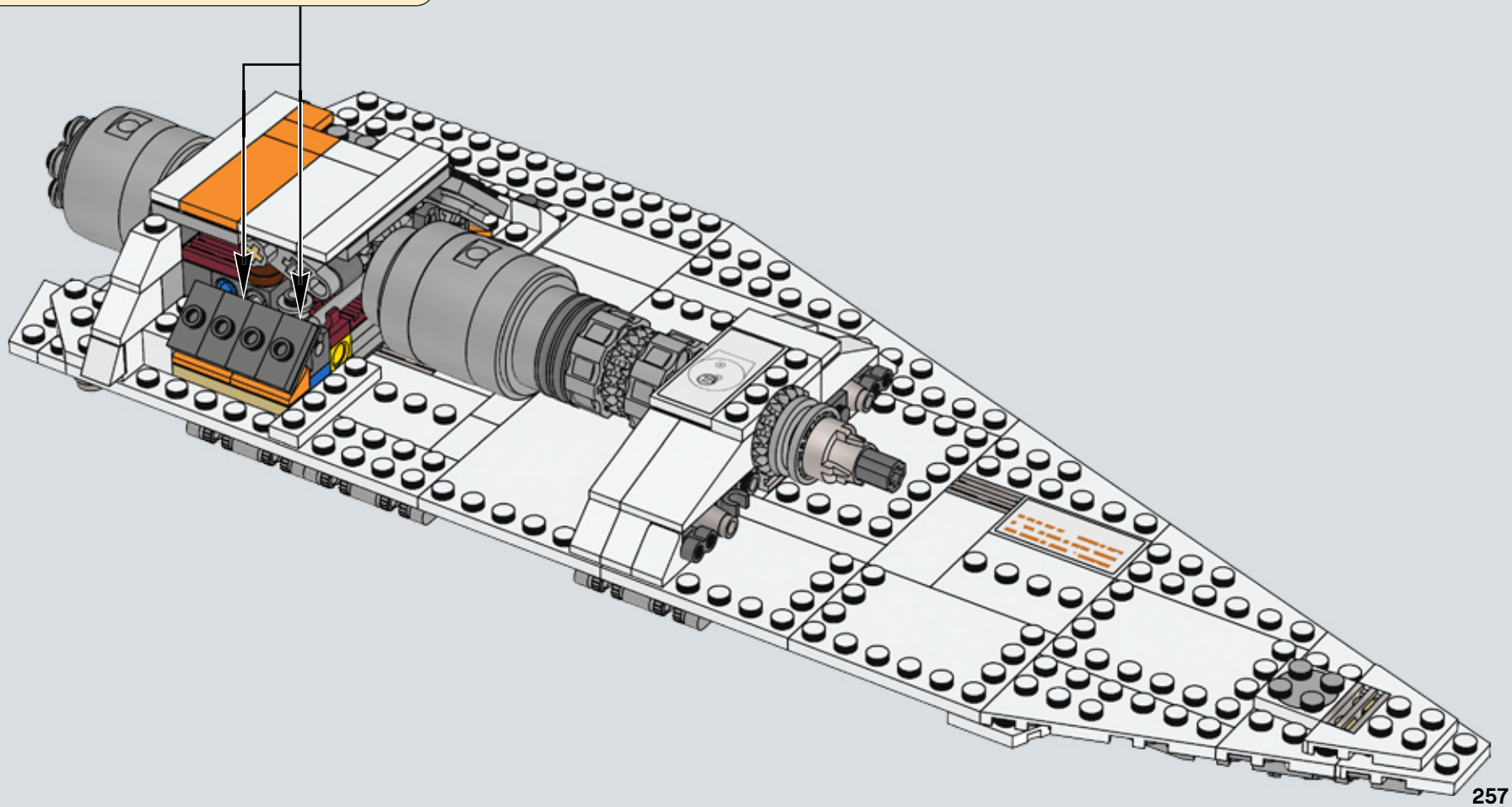

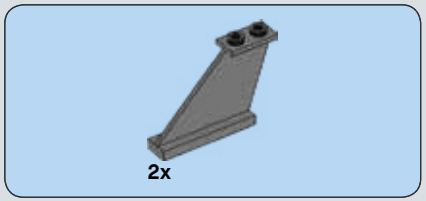

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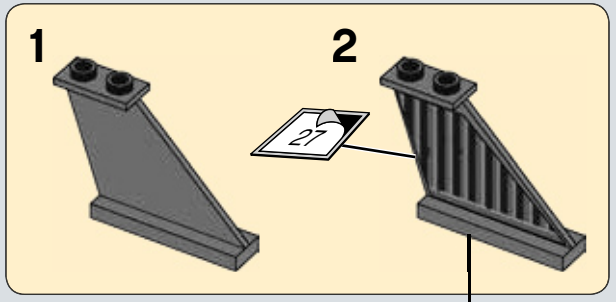

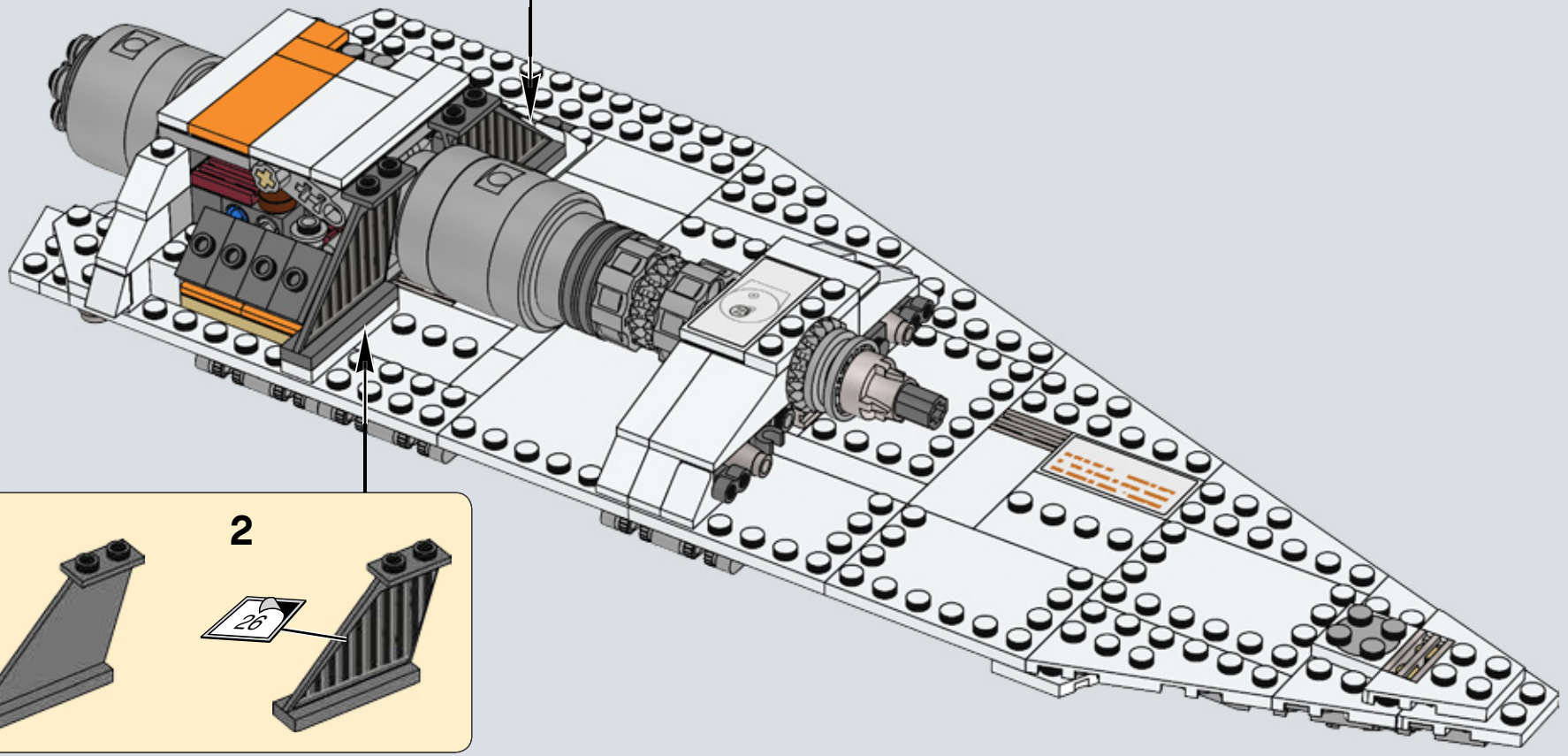

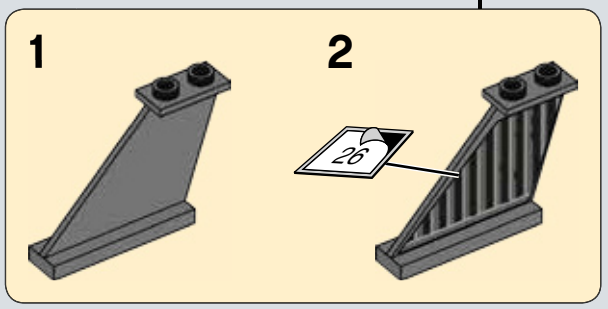

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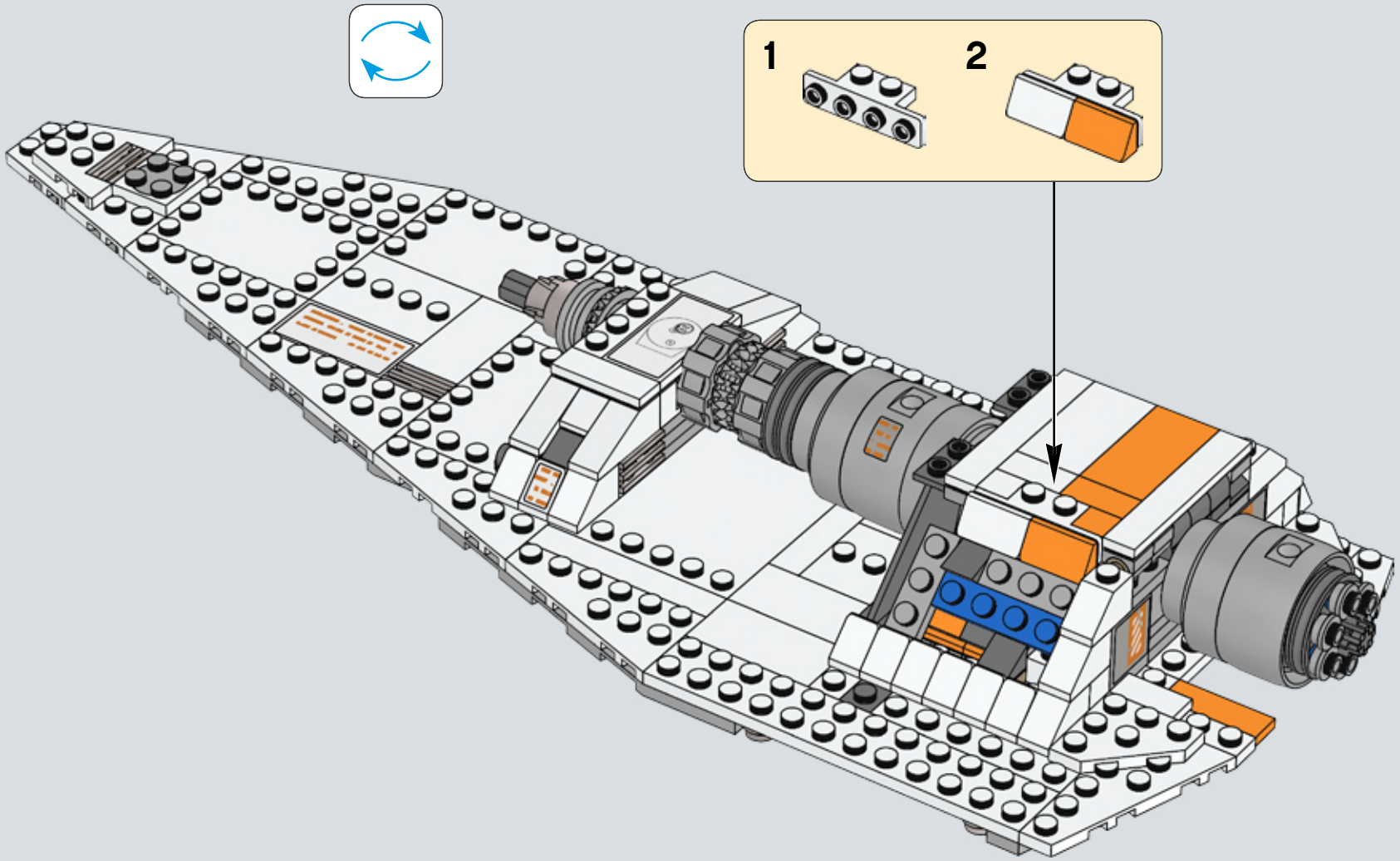

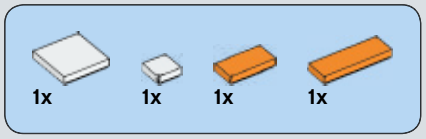

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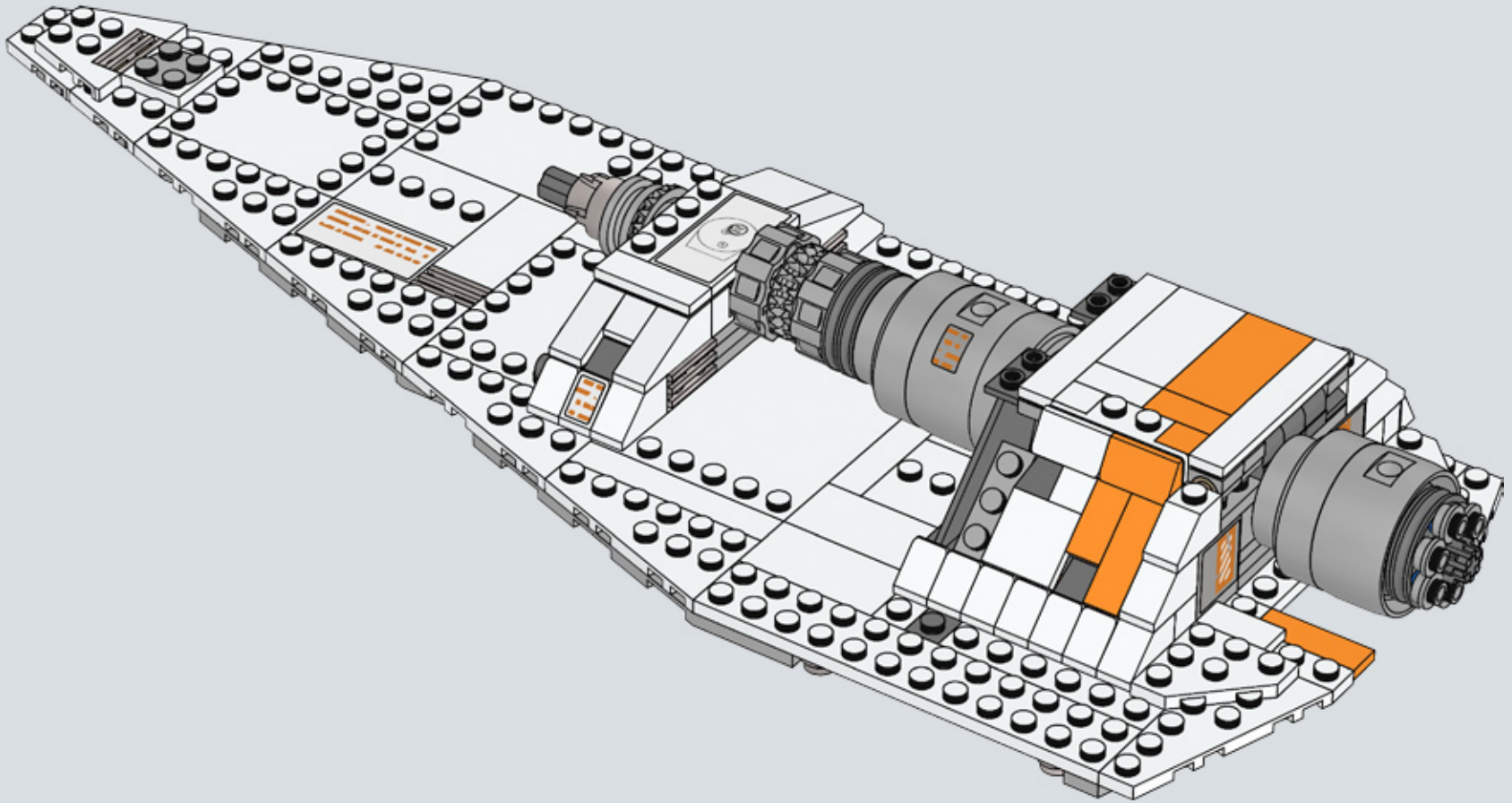

