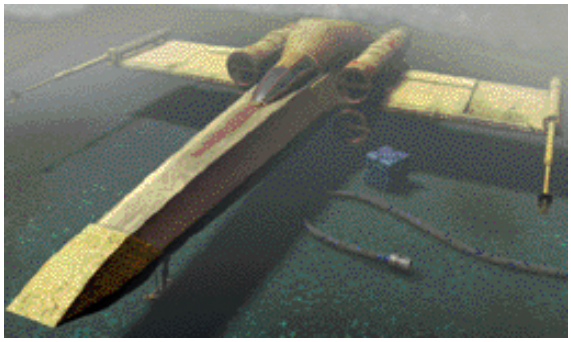
Starships D6 / Incom/Subpro Z-95t Headhunte



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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