



Starships D6 / Romefeller Foundation

Aries Mobile Suite

The Romefeller Aries-class mobile suite (AMS) was intended to act as a high-altitude atmospheric interceptor and double up in a close air support role. In the first role, it didn't function very well-the Empire had plenty of fighters and low orbit ships to take care of that. However, it did serve a valuable purpose in a CAS function. Invaluable in the assault against the Mogadishu Fortress, these craft were extremely maneuverable and, working in conjunction with marine suits and Leo's, were very effective in crushing early opponents of the New Order. Unfortunately, combat focus shifted to outer space, an arena the Aries couldn't compete in.

Craft: Romefeller Foundation Aries-class mobile suite

Type: Primarily CAS mobile suit

Scale: Starfighter

Height: 9.8 m

Skill: Mobile Suit Piloting: Aries

Crew: 1

Crew Skill: Mobile Suit Piloting and Gunnery

Cargo Capacity: 55 kg

Consumables: 5 days

Cost: 110,000 (new)

Hyperdrive Multiplier: N/A (no hyperdrive)

Nav Computer: Uses Romefeller FA-85/MS(S) model

Maneuverability: 3D+1

Space: N/A (Incapable of space combat)

Hull: 2D

Shields: 0D

Sensors:

Passive: 25/0D

Scan: 30/1D

Search: 40/2D

Focus: 55/3D+1

Weapons:

Can be armed with ONE of the following:

Beam Gun

Fire Arc: Front

Skill: MS Gunnery

Fire Control: 3D+1

Space Range: N/A

Atmospheric Range: 3300 m

Damage: 6D

Concussion Missile Launcher

Fire Arc: Front

Skill: MS Gunnery

Fire Control: 4D+2

Space Range: N/A

Atmospheric Range: 1500 m

Damage: 7D

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

All text and stats by Geoff DeWitt,OverLord, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).