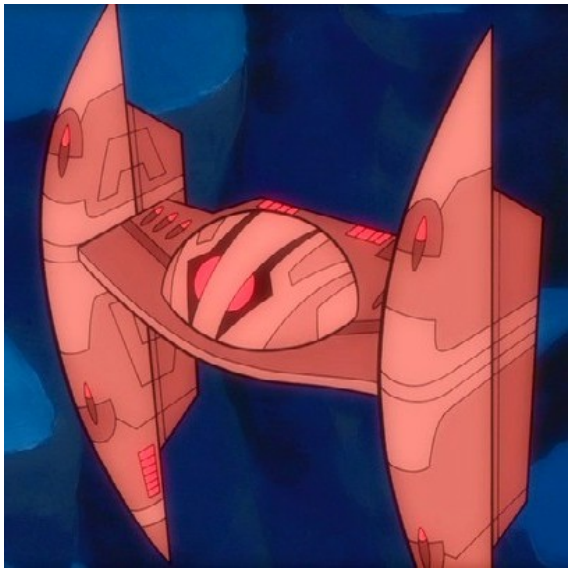
Vehicles D6 / Haor Chall Engineering Sub-car



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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