

Naboo

Destroyer

Type: Theed Spaceworks Repulsorlift

Turbolaser

Scale: Walker

Length: 22 Meters

Skill: Repulsorlift Operation, Naboo Destroyer

Crew: 2 + 4 Gunners

Passengers: 5

Cargo Capacity: 2 Tons

Cover: Full

Maneuverability: 1D

Move: 35, 100 kmh

Altitude Range: Ground-5 Meters

Body Strength: 4D

Weapons:

Turbolaser Cannon

Scale: Capital

Fire Arc: Turret

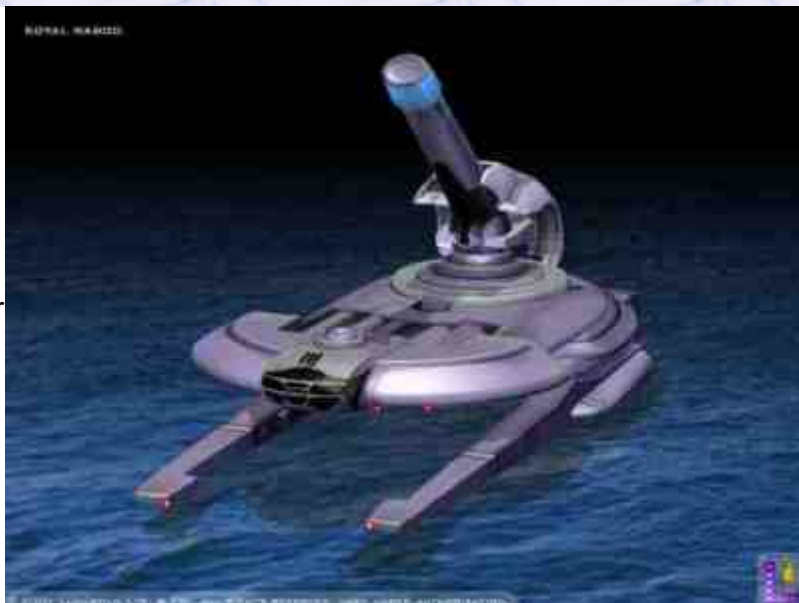
Crew: 4

Skill: Capital Ship Gunnery

Fire Control: 2D+2

Range: 100-500/3/7km

Damage: 3D



Description: The Naboo Destroyer was designed and built by the people of the planet Naboo after the invasion by the Trade Federation. The people of the planet, had been herded up and put into holding camps, so when the invasion was repelled the sought to avoid a repeat at all costs. The Naboo Destroyer was a heavy repulsorlift vehicle armed with a turbolaser, and was designed to destroy troop ships and landing vessels before they could deploy their troops and tanks. This was a very economical way of stopping invasions, since a Destroyer cost only a fraction of that of a landing ship, and could be deployed against enemy installations as well. This led to the Naboo Destroyer selling well to other worlds as well as the home market it was conceived for. During the reign of the Empire, the Rebellion managed to get their hands on a few Naboo Destroyers, which help protect a number of installations before their eventual destruction by an Imperial bombardment. In the New Republic era both the Empire and the Republic have a few Naboo Destroyers, and although weak in comparison to newer turbolaser equipped vehicles, their speed and ability to be deployed over both land and water makes them still very useful.

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

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