Starships D6 / Incom/TaggeCo Z-95/4 Guilloti

Z-95/4 Guillotine

The Guillotine was TaggeCo's entry into the Headhunter aftermarket modification business. They basically remanufactured the ship from the frame up, fitting a chambered delta wing and canards (to improve atmospheric maneuverability), improved thrust vectoring (to improve space maneuverability) and their Quad-Pack Proton Torpedo projector, giving the diminutive fighter the punch of two Y-Wing assault bombers. The Guillotine was hampered by its low proton torpedo payload (only 8, enough for two full salvos), its slow speed compared to the original Headhunter, and its low-powered laser cannon. Though intended as a ground attack fighter, it found its most wide use as a cheap space defense fighter for small frontier worlds, becoming a cheap alternative to (of all things) the Skipray blastboat.

Craft: Incom/TaggeCo Z-95/4 Guillotine
Type: Pocket attack starfighter
Scale: Starfighter
Length: 10 meters
Skill: Starfighter piloting: Z-95
Crew: 1
Cargo Capacity: 30 kilograms
Consumables: 12 hours
Maneuverability: 2D
Space: 6
Atmosphere: 300; 1,000 kmh
Hull: 2D
Shields: 1D
Sensors:
- Passive: 15/0D
- Scan: 25/1D
- Search: 40/2D
- Focus: 1/2D

Weapons:
2 Laser Cannons (fire-linked)
- Fire Arc: Front
- Crew: 1 (pilot)
- Scale: Starfighter
- Skill: Starship gunnery
- Fire Control: 2D
- Space Range:1-3/12/25
- Atmosphere Range: 100-300/1.5/2.5 km
- Damage: 4D

Quad-Pack Proton Torpedo Projectors (4 fire-linked)
- Fire Arc: Front
- Crew: 1 (pilot)
- Scale: Starfighter

Skill: Starship gunnery
Fire Control: 2D
SpaceRange: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 11D

Special: The Guillotine has a total of 8 torpedoes, allowing it to fire two full salvos before reloading. It can fire two torpedoes at a time (9D damage), but when doing so the pilot will not get the firing control bonus, and also have to make a Moderate Piloting roll to keep control of the ship (because the ship will be unbalanced).

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