



Vehicles D6 / SedriMotors Ltd. Hydra-C

Era: Hydras first appeared about 25 years after the Battle of Endor

Craft: SedriMotors Ltd. Hydra-Class Attack Submersible

Type: Amphibious Assault Craft

Scale: Capital

Length: 250 meters

Skill: Repulsorlift Operations

Crew: 168, Gunners: 92 (Skeleton: 105/+10)

Passengers: 80 Power Armor Troops

Cargo Capacity: 150 metric tons

Cover: Full

Altitude Range: Ground-5 meters (Can reach orbit with ion engine engaged)

Maximum Depth Tolerance: 10 kilometers

Cost: 55 million credits (The power armor units cost an additional 14 million credits)

Maneuverability: 2D

Move: 35; 100 kmh on land, 80; 230 kmh underwater

Space: 10 during drop; 2 on return flight

Atmosphere: 415; 1,200 kmh during drop, 225; 650 kmh during return flight

Body Strength: 4D

Shields: 3D

Stealth System: +6D to difficulties to detect with sensors

Sensors:

Passive: 20 km/2D

Scan: 40 km/3D

Search: 80 km/4D

Focus: 1 km/5D

Weapons:

20 Double Turbolaser Cannons

Scale: Capital

Fire Arc: 5 Front, 5 Left, 5 Right 5 Back

Crew: 2 each

Skill: Capital Ship Gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Underwater Range: 3-15/35/75 km

Damage: 5D

6 Proton Torpedo Tubes

Scale: Capital

Fire Arc: Front

Crew: 3 each

Skill: Capital Ship Gunnery

Fire Control: 3D+2

Space Range: 2-12/30/60

Atmosphere Range: 200-1.2/3/6 km

Underwater Range: 1-6/15/30 km

Blast Radius: 50 meters

Damage: 6D+1

Ammunition: 36 Torpedoes Per Tube (216 Total)

8 Concussion Missile Batteries

Scale: Walker

Fire Arc: 2 Front, 2 Left, 2 Right, 2 Back

Fire Rate: 6 Missile Volleys Per Battery Per Round

Crew: 2 each

Skill: Missile Weapons

Fire Control: 6D For A Suppression Spread or 3D For Single Target Volleys

Space Range: 1-5/20/40

Atmosphere Range: 100-5/10/20 km

Underwater Range: 200-2.5/5/10 km

Blast Radius: 25 meters (250 meters For A 6 Missile Volley)

Damage: 7D For A Single Missile (10D For A 6 Missile Volley)

Ammunition: 48 Per Battery (384 Total)

18 Heavy Laser Cannons

Scale: Speeder

Fire Arc: 4 Forward, 5 Left, 5 Right, 4 Back

Crew: 1 Each

Skill: Vehicle Blasters

Fire Control: 4D

Space Range: 1-2/3/16

Atmosphere Range: 40-1.2/6/32 km

Underwater Range: 20-600/3/16 km

Damage: 8D

Support Craft: 80 Avenger-Class Power Armor Units

Note: When a Hydra is serving as part of the support craft complement of a Tarkin II-Class Star Dreadnought then the power armor units are included in the standard support craft listing of the Tarkin

Capsule: The SedriMotors Ltd. Hydra-Class Attack Submersible is the culmination of over twenty years of research and design aiming at the goal of producing a submersible vehicle that can engage and destroy underwater garrison bases in direct combat. First conceived during the height of the Galactic Civil War before the first death of Emperor Palpatine, the Hydra utilizes many weapon systems from a wide variety of other craft, none of which are submersible. The double turbolaser cannons were taken from decommissioned Victory II-Class Star Destroyers. The proton torpedo launchers were salvaged from the wrecked hulk of the New Republic Imperial I-Class Star Destroyer Liberator which was shot down over Coruscant during one of the many battles over possession of that world. The actual proton torpedoes used in the launchers are a Mon Calamari design which have the same characteristics in space and an atmosphere as the original torpedoes but have a much greater range underwater than they do when fired above water in a normal atmosphere. The concussion missile batteries are identical to the missile systems used in the Colossus-Class of tank droid. The only weapons beside the Mon Calamari proton torpedoes built specifically for the Hydra are its eighteen heavy laser cannons and those were based on the laser cannon design used as secondary armament on the Avenger-Class power armor that the Hydras carry! Surprisingly enough SedriMotors has managed to design the Hydra so that all of its salvaged and reconditioned weapons work well with the main computer system. This in itself is a major feat of electronic and computer engineering. The hull of the Hydra is four meter thick biphasic carbide reinforced with duranium bulkheads. The Hydra is completely compartmentalized to prevent a hull breach from flooding the entire vessel. This is backed up by Class 3 heavy shield generators which are powerful enough to shrug off most light turbolaser impacts. The Hydra is amphibious and surprisingly fast and agile for its immense size. Moving at a hundred kilometers per hour on land and over the surface of water the Hydra is most at home under the waves. Here its massive repulsorlift engines are supplemented by four huge propellers which drive the submersible at over two hundred kilometers per hour. Most impressive of all is the sensor masking system which baffles the ship's energy emissions and sonar signature making it incredibly difficult to detect with standard sensor systems. When being dropped onto a planet from a larger ship the Hydra uses a relatively tiny ion engine which relies on the planet's gravity for its high speed during the drop. When returning to the mothership the Hydra is abysmally slow and requires air support if evacuating under combat conditions. The ion engine cannot be used at all underwater and is practically worthless for long-term surface use. The engine is only capable of maintaining thrust for one hour at a time without overheating and is therefore typically used only for dropping and returning. It is possible, though not recommended, to use the Hydra as a spacecraft. When used in this manner it has -3D maneuverability due to lack of maneuvering thrusters, requires Capital Ship Piloting skill to use, and has a Space of 5.

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