

Star Wars: The Old Republic Ships

Most of our readers don't remember (quite frankly, we don't actually remember too) the "Star Wars" hype train in the 80's. Build upon the space race rivalry between USA and USSR, the landing on the Moon, space conquest, and pure, humane curiosity, the movies began a franchise phenomenon, which lasts even after forty years. New "Star Wars" production, even though mostly disappointing, underprepared, and heavily criticised, are still bringing millions of dollars to the company. Part of the hype were starships, traversing the Galaxy far, far away with hyperdrive. We were watching these magnificencies, dreaming that maybe one day we'll be as lucky as Han Solo or Luke Skywalker to fly into the space.

We are not there yet, as much more water will need to flow in the Mississippi river until the humanity will come up with the hyperdrive. However, thanks to the games like Star Wars: The Old Republic, we can boost our imagination a little bit. Today we will talk about the ships that we can pilot, while we play SWTOR.

Ships in Star Wars: The Old Republic

The role of the ships is simple. In the game, we use them to travel across the Galaxy and between the planets. As you go along your class storyline, you unlock different locations and new flight destinations become available for your character. Traveling resembles the Mass Effect PC games franchise we used to play, where you head to the bridge on your ship, select the Galaxy map, and choose the target. For planets in the Star Wars: The Old Republic MMO we'll have another guide prepared.

It is not the only similarity, as various items, rooms, and crew members are located on the ship as well. The vessel is basically our headquarters. The differences between

BT-7 Thunderclap



Class: Trooper

Weapons: Missiles and heavy laser cannons

Features: high-power sensor array, stealth hull plating, capacity for limited-use cloaking device

We bet that considerable portion of newcomers in SWTOR choose the Trooper, which can be a counterpart to other MMORPG Warrior-type class. And if they go for the Trooper, they will eventually end up inside of a BT-7 Thunderclap. In terms of looks, it's nothing special. Actually, we can even call it a perfectionist's nightmare since Thunderclap is asymmetrical, as if the vehicle couldn't decide whether it wants to be an X-Wing starship, or a regular galaxy cruiser.

XS Stock Light freighter



Class: Smuggler

Weapons: laser, torpedos, remotely or manually controlled turrets

Features: large cargo hold, above average speed, hideouts

The development of the XS Light Freighter began long, long ago, and its history reaches back to the Jedi Civil War. Since then the vessel has underwent drastic changes. It's bigger and more all-around vehicle than its previous counterpart, with enhanced drive, enlarged cargo hold, and hidden compartments. On top of that, the XS Stock Light is one of the fastest and agile ships in the Galaxy; no wonder it gained a lot of recognition among smugglers around the space.

It may not be the prettiest, but it somewhat resembles the Millennium Falcon from the Star Wars franchise, and for some players it's enough for the ship to be the one. Of course, the class can be also the deciding factor, which is why we advice new players to read about the SWTOR Classes first. However, at the end of the day, the ship will not be something you should be ashamed of when entering the PvP or showing it to friends.

Corellian *Defender*-class light Corvette



Class: Jedi Knight and Jedi Consular

Weapons: Double laser cannons, missiles launcher

Features: meditation chamber, diplomatic appointments

In our opinion this one is the Ugly Betty of the Republic ships. It should not be a surprise, as this ship driven by Jedi Knights and Consulars looks like this little hammer attached to the side of the bus, that we use to break the window in case of an accident. Still, we understand. BioWare didn't want the faces of Star Wars, which are Jedi, to pilot the best looking ship. It would be too much goodness in one place.

D5-Mantis Patrol Craft



Class: Bounty Hunter

Weapons: Three weapon foils - retractable, independently powered

Features: Force cage, compact frame, long-range

It is the starship, that you feel unconsciously that you will have troubles if it's after you. And it should not be a surprise, as D5-Mantis is a ship of the dreaded Bounty Hunters. It is an exciting class to play with an engaging story line, and interesting possible activities, where not only do you hunt your target, but also compete against fellow Bounty Hunters.

BHs are a counterpart of Smugglers on the Empire side, and although they are not Sith, they're far, far away from the Republic principles. Their ship may not be cozy and flashy, but it's not supposed to be, and it doesn't have to. Its job is to transport the Hunter from point A to point B, that's it.

X-70B-Phantom



Class: Imperial Agent

Weapons: missiles, heavy laser cannons

Features: stealth hull plating, limited-use cloaking device, high-power sensor array

Just look at this thing of beauty. BioWare employee while designing the Star Wars: The Old Republic ships must have thought: “Let’s make this one really cool.” And they did. By many players the Imperial Phantom is referred to as the best looking ship inside and outside. If you are the type of the player that above all wants his equipment to appear out of this world, definitely Imperial Agent should be your class of choice.

Fury-Class Imperial Interceptor



Class: Sith Warrior and Sith Inquisitor

Weapons: Precise laser cannons, missiles

Features: Interrogation chamber, enhanced close-range mobility

If you were to merge the Imperial Starfighter with Millennium Falcon, you'd get the Fury. It is the spaceship typical for Sith classes - Sith Warrior and Sith Inquisitor. If we were to choose by the looks of the ship whether we want to join the light or the dark side of the Force, we'd join the dark one. There are six total starships, three for each faction, where for the Empire there is one ugly vehicle, and for the Republic all three are... meh.

Which ship is the best in SWTOR?

It's not really about the ship since the vessel itself do not grant any buffs or advantages. It's more about the class choice, aesthetics, and personal preferences. The choice may prove to be hard. You are into the Fury, but you don't want to be on the Dark Side? Too bad. You want to play the Trooper, but you dislike his Thunderclap? That's a shame. We could go forever with this, and we'd get nowhere.

The bottomline is that there are players, who don't care about the appearance, and players who do. The former will fly through the Galaxy in a barrel with engines, and never look around.

They're there to play the game, farm [SWTOR credits](#), kill enemies, and finish quests, not to admire their ship. And the latter group will go as far as to spend real money on the ship customization just for a piece of pixel device to look cool.

So which SWTOR ship is the best? The answer is simple - your own.

Summary

There you go. All the Star Wars Old Republic Ships right in front of you. Technically, the only difference between them is their appearance, but we all know that there's more to it. Your ships is a sort of home for the remainder of the game on this character. If looks doesn't matter to you, then it's no problem. If it does, you may want to pick a class based on the ship. All in all, don't bother yourself asking: "Which ship in SWTOR is the best," because there is no answer to this question.

FAQ

How do I get a ship in SWTOR?

For the Republic side, it's after finishing the Coruscant storyline. For the Imperial side, it's upon completing the Dromund Kaas storyline.

Where do I buy Starship Upgrades in Star Wars: The Old Republic?

You can buy starship upgrades from vendors in planets.

What are the ships called in Star Wars?

It's BT-7 Thunderclap, XS Stock Light, Defender (Republic), D-5 Mantis, X-70B Phantom, and Fury (Imperial).

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