Starships D20 / Incom/Subpro Z-95CO Mark II

Z-95CO "Covert Ops" Headhunter

The Z-95CO was the result of Incom's efforts to design a covert operations strike fighter. Much debate was placed on readding the concussion missiles to the design, but in the end it was decided that the vessel would be used more for inserting small special forces teams than engaging in combat.

Based upon the new Mark III Headhunter spaceframe, the Z-95CO had all of the latest Headhunter improvements built in, as well as a few new surprises. For the CO design, engineers installed a small Class Four hyperdrive, increased the output of the shield generator and replaced the triple blasters with a pair of heavy blaster cannons. To accomodate for all of the new power drains placed on the vessel, the engines were downgraded slightly, making it a bit slower than the standard Mark III.

The double cockpit would be taken almost straight from the Mark III trainer variant, with the pilot in the front and the passenger in the rear. If the pilot is killed or injured in flight, the passenger can take over the controls from his rear seat and continue with his mission.

Republic Intelligence loved the design. It gave them a way to equip their small field teams with their own means of insertion and extraction, negating the need for a support craft. The Republic purchased and exclusive contract for the CO, and none were sold on the open market.

These Republic purchased COs were all painted black and constantly used during night operations. Often times, three of four of these Z-95s would be used to insert squad-sized intelligence teams into hostile territory. Once on the ground the teams would conceal their vessels and go about their mission. If a mission goes horribly wrong and there are not enough pilots left alive to fly all of the Z-95s out, then an internal charge inside of the CO may be set so that the ship self destructs.

The Republic Army also purchased a number of the COs for its special forces, but never used them as frequently as Republic Intelligence.

Craft: Incom/Subpro Z-95CO Mark III Headhunter
Class: Starfighter
Cost: 120,000 (new), 50,000 (used)
Size: Tiny (12.2 meters long)
Crew: 1
Passengers: 1
Cargo Capacity: 10 kilograms
Consumables: 4 days

Hyperdrive: x4 (limited to 2 jumps)
Maximum Speed: Attack
Maneuver: +2 (+2 size)
Defense: +22 (+2 size, +10 armor)
Shield Points: 50
Hull Points: 120
DR: 10

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

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Ryan Matheny, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.