



# Starships D20 / Incom/Subpro Z-95AF4

## Incom/Subpro Z-95AF4 Headhunter

The Z-95AF4, or Assault Fighter 4, corrected many of the minor design flaws within the original Mark IV. The AF4 was completely refitted with four new Incom 2a fission engines and armed with two Taim & Bak KX4 laser cannons and a pair of Krupx MG5 concussion missile launchers.

The Z-95AF4 was the best space superiority Headhunter created. The controls almost identically matched that of an X-wing. The engines and laser cannons were also almost identical to that of an X-wing - the X-wing would only use slightly improved models of each.

Designers opted to return to the classic bubble canopy for the AF4 rather than using the starfighter canopy which had been standard on Z-95s for many years. This once again gave the pilot an unobstructed field of vision.

Craft: Incom/Subpro Z-95AF4 Headhunter

Class: Starfighter

Cost: 120,000 (new), 60,000 (used)

Size: Tiny (11.8 meters long)

Crew: 1

Passengers: None

Cargo Capacity: 40 kilograms

Consumables: 2 days

Hyperdrive: x2 (limited to 3 jumps)

Maximum Speed: Ramming

Maneuver: +4 (+2 size, +2 engine quality)

Defense: +22 (+2 size, +10 armor)

Shield Points: 50

Hull Points: 120

DR: 10

Weapon: Laser cannons (2, fire-linked)

Fire Arc: Front

Attack Bonus: +8 (+2 size, +4 fire control, +2 equipment bonus)

Damage: 4d10x2

Range Modifiers: PB +0, S -2, M/L n/a

Weapon: Concussion missile launchers (2, 3 missiles each)

Fire Arc: Front

Attack Bonus: +6 (+2 size, +2 fire control, +2 equipment bonus)

Damage: 9d10x2

Range Modifiers: PB +0, S/M/L n/a

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