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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