# Starships D20 / Incom/TaggeCo Z-95/4 Guillo

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
Class: Starfighter
Size: Diminutive (10 m long)
Hyperdrive: None
Passangers: None
Cargo Capacity: 30 kg
Consumables: 12 hours
Cost: Not available for sale
Maximum Speed In Space: Attack (8 squares/action)
Atmospheric Speed: 1,000 km/h (17 squares/action)
Crew: 1 (Normal +2)
Initiative: +6 (+4 size, +2 crew)
Maneuver: +6 (+4 size, +2 crew)
Defense: 24 (+4 size, +10 armor)
Shield Points: 30 (DR 5)
Hull Points: 60 (DR 5)
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Attack Bonus: +6 (+4 size, +2 fire control)
Damage: 4d10x2
Range Modifiers: PB/S +0, M/L n/a
Quad-Pack Proton Torpedo Projectors (4 fire-linked)
Fire Arc: Front
Attack Bonus: +6 (+4 size, +2 fire control)
Damage: 11d10x2
Missil Quality: Ordinary (+10)
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 (9d10x2 damage), but when doing so the pilot will not get the firing control bonus, and also have to make a Pilot check (DC 12) to keep control of the ship (because the ship will be unbalanced).

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