Vehicles D6 / Resistance Ski Speeder (Roche



RESISTANCE SKI SPEEDER

(* has notes below for further reading and explanation)

Craft: Resistance Ski Speeder
Model: Roche Machines V-4X-D Ski Speeder
Type: Airspeeder, ground assault vehicle
Scale: Speeder
Dimensions:
-Length: 5.8m
-Width: 7.2m
-Height: 2.1m (strut up); 5.6m (strut down)
Skill: Repulsorlift operations
Crew: 1
Crew Skill: Repulsorlift operations, vehicle blasters
Passengers: N/A
Cargo Capacity: 10 kilograms
Cover: 1/2
Altitude Range: Ground level-6m
Cost: 8,050 (new); 2,000 (used)
Maneuverability: 3D+1*
Move: 225; 650kmh
Body Strength: 2D+1

WEAPONS:

2 Laser Cannons (fire-linked)
Fire Arc: Front
Crew: 1 (pilot)
Skill: Vehicle blasters
Scale: Speeder
Fire Control: 2D
Range: 20-100/200/400m
Damage: 4D+2
Rate Of Fire: 1

DESCRIPTION:

The V-4X-D ski speeder, also known as the Resistance ski speeder, or the Single Pilot Operator, was a high-powered assault vehicle manufactured by Roche Machines.

Characteristics

Roche Machines' V-4XD ski speeder was a low-altitude airspeeder used by the Rebel Alliance during the Galactic Civil War. The ski speeder used a stabilizer strut to keep balance when moving across alien terrain.

History

The vehicle came from a design predating those used by the Rebel Alliance on the planet Crait. It was later used by the Resistance during its conflict with the First Order in 34 ABY. Thirteen of the leftover speeders, which had been stripped down almost to their barest components, were deployed during the Battle of Crait against the attacking First Order army.

GAME NOTES:

*Stabilizer Strut

The Ski Speeder has a strut that must be deployed when the speeder takes off. When deployed this strut drags along the ground. Technically, it slows the speeder down a bit, but allows it to stay balanced, therefor giving it the 3D+1 Maneuverability it has. Without the strut, the speeder's Speed increases to 280; 800kmh, but Maneuverability drops to +2 pips.

GAME DESIGN NOTES:

The Resistance Ski Speeder was mostly an improv stat write-up. Though I looked at some speeders, there's never really been anything else like it before in Star Wars D6. A lot of it was straightforward and simple enough. All in all, I looked at the speeder bike and Rebel snowspeeder in the Star Wars Rulebook Expanded and Revised, and gave it a treatment like a cheaper option to the snowspeeder or similar vehicles if they're not available.

The Stabilizer Strut I like, just because I like it when something unique pops up that could use some custom rules. Technically, the strut didn't need to be represented rules-wise, but offering the players a speed boost option at the sacrifice of stability and Maneuverability...I could see racers doing something like that in real life, and players might like to have the option, or take to the speeder as a fixer-upper for modifications.

[NOTE!: This write-up is not made based on official information. At the time of this write-up there is little-to-no information available to use, and much of this was made up using info scraps, guesswork, imagination and creativity. Future official info releases may render this write-up incompatible with the Star Wars canon.]

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