



## DVS-2 Devastator



**Mass :** 100 tons

**Chassis :** Star League XT

**Power Plant :** Vlar 300 XL

**Cruising Speed :** 32 kph

**Maximum Speed :** 54 kph

**Jumps Jets :** none

**Jump Capacity :** - m

**Armor :** Durallex Heavy

**Equipment :**

2x Gauss Rifles

2x PPCs

4x Medium Lasers

**Manufacturer :** Norse-Strom BattleMechs, Inc

**Primary Manufacture :** Loxley

**Communications System :** Johnston Wide Band

**Targetting & Tracking System :** Rander Pintpoint-HY

### Description :

General Kerensky himself designed the specifications for the *Devastator* to make up for perceived flaws in the prototype *Titan* BattleMech. When Stefan Amaris seized the reigns of the Terran Hegemony, production of the *Devastator* was stalled until the invasion of Terra, when a mere six prototypes were delivered to the SLDF. After its deployment in the battle for Terra, the *Devastator* remained lost to the Inner Sphere until troops from the Federated Suns chanced upon the blueprints in a Star League base on the world of Hoff in 3023. A downgraded version of the 'Mech was prototyped in 3033 by the NAIS, using technology available at the time. It was not until 3044 that a *Devastator* appeared that was constructed using the intended technologies (*DVS-2*); this version was finally put in production by 3048.

### Acknowledgement:

This model has been designed by YogSolthan at the [Mechwarrior3.org](http://Mechwarrior3.org). This model is distributed for free and is not supposed to be sold.

This 'Mech has been considered to be 15m tall, like the Armored Cast resin model Atlas. The PDO files contained in this package are at 1/120 scale and 1/60 scale. To match the MW4 1/40 scale this model should be rescaled at ~31.3cm.