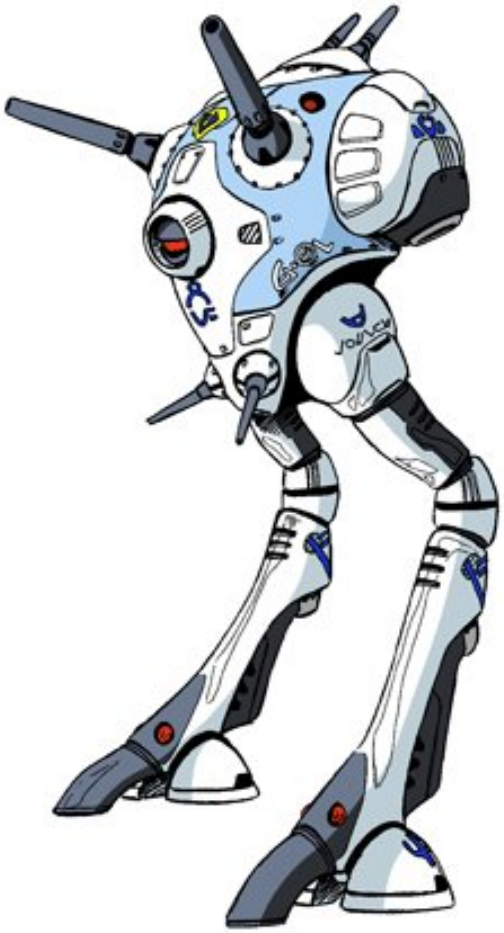
Starships D6 / Zentraedi Tactical Battle Pod (



Zentraedi Tactical Battle Pod (TBP)

(Macross name: Regult Combat Pod)

Craft: Zentraedi Tactical Battle Pod.
Type: Multi-purpose battle mecha.
Scale: Starfighter (Technically Speeder scale to a Zentraedi since they are giants)
Dimensions:
-Height: 50ft/15.2m
-Width: 26.2ft/8m
-Length: 27.2ft/8.3m
-Weight: 37 tons
Skill: Walker Operations (Battle Pod); or Starfighter Operations (Battle Pod); or as an alternative, Mecha Operations (Battle Pod).
Crew: 1 (Zentraedi); or 4 (Humans or other Medium-sized characters).
Crew Skill: Walker Operations 4D+1; Vehicle Blasters 3D+1; Heavy Weapons 5D; Starfighter Piloting 4D; Starship Gunnery 5D; Sensors 4D+1.
Cargo Capacity: None for Zentraedi, but Humans could fit some (100+ kilograms) if needed.
Consumables: None.
Cost: 80,000 (new), 50,000 (used)
Hyperdrive: None.
Nav Computer: Yes (Used for short-ranged travel, no hyperdrive)
Maneuverability: 2D
Speed:
-Space: 4
-Atmosphere: 280; 800 kmh
-Ground: 175 mph/281.5kmh (running)
Hull: 3D
-Strength: 2D
-Armor: 1D
Shields: None.
Sensors:
-Passive: 20/0D
-Scan: 40/1D
-Search: 60/2D
-Focus: 3/3D

STANDARD EQUIPMENT:
-Main Engine: Reactor Type, output: 1.3 GGV

-Radar: 30 mile/48.2km range, conventional operation.
-Radio/Video Communications: Wide band directional radio, and video telecast capabilities. 600 mile/965.4km range, or can be boosted indefinitely via satellite.
-Laser Targetting System: 2 mile/3.2km close range.
-Combat Computer: Calculates, stores and monitors data on the control panel computer screen or HUD.
-Loudspeaker: amplifies and projects pilot's voice up to 90 decibels.
-Night Vision Optics: Passive image intesifier (emits no light of its own, but relies on ambient light which is electronically amplified to give a visible picture), 1,600ft/487m range.
-Heat and Radiation Shields: Immune to hostile environmental effects of these kinds, and gives the pilot +1D in intense situations involving these elements, such as surviving atmospheric reentry.
-Independent Oxygen and Circulatory System.

