

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 maneuver 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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