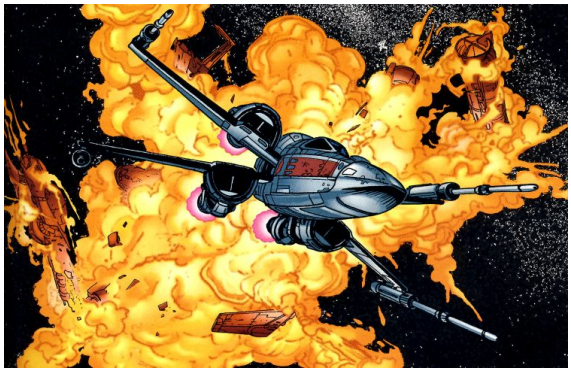
Starships D6 / Incom/Subpro Z-95 Headhunte



Z-95 HEADHUNTER Type-X1

Craft: Incom Z-95 Headhunter Type-X1
Type: Multi-purpose starfighter
Scale: Starfighter
Dimensions:
-Length: 12m
Skill: Starfighter piloting: Z-95
Crew: 1 (pilot)
Crew Skill: Varies by pilot (Typical pilots: Starfighter piloting 4D+2, starship gunnery 4D, starship shields 3D+2)
Passengers: N/A
Cargo Capacity: 80 kilograms
Consumables: 4 days
Cost: 80,000 (used)
Hyperdrive: x2
Nav Computer: Yes (can store 5 jumps)
Maneuverability: 2D
Speed:
-Space: 8
-Atmosphere: 365; 1,050kmh
Hull: 4D+2
Defenses:
-Shields: 1D
Sensors:
  Passive: 20/0D
  Scan: 40/1D
  Search: 60/2D
  Focus: 2/2D+2

WEAPONS:
  4 Heavy Blaster Cannons (fire-linked)
    Location: Mounted on wingtips
    Fire Arc: Front
    Crew: 1 (pilot)
    Skill: Starship gunnery
    Scale: Starfighter
    Fire Control: 2D
    Space Range: 1-5/10/20
    Atmosphere Range: 100-500/1/2km
    Damage: 4D+2
    Ammo: N/A
    Rate of Fire: 1

Concussion Missile Launcher
Location: Deployed from ventral hull
Fire Arc: Front
Crew: 1 (pilot)
Skill: Missile Weapons: concussion missiles
Scale: Starfighter
Fire Control: 2D
Space Range: 1/3/7
Atmospheric Range: 50-100/300/700m
Damage: 7D
Ammo: 6 missiles
Rate of Fire: 1

DESCRIPTION:

The Z-95 Headhunter has had many incarnations throughout its decades (or centuries?) of production, supplying its loyal buyers with one of the most reliable fighter craft of its time. It's fame has spread across the galaxy before the Galactic Civil War as being one of the best starfighters around, until the build up of newer fighters during the Clone Wars, which finally phased out the venerable Z-95.

However, during its time many models and modifications were introduced, so much so that most Z-95s are nothing like their original intended designs, having been upgraded to compete with newer models from Incom and Subpro, as well as competing models of craft that were intended to outdo it, however most of these were never as easy to modify and so only had the spotlight for brief periods until fame yet again returned to the Z-95.

One of the last models of Z-95 headhunter was the Type X, which first introduced the splitting S-foil wing design that would be seen later in the ARC-170 and become famous with the T-65 X-Wing and its many other later incarnations. But the ARC-170s and the X-wings were not the first to introduce this design (or, perhaps the Z-95 was modified to make use of parts from the X-wing?).

As one of the last models of Z-95 Headhunter introduced before they were discontinued, they were also among the most advanced, having some of the best designs and equipment introduced before the end of their run. This would include cargo room for extra foodstuffs and other supplies, stock hyperdrives, navigation and computer systems, propulsion and maneuvering systems, sensor package and weapons packages, all of which was highly improved from the original models.

Incom would later produce the ARC 170 starfighter for the Grand Army of the Republic and its clone soldier pilots, where they would use technologies and design aspects learned from the many evolutions of the Z-95 Headhunters. These, however, would lead to further developments in design that would later be used to develope the T-65 X-wings, and from there many other advanced models to further its design, in the same tradition as the Z-95 headhunter.

The Type-X1 served well among the pilots who used it, who preferred the reliable designs and ease of upgrade and modifications common among the fighters. However, many pilots never procured the Type-X1 due to its initial high cost when it first hit the galactic market, at an expensive 200,000 credits! this was due to it being the most advanced, and therefor expensive, model of Headhunter produced by Incom and Subpro at the time. This may have contributed to the fighter's end of production, though there were other mitigating factors.

Never the less, the type-X1 was used by many famous pilots of the time, several of these being Jedi, and the fighter was known to have gained the advantage in many small conflicts and skirmishes throughout the Outer and Mid Rim territories, winning freedom for many sentients on many worlds from tyrants who underestimated the skills of the pilots who fought with these craft.

Later on, these ships would pop up from time to time on the open market, their prices greatly reduced. Though they would not be available for long, as ace pilots with a good eye for good fighters would snatch them up quickly, seeing a bargain in the aging Z-95 Type-X1, and even

potential for further upgrades with after-market parts and systems.

While the Type-X1s share many design elements with the X-wing, and could still be modified and upgraded further, they were not as advanced or streamlined as the X-wings, many of their parts being bulkier and not as easy to add to.

Many of the final Type-X1s found in the galaxy would wind up in the hands of the Rebel Alliance, making use of any fighter they could get their hands on in their battle against the Galactic Empire. Since these aged craft were still in many ways superior to the Empire's standard TIE/In starfighters, they proved every bit worth their price in credits, wether the Alliance paid it or not.

GAME NOTES

MODIFICATIONS: As many players might want to make further upgrades and modifications to these fighters, when using the charts in Galaxy Guide 6: Tramp Freighters and/or Star Wars Roleplaying Game Revised, the Difficulties for the first modification is +1 Level higher than normal. Once these have been done, the fighter becomes easier to modify, as it is being altered to use later parts that fit better on later fighter models like the X-wing fighter.

IS IT AN X-WING?: Because the fighter is very similar to what would eventually become the T-65 X-wing fighter, if a character has a Specialized Skill for the X-wing, they may use it for the Z-95 Headhunter Type-X1 at -2D. This may seem harsh at first, but many pilots have these specialized skills at many dice far beyond their base skill, as many pilots fly X-wing fighters almost exclusively, preferring it above all other models of starfighter, such as Luke Skywalker, Rogue Squadron, and many other renowned Jedi pilots like Anakin, Jacen and Jaina Solo and Kyp Durron.

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