WEAPONS:

2 Dual Partical Beam Cannons (Fire-link optional):
(Medium-bore Electron Beam Guns)
Location: Upper front section of the Battle pod.
Fire Arc: Turret.
Crew: 1 (pilot)
Skill: Vehicle Blasters.
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5km
Damage: 5D (6D fire-linked)
Ammo: Unlimited.
Rate of Fire: 1 per attack roll; individual blast from each cannon, or a combined fire-linked blast.

2 Laser Guns (Fire-link optional):
(Small-bore Laser Anti-Aircraft Guns)
Location: Top back section of the Battle Pod.
Fire Arc: Partial turret (180 degree rotation and arc)
Crew: 1 (pilot)
Skill: Vehicle Blasters.
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5km
Damage: 4D
Ammo: Unlimited
Rate of Fire: 1 per attack roll; individual blast per laser or combined fire-linked blast.

2 Auto Cannons (Fire-link optional):
(Small-bore Anti-Personnel Cannons)
Location: Lower front section of the Battle Pod.
Fire Arc: Turret.
Crew: 1 (pilot)
Skill: Heavy Weapons.
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7km
Damage: 2D (short burst), 4D (long burst) or 8D (full-round burst, but cannot move or dodge that

round)
Ammo: 960 rounds total, 480 rounds per gun.
Rate of Fire: 6 rounds per short burst; 12 rounds per long burstl 24 rounds per full-round burst.

HAND-to-HAND COMBAT:
Kick: 6D (Strength +4D)
Body Block: 6D (Strength +4D)
Stomp: 4D (Strength +2D; only effective against targets 12ft tall or smaller)

Description:
-Robotech: The Tactical Battle pod is the most common of the Zentraedi war machines. It is a highly dependable, non-transformable, mecha assault system that is issued to EVERY infantry soldier. Although not equipped for hand to hand combat, the Battle Pod is designed for exceptional balance, speed, and a variety of short and long ranged weapon capabilities.

The construction and operation of the Tactical Battle Pod is extremely simple. The pilot sits cradled inside the bulbous body of the pod with immediate access to all controls. The legs are controlled by foot pedals which respond to the pilot's manipulation. Weapon systems are operated by hand. Rear thrusters, mounted on the sides, and mini-thrusters in the legs; provide for mobility in space, while the massive, ostrich-like legs give the pilot exceptional stability, balance and speed on land. The legs are so powerful that the battle pod can actually leap, bound and kick without losing balance. Even after a fall, the pod can quickly regain its feet and rejoin the battle.

This impressive mobility is largely the result of the symbiotic relationshipbetween man and machine via protoculture. Protoculture is the mysterious energy source of the Robotech Masters, which instills an almost alive quality to the machine. As a result, the machine responds to physical manipulation as if it were an extension of the pilot. Of course, the Zentraedi have no real understanding of how the mecha works, the use of protoculture, or even how to repair damaged mecha. From a practical viewpoint, the principals are identical to the Earth Defence Forces own Mecha.

In contrast to the human Mecha, with roomy and reinforced pilot's compartments, the Zentraedi literally fills the pod's body cavity, is cramper, and has no additional protection beyond the light armor of the pod itself. This makes the pilot extremely vulnerable to attacks.

Zentraedi soldiers are often forced to disgard extremely damaged Mecha, but the pods are very inexpensive, and mass produced - on a MIND BOGGLING scale - at fully automated weapons planst scattered throughout the universe (and under the control of the Robotech Masters).

It is important to note that, while there are four different types or styles of Battle Pod, they are almost identical in body operation and movement. Only weapon systems change (this does not include the Officer's Pod). Like the human Destroids and Veritechs, the pod's energy source has a life span of about eight years when used constantly (twenty years is the normal average).
-Macross: Simple, efficient and reliable, the Esbeliben Reguld is the standard mass production mecha of the Zentradi Army. Produced in staggering numbers to fill the need for an all-purpose mecha, this battle pod accommodates a single Zentradi soldier in a compact cockpit and is capable of operating in space or on a planet's surface. In space, the Reguld makes use of two booster engines and numerous vernier thrusters to propel itself at very high speeds, capable of engaging and maintaining pace with the UN Spacy's VF-1 variable fighter. Within an atmosphere, the Reguld is largely limited to ground combat but retains high speed and maneuverability. Armed with a variety of direct-fire energy weapons and anti-personnel/anti-aircraft guns, the Reguld is capable of engaging both air and ground units. The Reguld is also capable of high, thruster-assisted leaping that allows the pod to cover long distances and engage low flying aircraft. On land, the Reguld is surprisingly fast, capable of closing with the VF-1 variable fighter in GERWALK flight (though likely unable to maintain pace at full GERWALK velocity).

