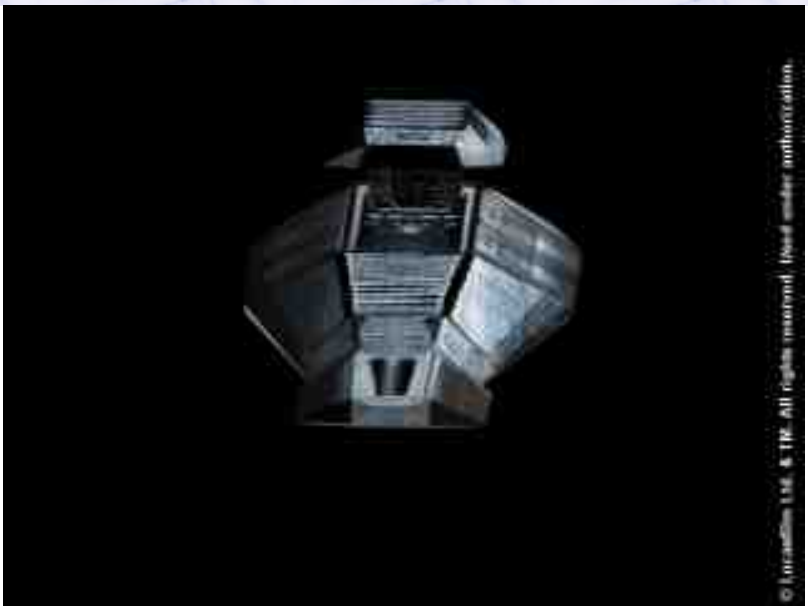
Vehicles D6 / Sienar Heavy Artillery Spe

Craft:



Imperial Heavy Artillery
Type: Sienar Heavy Artillery Speeder
Scale: Speeder
Length: 6.7 Meters
Crew: 1 + 3 Gunners
Cargo Capacity: 50kg
Cover: Full
Maneuverability: 1D
Move: 80, 240 kmh
Body Strength: 5D
Weapons:
- Concussion Missile Launcher (15 Missiles)
  - Fire Arc: Front
  - Crew: 2
  - Scale: Walker
  - Skill: Missile Weapons
  - Fire Control: 1D
  - Range: 100-400/2/4km
  - Damage: 7D
- Twin Light Blaster Cannons
  - Fire Arc: Turret
  - Crew: 1
  - Scale: Character
  - Skill: Vehicle Blasters
  - Fire Control: 2D
  - Range: 10-100/300/500m
  - Damage: 5D

Description: The Heavy Artillery Speeder was designed to complement an Imperial attack, being fast enough to manuever around a battlefield easily, and long ranged enough to keep out of danger. Although not as flexible, and much less well armoured than Walkers, this vehicles speed was a real advantage, and many Imperial Generals loved it. However as the demands of the Galactic Civil war began to drain the Empire, the Artillery Speeder was produced in smaller and smaller numbers, as the Empire moved production over to their more powerful and flexible AT-ATs. But Because these vehicles were designed to keep out of direct combat, many lasted for far longer than the walkers they were designed to complement, and the Empire still has many of these in its armoury, where they still manage to wreck havok in Republic armies when they are fielded.

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