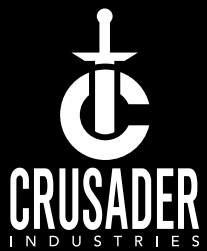




CRUSADER



ARES ION & INFERNO

# THE CALL

The collective star systems and planets we call home are under threat. From the relative safety of UEE boundaries to the lawless strips of unclaimed space, interstellar life has never been more dangerous. Pirate groups roam deep space in stolen frigates, seeking spoils from anyone unfortunate enough to come within scanning range. Outlaws have extended their operations from industrial slums to illegal gunships patrolling the spacelanes that fuel our economy. And

criminal agencies have traded their planetside boltholes for the security of vast space yachts that can travel anywhere, any time.

Yes, space safety has increased leaps and bounds since the public was first permitted to fit offensive weaponry to combat an increasing pirate threat. However, times have changed and another evolution is required. The citizens of the UEE need something more.

# THE ANSWER

We need protection for the haulers making million-mile treks through treacherous systems; security for the families in homesteads operating on the fringes; extreme firepower for those willing to challenge criminality head-on.

We need a ship with the ability to take inter-system travel in its stride and scramble wherever it's called for and with the firepower to reduce anything to scrap.

We need a next-generation Star Fighter:

- ▶ *LONG-RANGE DEPLOYMENT*
- ▶ *HIGH-VELOCITY WEAPONRY*
- ▶ *ABILITY TO NEGATE/DISABLE CAPITAL-CLASS SHIELDS*
- ▶ *EFFECTIVE SOLO GUNSHIP ENGAGEMENT*
- ▶ *FLEET-LEADING POWER AND DEFENSE*





CONCEPT SHIP SHOWN. SPECIFICATIONS MAY CHANGE.

CRUSADER INDUSTRIES



# ARES Star Fighter

The Ares Star Fighter chassis was conceived with large and capital ship engagement in mind. Heavily fortified and able to operate independently for up to years at a time, gunships and capital-class vessels require a specialized approach not possible from a general-purpose fighter. So before weaponry was considered, a next-generation heavy fighter platform was devised to enable pilots and squadrons to intercept large ships in any environment.

This focus is apparent in the single-seat cockpit, with all vital controls instantly accessible by the pilot. Compact landing gear promotes easy landings and takeoffs on

difficult terrain, while externally accessed shield and power components enable quick maintenance from ground crews. Designed to be scrambled from an orbiting carrier or ground base, simple cockpit entry and single-stick control ensure ships are in the air as quickly as possible.

Behring Applied Technology devised the SF7 weapon series specifically for the Crusader Star Fighter chassis. The chassis utilizes a fixed size 7 weapon mount that not only allows a much larger weapon than normal but enables the chosen gun to be integrated into the body and functionality of the ship.







# ARESION

PACK HUNTER  
BEHRING SF7E LASER CANNON





# ARES ION

Designed to lead the charge against capital ships and heavily armed flotillas, the Ares ION excels spearheading a fleet of fighters and support ships. Its purpose-built Behring SF7E laser cannon accurately delivers high-powered shots to quickly disable the shields of gunships and, with the support of other Ares variants, efficiently incapacitate capital-class vessels.

An additional powerplant and cooler support the high-

energy requirements of the cannon alongside a further shield generator for increased protection against laser-equipped combatants.

Usually the remit of compromised shield-busters, the Ares ION expertly fulfills its task while maintaining formidable in all combat roles; integrated missile bays counter lighter fighters, while the high-velocity cannon eradicates smaller ships in seconds.



