



## Starships D6 / Romefeller Foundation

### Tiger-class Mobile Suites

Tiger-class Mobile Suites {(TiMS) pronounced "tims"} is the latest model in mass-produced mobile suites. Very fast and maneuverable, they are designed to get in, take over a base, and then defend it. The Romefeller Foundation surpassed itself by producing the Tiger. The Tiger draws heavily on design influences from the Tallgeese and Epyon. Able to engage in most kinds of standard MS missions (including planet defense and superiority combat on land and in space), it is a highly prized mobile suit for its versatility, heavy armor, effective weapons, and shields. Also, in a departure from standard MS design, the Foundation equipped the Tiger with a hyperdrive and suitable navicomputer.

Craft: Romefeller Foundation Tiger-class Mobile Suite

Type: Multi-role space and atmospheric assault suite.

Scale: Starfighter

Height: 13.5 m

Skill: Mobile Suite Piloting: Tiger

Crew: 1

Crew Skill: Mobile Suite Piloting, Mobile Suit Gunnery, Astrogation.

Cargo Capacity: 150 kg

Consumables: 5 days

Cost: 150,000,000

Hyperdrive Multiplier: 4x

Nav Computer: Uses R7 astrogation unit

Maneuverability: 3D

Space: 13

Atmosphere: 350 kmh

Hull: 2D

Shields: 3D (Has 2D of backup shields)

Sensors:

Passive: 30D/0D

Search: 60D/2D+1

Scan: 45D/1D

Focus: 75D/4D+2

Weapons:

Beam Saber

Fire Arc: Front

Skill: MS Fencing

Fire Control: 6D+2

Space Range: 1

Atmosphere Range: 15 m

Damage: 12D

#### 2 Proton Torpedo Launchers

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 100m/300m/700m

Damage: 9D

#### 2 Concussion Missile Launchers

Fire Arc: Front

Skill: Missile Weapons

Ammo: 3/Launcher

Fire Control: 3D+2

Space Range: 1/3/7

Atmosphere Range: 100m/300m/700m

Damage: 9D

#### Twinned Beam Cannons

Fire Arc: Varies (Being on the left arm of the suit, the fire arc could change from left to front)

Skill: Mobile Suit Gunnery

Fire Control: 4D

Space Range: 1-3/5/8

Atmosphere Range: 100-300m/500m/800m

Damage: 7D

#### Ion Gun (optional)

Fire Arc: Varies (being mounted on the right arm of the suite, the arc could change from front to right)

Skill: MS Gunnery

Fire Control: 2D+1

Space Range: 1-2/4/5

Atmosphere Range: 100-200m/400m/500m

Damage: 4D

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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