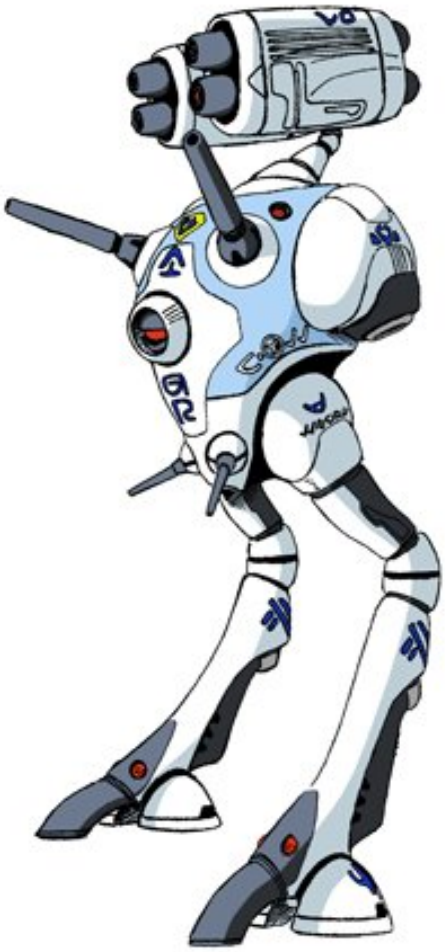
Starships D6 / Zentraedi Heavy Artillery



Zentraedi Heavy Artillery Battle Pod (HABP)

(Macross name: Reguld Heavy Missile Carrier Combat Pod)

Craft: Zentraedi Heavy Artillery Battle Pod.
Type: Heavy missile assault mecha.
Scale: Starfighter (Technically Speeder scale to a Zentraedi since they are giants)
Dimensions:
-Height: 62.7ft/19.1m
-Width: 26.6ft/8m
-Length: 27.2ft/8.3m
-Weight: 41 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+2; Vehicle Blasters 3D+1; Heavy Weapons 5D; Starfighter Piloting 4D+2; Starship Gunnery 5D+1; Sensors 4D+1.
Cargo Capacity: None for Zentraedi, but Humans could fit some (100+ kilograms) if needed.
Consumables: None.
Cost: 90,000 (new), 60,000 (used)
Hyperdrive: None.
Nav Computer: Yes (Used for short-ranged travel, no hyperdrive)
Maneuverability: 2D
Speed:
-Space: 4
-Atmosphere: 280; 800 kmh
-Ground: 80mph/128.7kmh (fully loaded); 100mph/160.9kmh (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: Thermonuclear 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 Missile Launchers:
(2 Heavy Missile Launchers)
Location: Top back section of the Battle Pod.
Fire Arc: Partial turret (180 degree rotation and arc)
Crew: 1 (pilot)
Skill: Heavy Weapons OR Starship Gunnery.
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: Varies with warhead type (See the MISSILES chart posted elsewhere on the site, or use standard Concussion missiles or Proton torpedoes).
Ammo: 4 total; 2 per launcher.
Rate of Fire: 1 per attack, or volleys of 2.

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 combat pod is identical to the Light Artillery Battle Pod (LABP), except that it can launch heavy, longer range missiles (Medium Range Missile if using the MISSILES chart). Like its Light Artillery kin, the missile launcher's additional weight and awkwardness slows the maximum speed of the Battle Pod by about half. Generally, one out of every twenty-four or thirty TBPs is a Heavy Artillery unit. Exact numbers vary with specific situations.

The Heavy missile launcher can fire any type of Medium Range missile. Missile type is usually limited to the most destructive warheads. The missile pods are mounted on a pivot that can rotate 180 degrees, side to side, up and down (-2D to hit the pivot).

-Macross: Another variant to the standard Reguld battle pod, the Heavy Missile Carrier utilizes two missile launchers in place of the standard aft-mounted anti-aircraft laser cannons. Using a single mount connected to the dorsal fuselage, the missile launchers of the Heavy Missile Carrier house only four heavy missiles. However, the missiles are outfitted with multiple warheads and are capable of destroying even the most heavily armored mecha. In most combat sorties, the Heavy Missile Carrier was used in conjunction with Light Missile Carriers and standard Regulds, maximizing the combined arms of the Zentradi Reguld mecha forces.

-Star Wars: As Captain Leylan Vance of the Macross Rebel Group took command of the Imperial Super Dimensional Fortress, many things happened all at once on that fateful day. The Rebels who had gained his trust revealed their true colors and took full control of the reconstructed alien starship at the same time it activated a deep boobytrap program from an orbital sensor reading and fired the Main Gun into space. The distraction was more than any of the Rebel forces could have ever hoped for and the coup'de'tat went off without a problem, resulting in very few casualties. On that same day, an alien race appeared, looking for the ship and ready to lay waste to anything that got in their way to lay claim to it. The creators of the vessel had left a failsafe in case they ever found it, a boobytrap, and they fell for it

completely. Unfortunately, this resulted in a conflict no one was prepared to fight, neither Imperial OR Rebel.

Seeing the enemy forces landing in the waters surrounding Altair Island and closing in from the beaches into the city streets, Captain Vance gave his first orders to get the ship off the ground. As the newly recristened SDF Macross rose into the air it was followed by missile plumes from the launched weapons of these Heavy Artillery Battle Pods.

The forces of the Zentraedi fleet would hound them across three star systems, always biting at their heels with all the weapons at their disposal. These mobile artillery pieces had the longest reach yet...

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