Starships D6 / Z-95 Headhunter / Tie Intercep



Name: Z-Int Ugly Starfighter
Type: Z-95 Headhunter / Tie Interceptor Hybrid Ugly Starfighter
Scale: Starfighter
Length: 11.8 Meters
Skill: Starfighter Piloting - Z-Int Ugly
Crew: 1
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 4D, Starship Shields 3D
Consumables: 1 Day
Cost: 40,000 (used)
Cargo Capacity: 65 Kg
Hyperdrive Multiplier: No
Hyperdrive Backup: No
Nav Computer: N/A
Space: 7
Atmosphere: 400;1150kmh
Maneuverability: 1D+1
Hull: 3D+2
Shields: 2D
Sensors:
- Passive: 15/0D
- Scan: 25/1D
- Search: 40/2D
- Focus: 1/2D

Weapons:
- 2 Laser Cannons (Fire-Linked)
  - Fire Arc: Front
  - Fire Control: 3D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 5D
- Concussion Missiles (6 Missile Magazine)
  - Fire Arc: Front
  - Fire Control: 1D
  - Space: 1/3/7
  - Atmosphere Range: 50-100/300/700m
  - Damage: 7D

Description: The Z-Int Ugly is a hybrid of a Z-95 Headhunter and a TIE Interceptor, and by boosting the rugged Headhunter with the advanced technology of the Interceptor actually manages to be a fairly competant Ugly design. The body is mainly unchanged, but the wings have been replaced with the panels from the Interceptor, using the solar generators to power the twin laser cannons which are a great improvement over the triple blasters of the original Z-95. Most other systems are

left in place, so the sensors, engines, etc are still standard, although the reduced load on the ships power generators due to the solar generators means that the shields have been improved which helps compensate for the fragility of the combined technology, the thruster units of the Interceptors wings also help improve the fighters manueverability somewhat. These Uglies are fairly common with Pirate and criminal groups, this is due to the common availability of both Z-95's and damaged TIE Interceptors, and these fighters are well designed enough to cause problems for anyone without access to the latest military vessels.

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