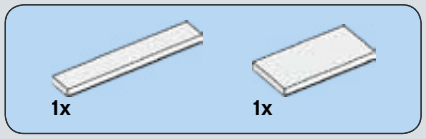

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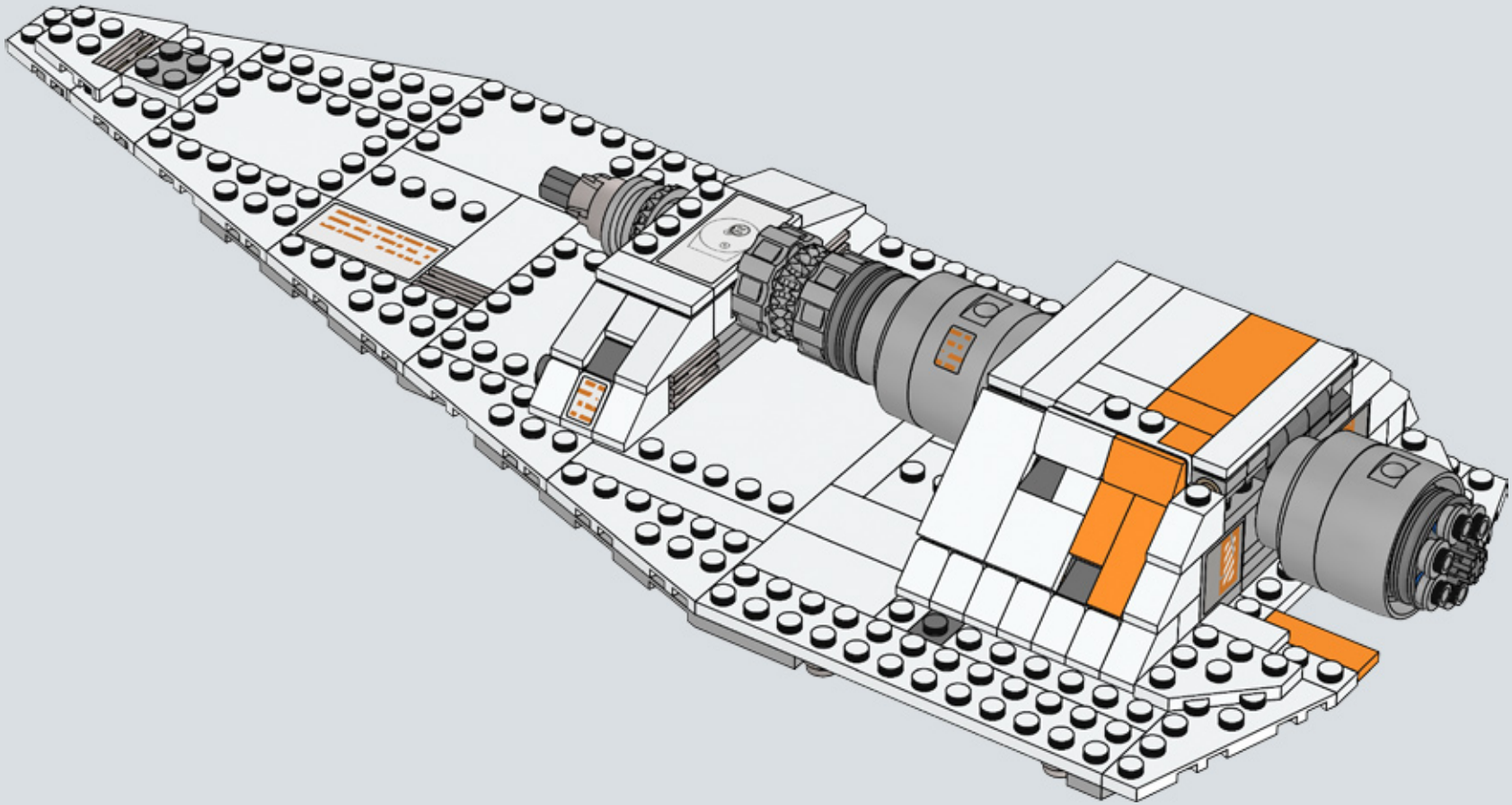

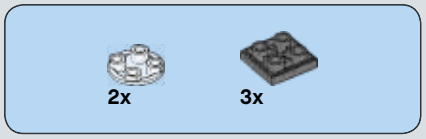

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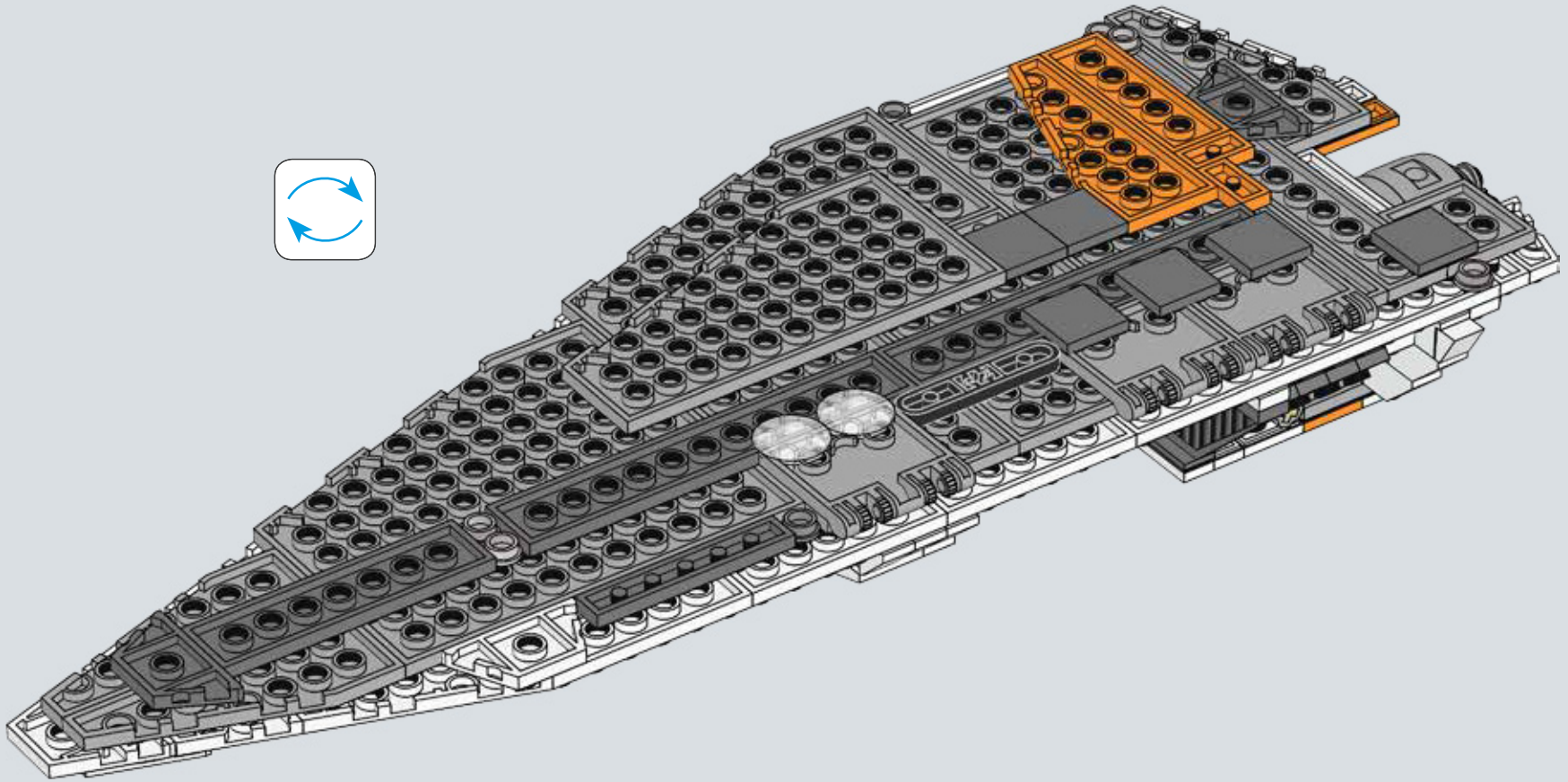

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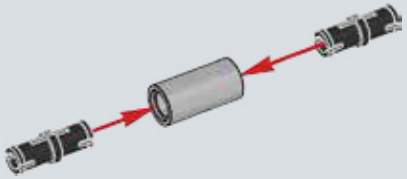

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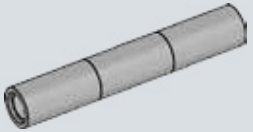

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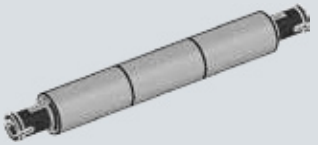

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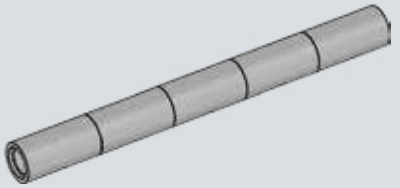

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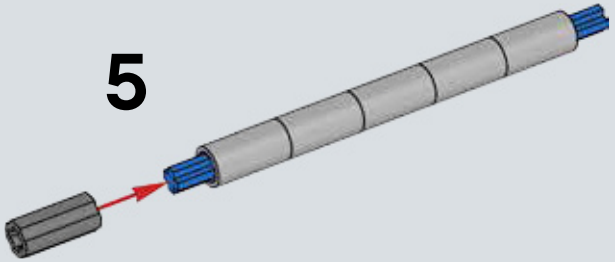

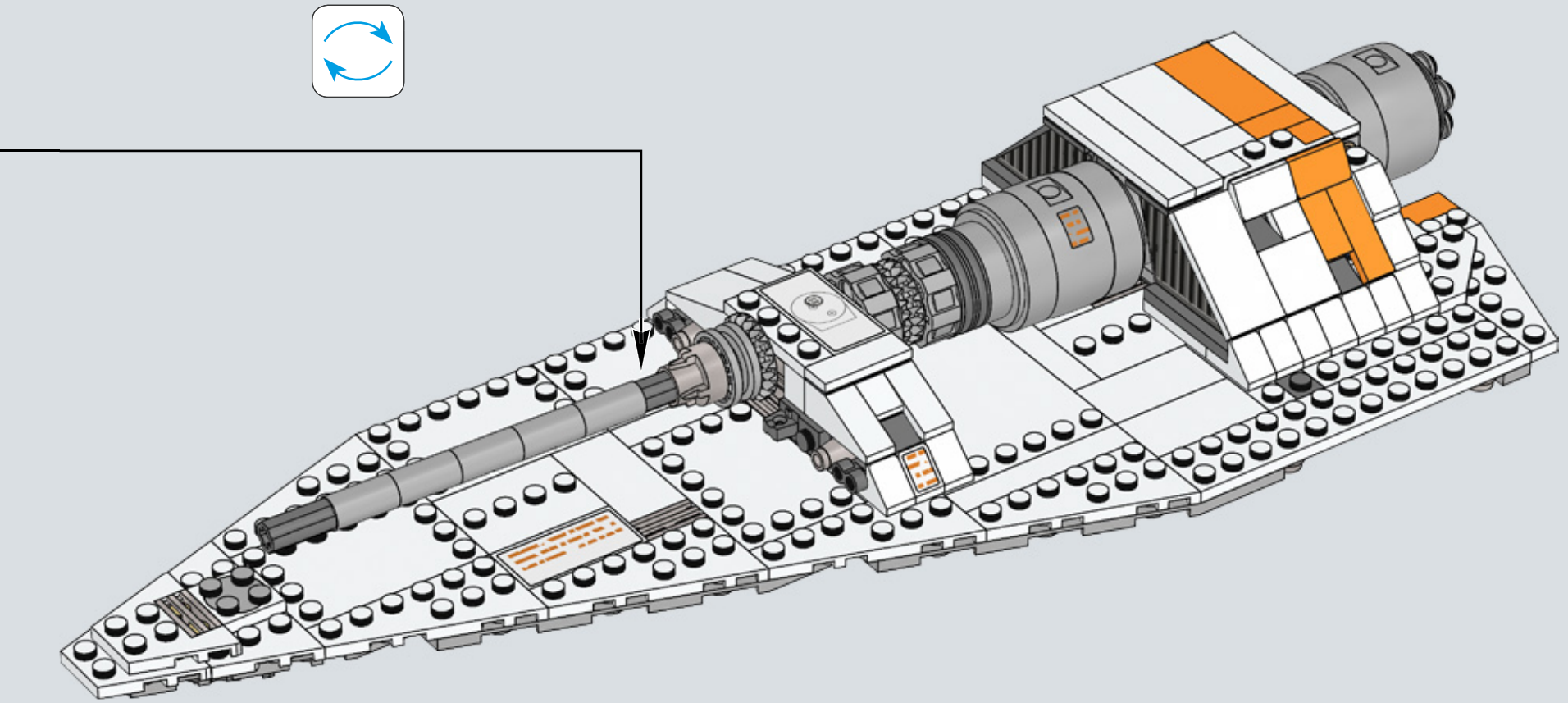

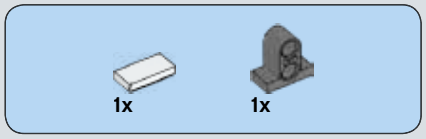

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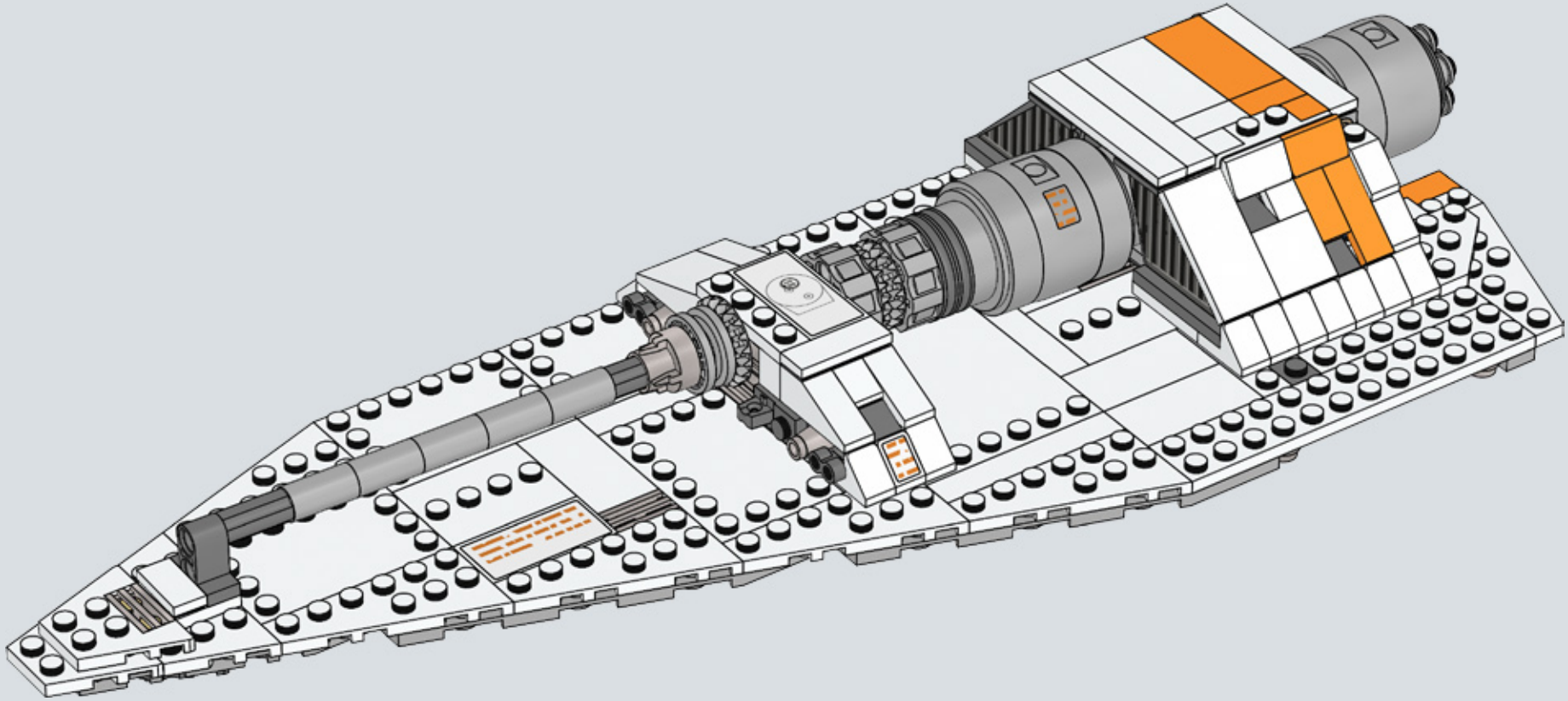

