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.