

Name:

TIE Devestator

Type: Sienar Fleet Systems V38 TIE

Devestator Starfighter

Scale: Starfighter

Length: 7.3 Meters

Skill: Starfighter Piloting - TIE Devestator

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship

Gunnery 5D+2

Consumables: 5 Days

Cargo Capacity: 500 Kg

Hyperdrive Multiplier: x1

Hyperdrive Backup: No

Nav Computer: Limited, 4 Jumps

Space: 10

Atmosphere: 415;1200kmh

Maneuverability: 1D+2

Hull: 4D

Shields: 2D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

4 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D



Description: The TIE Devestator is an adaptation of the TIE Phantom using many of the concepts that were also behind the fighters of the Rebel Alliance, equipped with hyperdrive systems, shields and heavy lasers. The use of parts from the Phantom design made design and production cheap, however the Empire never adopted the fighter on large scale using them only as specialised raiding vessels to assault Rebel patrols where they couldn't receive support from capital ships. The use of a non-standard cockpit did mean that pilots couldn't adapt to the new vessel as easily as with other more traditional TIE designs,

leading to a specialised core of pilots who would fly these and no other vessels.

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