BEHRING APPLIED TECHNOLOGY

# SF7E LASER CANNON

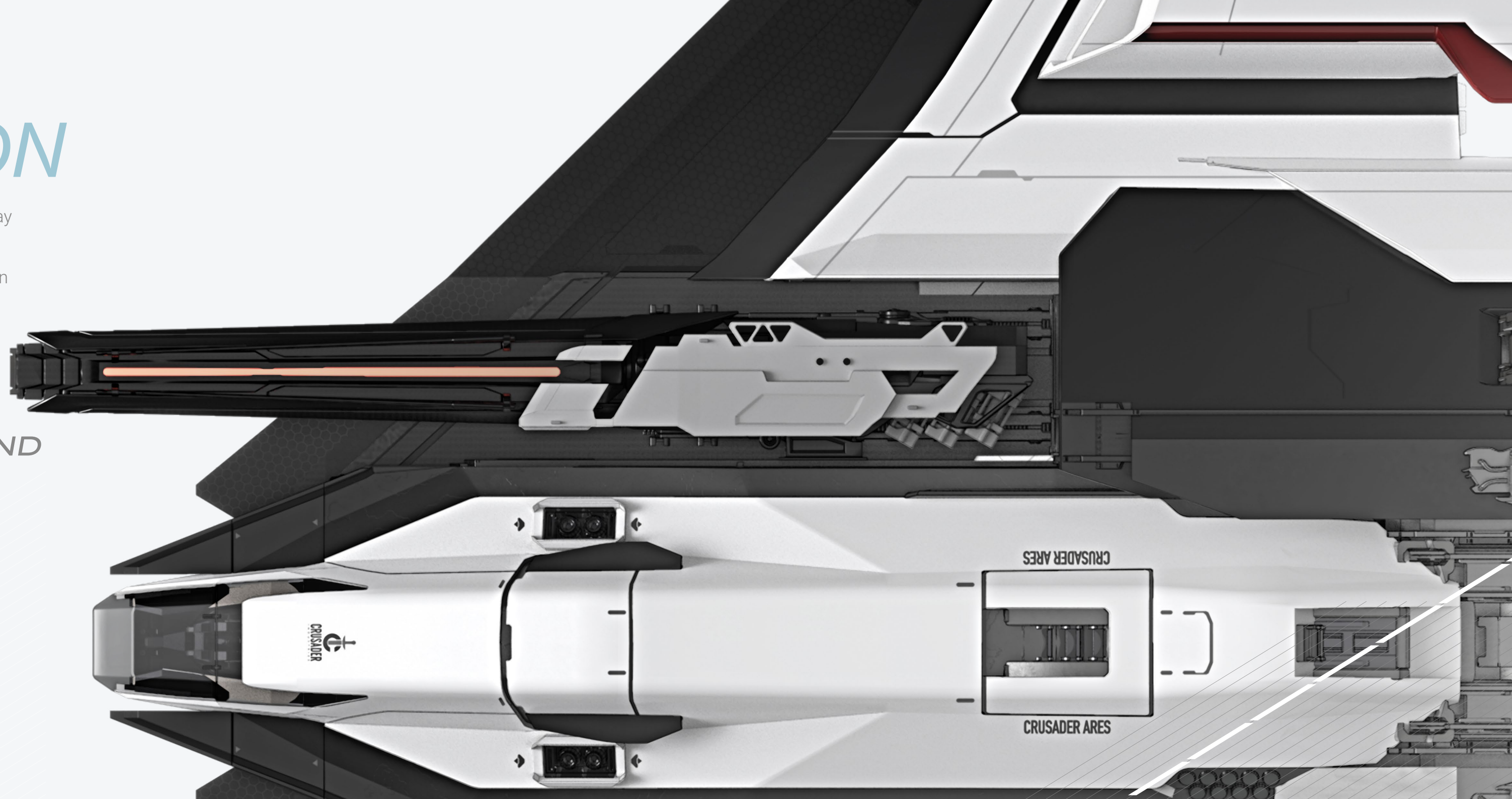
Behring's SF7 series laser cannon is exclusive to the Ares ION. Each shot effectively chips away at enemy shields and, once down, delivers high damage to armor and components.

The SF7E rewards high accuracy with devastating per-round damage, making it untouchable in the hands of skilled marksmen and patient pilots.

