

Vehicles D6 / Urukaab Seatrooper APC

Seatrooper APC

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 APC.

The Urukaab Seatrooper APC is one of many submersible vehicles used commonly by Imperial Seatroopers in their aquatic environment. The Seatrooper APC was designed to ferry a squad of seatroopers from place to place and quickly deploy them in a combat scenario. The cockpit section is sealed off from the aft passenger compartments by an airlock, which allows the aft compartment to be completely flooded in seconds, allowing the seatroopers to exit the ship quickly. To provide cover for the seatroopers as they enter or exit, the APC is equipped with a dye canister launcher which creates a thick cloud in the water, hiding the ship and seatroopers.

Model: Urukaab Seatrooper APC

Type: Light submersible APC

Scale: Speeder

Length: 15.2 meters

Skill: Repulsorlift operation: submarine

Crew: 1; gunners: 1

Crew Skill: Repulsorlift operation 4D+1, vehicle blasters 4D

Passengers: 8 (seatroopers)

Cargo Capacity: 150 kilograms

Cover: Full

Depth Range: Surface-5 kilometers

Cost: 45,000 (new), 19,500 (used)

Maneuverability: 2D

Move: 70; 200 kmh

Body: 3D+1

Sensors:

Passive: 5 meters/0D

Scan: 10 meters/1D

Search: 15 meters/2D

Weapons:

Heavy Repeating Blaster

Fire Arc: Dorsal turret

Crew: 1 (gunner)

Scale: Character

Skill: Vehicle blasters

Fire Control: 1D

Range: 3-75/200/500 (above water), 1-30/50/150 (underwater)

Damage: 8D

Dye Canister Launcher

Fire Arc: Back

Crew: 1 (pilot)

Skill: Missile weapons

Ammo: 20

Fire Control: 1D

Range: 1-5/10/15

Damage: +2D smoke

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