Starships D20 / Romefeller Foundation Aries-

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 manueverable 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
Class: Starfighter
Size: Diminutive (9.8 m long)
Hyperdrive: None
Passangers: None
Cargo Capacity: 55 kg
Consumables: 5 days
Cost: 110,000 (new)
Maximum Speed In Space: Not applicable
Atmospheric Speed: 1,000 km/h (17 squares/action)
Crew: 1 (Normal +2)
Initiative: +6 (+4 size, +2 crew)
Maneuver: +6 (+4 size, +2 crew)
Defense: 24 (+4 size, +10 armor)
Shield Points: 0
Hull Points: 60 (DR 5)

Weapons: (ONE of the following)
  Beam Gun
    Fire Arc: Front
    Attack Bonus: +7 (+4 size, +3 fire control)
    Damage: 6d10x2
    Range Increments: 330 m
  Concussion Missile Launcher
    Fire Arc: Front
    Attack Bonus: +9 (+4 size, +5 fire control)
    Damage: 7d10x2
    Range Increments: 150 m

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