Starships D6 / Incom/Subpro Z-95TR Mark III

Z-95TR "Trainer" Headhunter

The Z-95TR was a trainer variant based upon the the Z-95 Mark III design, intended to replace the original Z-95XT Mark II Trainer. Incom went ahead and installed a Class Five hyperdrive, removed the concussion missiles and dramatically altered the fuselage to fit in an extra seat. It would be the replacement for the Z-95XT.

The pilot (trainer) would sit in the front, while the trainee sat directly behind. Identical controls were placed in both seats, with the pilot being able to override and disable the trainee's controls with the touch of a button.

The design was sold on both the military and open markets, serving as a training fighter for the military and as a personal fighter with room for two on the public market. Many private owners used it as their personal transport, while some other more creative private owners offered chartered space flights for those who don't get the chance to travel the stars.

The TR was of little use in combat. The triple blaster cannons, though fire-linked, still could not deal out sufficient punishment to take down enemy fighters with ease. Those TRs purchased by the military were used strictly as trainers or as ferries for moving personnel or light cargo from ship-to-ship in a fleet.

Training in the TR certified Republic pilots to fly both the Mark II and Mark III Z-95s. However, any pilot trained in a TR could take the controls of any Z-95 variant or model and fly with little to no difficulty as the controls never drastically changed until the Z-95AF4. The TR was later used by the Rebel Alliance in small numbers as pre-training for X-Wings and newer Z-95AF4s.

Craft: Incom/Subpro Z-95TR Mark III Trainer/Courier
Type: Covert operations aerospace fighter
Scale: Starfighter
Length: 12.2 meters
Skill: Starfighter piloting: Z-95
Crew: 1
Passengers: 1
Cargo Capacity: 10 kilograms
Consumables: 2 days
Cost: 110,000 (new), 45,000 (used)
Hyperdrive Multiplier: x5
Nav Computer: Limited to 2 jumps

Maneuverability: 1D
Space: 6
Atmosphere: 400; 1,150 kmh
Hull: 4D
Shields: 1D
Sensors:
- Passive: 15/0D
- Scan: 25/1D
- Search: 40/2D
- Focus: 1/2D

Weapons:
2 Triple Blasters (fire-linked)
- Fire Arc: Front
- Skill: Starship gunnery
- Fire Control: 0D
- Space Range: 1-5/10/17
- Atmosphere Range: 100-500/1/1.7 km
- Damage: 3D

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