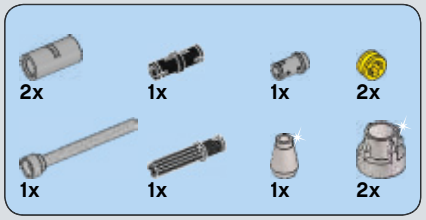

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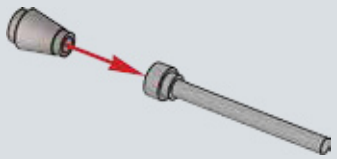

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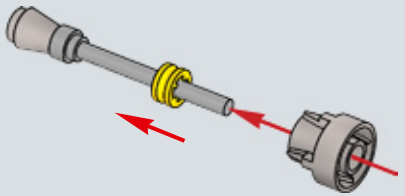

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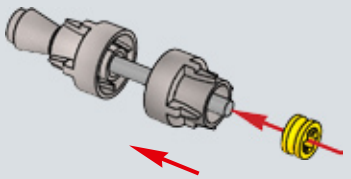

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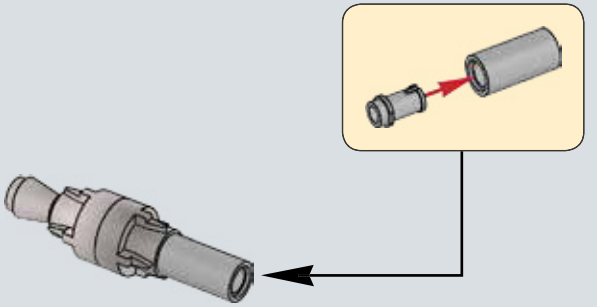

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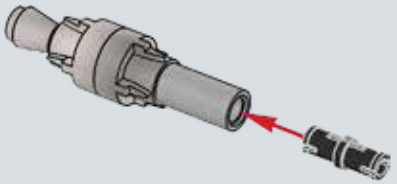

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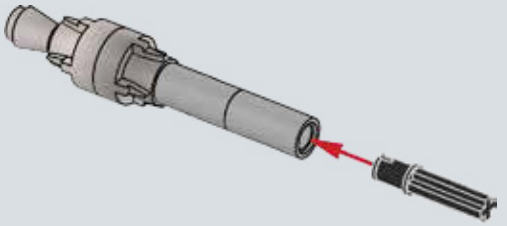

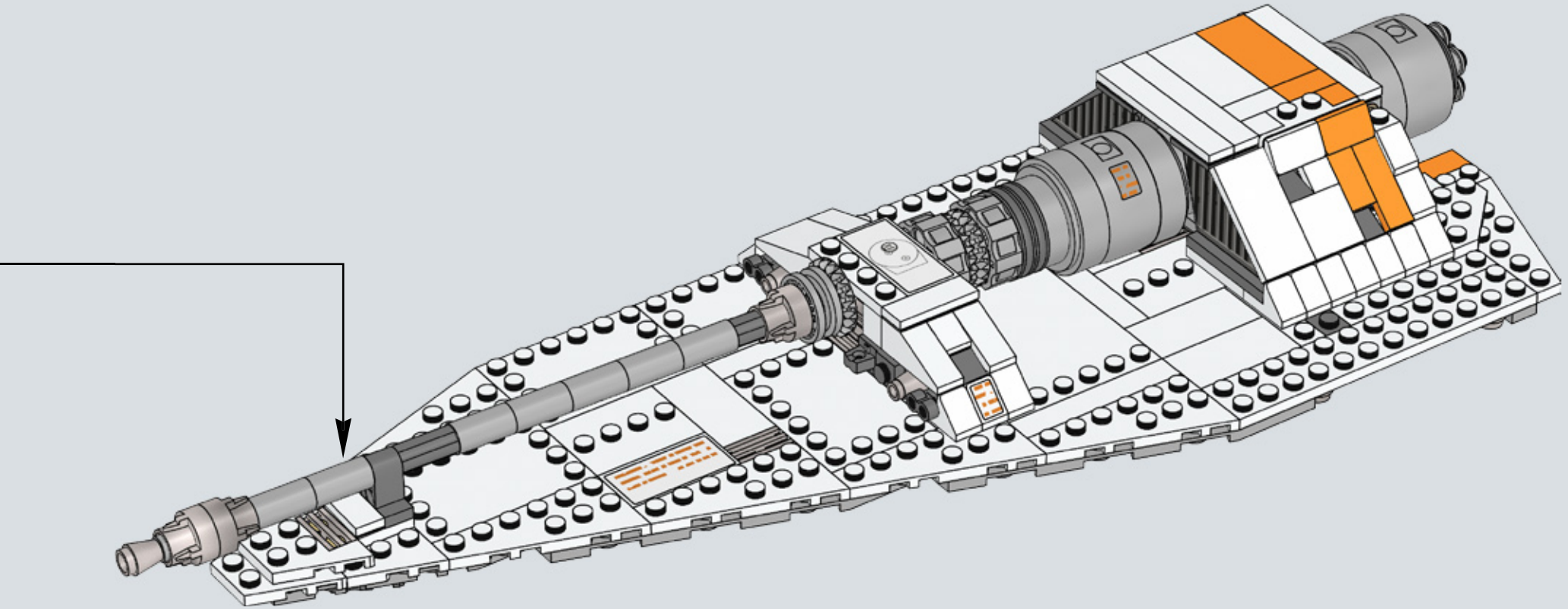

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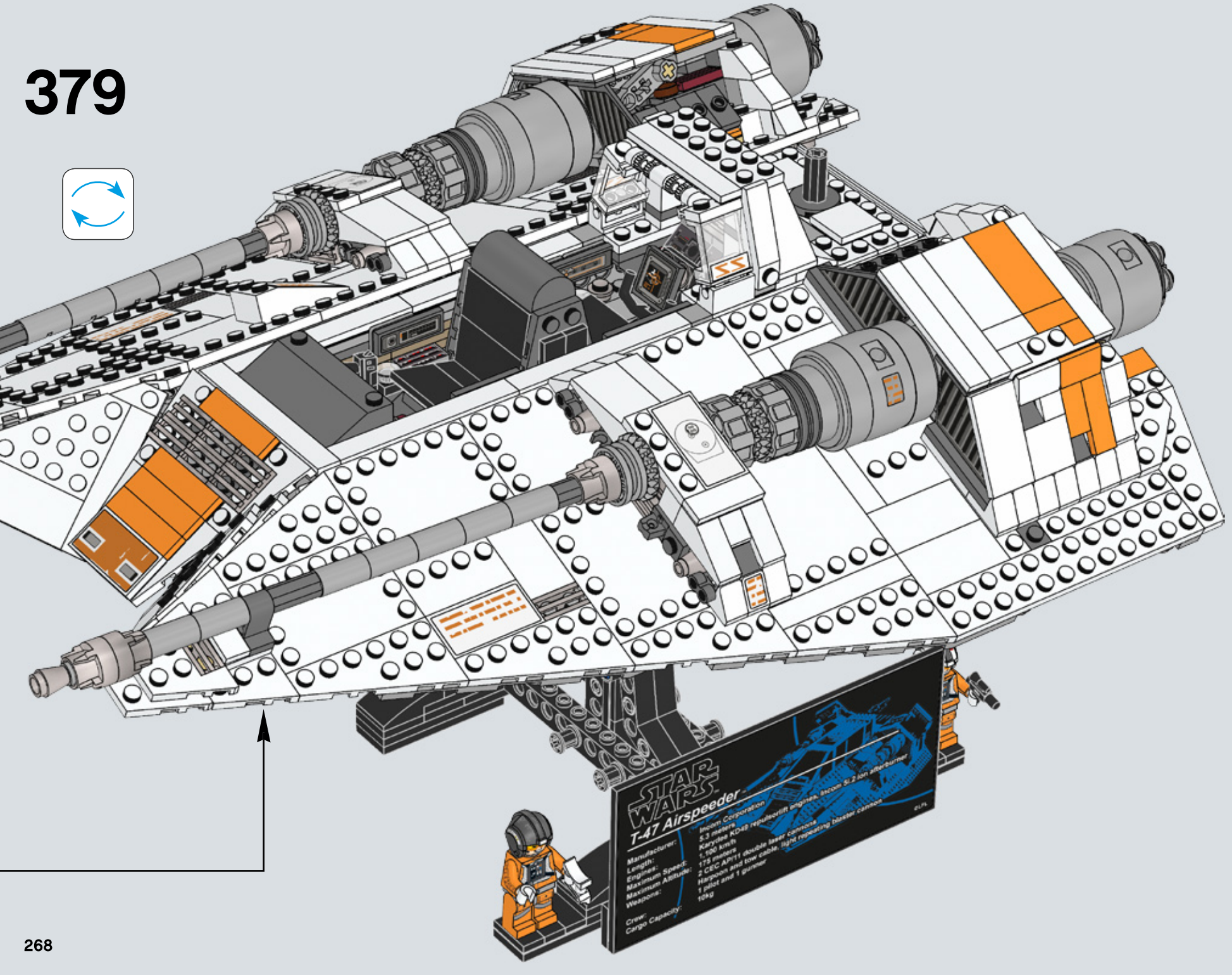
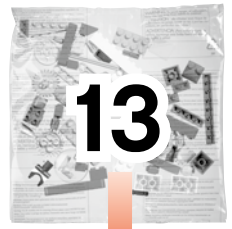
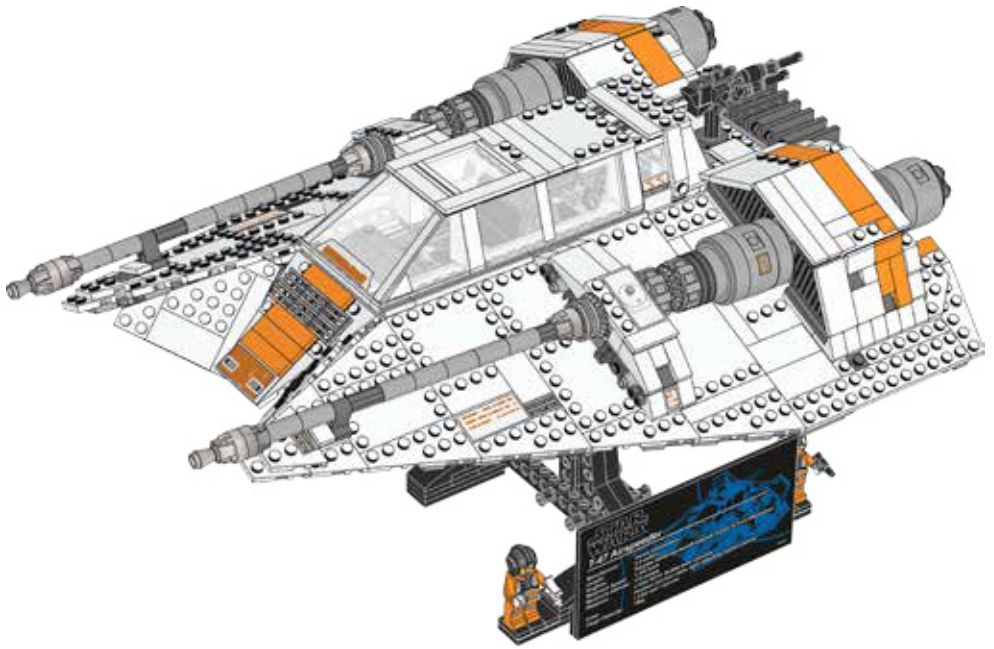

STAR WARS
T-47 Airspeeder
Manufacturer: Incom Corporation
Length: 5.3 meters
Engines: Karydee KD49 repulsorlift engines, Incom Si 2 ion afterburner
Maximum Speed: 1,100 km/h
Maximum Altitude: 175 meters
Weapons: 2 CEC AP/11 double laser cannons
Harpoon and tow cable, light repeating blaster cannon
Crew: 1 pilot and 1 gunner
Cargo Capacity: 10kg





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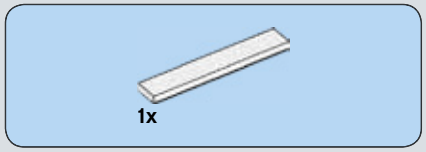

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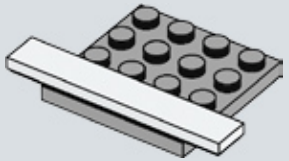

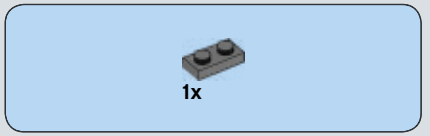

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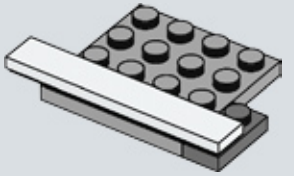

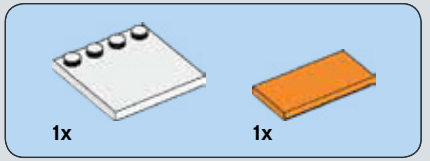

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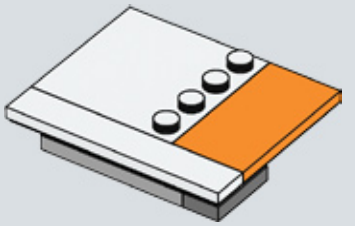

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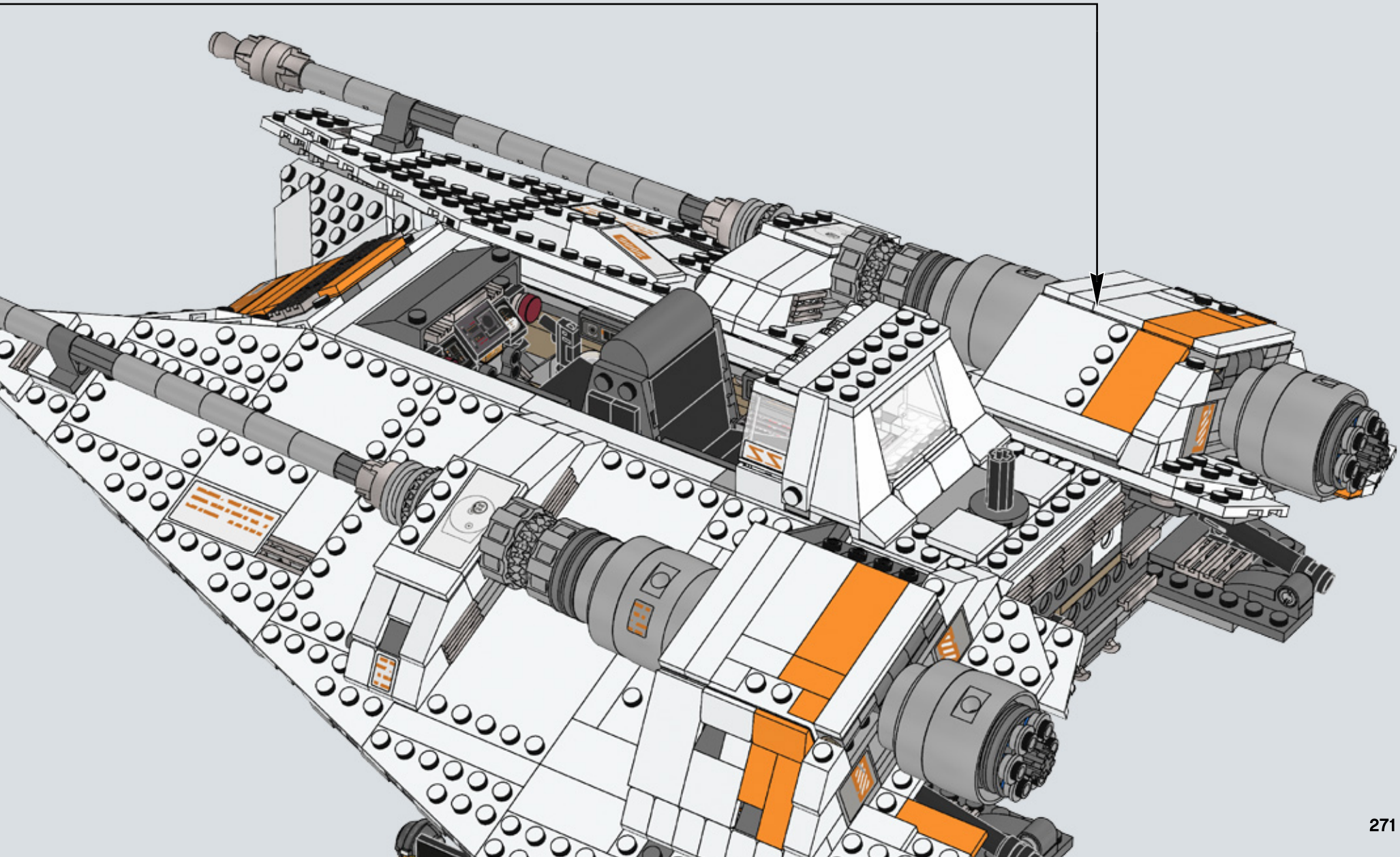

