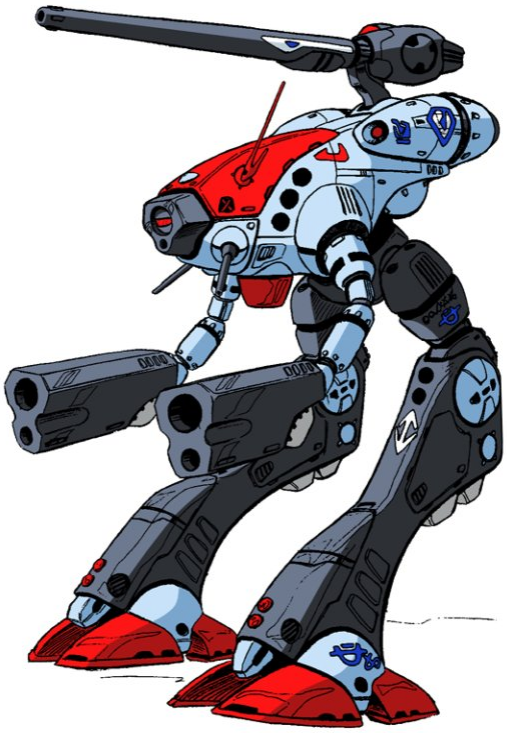
Starships D6 / Zentraedi Officers Battle Pod (



Zentraedi Officer's Battle Pod (OBP)

(Macross name: Roiquonmi Glaug Battle Pod, or just Glaug)

Craft: Zentraedi Officer's Battle Pod.
Type: Command assault mecha.
Scale: Starfighter (Technically Speeder scale to a Zentraedi since they are giants)
Dimensions:
-Height: 54ft/16.55m
-Width: 26.2ft/8m
-Length: 27.2ft/8.3m
-Weight: 41.2 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 5D; Vehicle Blasters 3D+2; Heavy Weapons 3D+1; Starfighter Piloting 5D; Starship Gunnery 5D; Sensors 4D+1.
Cargo Capacity: None for Zentraedi, but Humans could fit some (100+ kilograms) if needed.
Consumables: None.
Cost: 100,000 (new), 60,000 (used)
Hyperdrive: None.
Nav Computer: Yes (Used for short-ranged travel, no hyperdrive)
Maneuverability: 3D+1
Speed:
-Space: 5
-Atmosphere: 295; 850kmh
-Ground: 300mph/482.7kmh (running)
Hull: 5D
-Strength: 2D+1
-Armor: 2D+2
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:

Large Particle Beam Cannon:
(Long Ranged, Electron Beam Cannon)
Location: Top of the main body.
Fire Arc: Forward.
Crew: 1 (pilot).
Skill: Vehicle Blasters OR Starship Gunnery.
Fire Control: 1D
Space Range: 1-8/30/65
Atmoshpere range: 100-800/3/6.5km
Damage: 7D
Ammo: Unlimited.
Rate of Fire: 1 shot per round.

2 Auto Cannons (Fire-link optional):
(Small-bore Laser 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.

WEAPON ARM APPENDAGES:

2 Partical Beam Cannons (Fire-link optional):
(Large-bore Impact Cannons)
Location: Upper barrel weapon in the arms.
Fire Arc: Turret.
Crew: 1 (pilot)
Skill: Vehicle Blasters.
Fire Control: 3D
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 Small Impact Cannons(Fire-link optional):
(Small-bore Impact Cannons)
Location: Lower barrel weapon in the arms.
Fire Arc: Turret.
Crew: 1 (pilot)
Skill: Vehicle Blasters.
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5km
Damage: 4D (short burst) or 6D (long burst, cannot move but can still Dodge); +1D both if fire-linked.
Ammo: 240 rounds per arm.
Rate of Fire: 6 rounds (short burst), 12 rounds (long burst)

Short Range Missile Launchers:
Location: Imbedded launch tubes, 3 on each side.
Fire Arc: Turret.
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 Missiles chart where posted on the site, or use standard Concussion missile or Proton torpedoes).
Ammo: 6 Short Range Missiles.
Rate of Fire: 1 or 2 per attack.

HAND-to-HAND COMBAT:
Punch: 4D+1 (Strength +
Kick: 6D+1 (Strength +4D)
Body Block: 6D+1 (Strength +4D)
Stomp: 4D+1 (Strength +2D; only effective against targets 12ft tall or smaller)
NOTE: The Officer's Battle pod can leap up to 80ft/24.4m horizontally, or 25ft/7.6m vertically.

