

Leo Mobile Suite

The Leo Mobile Suite is the most widely produced Mobile Suit ever (over 25000 are in circulation). The first real all-purpose mobile suit, it is reasonably maneuverable, and can be armed with numerous weapons. Excellent against starfighters and light ships, it may be outclassed against more advanced MS like the Taurus class or the Aries class. It is also not very survivable in the face of heavy ship attacks.

Craft: Romefeller Foundation Leo-class Mobile suite

Class: Starfighter

Size: Diminutive (10.1 m long)

Hyperdrive: None

Passangers: None

Cargo Capacity: 150 kg

Consumables: 5 days

Cost: 45,000 Credits (New), 15,000 Credits (Used)

Maximum Speed In Space: Ramming (10 squares/action)

Atmospheric Speed: 1,200 km/h (20 squares/action)

Crew: 1 (Skilled +4)

Initiative: +8 (+4 size, +4 crew)

Maneuver: +8 (+4 size, +4 crew)

Defense: 24 (+4 size, +10 armor)

Shield Points: 60 (DR 5)

Hull Points: 30 (DR 5)

Weapons:

Can be armed with ONE of the following:

1 Beam Machine-Gun

Fire Arc: Front

Attack Bonus: +8 (+4 size, +2 crew, +2 fire control)

Damage: 4d10x2

Range Modifiers: PB/S +0, M/L n/a

1 Dober Gun

Fire Arc: Front

Attack Bonus: +10 (+4 size, +2 crew, +4 fire control)

Damage: 9d10x2

Range Modifiers: PB/S +0, M/L n/a

Bazooka

Fire Arc: Front

Attack Bonus: +9 (+4 size, +2 crew, +3 fire control)

Damage: 6d10x2

Missil Quality: Marginal (+5)

Always is equipped with the following:

1 Beam Saber

Fire Arc: Front

Attack Bonus: +12 (+4 size, +2 crew, +6 fire control)

Damage: 12d10x2

Range Modifiers: PB/S +0, M/L n/a

Head Vulcans

Fire Arc: Front

Attack Bonus: +7 (+4 size, +2 crew, +1 fire control)

Damage: 2d10x2

Range Modifiers: PB/S +0, M/L n/a

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