▶ HIGH ACCURACY & DAMAGE-PER-ROUND

▶ 38 ROUNDS-PER-MINUTE\*

\*Expected rate of fire considering weapon design





# ARES INFERNO

SOLO STALKER

BEHRING SF7B BALLISTIC GATLING GUN



# ARES *INFERNO*

Conceived to singlehandedly disable large vessels and small squadrons, the Ares INFERNO shines as a single point of defense. Whether avoiding wider conflict by preemptively neutralizing threats or scrambling to tackle pirates, the SF7B ballistic Gatling breaks through shields to permanently damage armor and halt advancing forces.

Increased armor all-round ensures the INFERNO can better withstand ballistic attacks from gunships and anti-aircraft guns during planetside assaults.

Though capable alone, the INFERNO is a potent ally to the ION in capital-ship hunting. The high-caliber armor-piercing rounds perfectly complement the ION's shield-disabling shots to leave even the biggest ships vulnerable.





BEHRING APPLIED TECHNOLOGY

# SF7B BALLISTIC GATLING

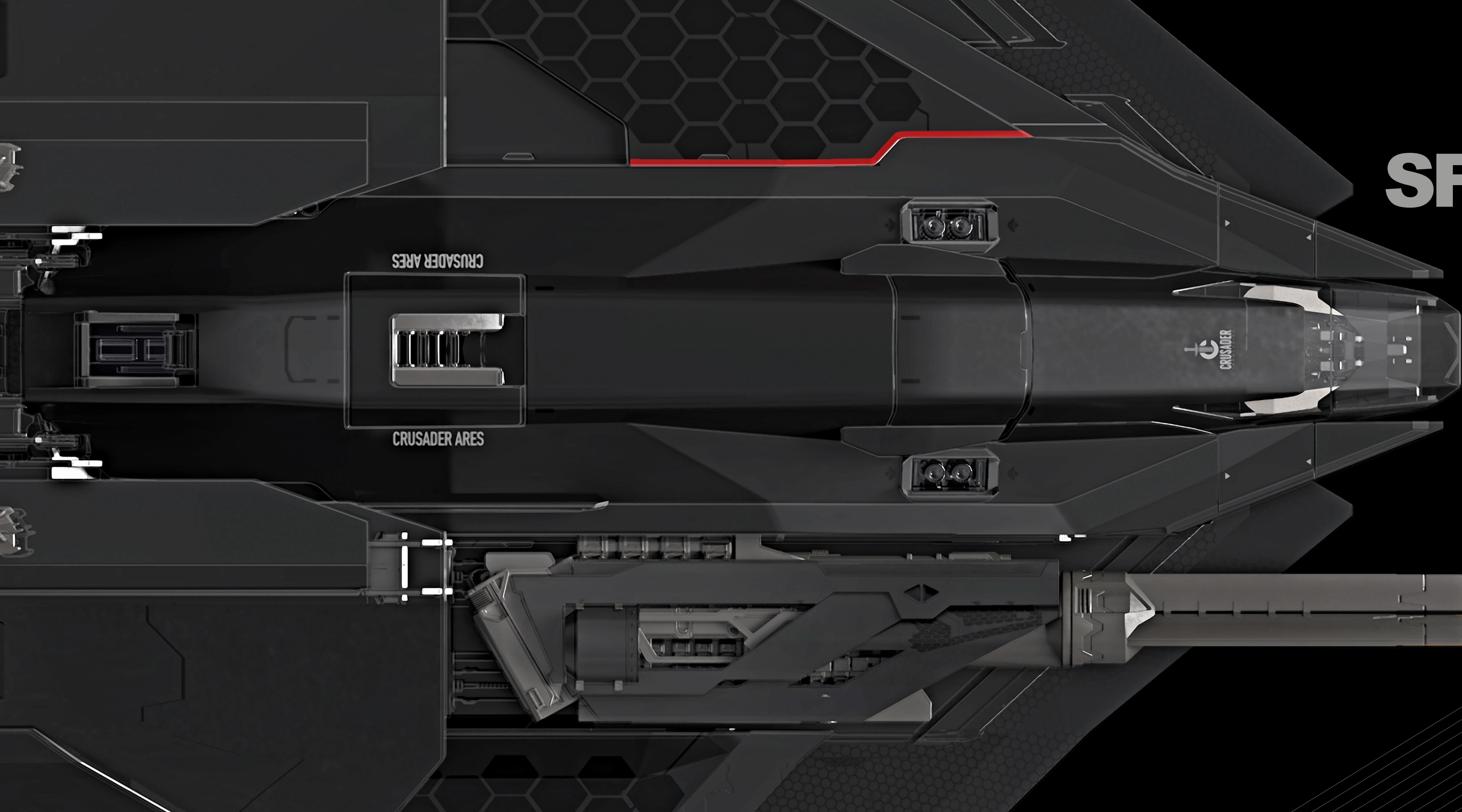
The Gatling variant of Behring's SF7 series is only available on the Ares INFERNO. It unleashes a barrage of ballistic fire to quickly overwhelm small ships and leave bigger vessels struggling to react.

