



Starships D20 / Romefeller Foundation A

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

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

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.