



Vehicles D6 / Kuat Drive Yards EX-3 D

Craft: Kuat Drive Yards' EX-3 Devastator

Type: Mobile Assault Base

Scale: Capital

Length: 350m

Skill: Repulsorlift operation: Devastator

Crew:80, gunners: 311

Passengers:vehicle pilots, crews and assault troops: 2100, security

troops: 800, misc personnel: 400

Cargo Capacity: 200 tons

Cover: full to ?

Manueverability: oh yeah, right

Move: 21; 60kmh

Flight Ceiling: 10m

Body Strength: 6D

Weapons:

1 KDY v-150 Planet Defender Ion Cannon

6 Speizoc v-188 Penetrator Anti-Vehicle Guns

4 Loronar Turbolaser System Is

12 Golan Arms DF .9 Anti-Infantry Batteries

12 CoMar Tri-Tracker Surface-To-Air Guns

6 Bryn & Gweighth Leveler I Field Missile Launchers

60 E-Web Heavy Repeating Blasters

Vehicles Carried:

2 Lambda-class shuttles

40 TIEs (various types)

10 AT-AT Walkers

10 AT-ST Walkers

40 Speeder Bikes

40 Repulsorlift Sleds

20 Hoverscouts

20 Heavy Imperial-class Repulsortanks

10 Floating Fortresses

10 Juggernauts

60 Compact Assault Vehicles

30 Venaari Strike Speeders

20 132 Imperial Patrol Airspeeders

Capsule: This massive vehicle is the brainchild of Admiral Doluk (who was later promoted to Grand Admiral before being killed in a hyperspace accident on his super star destroyer's maiden voyage) and General Adamar who were assigned to the edges of the Empire to conquer any worlds not currently aligned with the Empire and to subjugate those that had gone into open revolt. For these purposes a pre-fab garrison base placed on the planet was often inadequate without orbital support since a garrison could only be used to effectively control the area of the planet in which it was placed. In order to circumvent this problem, which was tying up much of the fleet unnecessarily, Doluk and Adamar came up with the idea of a mobile base that would be able to function independently of orbital support and move to the trouble zones of a planet as required. The first few experimental versions of this were built with whatever materials were available at the time, including parts of pre-fab garrisons, and various artillery pieces. The design was supremely successful and when the Empire contracted KDY to put it into limited production nobody saw any need to stop using these parts which were readily available.

In appearance the Devastator is very similar to a slightly larger version of the standard Imperial garrison, except that it presents a lower profile, has more weapons emplacements, and is surrounded by a guard catwalk which mounts heavy repeaters. The Devastator is powered by massive repulsorlift engines on the underside. This is the vehicle's major weakness, as the repulsorlift engines are, by necessity, not well shielded. In order to prevent anyone from getting underneath the base and causing a bit of havoc, a forcefield generator creates a virtually impenetrable field of energy around the edges of the base which extends to the ground.

Stats for all of the artillery pieces can be found in the Imperial Sourcebook. Most of the vehicles can also be found there. The Heavy Imperial-class Repulsortank is from AJ9, the Venaari Strike Speeder is from AJ5, and the 132 Imperial Patrol Airspeeder was posted to the Star Wars RPG list a while back (sorry, I don't remember who came up with the stats).

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

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