# Starships D6 / Incom/Subpro Z-95SF Headhu

Z-95SF Headhunter Strike Fighter

The Z-95SF is a strike starfighter variant of the aging Incom/Subpro Headhunter series. The SF-model features a larger sensor array and a well-designed heads-up display, as well as the addition of an infrared designation pod meant to be used in tandem with laser-guided bombs for precision surgical strikes.

The Imperial Navy maintains a small unit of Z-95SF's on board selected fighter carriers in the Mid- and Outer-Rims. While the original Headhunter is relatively out-classed by more modernized starfighters, the Z-95SF is used to support covert operation units through the use of carefully coordinated laser-guided bomb strikes.

In addition to improved avionics and weaponry, the Z-95SF features more powerful engines and an advanced electronic control response system allowing the fighter to have increased power and maneuverability, especially in atmospheric conditions. Catheros-Merkin, a prime Imperial engine contractor, designed a specialized sublight engine that allows the Z-95SF to have remarkable speed and thrust capabilities, and an amazing climb rate.

The SF-model features two laser cannons, which are usually used in a defensive role against other starfighters. Five ordnance hardpoints support the brunt of the Z-95SF's offensive capabilites. In a covert strike role, one hardpoint is usually occupied by a laser guided bomb and another by a fuel tank.

While on LGB strike missions, the Z-95SF can designate its ground targets from either the fighter's own laser pod or by soldiers on the ground equipped with a laser-designation device. The effect of these strikes has been devastating, with the silent and unforseen destruction of entire city sections and military installations.

Craft: Incom/Subpro Z-95SF Headhunter Strike Fighter
Type: Carrier-based strike fighter
Scale: Starfighter
Length: 12.3 meters
Skill: Starfighter piloting: Z-95
Crew: 1
Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D+2, missile weapons 4D
Cargo Capacity: 90 kilograms
Consumables: 1 day

Cost: 165,000 (new; black market only)
Maneuverability: 2D+2
Space: 8
Atmosphere: 365; 1,050 km/h
Hull: 3D+2
Shields: 1D
Sensors:
- Passive: 30/0D
- Scan: 60/1D
- Search: 85/2D
- Focus: 5/4D

Weapons:
2 Laser Cannons
- Fire Arc: Front
- Skill: Starship gunnery
- Fire Control: 2D+2
- Space Range: 1-3/12/25
- Atmosphere Range: 100-300/1.2/2.5 km
- Damage: 5D

5 Ordnance Hardpoints
- Fire Arc: Front
- Skill: Starship gunnery
- Fire Control: Varies
- Space Range: Varies
- Atmosphere Range: Varies
- Damage: Varies
- Game Notes: The Z-95SF can be fitted with various ordnance within the fighter's weight limits, including numerous free-fall and guided bombs, grenade launchers, concussion missiles, rocket pods, range-enhancing fuel tanks, etc.

Laser Designation Pod
- Fire Arc: Front
- Skill: Sensors
- Fire Control: 1D
- Atmosphere Range: 100-500/3.25/7 km
- Effect: Adds +3D+2 to Fire Control when used with a laser-guided bomb. Ground troops with laser designating equipment may also "paint" a target for the fighter, which provides the same bonus. If no designator is used to mark the target while using a laser-guided bomb, Fire Control is 0D.

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
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