



# Starships D6 / Romefeller Foundation Ti

## 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

Manueverability: 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