

## Seatrooper Assault Submarine

Seatroopers extend the reach of the Empire under the oceans of its million worlds. Seatrooper units are able to fight campaigns completely underwater, for extended periods. Seatroopers support the aquatic garrisons assigned to ocean-covered worlds, are backed up by swimmer armored transports, and can be deployed by submersible vehicles such as the Urukaab Seatrooper assault submarine.

The Seatrooper assault submarine is one of the few alternatives to the odd AT-AT swimmer which dominated the Imperial seatrooper legions during the earlier days of the Empire. The Seatrooper assault submarine was built on a custom designed frame which was designed for underwater travel.

Craft: Urukaab Seatrooper Assault Submarine

Class: Speeder [Submarine]

Size: Colossal (23.4 m long)

Passangers: 40 (seatroopers) or 1 Seatrooper APC

Cargo Capacity: 1 ton

Speed: 21 m

Max Velocity: 60 km/h

Cost: 75,000 (new), 34,900 (used)

Crew: 3 (Normal +2)

Initiative: -6 (-8 size, +2 crew)

Maneuver: -6 (-8 size, +2 crew)

Defense: 12\* (-8 size, +10 armor)

Shield Points: 0

Hull Points: 100 (DR 10)

\*Provides full cover to crew and passangers.

Weapons:

2 Heavy Laser Cannons (fire-linked)

Fire Arc: Front

Attack Bonus: -6 (-8 size, +2 fire control)

Damage: 6d10

Range Increments: 300 m (above water), 30 m (underwater)

Proton Torpedo Launcher

Fire Arc: Front

Attack Bonus: -6 (-8 size, +2 fire control)

Damage: 7d10

Range Increments: 50 m (underwater)

Notes: Specialized torpedoes, will not function out of water.

## 2 Heavy Repeating Blasters

Fire Arc: 1 dorsal turret, 1 ventral turret

Attack Bonus: -7 (-8 size, +1 fire control)

Damage: 5d8

Range Increments: 50 m (above water), 15 m (underwater)

## 2 Dye Canister Launchers

Fire Arc: 1 left, 1 right

Attack Bonus: -7 (-8 size, +1 fire control)

Damage: None

Range Increments: 1.5 m

Note: Provides one-half concealment within 10 meters.

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