

## Starships D20 / Taurus-class Mobile S

### 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

Class: Starfighter

Size: Tiny (10.89 m long)

Hyperdrive: x4

Passangers: None

Cargo Capacity: 120 kg

Consumables: 9 days

Cost: 1,200,000 (new)

Maximum Speed In Space: Ramming (10 squares/action)

Atmospheric Speed: Not applicable

Crew: 1 (Normal +2)

Initiative: +4 (+2 size, +2 crew)

Maneuver: +4 (+2 size, +2 crew)

Defense: 22 (+2 size, +10 armor)

Shield Points: 60 (DR 5)

Hull Points: 120 (DR 5)

Weapons:

Can be armed with ONE of the following

Beam Cannon

Fire Arc: Front

Attack Bonus: +5 (+2 size, +3 fire control)

Damage: 7d10x2

Range Modifiers: PB +0, S/M/L n/a

Laser Rifle

Fire Arc: Front

Attack Bonus: +7 (+2 size, +5 fire control)

Damage: 3d10x2 (This weapon cuts straight through shields and affects hull plating)

Range Modifiers: PB +0, S/M/L n/a

Always equipped

Beam Saber

Fire Arc: Front

Attack Bonus: +5 (+2 size, +3 fire control)

Damage: 12d10x2

Range: 1 square

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