Starships D6 / Zentraedi Light Artillery Battle



Zentraedi Light Artillery Battle Pod (LABP)

(Macross name: Regult Light, Artillery Combat Pod)

Craft: Zentraedi Light Artillery Battle Pod.
Type: Light artillery missile assault mecha.
Scale: Starfighter (Technically Speeder scale to a Zentraedi since they are giants)
Dimensions:
-Height: 62.7ft/19.12m
-Width: 32.3ft/9.86m
-Length: 27.2ft/8.3m
-Weight: 39.6 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: 90mph/144.8kmh (fully loaded); 120mph/193kmh (with missiles expended).
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 Light Missile Launchers:
Location: Top back section of the Battle Pod.
Fire Arc: Partial turret (pivot 180 degrees, up/down or left/right)
Crew: 1 (pilot)
Skill: Heavy Weapons/Starship Gunnery.
Fire Control: 2D
Space Range:
Atmosphere Range:
Damage: Varies by warhead type (See the MISSILES chart posted elsewhere on the site, otherwise use standard Concussion missiles or Proton torpedoes).
Ammo: 24 total; 12 per launcher.
Rate of Fire: 1 per attack, or volleys of 2, 4 or 6 per missile pod (4, 8 or 12).

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: This is basically the standard Tactical Battle Pod, with twin missile launchers mounted on top instead of the anti-aircraft lasers. The additional weight and awkwardness of the missile launchers slows the maximum speed of the Battle Pod by about 50%. Generally, one out of every dozen Tactical Battle Pods is a light artillery unit. Of course, exact numbers vary with each combat situation.

The Missile Launchers can fire any type of SHORT RANGED missile. Since the Zentraedi are concerned only with victory/destruction, usually high explosive, plasma or other destructive type are used. The missile pods are mounted on a pivot that can rotate side to side, up and down, within a 180 degree arc (-2D to hit).

-Macross: The Reguld, being the Zentradi Army's main combat mecha, was designed to be equipped with many optional weapons to increase effectiveness and adapt to different mission requirements. One of these variants of the standard Reguld is the Light Missile Carrier. Sacrificing the aft-mounted anti-aircraft laser cannons, the Light Missile Carrier features two missile launchers on a single mount. Each of the two launchers features twelve guided missiles for use in close combat. The missiles utilized can vary significantly from single warheads to energy beam "flechette" missiles. Optimizing the weapons payload, the Light Missile Carrier has the option of firing single warheads, rapid succession payloads or burst groups of two-to-four missiles. Though primarily used for anti-aircraft/anti-mecha purposes, in large numbers the Light Missile Carrier is a danger even to large capital ships and is often found in mixed groups of Reguld mecha along side Heavy Missile Carriers and standard Regulds.

-STAR WARS: As Captain Wessen and the rest of the IRTf, along with the Rebels of the liberated SDF Macross both make war with the alien Zentraedi, many versions of the Tactical Battle Pod (TBP) would be encountered during the many bloody battles between all three forces. As standard Battle Pods and Battle Pod formations would meet rising dificulty bringing down the enemy, more and more Light Artillery Battle Pods (LABP) would see service on the front lines to decimate enemy formations and open a hole in the lines, allowing other Battle pods to drive the wedge and force many retreats for both the Imperials AND the Rebels. Combining the best two of the three main weapons from the standard Battle Pod with devestating Short Range missiles, the LABP gave the extra needed firepower to larger units of TBPs when needed on the battlefield on the ground or in the depths of space.

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