

Name: Z-Tie Ugly Starfighter
Type: Z-95 Headhunter / TIE-ln Fighter Hybrid Ugly Starfighter
Scale: Starfighter
Length: 11.8 Meters
Skill: Starfighter Piloting - Z-Tie Ugly
Crew: 1
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 4D, Starship Shields 3D
Consumables: 1 Day
Cost: 20,000 (used)
Cargo Capacity: 75 Kg
Hyperdrive Multiplier: No
Hyperdrive Backup: No
Nav Computer: N/A
Space: 6
Atmosphere: 350;1000kmh
Maneuverability: 1D+2
Hull: 3D+2
Shields: 1D
Sensors:
- Passive: 15/0D
- Scan: 25/1D
- Search: 40/2D
- Focus: 1/2D

Weapons:
- 2 Heavy Laser Cannons (Fire-Linked)
  - Fire Arc: Front
  - Fire Control: 2D
  - 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-Tie Ugly is the modified remains of a damaged Z-95 Headhunter, with the addition of a TIE/ln solar panel attached to the top to provide power for the vessels weapons and act as replacement aerofoil surface since the craft's wings have been removed. The performance of the dated Z-95 is improved by addition of parts from an X-Wing fighter, with an engine mounted directly behind the pilot and the heavy laser cannons fitted to the sides of the cockpit. This fighter is

slower than a basic Z-95, but is better armed and more manueverable due to the TIE fighters thrusters, making its low price attractive to those requiring a starfighter but who are incapable of affording a more modern starfighter.

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