

Sea

Speeder Bike

Craft: Aratech 98S Sea Speeder Bike

Type: Speeder Bike

Scale: Speeder

Length: 5.2m

Skill: Repulsorlift operation: Speeder Bike

Crew: 1 + 1 Gunner

Passengers: 0

Cargo Capacity: 50kg

Cover: 1/4 Pilot, 1/2 Gunner

Altitude Range: Ground level

Maneuverability: 1D+1

Move: 150; 280kmh

Body Strength: 4D

Weapons:

Twin Light Laser Cannon

Fire Arc: Front

Skill: Vehicle Blasters

Fire Control: 2D

Range: 3-50/100/200m

Damage: 5D

Twin Heavy Laser Cannon

Fire Arc: Turret

Skill: Vehicle Blasters

Fire Control: 3D

Range: 6-100/200/400m

Damage: 7D



Description: The 98S Sea Speeder Bike is a modified and enhanced version of the 74Z Speeder Bike which serves so heavily throughout the Empire. With light Repulsorlift vehicles like speeder bikes not being totally reliable over all liquid surfaces, the need for a light scout vehicle to serve on water worlds forced this vehicle to be designed. Capable of high speeds, and fitted with heavier armour and equipment because of the removal of a weight limit imposed by the repulsorlift engine, the Sea Speeder is a rugged combat vehicle which manages to stand up well in battle. Slower than a speeder bike because of the drag caused by its hydrofoils, the Sea Speeders 360 degree fire coverage from its heavy laser turret allows it to perform more efficient strafing runs and even to engage opponents while retreating, making it a far more survivable vehicle than the normal Speeder Bike. There are some suggestions that the Empire should transfer some of the enhancements such as the armour and the turret to a heavy speeder bike, but to date they have never implemented these ideas.

---

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

Text completely by FreddyB. Image is by "Bob the Dinosaur", copyright resides with him.

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