

Speeder Bike

Speeder bikes are small repulsorlift vehicles that are popular throughout the galaxy as personal transports and recreational vehicles. They are so effective that the Empire's scout troops often use them for military purposes.

Speeder bikes make excellent ground reconnaissance craft. They can reach speeds up to five hundred kilometers per hour and are more maneuverable than both landspeeders and airspeeders, allowing them to travel through terrain that would stop those vehicles. Most speeder bikes have a low flight ceiling of about twenty-five meters above ground level.

While they have access to several speeder bike models, the Empire's scout troopers prefer the Aratech 74-Z bikes for both speed and reliability. The Aratech 74-Z can run for thousands of kilometers without any significant maintenance, allowing biker scouts to operate unsupported for weeks at a time. These speeder bikes have armor plating and a single blaster cannon.

Aratech 74-Zs have two outriggers with four forward steering vanes. Maneuver controls are located in the hand grips, while altitude controls are built into the foot pedals. Speed normally is controlled through the foot pedals. Communications, sensors, and weaponry controls are set in a panel in front of the saddle, while a small cargo compartment is found underneath the seat. A biker scout may reset the control configuration through this panel: some biker scouts prefer to run the accelerator controls through the hand grips.

The forward undercarriage of the speeder bike houses the maneuvering control units (linked to the directional vanes) and the blaster cannon. The rear of of the speeder bike is taken up entirely by the power cell and repulsorlift engines.

While the Aratech 74-Z is the most popular Imperial speeder bike, the Empire uses several other versions for patrol duty, including the Aratech 64-Y Swift 3 Repulsorlift Sled, the Ikas-Adno Starhawk, and the Mobquet TrailMaker III.

Craft: Aratech 74-Z Military Speeder Bike

Class: Speeder [Ground]

Size: Large (3.9 m long)

Passangers: 0

Cargo Capacity: 4 kg

Speed: 100 m

Max Velocity: 300 km/h

Cost: Not available for sale

Crew: 1 (Skilled +4)

Initiative: +3 (-1 size, +4 crew)

Maneuver: +3 (-1 size, +4 crew)

Defense: 12* (-1 size, +3 armor)

Shield Points: 0

Hull Points: 20 (DR 5)

*Provides one-quarter cover to crew.

Weapons:

Light Blaster Cannon

Fire Arc: Front

Attack Bonus: +3 (-1 size, +2 crew, +2 fire control)

Damage: 3d8

Range Increments: 50 m

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Ryan Matheny,Overlord, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

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