

Type: Haor Chall Engineering Sub-carrier

Scale: Walker

Skill: Repulsorlift Operation, Sub-carrier

Crew: 4 + 4 Gunners

Cargo Capacity: Hundreds of Battle Droids

Cover: Full

Maneuverability:

Move: 12, 36 kmh

Altitude Range: Submersible

Body Strength: 4D

Weapons:

4 x Torpedo Launchers

Scale: Walker

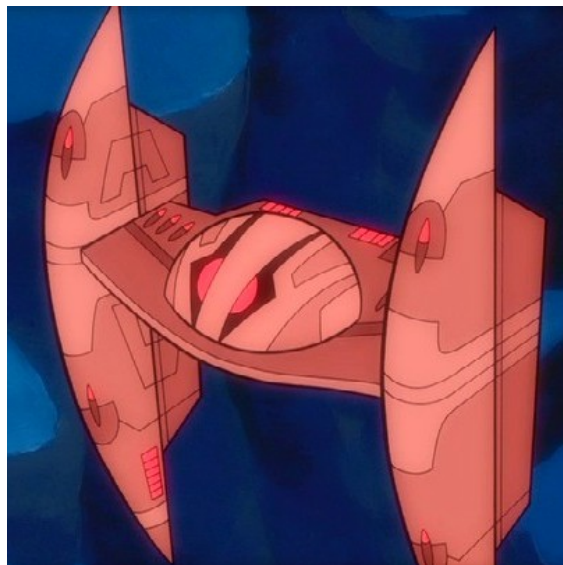
Fire Arc: Front

Skill: Vehicle Blasters

Fire Control: 2D

Range: 50-150/500/1km

Damage: 5D



Complement:

Manta droid subfighters

Mini-subs

Description: The Separatist Sub-Carrier was an underwater carrier vessel.

The Sub-Carrier could transport Mini-subs piloted by individual B1 battle droids and autonomous manta droid subfighter.

The mini-subs would exit through tubes located on the underside of the carrier. This was a dangerous maneuver, as Galactic Republic SCUBA troopers could ambush mini-subs on their way out, and there was no way of turning back once a sub was racing through the launch-tube.

The Sub-Carrier resembled a vulture droid in shape, but dwarfed such craft in sheer size and volume. Each carrier was so big that entire skirmishes could be fought on the topside deck.

The Xi Char provided the blueprints for the Sub-Carrier to the Trade Federation free of charge for not being able to figure out how to make the manta droid subfighter transform like the vulture droid.

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