

Originally, the HT-110A was Dentarium Fleetworks' intended competition with (and attempt to capitalize on) the YT-1300 series freighters, despite the already outdated design of the latter. Packed with powerful engines, considerable firepower, and excellent maneuverability for a ship from its era, this transport design didn't truly become successful until the days of the New Republic due to imperial sanctions of the Dentalix system until the Battle of Endor.

After the defeat of the Yuuzhan Vong, Dentarium Fleetworks felt the market was primed, and decided to release a refitted model, the HT-121. The new model uses a similar hull design, while replacing the outdated blasters with much more powerful lasers, adding a backup shield generator, and updating the ship's hyperdrive systems.

Even 400 years later, however, these models can still be found throughout the galaxy, just like the YT-1300's that still roam the trade routes.

## Dentarium Fleetworks HT-110A Light Transport

<b>Class:</b> Space Transport	<b>Crew:</b> 1 or 2 (Skilled +4)
<b>Size:</b> Small (lmg 45 m)	<b>Initiative:</b> +5 (+1 size, +4 Crew)
<b>Hyperdrive:</b> x2 (backup x8)	<b>Manuever:</b> +5 (+1 size, +4 Crew)
<b>Passengers:</b> 6	<b>Defense:</b> 21 (+1 Size, +10 armor)
<b>Cargo Capacity:</b> 48 metric tons	<b>Shield Points:</b> 60
<b>Consumables:</b> 3 months	<b>Hull Points:</b> 120 (DR 10)
<b>Cost:</b> 204,500 (new), 55,000 (used)	<b>Construction Points:</b> 69
<b>Maximum Speed in Space:</b> Ramming (10 squares/action) (M: Average)	
<b>Atmospheric Speed:</b> 18 squares/action	
<b>Weapon:</b> Blaster Cannons (2 sets of 2; fire linked); <b>Fire Arc:</b> Turret; <b>Atack Bonus:</b> +5 (+1 size, +2 crew, +2 fire control); <b>Damage:</b> 5d10x2; <b>Range Modifiers:</b> PB +5; S +3; M/L n/a.	
<b>Additional Equipment:</b> Maneuvering Systems +3, Hypertransceiver.	

## Dentarium Fleetworks HT-121 Light Transport

<b>Class:</b> Space Transport	<b>Crew:</b> 1 or 2 (Skilled +4)
<b>Size:</b> Small (lmg 45 m, mass 350 m t)	<b>Initiative:</b> +5 (+1 size, +4 Crew)
<b>Hyperdrive:</b> x1 (backup x4)	<b>Manuever:</b> +5 (+1 size, +4 Crew)
<b>Passengers:</b> 6	<b>Defense:</b> 21 (+1 Size, +10 armor)
<b>Cargo Capacity:</b> 48 metric tons	<b>Shield Points:</b> 60
<b>Consumables:</b> 3 months	<b>Hull Points:</b> 120 (DR 10)
<b>Cost:</b> 332,000 (new), 110,000 (used)	<b>Construction Points:</b> 84
<b>Maximum Speed in Space:</b> Ramming (10 squares/action) (M: Average)	
<b>Atmospheric Speed:</b> 18 squares/action	
<b>Weapon:</b> Heavy Laser Cannons (2 sets of 2; fire linked); <b>Fire Arc:</b> Turret; <b>Atack Bonus:</b> +5 (+1 size, +2 crew, +2 fire control); <b>Damage:</b> 6d10x2; <b>Range Modifiers:</b> PB +5; S +3; M/L n/a.	
<b>Weapon:</b> Assault Laser Cannon; <b>Fire Arc:</b> Front; <b>Atack Bonus:</b> +5 (+1 size, +2 crew, +2 fire control); <b>Damage:</b> 7d10x2; <b>Range Modifiers:</b> PB +5; S +3; M/L n/a.	
<b>Additional Equipment:</b> Backup Shield Generators, Maneuvering Systems +3, Hypertransceiver.	

## Dentarium Fleetworks

(1,480 slips, construction multiple 1)

Dentarium Fleetworks, located in orbit around the Mid Rim world of Dentalix, has sought to gain sway with the Republic. Although the corporation has existed since the waning days of the Old Republic, it has only achieved success and prestige since the new Republic has been in power. Since then, it has been accused of reusing designs and commonly used parts from

Corellian Engineering Corporation, Kuat Systems Engineering, and various other shipyards aligned with the New Republic. However, it claims superb quality and expertise, coupled with precision speed makes up for their borrowed design concepts. What truly catches the New Republic's interest is the advantage of having a decent shipyard out in the Mid Rim. Over the last two centuries, however, Dentarium Fleetworks has mainly focused on upgrades to previous models, and it prides itself on faster upgrading and retrofitting than Koensayr, also considered one of the top shipyards for starship upgrades.