

Starships D6 / Incom/SubPro Z-98 "Corsair" Assault Starfighter

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.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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