

Name: Devastator Transport
 Type: Mandalorian Devastator Class Transport
 Scale: Starfighter
 Length: 70 Meters
 Skill: Space Transports - Devastator
 Crew: 3 + 6 Gunners
 Passengers: 20
 Crew Skill: Starfighter Piloting 6D, Starship Gunnery 6D+2, Starship Shields 5D
 Consumables: 2 Weeks
 Cargo Capacity: 20 Tons
 Hyperdrive Multiplier: X1
 Hyperdrive Backup: X10
 Nav Computer: Yes
 Space: 5
 Atmosphere: 350;900kmh
 Maneuverability: 1D
 Hull: 6D
 Shields: 3D
 Sensors:
 Passive: 30/1D
 Scan: 60/2D
 Search: 90/3D
 Focus: 15/5D



Cloaking Device : No

Weapons:

Turbo Laser Cannon
 Scale: Capital
 Fire Arc: Front
 Fire Control: 1D
 Space: 3-15/36/75
 Atmosphere Range: 6-30/72/150km
 Damage: 7D
 Heavy Ion Cannon
 Fire Arc: Turret
 Crew: 1
 Fire Control: 4D

Space: 1-3/7/36

Atmosphere Range: 100-300/700/3.6km

Damage: 4D

3 Twin Heavy Laser Cannons

Fire Arc: Turret (1 Front/Left, 1 Front/Right, 1 Back)

Crew: 1 each

Fire Control: 4D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

2 Heavy Laser Cannons

Fire Arc: Turret (1 Left, 1 Right)

Crew: 1 each

Fire Control: 4D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

4 Smart Concussion Missile Launchers (24 missiles total)

Fire Arc: Front

Fire Control: 5D

Space: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

2 Atomic Compression Missile Launchers (4 Missiles total)

Fire Arc: Front

Fire Control: 3D

Space: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 12D

Description: The Devastator is a heavy transport, made for transferring troops to the ground or to enemy ships for boarding. Capable of holding its own against fighters and even taking on capital ships the Devastator is a very expensive vessel to construct, and therefore has only been built in limited numbers.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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