The SF7B is tailored to pilots looking to overwhelm the enemy with unrelenting fire. It's also an effective suppression tool, giving gunners nothing to do but take cover.

HIGH DAMAGE-PER-SECOND

1900 ROUNDS-PER-MINUTE\*

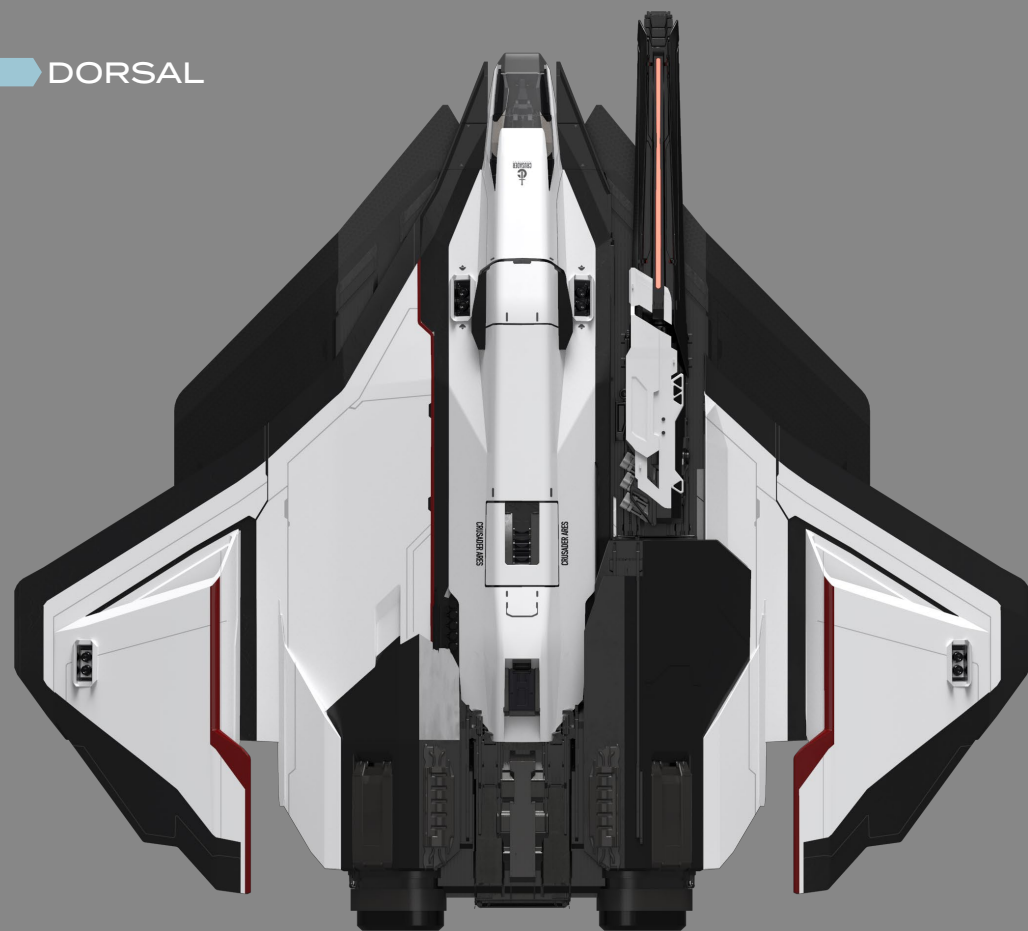
\*Expected rate of fire considering weapon design





