# Starships D20 / Romefeller Foundation Leo-c

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 manueverable, 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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