Starships D6 / Incom/SubPro Z-98 "Corsair" A



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 predeccessor 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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