

Vehicles D6 / Combat Dunespeeder

Name: Dunespeeder
Craft: Rebel Alliance Combat Dunespeeder
Type: Air Speeder
Scale: Speeder
Length: 6.8m
Skill: Repulsorlift operation: airspeeder
Crew: 1
Passengers: 1
Cargo Capacity: 30kg
Cover: Full
Altitude Range: Ground level-300m
Cost: 65,000 (used)
Maneuverability: 3D+2
Move: 400; 1200kmh
Body Strength: 3D
Weapons:



Twin Heavy Laser Cannons
Fire Arc: Front
Scale: Walker
Skill: Vehicle Blasters
Fire Control: 2D
Range: 50-300/800/1.5km
Damage: 4D

Description: The Rebel DuneSpeeder is based on the same airframe as the famous Snowspeeder, however the DuneSpeeder had a longer design and implementation time allowing the Rebel Tech's to build a far superior vehicle. Using repulsorlift drives from decommissioned starfighters, they were able to tweak them to provide high performance from the small Incom Airspeeder chassis. Adding Solar Ionisation Panels from Tie fighters, the speeder had a large amount of spare energy even after the larger engines were taken into account, allowing the techs to mount two cannons from starfighters below the main body. These weapons were stripped down to cut down their weight to stop them hindering the Speeder performance, but were still far more powerful than the cannons that had been mounted on SnowSpeeders. The DuneSpeeder is an excellently designed vehicle which even when used in the small numbers available to the Rebels could still outmaneuver Imperial AT-AT's and AT-ST's, while hammering them with its heavy firepower.

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