Starships D6 / TIE Devastator

TIE Devastator

The TIE Devastator was used in limited numbers during the Imperial civil war that tore much of the galaxy apart just before the return of Emperor Palpatine.

The TIE Devastator is perhaps the largest TIE fighter to ever be designed by Sienar Fleet Systems. It was designed as a fourth generation TIE fighter (in the same generation that the TIE Avenger and TIE Defender belong to) to replace the aging TIE Bomber, however, the Scimitar assault bomber proved to be a much cheaper and much more effective alternative.

The TIE Devastator is a radical departure from standard TIE designs. The solar collection arrays are arranged as a trio of atmospheric wings that are placed at equal distance around the main body of the ship. Two of the proton torpedo launchers are installed in the ship's main fuselage just under the cockpit while the other two are housed on extensions on either side of the dorsal solar collection wing.

Standard protocol deploys the TIE Devastator into flights of four, usually to be escorted by at least two flights of escort TIEs (TIE/ln). Those lucky Imperial commanders that have any TIE Devastators under their command to use them sparingly, saving them ffor only when extensive firepower is required during a starfighter attack.

Craft: Sienar Fleet Systems' TIE DEV/S-B/G
Type: Dedicated heavy space bomber
Scale: Starfighter
Length: 23.4 meters
Skill: Starfighter piloting: TIE Devastator
Crew: 1; Gunners: 2
Crew Skill: Missile weapons 4D+1, starfighter piloting 4D, starship gunnery 5D
Cargo Capacity: 20 metric tons (bomb bay)
Consumables: 5 days
Hyperdrive Multiplier: x2
Nav Computer: Limited to 3 jumps
Cost: 300,000 (new), 225,000 (used)
Maneuverability: 2D
Space: 6
Atmosphere: 295; 850 kmh
Hull: 5D
Sensors:
    Passive: 20/0D
    Scan: 40/1D

Search: 55/2D
Focus: 3/3D

Weapons:

2 Laser Cannons (fire-linked)
Fire Arc: Dorsal turret (cannot fire in back arc)
Crew: 1 (Gunner 1)
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

4 Proton Torpedo Launchers
Fire Arc: Front
Crew: 1 (Gunner 2)
Skill: Missile weapons
Ammo: 6 each
Fire Control: 3D+2
Space Range: 1/3/7
Atmosphere Range: 50-500/1/5 km
Damage: 9D (12D when fire-linked)

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