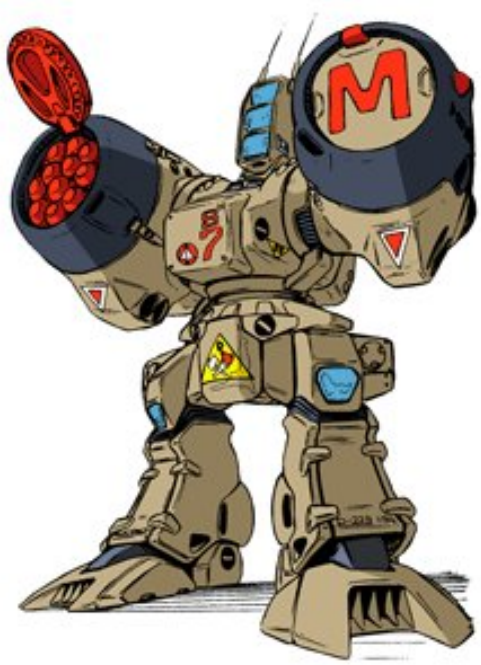
Vehicles D6 / RDF Spartan Mk XII Destroid



RDF Spartan Mk XII Destroid (Phalanx SDR-04-Mk XII)

Craft: Robotech Defense Force's Spartan Mk XII Destroid.
Type: Non-transformable Battloid/Mecha.
Scale: Walker.
Size: height: 39.5ft/12.05m; length: 16ft/5m, weight: 47.2 tons.
Skill: Walker Operations: Destroid (Or Mecha Operations: Destroid).
Crew: 2 or 3.
Crew Skill: Walker Operations, Vehicle Blasters, Missle Weapons, Heavy Weapons.
Passengers: N/A
Cargo Capacity: 40 kilograms.
Cover: Full
Cost: N/A
Move: 45mph/72.3kmph
Body Strength: 5D+2

Weapons:
2 Missile Pods (Long or Medium Range Missiles)
Location: Pods for the arms (have 360 degree rotation, move independantly of each other, and can fire straight up)
Fire Arc: Turret
Crew: 1 or 2 (pilot/co-pilot/gunner)
Skill: Missile Weapons
Fire Control: 3D
Range: 50-100/300/700 (Medium Range Missiles); 4-24/60/120km (Long Range Missiles)
Damage: Varies with warhead type. (See MISSILES Chart below or where posted)
Ammo: 44, 22 per pod; Can be reloaded with special vehicles and equipment, takes 60 combat rounds (5 minutes).
Rate of Fire: 1 missile at a time, OR, volleys in increments of threes up to 11 (i.e., 3, 6, 9, or up to 11) in a single attack roll.

Destroid Hand-to-Hand Combat:
Swatting Blow: 4D (uses Missile Pod arms for this)
Body Block: 6D
Stomp: 6D (only effective against targets 12ft/3.6m tall)
Note: The Spartan can NOT jump, kick, leap or climb, and cannot pick up/carry objects unless they are huge and can be ballanced or cradled on the Missile Pod arms, maximum carry weight 6 tons.

Standard Destroid Equipment:
Main Engine: MT 828 Fusion Reactor; Output=2800 SHP.

Search Lights: Mounted above the left shoulder. Visible light and infrared. 600ft/360m range, 180 degree rotation, 90 degree arc up/down

Radar: 30 mile/48.2km range, conventional operation.

Radio/Video Communications: Wide band, directional radio/video telecast capability. 600 mile/965.4km range, or can be boosted indefinitely via satellite.

Laser Targeting System: Close range: 2 miles/3.2km.

Combat Computer: Calculates, stores and monitors data on the control panel computer screen and/or heads up display (HUD).

External Audio Pickup: Sound amplification/listening system with 300ft/91.5m range.

Loudspeaker: Amplifies/projects pilot's voice up to 90 decibels.

Thermo-imager: A special optical heat sensory unit, allows infrared radiation of warm objects to be converted into a visible image. Enables pilto to see in darkness, shadows and through smoke. 1600ft/487m range.

Night Vision Optics: Passive image intensifier, emits no light of its own, relies on ambient light which is electronically amplified to give a visible picture. 1600ft/487m range.

Reinforced Pilot's Compartrment: Specially armored and padded, designed for maximum protection of the pilot even if the vehicle is totally destroyed. Can be retrieved and carried by Veritech Fighters or the Gladiator destroid.

Heat/Radiation Shields.

Independent Oxygen and Circulatory System.

Fuel Capacity: The use of Protoculture through Robotechnology gives all Destroids and Veritech Fighters a long life span. Can operate at full capacity for an average of 22 years, half this if in constant use.

180 Degree Rotation: All Destroids, except the M.A.C. II Monster, can rotate 18o degrees. This makes them effective mobile turret artillery pieces, as well as able to fight the Zentraedi head-to-head even if somewhat combersome when compared to the Veritech Fighters.

Description:

-Robotech: The Spartan is another non-transformable battloid known as a Destroid. It's purpose is long ranged attacks and defence, and can be thought of as a walking, mobile missile launcher. It's greatest advantage is that it has the most destructive, long ranged capabilities of any other destroid. It was a major force on the SDF-1, and on Earth against the Zentraedi.

As an artillery unit, the Spartan is unsurpassed, however, it is perhaps the least versatile of all the other Destroid mecha. It is the second slowest, has no short range defence or secondary weapon system, and not only lacks hands, but also lacks any type of humanoid arm construction or movement, making it extremely awkward in hand to hand combat.

Since the Zentraedi invasion of Earth, it has been used primarily as a defensive weapon, but can also function as non-combat workers for construction, hauling heavy loads and demolitions.

-Macross: The Space Defense Robot (SDR) Phalanx Mk XII was the final destroid designed during Space War I to act as a fleet defense mecha. After the space worthy conversion of the CVS-101 Prometheus and the SLV-111 Daedalus carriers they were docked with the SDF-1 Macross and required a special unit mecha to defend both vessels. Development of the Phalanx began during the war in July 2009 and quickly reached rollout in December of that year. Roughly 20 Phalanx destroids were built aboard the SDF-1 Macross shipboard factories. Armed with dozens of missiles in two large launchers, the Phalanx made an excellent semi-mobile missile-based battery (minor variants featured armaments such as a head-mounted gatling gun). During the final battle of Space War I against the Zentradi Bodol Zer Main Fleet, the Phalanx units were repainted and refitted to fire long-range reaction warheads for use against capital warships. When the SDF-1 Macross broke through the Zentradi fleet defenses and entered the interior of the massive Fulbtzs Berrentzs command vessel, all the Phalanx units unleashed their missiles and aided in the swift destruction of the enemy flagship.

-Star Wars: Where the Excaliber Destroid was versatile in many forms of attack and combat, it lacked the heavy punch that the Spartan can bring to bear. This Destroid could be developed along with the Excaliber and other Destroids for their various rolls in heavy combat as walkers, ground support, enemy assault, seige of fortification,s or, anti-fighter defence, where the Spartan would really stand out, alongside the Radar-X with its anti-aircraft guns. No matter what it's used against, any enemy would think twice when faced with a barrage of destructive missiles coming all at once!

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