The Reguld saw much use during Space War I in repeated engagements against the forces of

the UN Spacy, but its lack of versatility against superior mecha often resulted in average effectiveness. Several variants were seen in the war, typically with additional equipment to mount missile launchers or modified with electronic warfare equipment for ECM and reconnaissance roles. Possessing minimal defensive features, the Reguld is a simple weapon that performs best in large numbers and when supported by other mecha such as Fighter Pods.
-STAR WARS: As the Zentraedi fleets appeared within Imperial space from the Unknown Regions, many wondered what this could mean. The fact that their standard ships outsized those of the Imperials was fearful enough, though loyal officers rested their faith in the firepower of the Imperial II Star Destroyers at their command, though many of the other ships outsized those as well. A simple communique was all the response given from these newcomers who looked human enough, albeit brutish and warlike. They demanded the return of a lost ship and threatened grave consequences if this was not made so. The Imperials were still trying to guess what this meant when the Zentraedi opened fire with a salvo of intense energy weapons, some on par with the standard Imperial Turbolasers, others far surpassing it. The blockade fleet of the Macross system was torn asunder, decimated within the first salvo, shields never having stood a chance against these massive weapons. What few ships survived scattered and ran before the second salvo could begin, leaing space vacant for the Zentraedi fleet to occupy for their own. The fleet regrouped and made way towards the prime colony world of the system under sublight power, following the scent of the space fold trail of Zor's ship like a bloodhound on the chase.

When the Zentraedi assumed tactical orbit above South Ataria Island, they launched a full invasion force to reclaim Zor's ship. While Fighter Pods (ZFPs) were launched for escort duty, drop ships were launched to hit the ocean waters and disgard their cargo for the main assault on the island. That force was composed of Tactical Battle Pods (TBPs). These make up the bulk of the Zentraedi military force, much as TIE/In fighters make up most of the Imperial starfighter groups, and coincidentally these two seem to fill a similar role for both groups. What the Battle Pod lacks in comparative speed and maneuverability of the TIE fighters, it makes up for with somewhat greater durability and more weapons.

While the Zentraedi fleet under Breetai tries time and again to reclaim Zor's ship during the Tri-Star War (Also called the Three System's Conflict, or Three Star's Conflict), one after another Imperial force would attempt to enter the area to discern the situation and learn the fate of the Anti-Rebellion blockade fleet that had been station in the sector. The third group to make the attempt was that under the command of Captain Bash Wessen commanding the Star Destroyer 'Faith of Empire' and a task force of acompanying vessels, all under assignment for the Imperial Reclamation Task Force (IRTF). With an ISBN agent Drommel Karx breathing down his and the crew's necks to make best speed, he instead had several long-ranged scouting vessels enter the Macross system quietly, identify any threats if present, and locate likely vectors for hyperspace entry point into the system proper.

What they found was a system under heavy patrol by an unknown enemy utilizing larger than standard combat starships and several variations of what looked to be large walkers capable of space flight along with starfighters. Some of the scout ships were discovered and forced to enter combat before attempting to get away with their information, and some of these were destroyed by large numbers of these battle pods before doing so.

Further investigations discovered that the Battle Pods were actually small and cramped in relation to the pilots, who were finally found to be humanoid giants and well trained soldiers, one and all. Captain Wessen getting negative replies for reinforcements due to hightened Rebellion activity elsewhere, he decided to do the best he could against these invaders, and use their neglect to his advantage. With the Zentraedi fleet focusing all its efforts on finding this ships, he was free to commit his forces against them in guerilla space combat tactics, wittling them down slowly while gathering intelligence at the same time. Much Battle pod wreckage was recovered, but the secret of why they were so mobile would remain a mystery. ISBN agent Drommel Krax knew better, however. His purpose aborad the Faith of Empire was to secure the crashed alien starship and its

hidden technologies, as well as all knowledge of the substance known as "Protoculture".

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