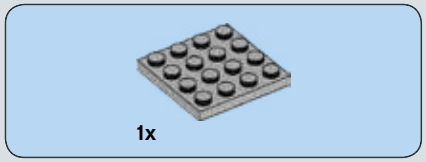

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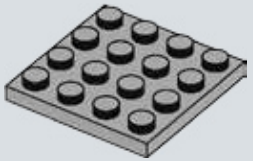

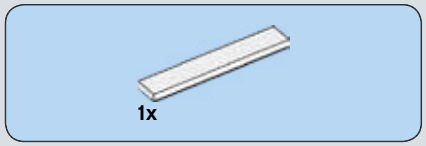

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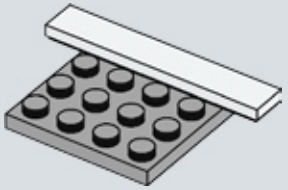

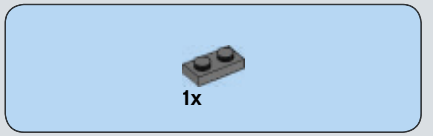

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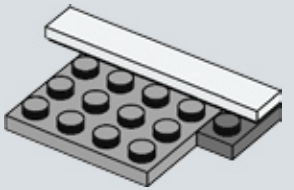

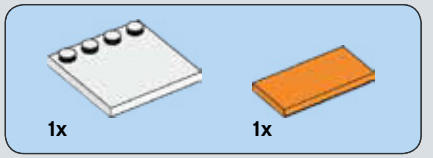

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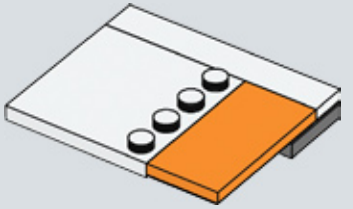
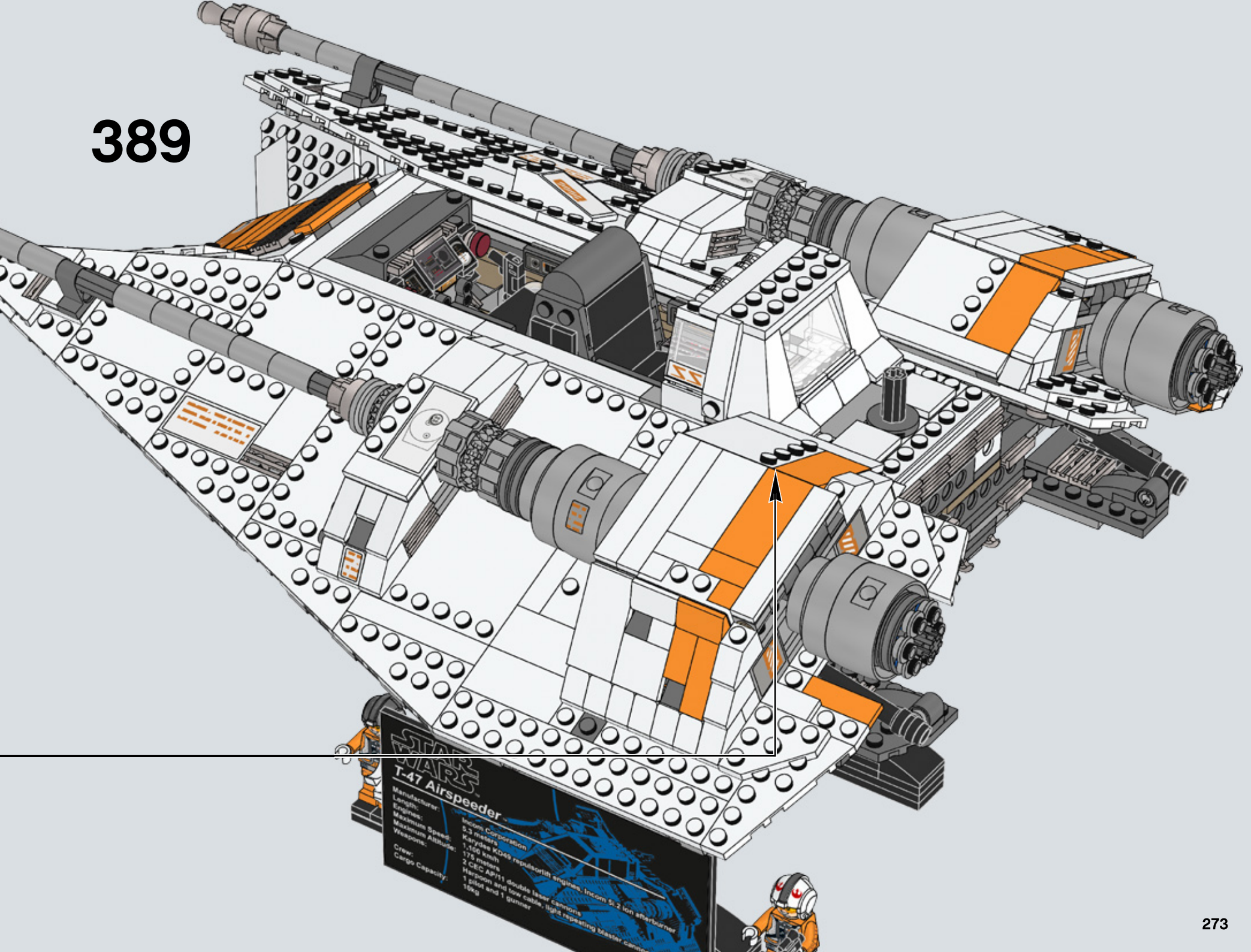
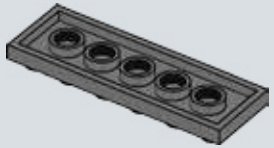



389
STAR WARS
T-47 Airspeeder
Manufacturer:
Length:
Engines:
Maximum Speed:
Maximum Altitude:
Weapons:
Crew:
Cargo Capacity:
Incom Corporation
8.5 meters
Korydex KD48 repulsorlift engines; Incom $1.2 ion afterburner
1,150 kmph
17.5 meters
2 CEC AP/11 double laser cannons
Harpoon and tow cable; light repeating blaster cannon
1 pilot and 1 gunner
15kg

390



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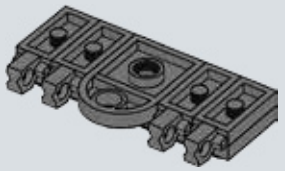

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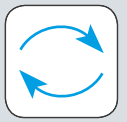

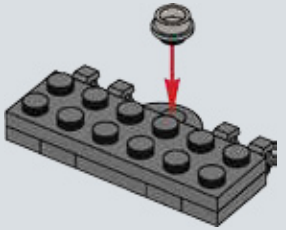

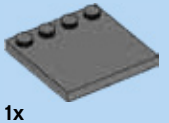

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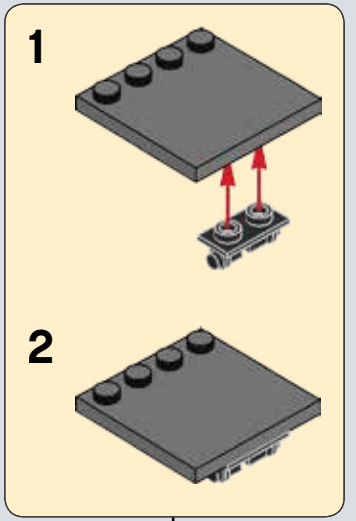

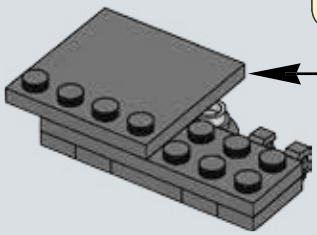

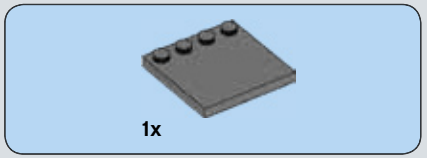

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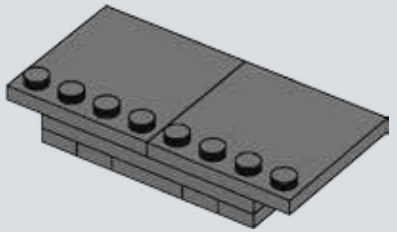

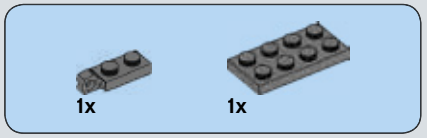

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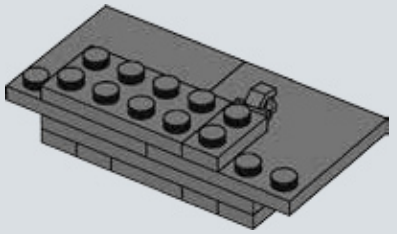

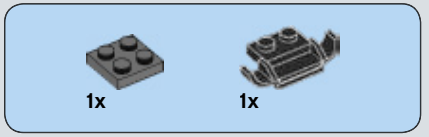

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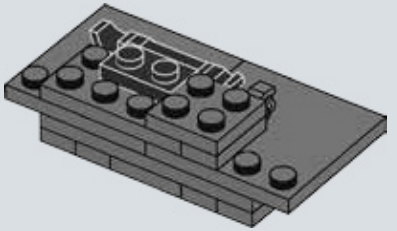

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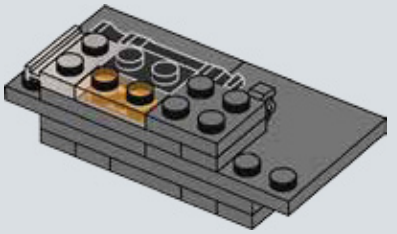

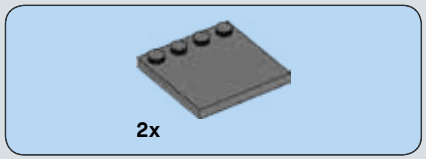

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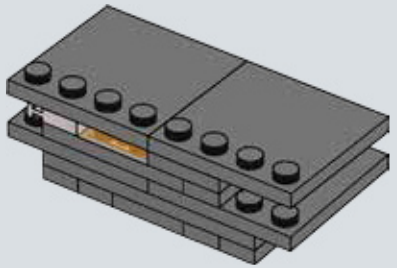

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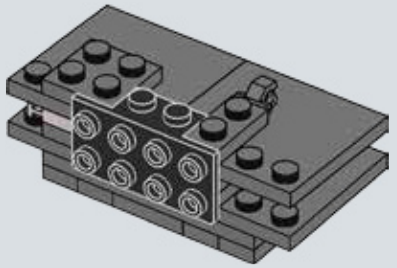

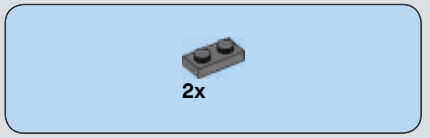

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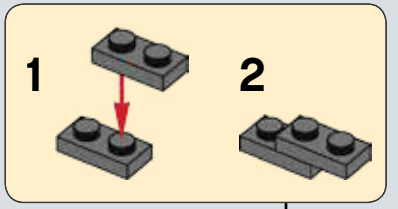

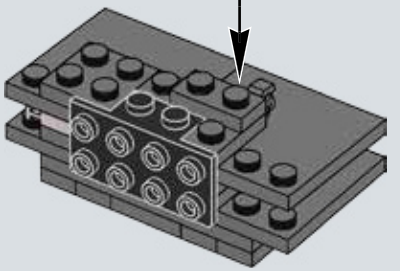

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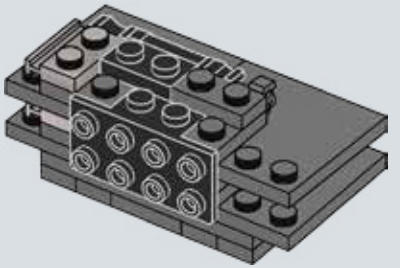

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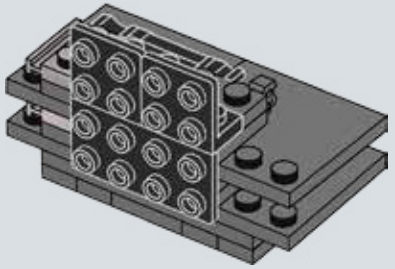

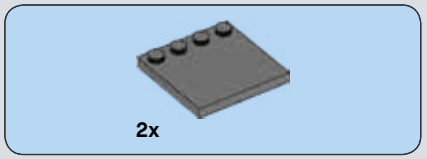

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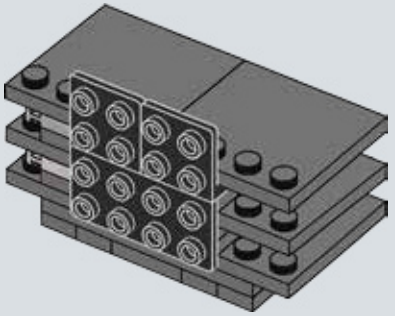

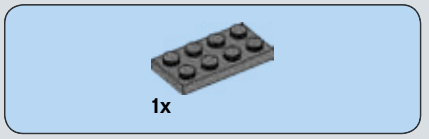

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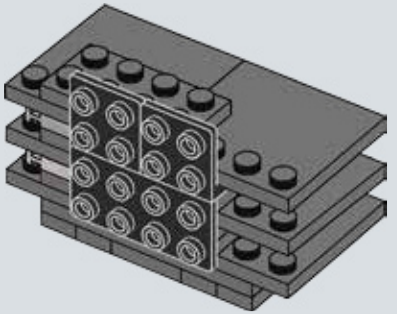

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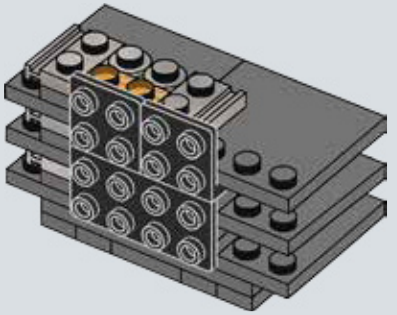

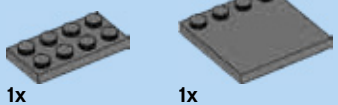

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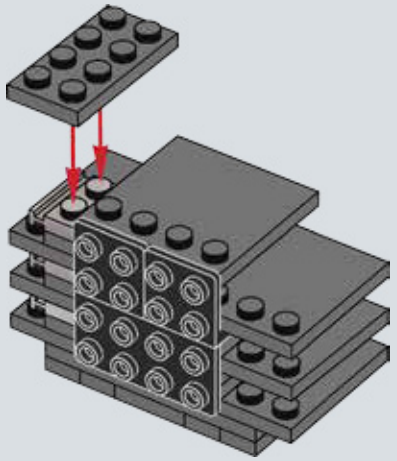

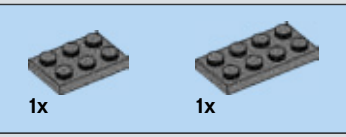

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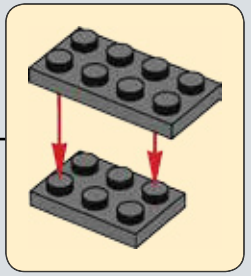

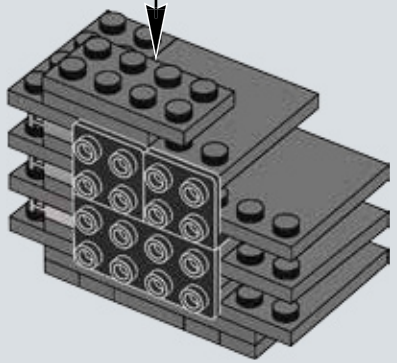

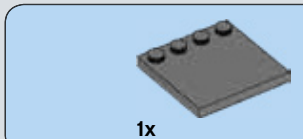

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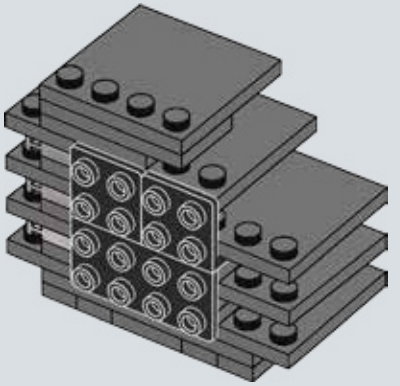

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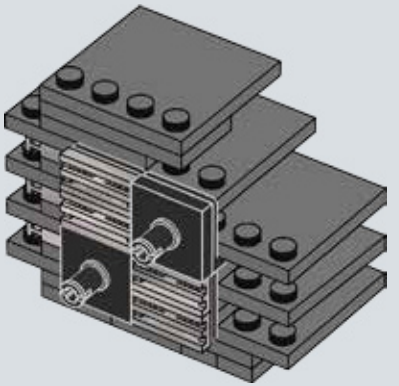

