

Name: Z-



Tie Ugly Starfighter

Type: Z-95 Headhunter / TIE-In Fighter

Hybrid Ugly Starfighter

Scale: Starfighter

Length: 11.8 Meters

Skill: Starfighter Piloting - Z-Tie Ugly

Crew: 1

Crew Skill: Starfighter Piloting 5D, Starship Gunnery 4D, Starship Shields 3D

Consumables: 1 Day

Cost: 20,000 (used)

Cargo Capacity: 75 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: N/A

Space: 6

Atmosphere: 350;1000kmh

Maneuverability: 1D+2

Hull: 3D+2

Shields: 1D

Sensors:

Passive: 15/0D

Scan: 25/1D

Search: 40/2D

Focus: 1/2D

Weapons:

2 Heavy Laser Cannons (Fire-Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

Concussion Missiles (6 Missile Magazine)

Fire Arc: Front

Fire Control: 1D

Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 7D

Description: The Z-Tie Ugly is the modified remains of a damaged Z-95 Headhunter, with the addition of

a TIE/In solar panel attached to the top to provide power for the vessels weapons and act as replacement aerofoil surface since the craft's wings have been removed. The performance of the dated Z-95 is improved by addition of parts from an X-Wing fighter, with an engine mounted directly behind the pilot and the heavy laser cannons fitted to the sides of the cockpit. This fighter is slower than a basic Z-95, but is better armed and more manueverable due to the TIE fighters thrusters, making its low price attractive to those requiring a starfighter but who are incapable of affording a more modern starfighter.

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