

Z-95t HEADHUNTER

Craft: Incom Z-95t Headhunter

Type: Multi-purpose starfighter

Scale: Starfighter

Dimensions:

-Length: 11.9m

Skill: Starfighter piloting: Z-95

Crew: 1

Crew Skill: Starfighter piloting 4D, starship gunnery 3D+2, starship shields 3D+1

Passengers: N/A

Cargo Capacity: 70 kilograms

Consumables: 1 day

Cost: 46,500 (used)

Hyperdrive: x3

Nav Computer: Yes (holds four jumps)

Maneuverability: 1D+2

Speed:

-Space: 7

-Atmosphere: 400; 1,150kmh

Hull: 4D

Defenses:

-Shields: 1D

Sensors:

Passive: 15/0D

Scan: 25/1D

Search: 40/2D

Focus: 2/2D+1

WEAPONS:

2 Triple Blasters (fire-linked)

Location: Mounted on wingtips

Fire Arc: Front

Crew: 1 (pilot)

Skill: Starship gunnery

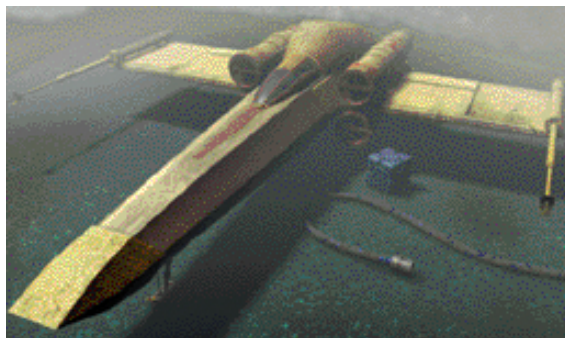
Scale: Starfighter

Fire Control: 1D+1

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7km

Damage: 3D+1



Ammo: N/A

Rate of Fire: 1

#### Concussion Missiles

Location: Deployed from ventral hull

Fire Arc: Front

Crew: 1 (pilot)

Skill: Missile Weapons: concussion missiles

Scale: Starfighter

Fire Control: 1D+1

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 7D

Ammo: 4 missiles

Rate of Fire: 1

#### DESCRIPTION:

The Z-95t Headhunter was a variant of the Z-95 Headhunter designed by Adar Tallon. Unlike the standard headhunter, it was equipped with a class 3 hyperdrive.

A unit of Z-95t Headhunters was operationally assigned to provide close air support to General Crix Madine's commandos. At least one of the ships was also equipped with an advanced sensor suite to monitor Imperial activity during commando actions.

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