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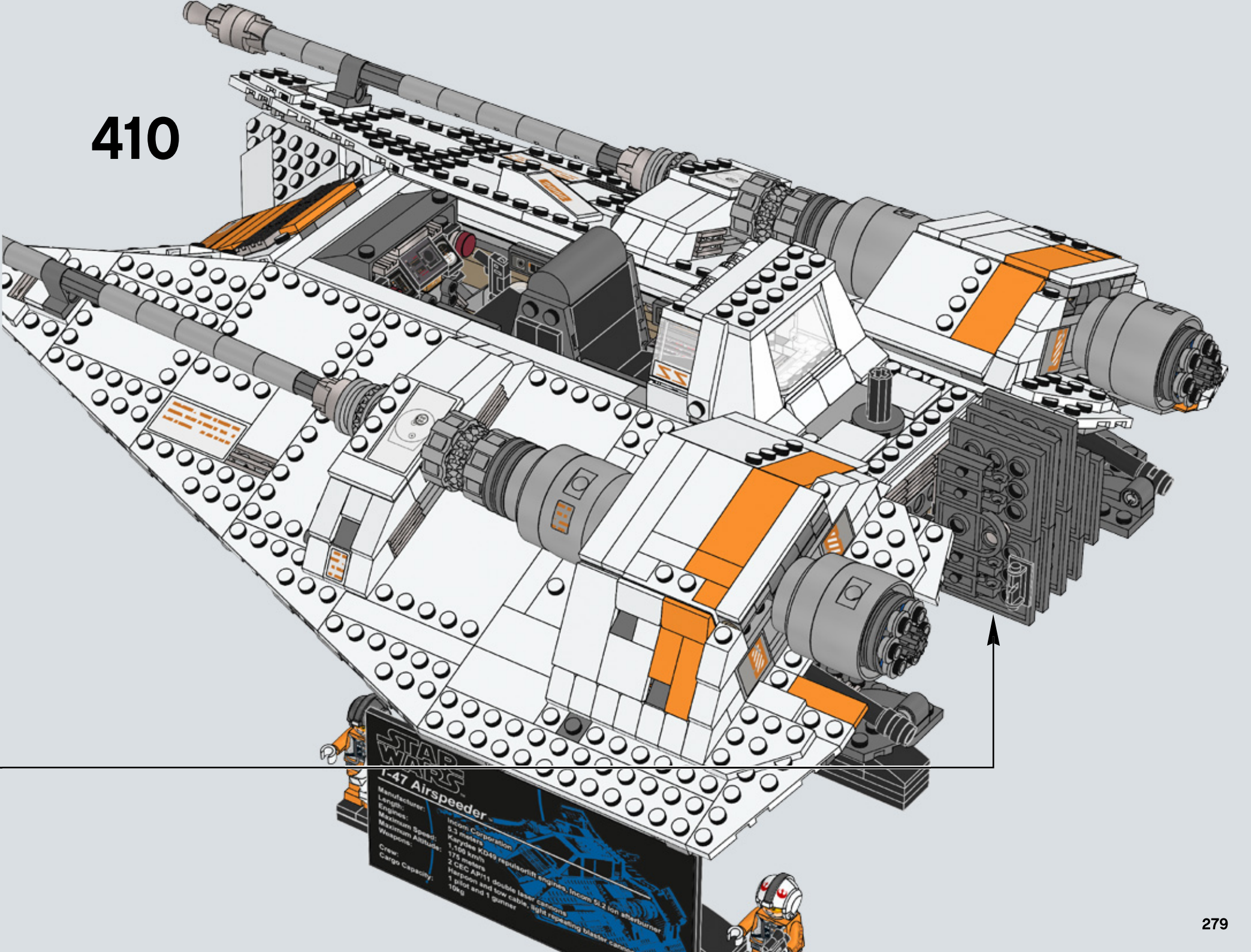
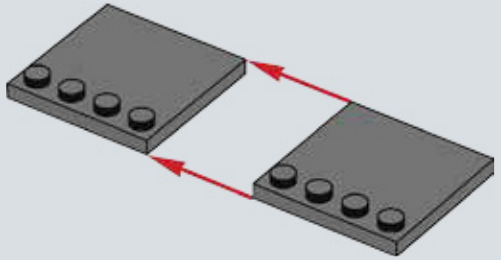

T-47 Airspeeder
Manufacturer:
Length:
Engines:
Maximum Speed:
Maximum Altitude:
Weapons:
Crew:
Cargo Capacity:
Incom Corporation
5.3 meters
Kuydex KD49 repulsorlift engines, Incom 9.3 ion afterburner
1,100 km/h
175 meters
2 CEC AP/11 double laser cannons
Harpoon and tow cable, light repeating blaster cannon
1 pilot and 1 gunner
10kg

411



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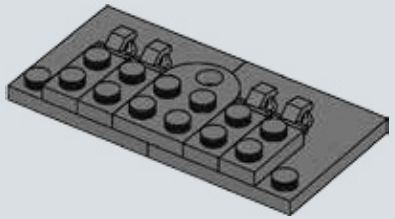

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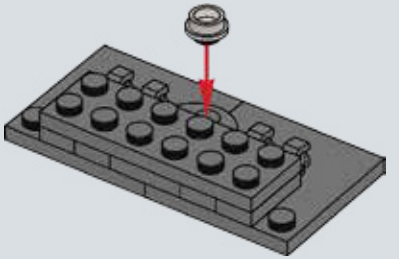

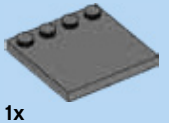

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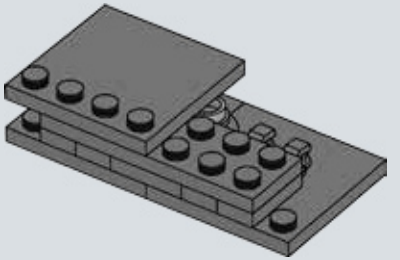

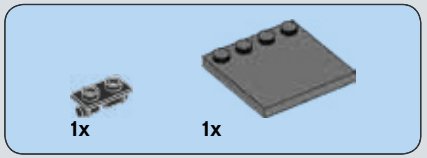

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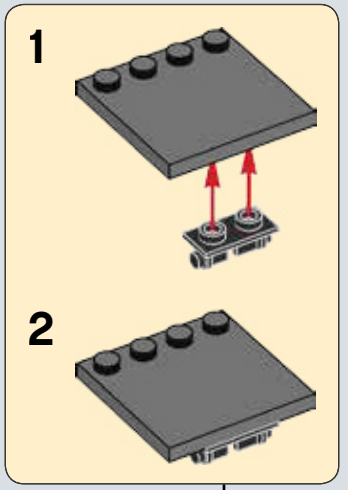

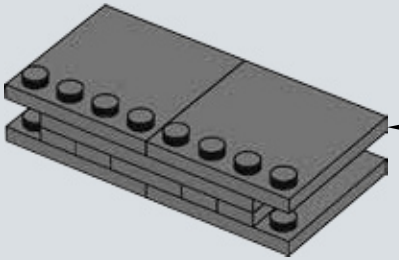

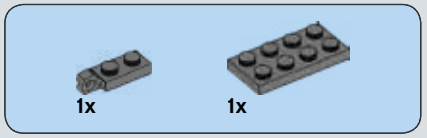

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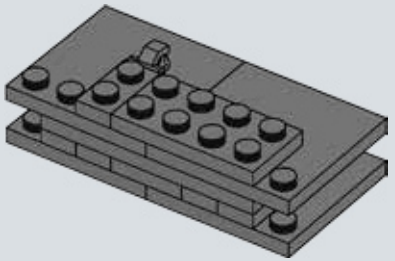

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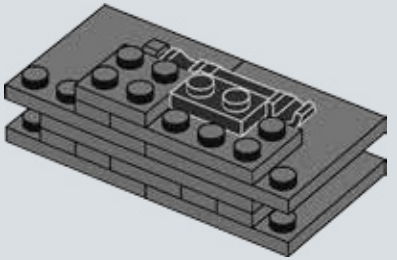

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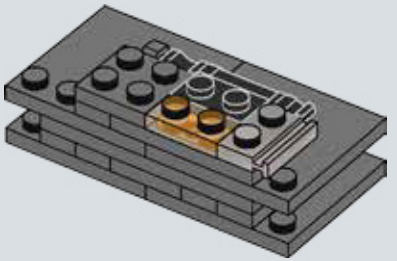

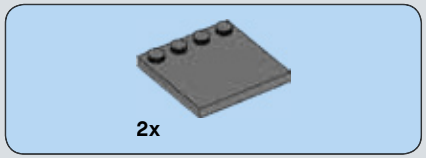

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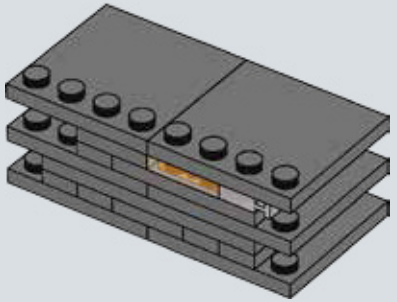

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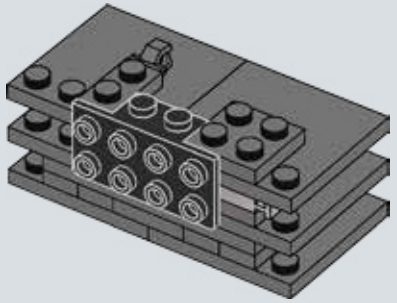

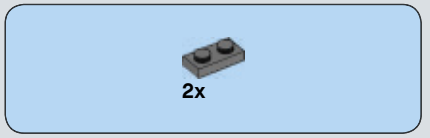

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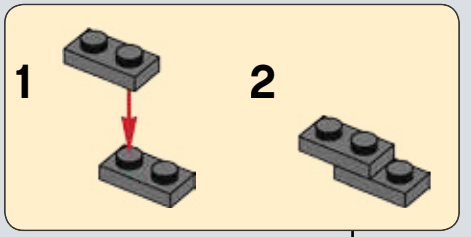

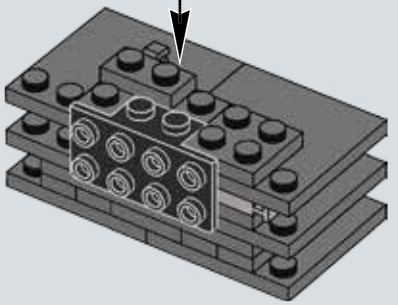

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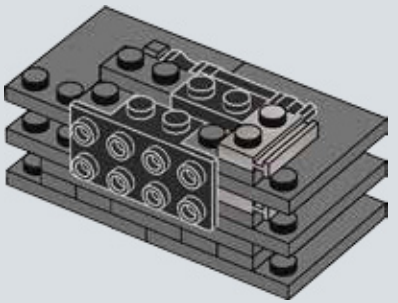

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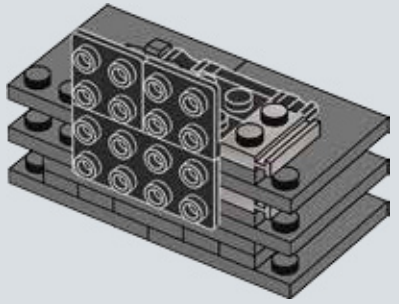

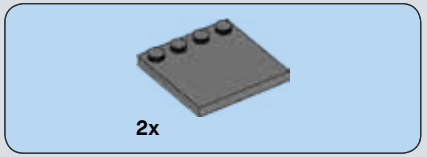

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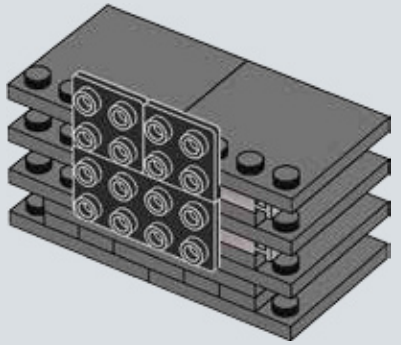

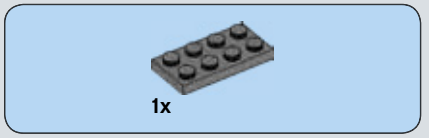

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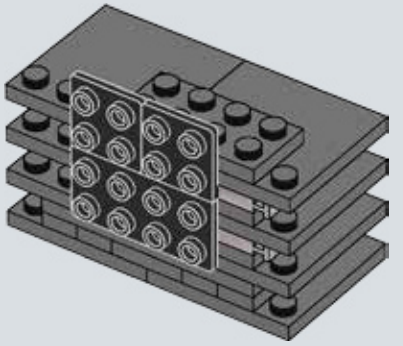

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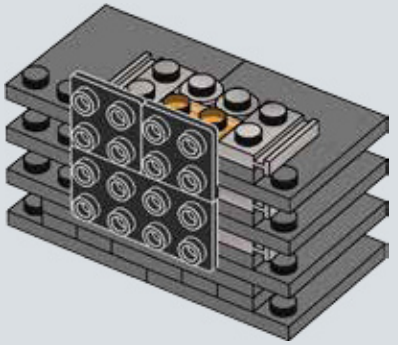

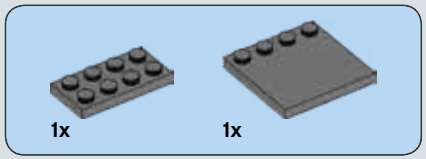

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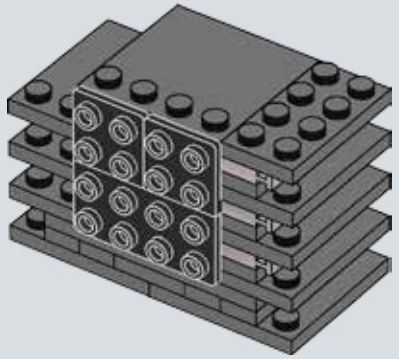

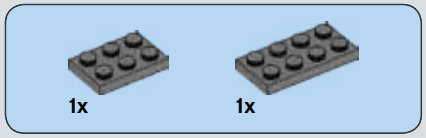

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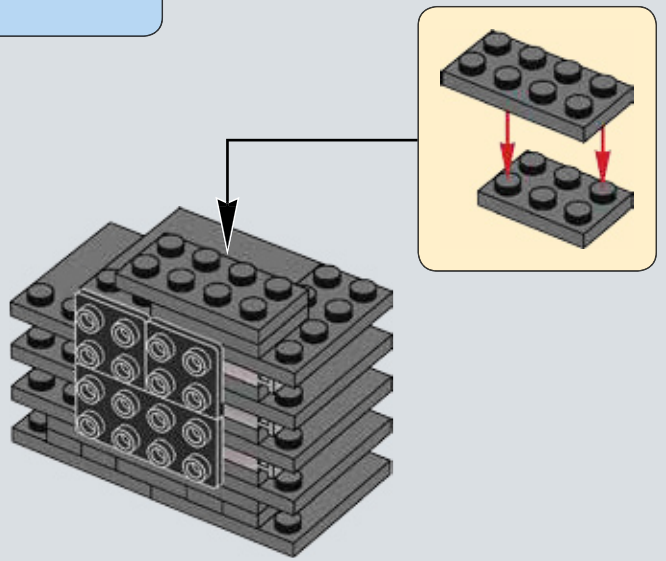

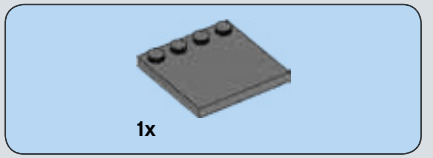

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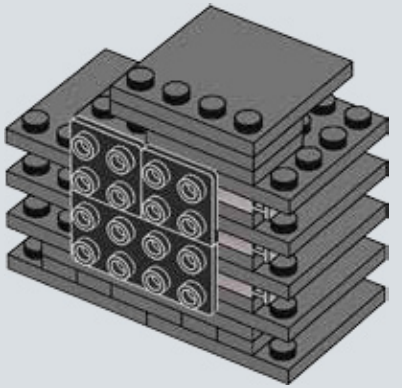

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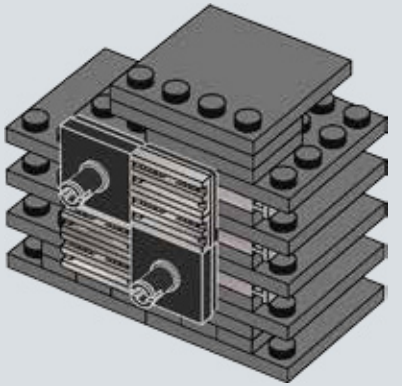

