Starships D6 / Incom/Subpro Z-95AF4 Headh

Incom/Subpro Z-95AF4 Headhunter

The Z-95AF4, or Assault Fighter 4, corrected many of the minor design flaws within the original Mark IV. The AF4 was completely refitted with four new Incom 2a fission engines and armed with two Taim & Bak KX4 laser cannons and a pair of Krupx MG5 concussion missile launchers.

The Z-95AF4 was the best space superiority Headhunter created. The controls almost identically matched that of an X-wing. The engines and laser cannons were also almost identical to that of an X-wing - the X-wing would only use slightly improved models of each.

Designers opted to return to the classic bubble canopy for the AF4 rather than using the starfighter canopy which had been standard on Z-95s for many years. This once again gave the pilot an unobstructed field of vision.

Craft: Incom/Subpro Z-95AF4 Headhunter
Type: Assault fighter
Scale: Starfighter
Length: 11.8 meters
Skill: Starfighter piloting: Z-95 (X-wing specialization can be used at -1D)
Crew: 1
Cargo Capacity: 40 kilograms
Consumables: 2 days
Cost: 120,000 (new), 60,000 (used)
Hyperdrive Multiplier: x2
Nav Computer: Limited to 3 jumps
Maneuverability: 2D
Space: 8
Atmosphere: 400; 1,150 kmh
Hull: 4D
Shields: 1D+2
Sensors:
- Passive: 20/0D
- Scan: 30/1D
- Search: 60/2D
- Focus: 2/2D+2

Weapons:
2 Laser Cannons (fire-linked)
- Fire Arc: Front
- Skill: Starship gunnery
- Fire Control: 2D
- Space Range: 1-2/12/25
- Atmosphere Range: 100-200/1.2/2.5 km

Damage: 4D+1

2 Concussion Missile Launchers (3 missiles each)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 100/300/700

Damage: 9D

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