

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.

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