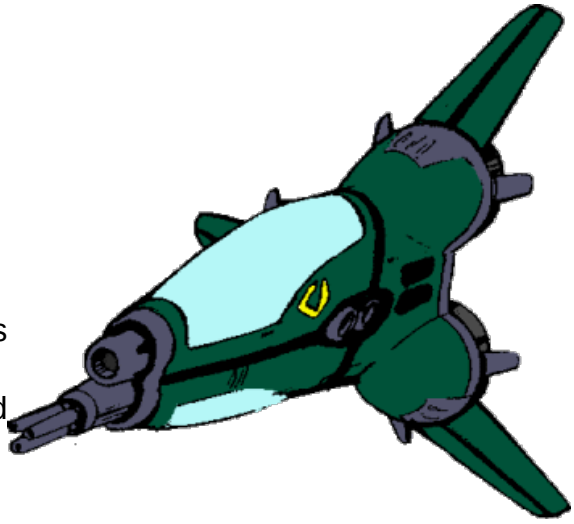
Starships D6 / Zentraedi Fighter Pod (Gnerl F



Zentraedi Fighter Pod (Gnerl Fighter Pod)

Craft: Zentraedi Fighter Pod.
Type: Transatmospheric Combat Fighter Pod.
Scale: Starfighter.
Length: 57ft/17.37m
Skill: Starfighter Piloting: Fighter Pod.
Crew: 1 (made for Zentraedi; 4 medium sized characters could control the pod at -2D)
Cargo Capacity: None (But Medium sized characters could fit extra gear if needed; 100+ kilograms)
Consumables: None.
Cost: 17,000.
Hyperdrive: None.
Nav Computer: Yes (Sublight speeds, short-range)
Maneuverability: 2D (5D with boosters engaged)
Space: 6 (10 when using the Boosters)
Atmosphere: 330; 950kmh (415; 1,200kmh when using the Boosters)
Hull: 1D
Shields: 2D
Sensors:
  Passive: 20/0D
  Scan: 35/1D
  Search: 40/2D
  Focus: 2/3D

Weapons:
  Particle Beam Cannon Cluster (3, fire-link optional):
    Location: Nose of the pod.
    Fire Arc: Forward.
    Crew: 1 (pilot)
    Skill: Starfighter Gunnery.
    Fire Control: 2D
    Space Range: 1-3/12/25
    Atmosphere Range: 100-300/1.2/2.5km
    Damage: 5D (single cannon); 7D (all cannons).
    Ammo: Unlimited.
    Rate of Fire: 1 blast per cannon, or 1 fire-linked from all three cannons.

  Medium Range Missile Launchers:
    Location: Launchers built into the top, sides and bottom of the fighter.
    Fire Arc: Forward.
    Crew: 1 (pilot)
    Skill: Starship Gunnery.

Fire Control: 1D
Space range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: Varies, see MISSILES Chart for Medium Range Missiles where posted on the site, or simply use starfighter scale Proton Torpedoes or Concussion Missiles.
Ammo: 16 missles total.
Rate of Fire: 1 per attack, or volleys of 2 or 4.

Description: Wether in Robotech, Macross or even the Star Wars Universe, the Gnerl was the standard starfighter type vehicle of the Zentraedi fleets, filling a roll the Battle Pods couldn't due to lack of speed and flight capability, and succeeding much in the same manner as the TIE fighter of the Star Wars Galactic Empire; simple (by Robotech Master's standards), easy to mass produce, and devestating in large enough waves against an enemy target. The Gnerl can enter and exit an atmosphere on it's own, carries an impressive enough weapons loadout (compared to anything in Star Wars), and with the advanced technology of the Zentraedi and Robotech Masters, it seems like little more than a cockpit with engines on the back of it, with just enough space for the Zentraedi pilot inside. But make no mistake, just like the TIE fighters, these fighters can be deadly in the right hands, or when thrown in large numbers against would-be aces!

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