



# Vehicles D6 / Urukaab Seatrooper Assault

## 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.

Model: Urukaab Seatrooper Assault Submarine

Type: Heavy combat submarine

Scale: Walker

Length: 23.4 meters

Skill: Repulsorlift operation: heavy submarine

Crew: 3; gunners: 2; skeleton: 2/+5

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

Passengers: 40 (seatroopers) or 1 Seatrooper APC

Cargo Capacity: 1 metric ton

Cover: Full

Depth Range: Surface-15 kilometers

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

Maneuverability: 0D

Move: 21; 60 kmh

Body: 5D

Sensors:

Passive: 10 meters/0D+1

Scan: 20 meters/1D

Search: 45 meters/2D

Focus: 1 meter/2D+2

Weapons:

2 Heavy Laser Cannons (fire-linked)

Fire Arc: Front

Crew: 1 (pilot or commander)

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-500/1.5/3 km (above water), 5-50/150/300 (underwater)

Damage: 6D

#### Proton Torpedo Launcher

Fire Arc: Front

Crew: 1 (co-pilot or commander)

Skill: Missile weapons

Ammo: 10

Fire Rate: 1

Fire Control: 2D

Range: 10-50/150/500 (underwater)

Damage: 7D

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

#### 2 Heavy Repeating Blasters

Fire Arc: 1 dorsal turret, 1 ventral turret

Crew: 1 each (gunners)

Scale: Character

Skill: Vehicle blasters

Fire Control: 1D

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

Damage: 8D

#### 2 Dye Canister Launchers

Fire Arc: 1 left, 1 right

Crew: 1 (co-pilot)

Skill: Missile weapons

Ammo: 20

Fire Control: 1D

Range: 1-5/10/15

Damage: +2D smoke

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