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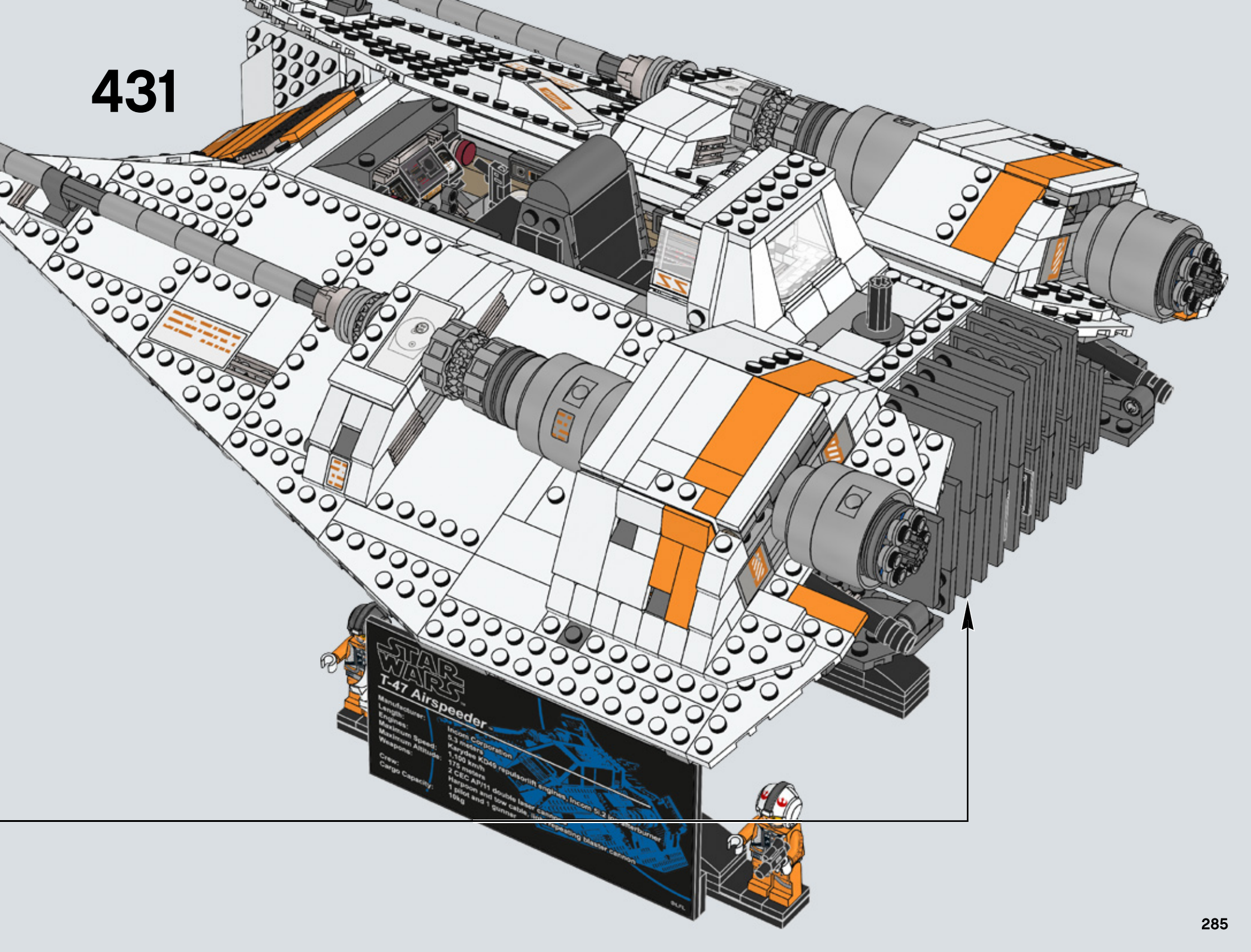
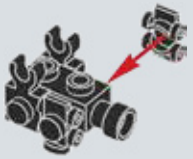

STAR WARS
T-47 Airspeeder
Manufacturer: Incom Corporation
Length: 5.3 meters
Engines: Kaydee KD49 repulsorlift engines, Incom 9.2
Maximum Speed: 1,150 km/h
Maximum Altitude: 175 meters
Weapons: 2 CEC AP/11 double laser cannons
Crew: Harpoon and tow cable
Cargo Capacity: 1 pilot and 1 gunner
10kg
afterburner
repeating blaster cannon

432

433



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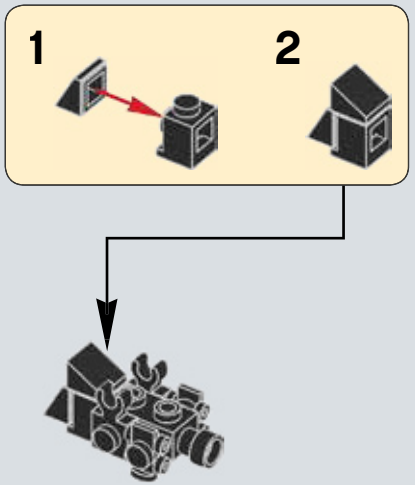

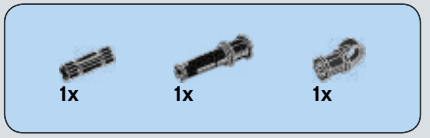

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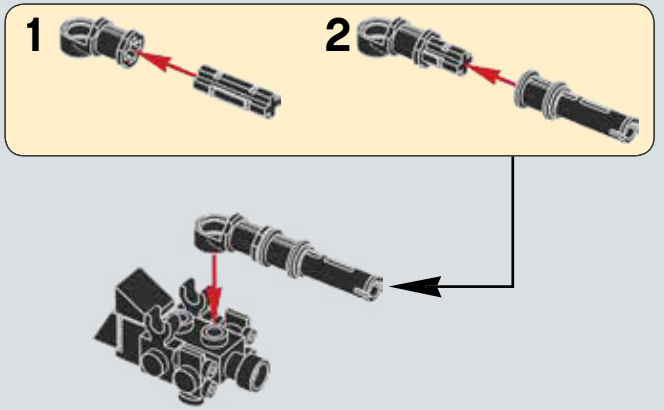

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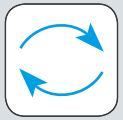

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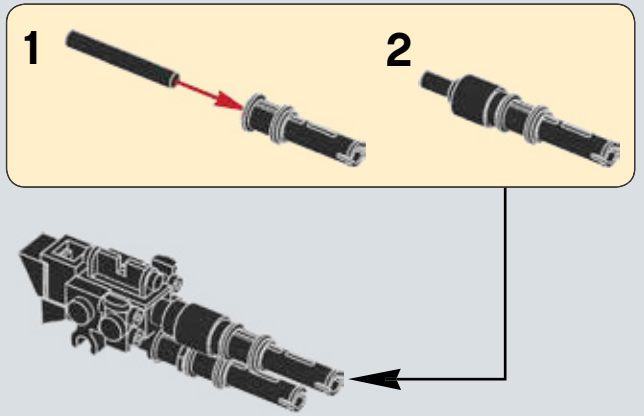

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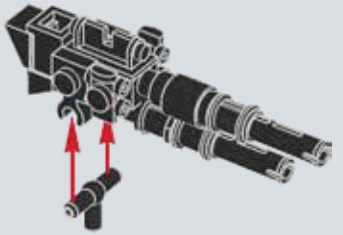

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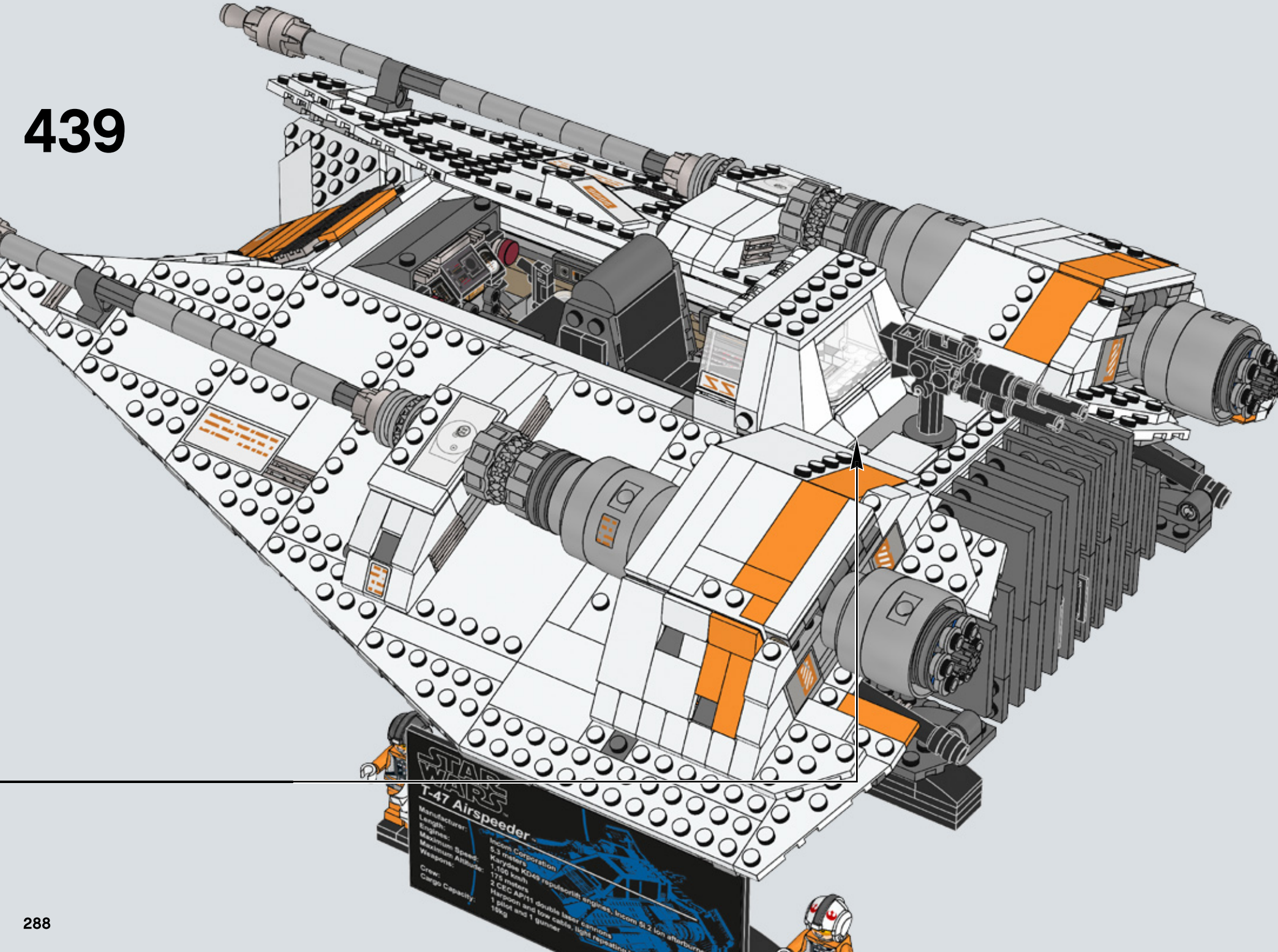
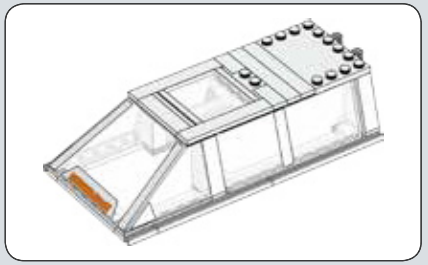
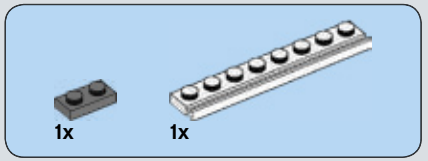

STAR WARS
T-47 Airspeeder
Manufacturer:
Length:
Engines:
Maximum Speed:
Maximum Altitude:
Weapons:
Crew:
Cargo Capacity:
Incom Corporation
5.3 meters
Karydee KD49 repulsorlift engines, Incom 5L2 ion afterburner
1,100 km/h
175 meters
2 CEC AP/11 double laser cannons
Harpoon and tow cable, light repeating
1 pilot and 1 gunner
15kg





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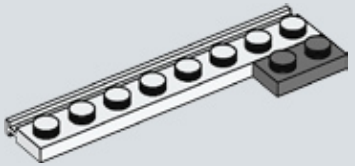

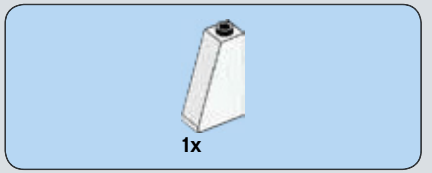

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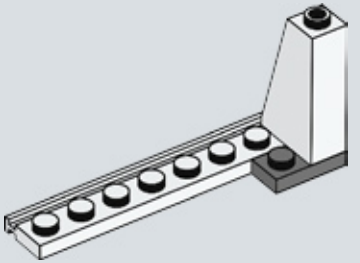

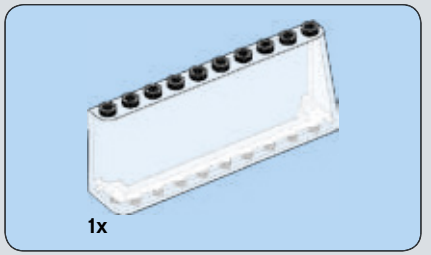

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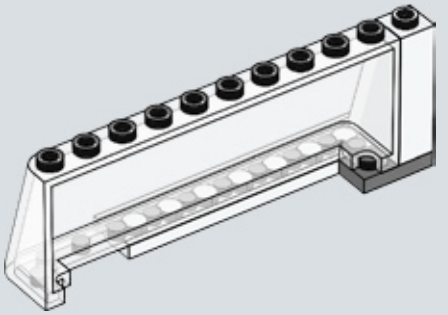

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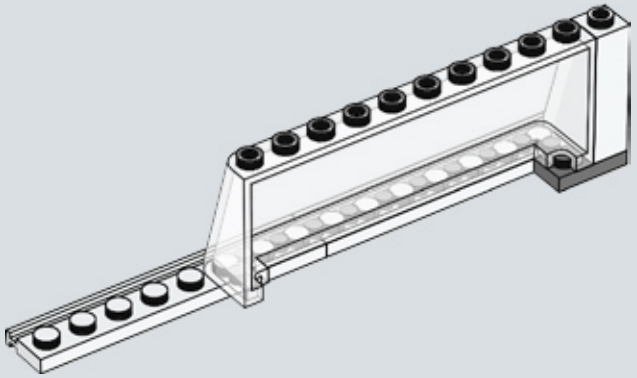

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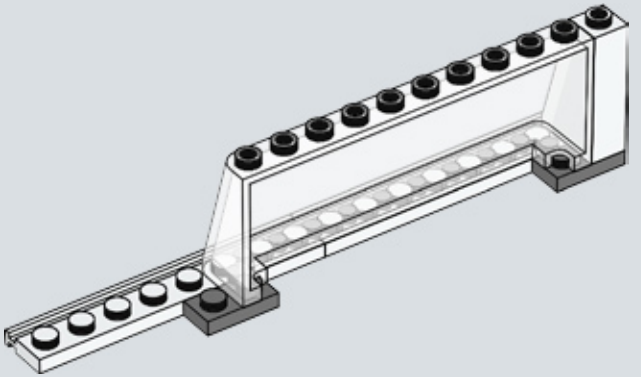

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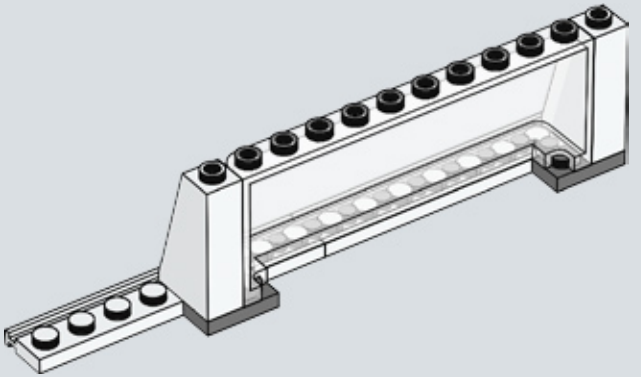