# ARES ION

DORSAL



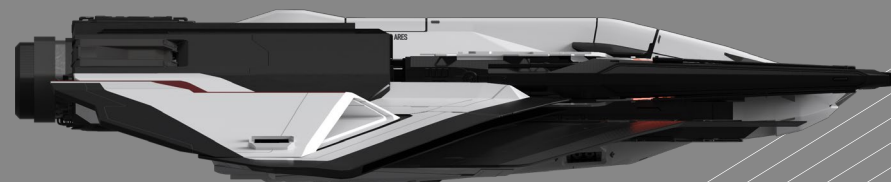
BOW



STERN



LATERAL



# ARES INFERNO

DORSAL



BOW



STERN



LATERAL





# ARES ION

## PROPOSED FULL STATISTICS\*

LENGTH	27.2m
WIDTH	30.2m
HEIGHT	5.5m (in flight)
MAX CREW	1
ARMOR	1x Medium
LIFE SUPPORT	1x Medium
QUANTUM FUEL TANK	1x Medium
FUEL TANK	1x Medium
COMPUTERS	1x Medium

RADAR	1x Medium
SCANNER	1x Medium
POWER PLANT	2x Medium
JUMP DRIVE	1x Medium
QUANTUM DRIVE	1x Medium
THRUSTERS	14x Mav Thrusters 2x Retro Thrusters
MAIN THRUSTERS	2x Main Thrusters
BATTERY	2x Medium

COOLERS	3x Medium
FUEL INTAKES	2x Medium
SHIELD GENERATOR	3x Medium
WEAPONS	Behring FS7E Laser Cannon
MISSILES	4x S5 missile slots 2 (Fixed slot) x4 3S Missiles 2 (Changeable slot) x4 3S Missiles
COUNTER MEASURES	4x Flare/ Chaff Launchers

## PROPOSED FULL STATISTICS\*

LENGTH	27.2m
WIDTH	30.2m
HEIGHT	5.5m (in flight)
MAX CREW	1
ARMOR	1x Medium (heavier than Ion)
LIFE SUPPORT	1x Medium
QUANTUM FUEL TANK	1x Medium
FUEL TANK	1x Medium
COMPUTERS	1x Medium

RADAR	1x Medium
SCANNER	1x Medium
POWER PLANT	1x Medium
JUMP DRIVE	1x Medium
QUANTUM DRIVE	1x Medium
THRUSTERS	14x Mav Thrusters 2x Retro Thrusters
MAIN THRUSTERS	2x Main Thrusters
BATTERY	1x Medium

COOLERS	2x Medium
FUEL INTAKES	2x Medium
SHIELD GENERATOR	2x Medium
WEAPONS	Behring FS7B Ballistic Gatling
MISSILES	4x S5 missile slots 2 (Fixed slot) x4 3S Missiles 2 (Changeable slot) x4 3S Missiles
COUNTER MEASURES	4x Flare/ Chaff Launchers

\*Specifications, features and appearance are subject to revision during development.

# ARES INFERNO





[www.robertsspaceindustries.com/ares](http://www.robertsspaceindustries.com/ares)

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