Starships D20 / Incom/Subpro Z-95AF4 Headl

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
Class: Starfighter
Cost: 120,000 (new), 60,000 (used)
Size: Tiny (11.8 meters long)
Crew: 1
Passengers: None
Cargo Capacity: 40 kilograms
Consumables: 2 days
Hyperdrive: x2 (limited to 3 jumps)
Maximum Speed: Ramming
Maneuver: +4 (+2 size, +2 engine quality)
Defense: +22 (+2 size, +10 armor)
Shield Points: 50
Hull Points: 120
DR: 10

Weapon: Laser cannons (2, fire-linked)
Fire Arc: Front
Attack Bonus: +8 (+2 size, +4 fire control, +2 equipment bonus)
Damage: 4d10x2
Range Modifiers: PB +0, S -2, M/L n/a

Weapon: Concussion missile launchers (2, 3 missiles each)
Fire Arc: Front
Attack Bonus: +6 (+2 size, +2 fire control, +2 equipment bonus)
Damage: 9d10x2
Range Modifiers: PB +0, S/M/L n/a

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