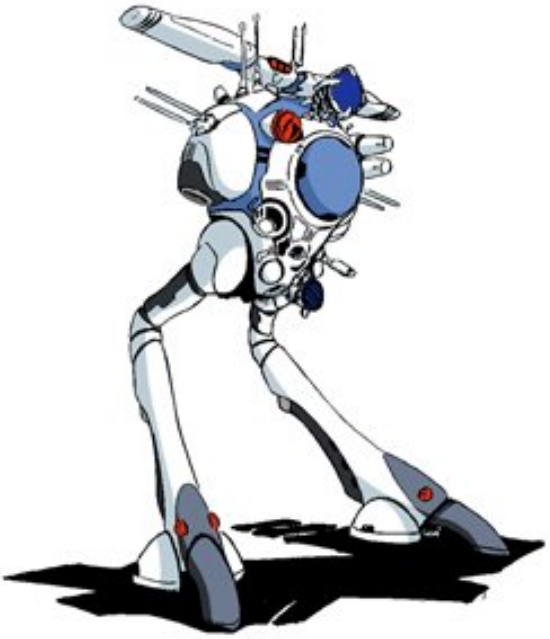
Starships D6 / Zentraedi Recon Scout Pod (R



Zentraedi Recon Scout Pod (RSP)

(Macross name: Ectromelia Reguld Tactical Scout Battle Pod)

Craft: Zentraedi Recon Scout Pod.
Type: Reconnasaince scout mecha.
Scale: Starfighter (Technically Speeder scale to a Zentraedi since they are giants)
Dimensions:
-Height: 60ft/18.2m
-Width: 41ft/12.6m
-Length: 23.6ft/7.2m
-Weight: 39.8 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; Starfighter Piloting 4D+1; Sensors 5D.
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: 120mph/173kmh (running).
Hull: 3D+2
-Strength: 2D
-Armor: 1D+2
Shields: None.
Sensors:
-Passive: 30/1D+2
-Scan: 50/2D+1
-Search: 75/3D+2
-Focus: 4/5D

SPECIAL EQUIPMENT and SENSORS:
-Directional Radar: 200mile/321.8km range, can track up to 48 targets simultaneously.
-Radio Monitor: Can pick up, transmit or record radio transmissions, 50mile/80.45km range.
-Laser Communications: Long-range, directional communications system, effective range of about 90,000 miles.

-Radiation Detection: Can identify and pinpoint radioactive energy/particle signatures.
-Searchlight: Located at the Scout's center like a giant, unblinking eye. Can use visible, infrared or ultraviolet light. 400ft/120m range of light beam.
-Optical Sensors: Allows the pilot to see in the infrared and ultraviolet spectrum.
-Laser Targeting Computer: Enables the pilot to accurately measure the distance to a target (works as an attack roll, has Fire Control of +3D), 9,000ft/2,745m range.
-Video Relay Camera: Has telescopic lenses, used to transmit images of terrain or target(s) to a recon scout ship or other vessel standing by.

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: NONE!

Description:
-Robotech: The Recon Scout Pod is a standard Battle Pod with ALL of its weapon systems replaced with sensors and communications systems. The scout is often deployed to investigate unknown regions, and to relay reliable information to the other units and scout ships. Their duty is to act as the "eyes" and "ears" for the combat troops. They are usually accompanied by two Tactical battle Pods for support.
-Macross: A deadly addition to the Zentradi Reguld mecha forces, the Tactical Scout is the reconnaissance variant of the standard Reguld battle pod. Removing all weaponry, the Tactical Scout is equipped with many additional sensor clusters and long-range detection equipment. Always found operating among other Reguld mecha, the Scout is capable of early warning enemy detection as well as ECM/ECCM roles (Electronic Countermeasures/Electronic Counter-Countermeasures). In Space War One, the Tactical Scout was utilized to devastating effect, often providing radar jamming, communication relay and superior tactical positioning for the many Zentradi mecha forces.
-Star Wars: As both the Rebel forces of the SDF Macross and the Imperials of the IRTF fought against the Zentraedi invaders, they sometimes wondered how such savage warriors of their kind could sometimes locate them while in hiding or discover a trap before it was sprung. All evidence supported that they were not that intelligent and didn't even know how to repair their own equipment. As time would tell, the Zentraedi were ignorant of many things, but war and combat, tactics and strategy, were not among them. As the many variants of the TBPs were being discovered in combat, it was by chance that a group of VF-1 pilots would come across another group of Battle Pods doing the same. Among them was a type they had never seen before, decked out with various sensor technology. After a quick skirmish, debri would later be collected, and it would be discovered that, while Zentraedi Battle Pods may not be as effective as most other starfighters in firepower, the Scout Pods still had better sensors than even some capital ships!

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