

## Thermite

## Speeder Bike

Craft: SoroSuub Thermite Speeder Bike

Type: Speeder Bike

Scale: Speeder

Length: 1.6m

Skill: Repulsorlift operation: Speeder Bike

Crew: 1

Passengers: 0

Cargo Capacity: 8kg

Cover: 1/4

Altitude Range: Ground level-20m

Cost: 9,500 (new); 4,200 (used)

Maneuverability: 1D

Move: 210; 600kmh

Body Strength: 3D

Weapons:

Twin Heavy Blaster Cannons

Fire Arc: Front

Skill: Vehicle Blasters

Fire Control: 2D

Range: 3-50/100/200

Damage: 6D



Description: The Thermite Speeder bike was designed specifically for sale on the outer rim, where a fast, well armed speeder bike would have a good market. And although sales haven't been as high as SoroSuub might have wished, mainly due to a ban that was imposed by the Empire, they have been steady. The bike is extremely fast, due to its ion afterburners, and the twin heavy blaster cannons make this one of the best armed speeder bikes available, but these two features also make the bike fall under military restrictions on a number of worlds. The high speed is also balanced out by the lack of maneuvering foils, which make the Thermite fairly difficult to control, although most owners consider this to be a fair exchange. All in all the Thermite lives up to its name, and explosive little number.

---

Page designed in Notepad, logo's done on Personal Paint on the Amiga.

Text completely by FreddyB. Image is from a Star Wars Dungeons Siege mod, copyright remains with the artist.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB.](#)