

Name: Z-

98 Corsair Starfighter

Type: Incom/SubPro Z-98 "Corsair" Assault Starfighter

Scale: Starfighter

Length: 12.1 Meters

Skill: Starfighter Piloting - Z-98

Crew: 1 + AstroMech

Crew Skill: Starfighter Piloting 4D, Starship

Gunnery 4D, Starship Shields 3D+2

Consumables: 1 Day

Cargo Capacity: 65 Kg

Hyperdrive Multiplier: x1.5

Hyperdrive Backup: No

Nav Computer: uses AstroMech

Space: 8

Atmosphere: 410;1,200kmh

Maneuverability: 1D

Hull: 4D

Shields: 1D

Sensors:

Passive: 20/0D

Scan: 30/1D

Search: 50/2D

Focus: 1/3D

Weapons:

4 Heavy Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 1D+2

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

2 Heavy Ion Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/7/36

Atmosphere Range: 100-300/700/3.6km

Damage: 5D

Concussion Missiles (5 Missile Magazine)

Fire Arc: Front



Fire Control: 2D

Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 7D

Description: After the success of the Z-95 Headhunter, Incom and SubPro began development work on its replacement, but Incom due to its commitments on their own replacement the X-Wing and increasing pressure from the Empire were forced to withdraw leaving SubPro to finish the design work themselves. The resultant fighter has similarities to both its predecessor and Incom's X-Wing, with split airfoils with heavy laser cannons mounted at the ends. However the Z-98 has an extra set of wings, with Ion Cannons mounted at the end of these, making the Z-98 a far more rounded starfighter than either of its relatives, however this fighter was doomed to a short production run for the same reason as so many good starfighters of its era did, because of the tightening weapons restrictions of the emergent Galactic Empire.

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