Starships D20 / Altarren Ares Starcruiser

Altarren Ares Starcruiser

The Ares class starships were the largest spacecraft developed by Altarren Fleet Systems approximately six hundred years prior to the birth of the Galactic Empire. Like the rest of Altarren's designs, the Ares only saw limited production and deployment within the Minar sector located in the Mid Rim territories.

The Altarrens constructed the Ares to serve as their main line battleship for the defense of their sovereignty - the Altarrens never joined the Old Republic but eventually lost their independence when Imperial warships arrived in system.

The Ares starships were 550 meters in length (only slightly smaller than the Republic's Dreadnaught heavy cruisers) and boasted an impressive array of weaponry which included 52 laser pulse cannons and 22 concussion missile launchers.

The vessels were designed to serve as space carriers as well as troopships. Each Ares starship carried a full squadron of twelve AF76 assault fighters on external fighter racks mounted on the craft's dorsal side. For surface actions, the ships carried 2,500 Altarren Mobile Infantry (AMI) troops along with sixteen drop-ships and six transports for deployment.

The Altarren engineers designed the Ares to have an operational lifespan of several centuries. Due to this, the Ares remained the main warship of the Altarren Navy all the way up to the eventual Imperial takeover - the ships destroyed by the attacking Imperial forces were an average of 400 years old.

Era Introduced: 600 years before the Battle of Yavin

Craft: Altarren Fleet Systems' SS8 Ares Starship
Class: Capital
Cost: Not available for sale
Size: Gargantuan (550 meters long, 61 meters wide)
Crew: Minimum 96, maximum 1,068 (normal +2)
Passengers: 2,500 (troops)
Cargo Capacity: 10,000 metric tons
Consumables: 4 years
Hyperdrive: x4 (backup x28)
Maximum Speed: Cruising
Defense: 10 (-4 size, +8 armor)
Shield Points: 0
Hull Points: 460

DR: 16

Weapon: Laser Pulse Cannons (52)
Fire Arc: 8 front, 20 right, 20 left, 4 back
Attack Bonus: +2 (-4 size, +2 crew, +4 fire control)
Damage: 3d10x5
Range Modifiers: PB -6, S -4, M -2, L n/a

Weapon: Concussion Missile Launchers (22)
Fire Arc: 2 front, 10 left, 10 right
Attack Bonus: +8 (-4 size, +2 crew, +2 fire control)
Damage: 6d10x2
Range Modifiers: PB -2, S +0, M/L n/a

Starship Complement:

- 12 AF76 tactical assault fighters
- 16 DS9 drop-ships
- 6 RB34 light transports

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Ryan Matheny, 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.