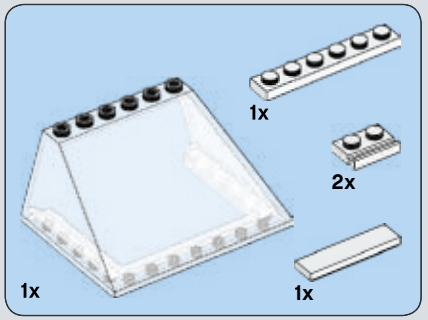

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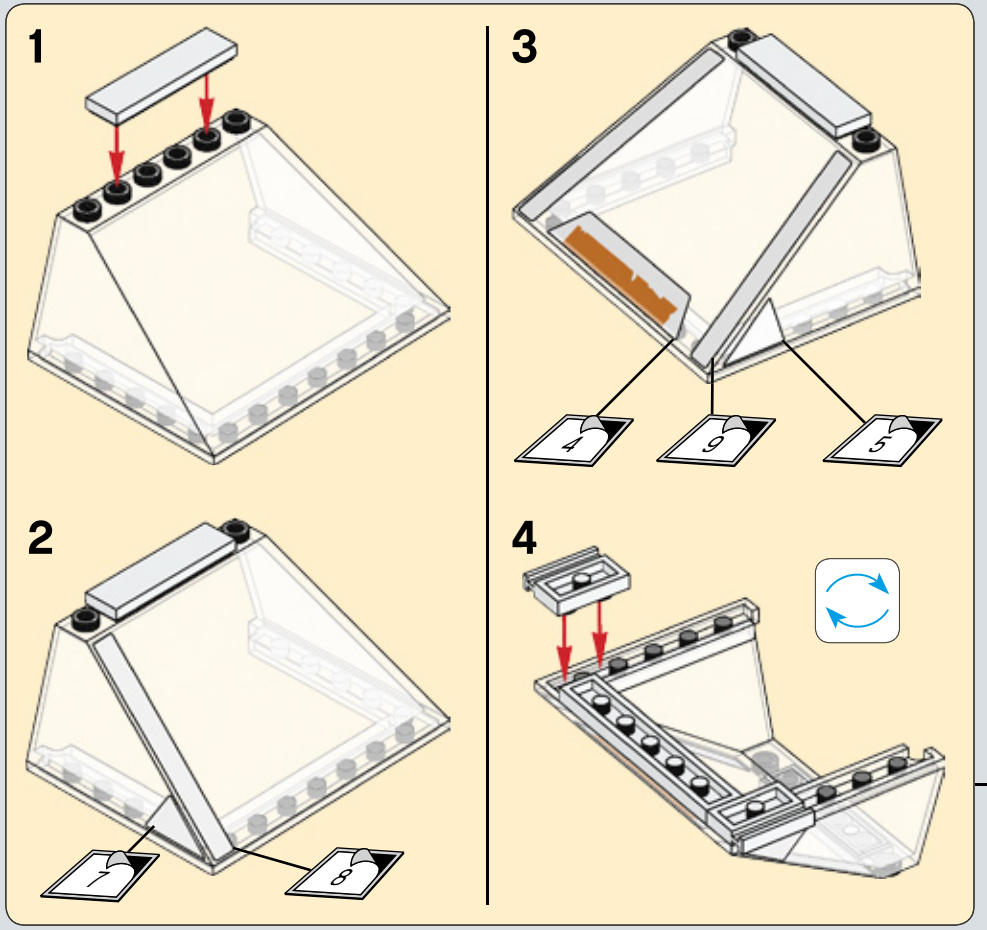

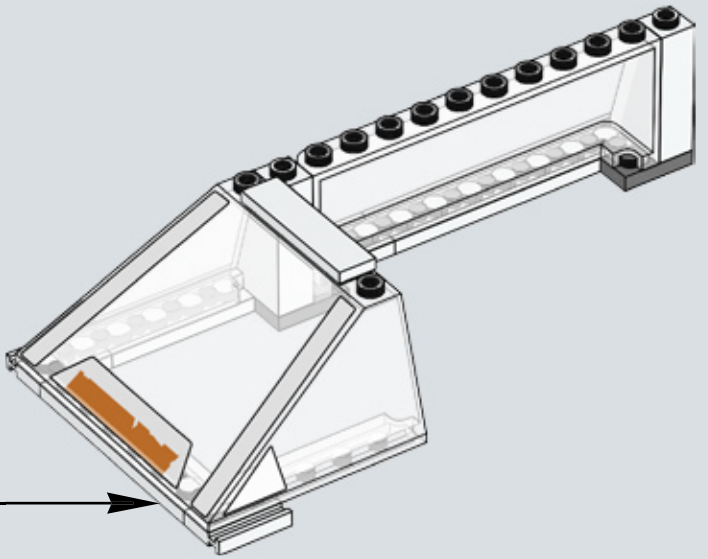

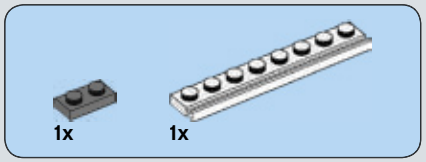

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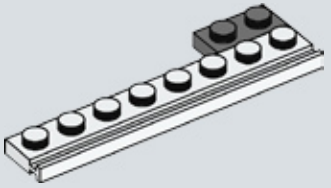

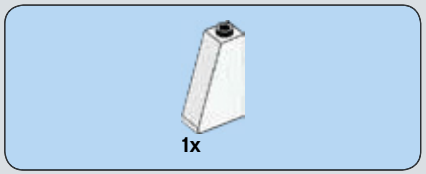

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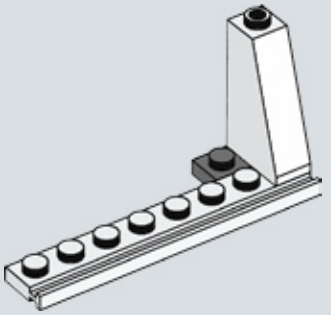

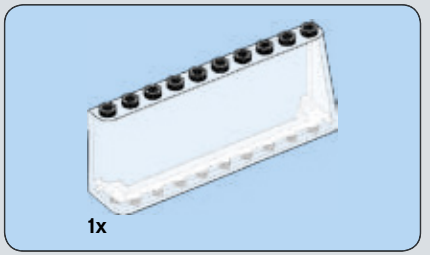

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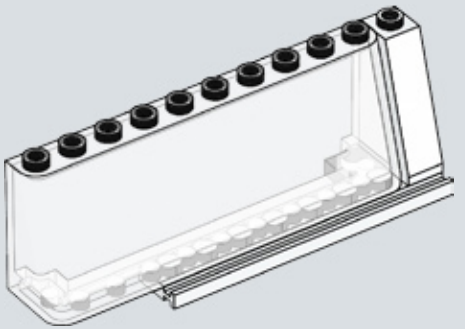

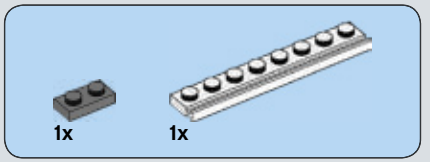

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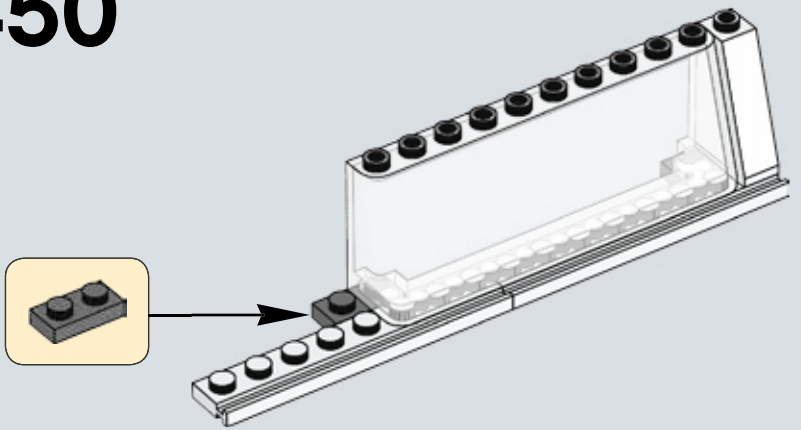

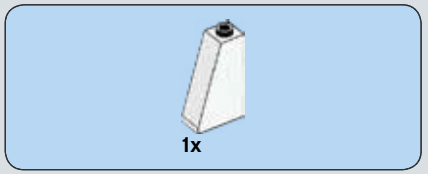

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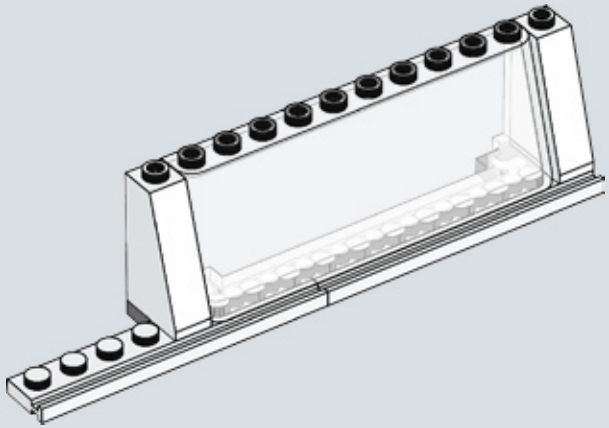

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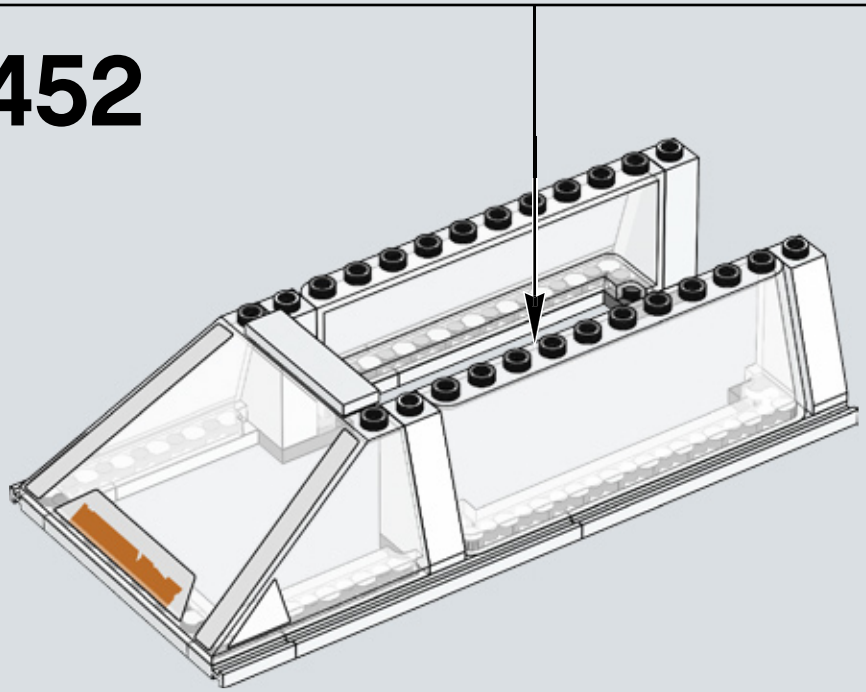

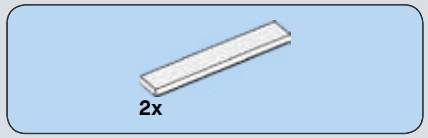

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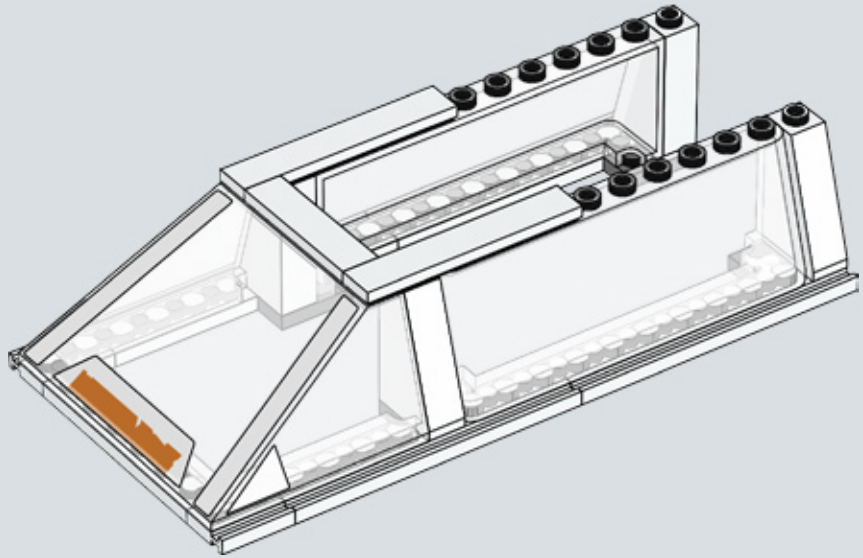

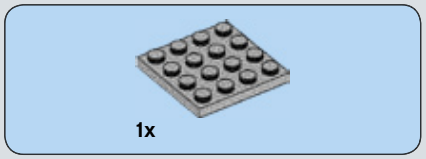

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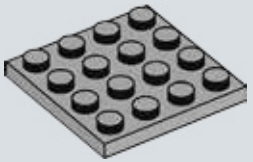

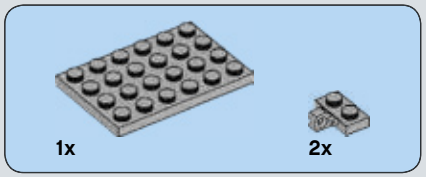

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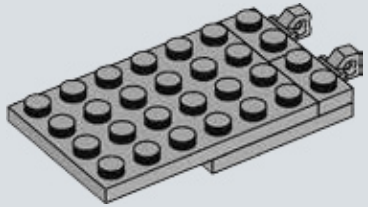

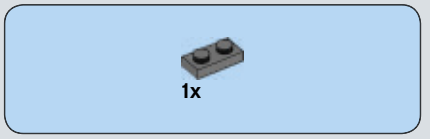

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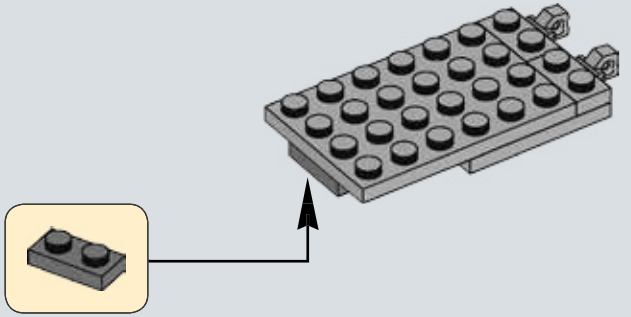

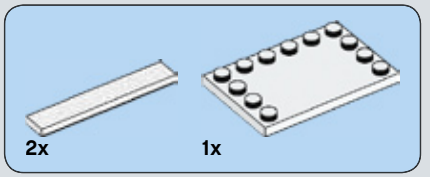

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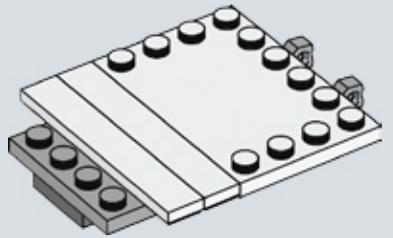

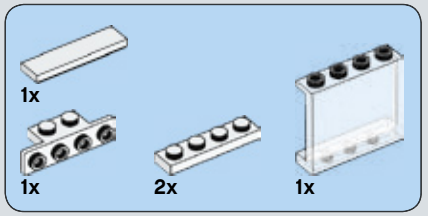

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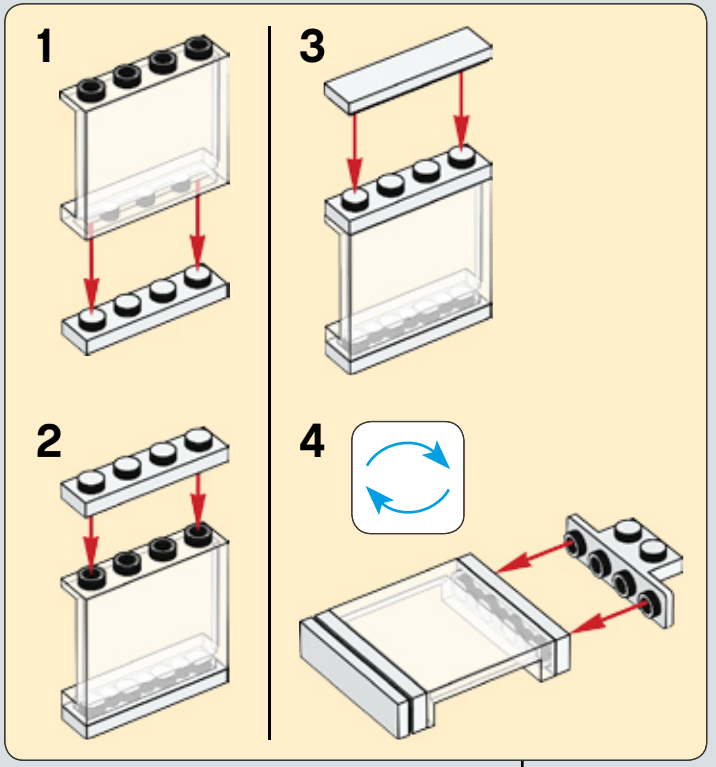

