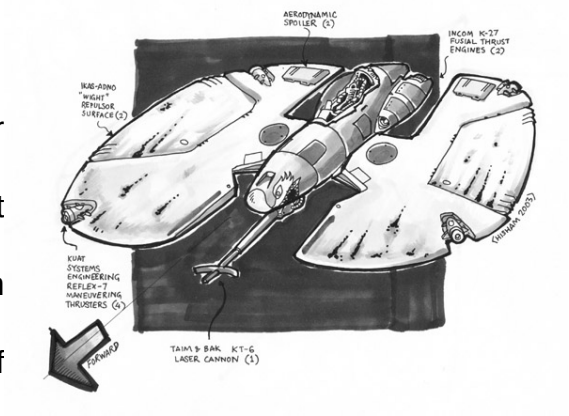
Starships D6 / Subpro Z-130 Thunderbolt



Subpro Z-130 Thunderbolt

With the overwhelming success of the Z-95 Headhunter series, Subpro
invested heavily into starfighter research and development for years.
While they failed to produce any radical breakthroughs in fighter
technology, they did, however, produce a handful of fearsome combat
starfighters.

With what began as an upgrade to the Z-95, the design team for the Z-130 ended up taking the design development and leading it far from the Z-95 in practically every aspect. In fact, the only thing which remained even slightly similar to the Z-95 was the targetting computers and heads up displays (HUDs).

The Z-130 was highly advanced for its time, boasting incredible speed and maneuverability. However, to achieve this performance, Subpro had to sacrifice a lot, including deflector shields and hyperdrive motivators.

Armor and weaponry was also sacrificed. The fighter's appearance was ominous, hinting at a durable design. Unfortunately, the armor attached to the vessel would only be on par with that of a standard TIE fighter. A single hit was often times more than enough to criple or destroy the fragile interceptor.

Armed with only a single heavy laser cannon, the Z-130 did not boast well against heavily shielded and armored targets such as corvettes or heavy fighters.

Its intended combat role was simple: short range interception. The Z-130 far exceeded in combat with other fighters of its class. In the hands of a skilled pilot, the Z-130 could fly circles around many other fighters.

The one downfall of the vessel was that it was not easily stored or maintained. Lacking landing struts, the ship had to be mounted on specialized racks - must like later Imperial TIE models. The Republic mainly kept them onboard of space stations to serve as a defensive interceptor, while a handful of them were assigned to specialized carriers with external racks.

Several wings of Z-130s were sold to the Old Republic while limited numbers were sold to private militias across the Core and Colonies.

Era Introduced: Yavin -15 years

Model: Subpro Z-130 Thunderbolt
Type: Short range interceptor
Scale: Starfighter
Length: 15.6 meters
skill: Starfighter piloting: Thunderbolt interceptor
Crew: 1
Crew Skill: Varies dramatically
Cargo Capacity: 50 kilograms
Consumables: 1 day
Cost: 120,000 (new), 80,000 (used)
Manueverability: 3D+1
Space: 8
Atmosphere: 400; 1,150 kmh
Hull: 2D
Sensors:
- Passive 20/1D
- Scan 35/2D
- Search 70/3D
- Focus 3/3D+2

Weapons:
Heavy Laser Cannon
- Fire Arc: Front
- Skill: Starship gunnery
- Fire Control: 2D
- Space Range: 1-2/12/25
- Atmosphere Range: 100-200/1.2/2.5 km
- Damage: 4D

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