

Starships D6 / Devastator Class Trans

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.

Systems.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB.](#)