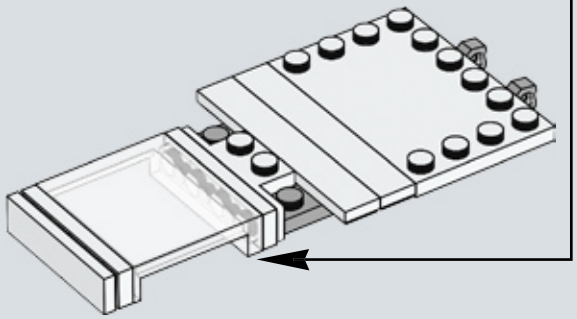

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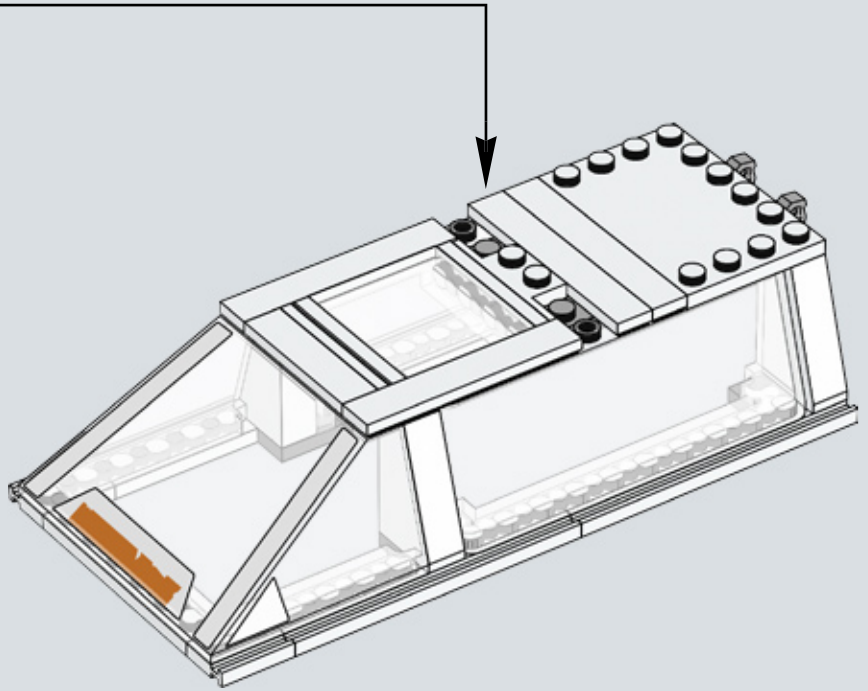

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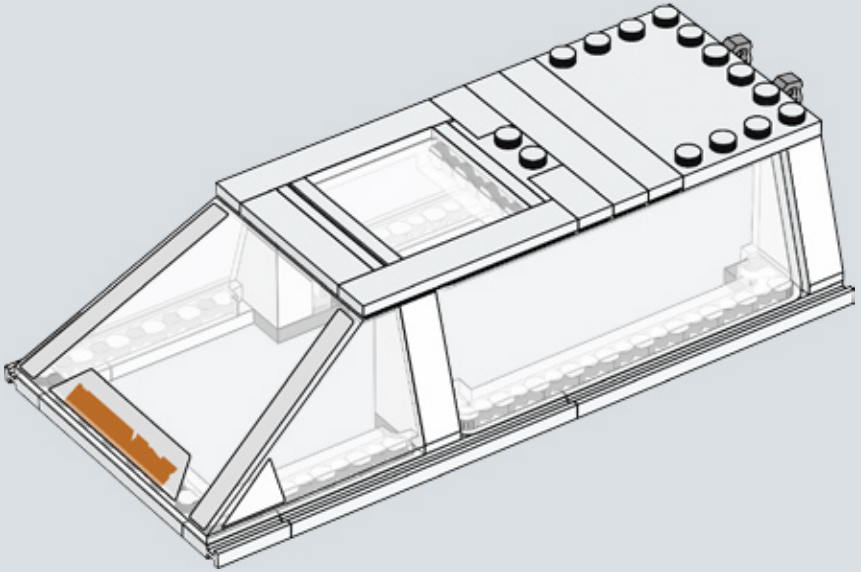

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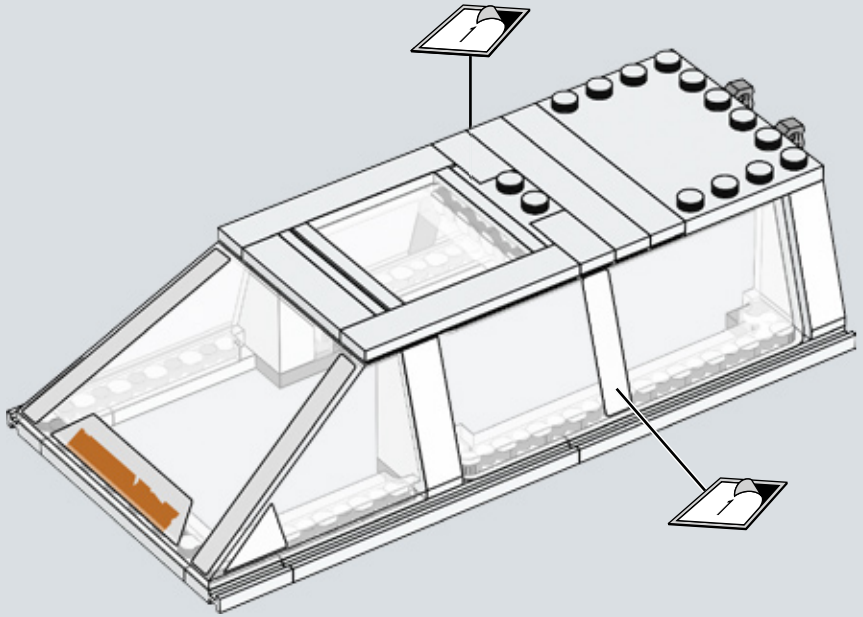

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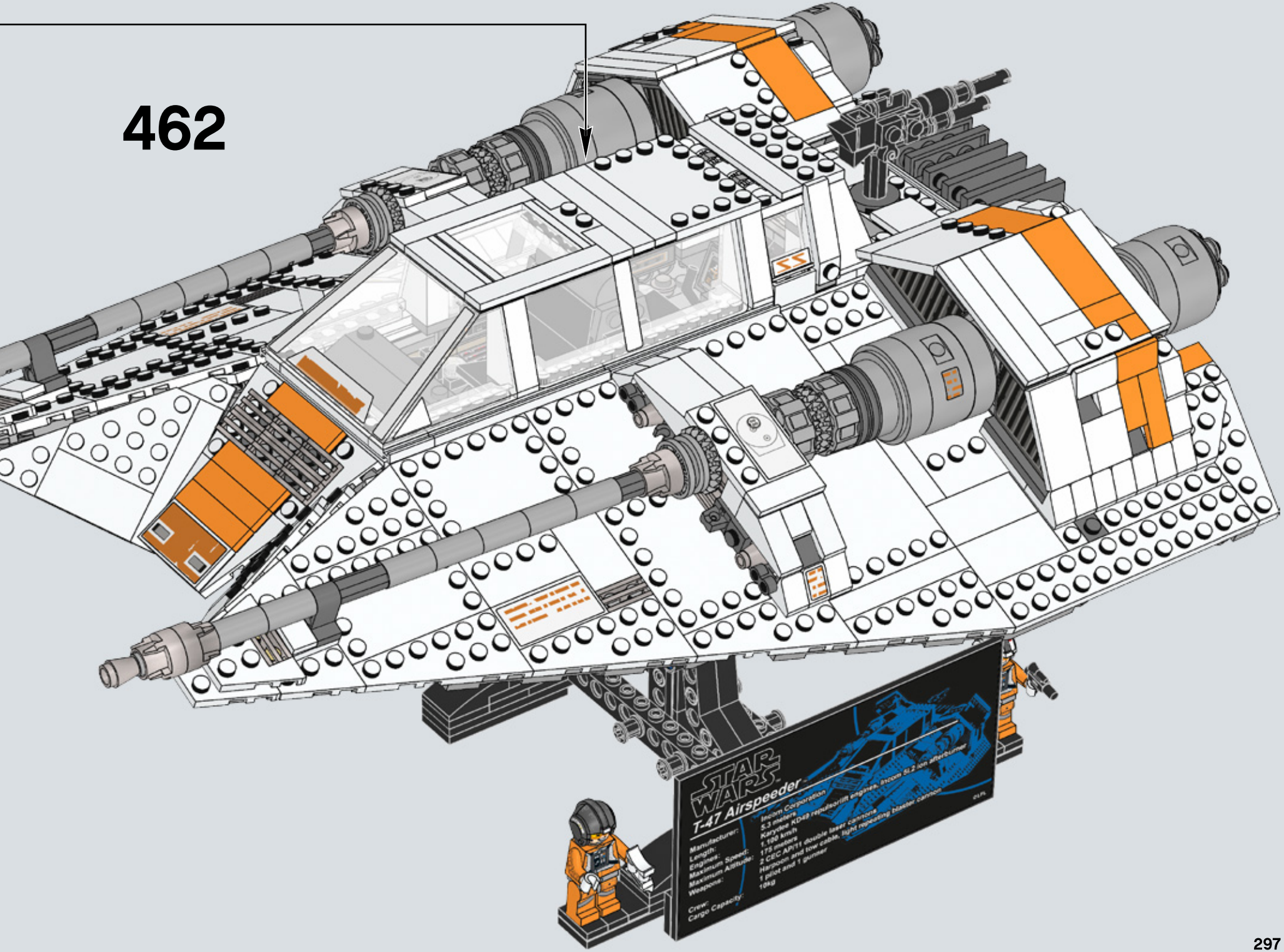
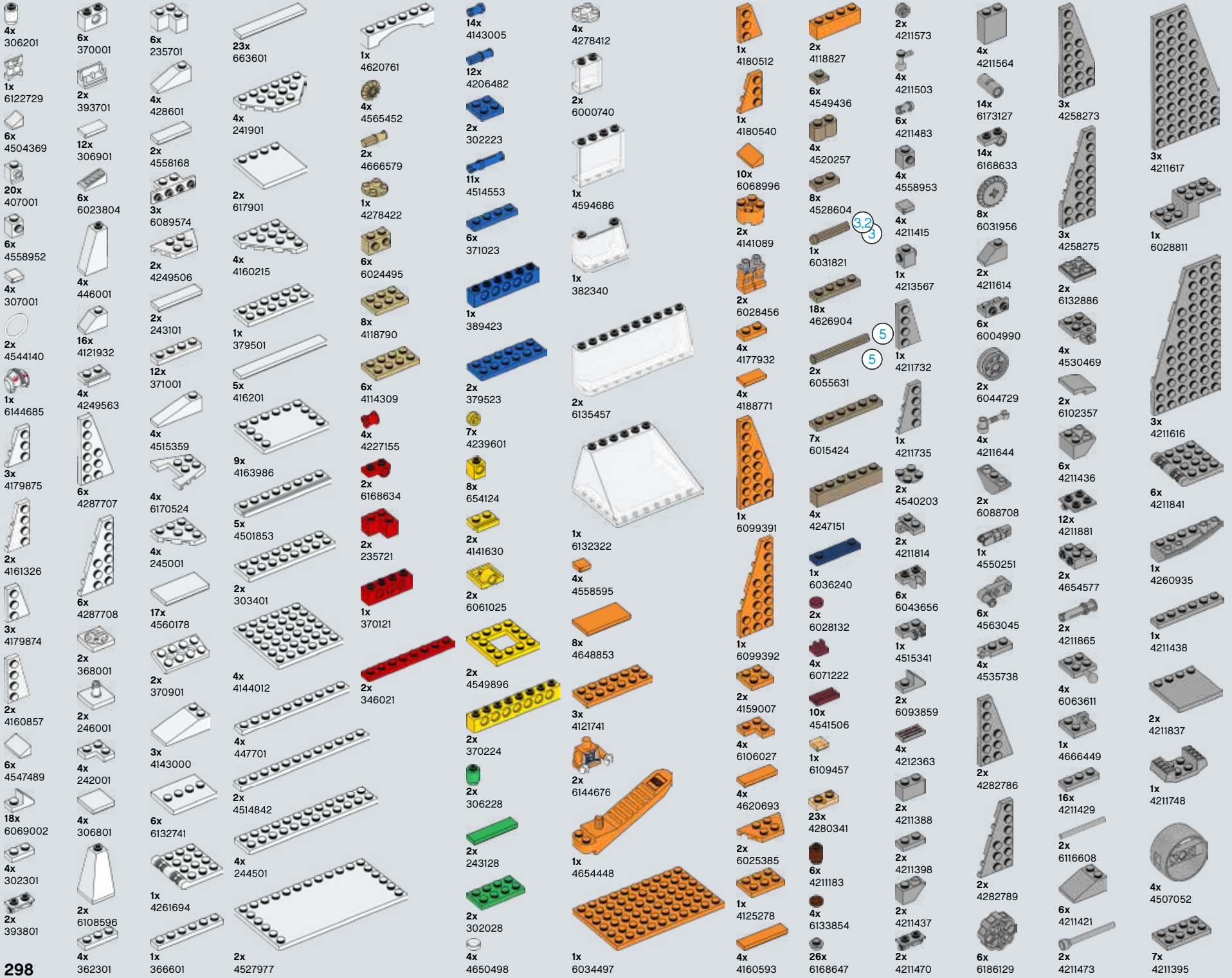

STAR WARS
T-47 Airspeeder
Manufacturer: Incom Corporation
Length: 5.3 meters
Engines: Karydee KD49 repulsorlift engines, Incom 51.2 ion afterburner
Maximum Speed: 1,100 km/h
Maximum Altitude: 175 meters
Weapons: 2 CEC AP/11 double laser cannons
Crew: 1 pilot and 1 gunner
Cargo Capacity: 10kg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2x 393701
12x 306901
6x 6023804
4x 446001
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4x 4249563
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6x 4287708
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2x 246001
4x 242001
4x 306801
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12x 371001
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4x 6170524
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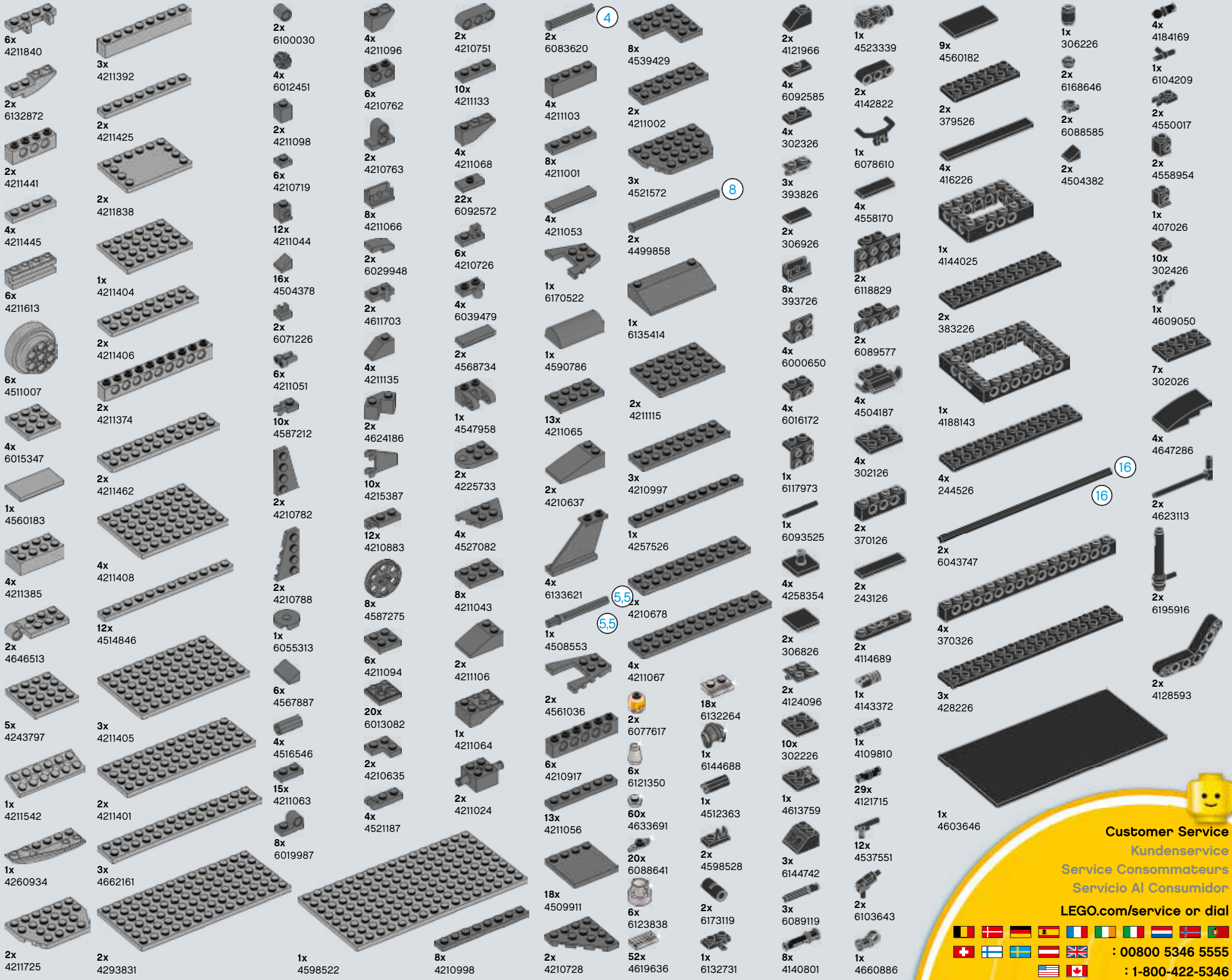
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