OPTIONAL EQUIPMENT:
Officer's Pod Armored Vehicle (Glaug Booster): The Officer's Battle pod can be fit into a sort of booster sled which provides the pod with transatmospheric capability, increased mobility and aditional protection from a force field. The force field is a variation of the Pin-Point Barrier system on board the SDF-1. The Addition of the Armored Vehicle turns the Officer's Pod into small, space-worthy vehicle that could exist for months in space. The three booster jets makes it almost as fast as the Veritech Fighter.
Speed:
-Boosters: 3660mph/Mach 4.8 (temporarily, used to break reach or break orbit)
-Space: 7
-Atmosphere: 400; 1,150kmh
Hull: +1D

Shields: 2D
Weapons:
6 Short Range Missile Launchers (Same as above)
Location: Embedded launch tubes, 3 on each side of the booster.
3 Multi-Laser Blasters (Anti-Missile Weapon):
Location: Recessed into the two side engines, 1 on each side.
Fire Arc: Forward.
Crew: 1 (pilot).
Skill: Starship Gunnery.
Fire Control: 3D, or 5D drone skill.
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5km
Damage: 5D
Ammo: Unlimited.
Rate of Fire: 1 blast per side/fire arc of the craft, fires in bursts of a dozen pencil-thick beams of light.

Description:
-Robotech: The Officer's Battle Pod (OBP) is a standard combat mecha issued to all in the elite officer class of the Zentraedi armies. Its basic design, operation and construction is similar to the standard Tactcal Battle Pod. The legs are controlled by foot pedals, arms and weapons by the physical manipulations of the pilot, and superior movement and response is possible through the symbiotic relationship of man and machine via Protoculture. The pod performs equally well on land as it does in space. Rear thrusters provide propulsion, while smaller thrusters mounted in the legs and body, maneuverability.

The Officer's battle pod addresses the problems of the standard tactical mecha. It is less cramped, heavily armored, and even possesses hand to hand capabilities by using the arm-like weapon appendages. Additional improvements include greater speed and firepower. Although the Officer's Pod can fit itself into a Special armored unit with transatmospheric capabilities, the pod itself can NOT transform. Approximately one in every one hundred Battle Pods is an Officer's Pod.
-Macross: The Glaug is a larger and more heavily armed tactical pod used by unit commanders in the mecha forces of the Zentradi Army. Increasing the firepower beyond the standard Reguld Battle Pod, the Glaug is built with two arm units each holding one large-bore and one small-bore impact cannons and the Glaug also is equipped with a rare long range top-mounted, electron beam cannon. Along with the standard two anti-personnel cannons on the front ventral side of the fuselage, the Glaug can operate in nearly any capacity. To handle the increased power demands, the Glaug has a much more powerful single fusion reactor. Like the Reguld, the Glaug is ground based within a planetary atmosphere but uses numerous vernier thrusters and powerful dual engines for space flight.

The Glaug was customarily used much more frequently in the Zentradi mecha forces but has become somewhat of a rarity in the modern age of Space War One. Roughly 280,000 cycles before the present era, the Supervision Army succeeded in an all-front attack upon the Roiquonmi fully automated weapons factory, thus seriously reducing the Zentradi's supply of Glaug mecha. The rarity of the Glaug remained so since until roughly 3,700 cycles before the present era, a supply of nearly new Glaug units was recovered from an opened weapons storage facility leading to somewhat of a small renaissance for the Glaug. Kamjin Kravshera repeatedly made use of a Glaug during his campaigns in Space War One and possessed a supply of the mecha to replace damaged units.

The Glaug Booster (or Power Up Glaug to which it is sometimes referred) attaches to the Glaug tactical pod and grants the mecha the capability of atmospheric flight. With the booster attached, the Glaug has enough fuel for long range flight, can handle atmospheric re-entry and possesses

additional thrust and weaponry for aerial combat. The Glaug Booster is fitted with six close-combat seeking missiles for added firepower.
-Star Wars: When the Zentraedi fleet invaded the Macross system to reclaim Zor's ship, they began a long conflict with the Galactic Empire and the Rebellion, fighting a long and drawn out engagement that would eventually result in the Zentraedi learning of long-lost culture and becoming mebers of the New Republic, if at a distance. Even before the events of the Tri-Star War, the Zentraedi had been the warrior clone-slaves of the Robotech Masters in the Unknown Regions for countless centuries, knowing only war and conflict, living from battle to battle. All of those wars were fought with great numbers of various Tactical Battle Pods and Zentraedi soldiers. And all of theose were led by the few and elite Zentraedi Officers, leading from the front in their Officer Baqttle Pods. To victory of death.

After the final united battle for victory over the rest of the Zentraedi elements come to reclaim Zor's ship and their "fallen" brethren, many Zentraedi pledged allegiance to the New Republic and swore to either follow a peaceful life learning of culture or fighting for peace elsewhere, still piloting the Battle Pods used in countless battles from the past, including many Officer's battle Pods that survived the conflict. Later, as these would become more scarce, they would eventually be reverse-engineered to aquire the basic design, and rebuilt along the same lines for mass-production.

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