



Starships D6 / Taurus-class Mobile Suit

Taurus-class Mobile Suit

The Taurus class Mobile Suite (TMS) was designed to be a space superiority suite that could cause significant harm to enemy forces, while being agile enough to move long distances at great speeds under their own power. Able to function as an atmospheric suite for the same purpose as well as a space suite, the TMS is the second most modifiable design currently in service. Widely mass-produced, the TMS allowed Imperial fleets to gain a significant advantage over under-equipped opponents. Renowned both for their anti-MS uses as well as for an anti-ship role they play excellently, the TMS is the best suite that is currently mass-produced.

Craft: Taurus-class Mobile Suite

Type: Space superiority suite

Scale: Starfighter

Height: 10.89 m

Skill: Mobile Suit Piloting: Taurus

Crew: 1

Crew Skill: MS Piloting, MS Gunnery

Cargo Capacity: 120 kg

Consumables: 9 days

Cost: 1,200,000 (new)

Hyperdrive Multiplier: x4

Nav Computer: Uses Romefeller Foundation RF(I)-92TMS(HD)

Manueverability: 4D+1

Space: 12

Hull: 4D

Shields: 2D

Sensors:

Passive: 40D/0D

Scan: 55D/1D

Search: 70D/2D

Focus: 85D/3D+1

Weapons: Can be armed with ONE of the following

Beam Cannon:

Fire Arc: Front

Skill: MS Gunnery

Fire Control: 3D+1

Space Range: 1-4/6/8

Atmosphere Range: 4500 m

Damage: 7D

Laser Rifle:

Fire Arc: Front

Skill: MS Gunnery: Laser Rifle

Fire Control: 4D+2

Space Range: 1-3/4/6

Atmosphere Range: 3000 m

Damage: 3D (This weapon cuts straight through shields and affects hull plating)

Beam Saber: Always equipped

Fire Arc: Front

Skill: MS Fencing

Fire Control: 3D+1

Space Range: 1

Atmosphere Range: 15 m

Damage: 12D

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