

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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