Starships D20 / 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
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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