Starships D6 / Incom/Subpro Z-95pl Headhun



Z-95pl Headhunter

Craft: Incom/Subpro Z-95pl Headhunter
Type: Multi-purpose starfighter
Scale: Starfighter
Dimensions:
-Length: 11.8m
Skill: Starfighter piloting: Z-95
Crew: 1 (pilot)
Crew Skill: Varies by pilot (Typical skills: Starfighter piloting 3D+2, starship gunnery 3D, starship shields 3D)
Passengers: N/A
Cargo Capacity: 50 kilograms
Consumables: 1 day
Cost: 48,000 (used)
Maneuverability: 1D
Speed:
-Space: 9
-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 Pulse Blaster Cannons (fire-linked)
    Location: Mounted on wingtips
    Fire Arc: Front
    Crew: 1 (pilot)
    Skill: Starship Gunnery
    Scale: Starfighter
    Fire Control: 1D+2
    Space Range: 1-5/10/20
    Atmosphere Range: 50-500/1/2km
    Damage: 4D
    Ammo: N/A
    Rate of Fire: 1
    Special: +1D Damage per round when charged, limit +2D

  Concussion Missile Launcher

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

DESCRIPTION:

The aftermath of the Clone Wars and the change of the Old Republic into the Galactic Empire brought about much upheaval in the galactic status-quo. Many systems were left defenseless in the wake of the conflict, either not having the promised protection of the new Empire, or being ground beneath an iron fist for having been on the wrong side of the war, which was any side BUT that of the Republic/Empire. Many systems were left to defend themselves from unaligned forces who claimed to fight for some higher purpose, but were still pirates and raiders for lack of any better term. This led to many rogue pilots becoming local heroes to their homeworlds when they took up the fight against these tyrannical forces. And for the fight, they all needed the right starship to fight with.

Many of these battles were foght with Z-95 Headhunters and its many variants left throughout the galaxy. One such variant was the short-lived Z-95pl. This model replaced its engines for greater speed to catch up to the lighter starfighters used by pirates and their baseships (+2). The Z-95pl also replaced its triple blasters with a unique weapon called a pulse blaster cannon. This weapon, not sold or seen on the open galactic market, could shoot an enhanced version of the triple blaster's energy blast, or it could be charged for a more damaging shot. This became very useful against the more modern and standardized ships these Headhunter pilots were continuously asked to engage in the name of defending their homeworlds.

The rest of this model of Headhunter's capabilities were left more or less standard, though some pilots were known to upgrade the maneuverability to help cope with the increased speed. The company that supplied these after-market modifications did so as an upgrade package or as full fighters, having bought many of them cheap and then upgraded and sold them back to their local planetary defense forces at a decent cost.

When friction began to grow between the Imprial Navy and the local PDF, the Empire made threats to nationalize the local businesses and replace their givernment with an Imperial Governor who would answer to a Sector Moff. When rumors sprouted up of advancing the now highly reputed pulse blaster technology into anti-capital weaponry for planetary defense and thereby never needing "protection" from the Empire again, the Imperial Navy acted swiftly. All planetary defense forces of this Mid-Rim world were either arrested or eliminated on the spot for resisting, as well as all major government officials.

When the Empire inspected the system's resources, they discovered that most of the Z-95pl models were gone. Those left behind were leftovers that either had not been upgraded, or had been left due to damage or lack of parts to get them flying. Working units of the pulse blaster cannons, blueprints, all designs, had disappeared, along with key members of the local corporation that created them and many liason government officials. After finding out that severl Imperial spies had become "missing", it was obvious that they had been discovered, or worse, betrayed the Empire to inform and support the system and help them keep such technologies out of Imperial hands.

Considering how many people this must have involved, and how short a time they had to do it in,

this was truely an amazing feat of coordination. It is unknown how such pulse technology would affect things should it reappear later in greater quantity and more highly advanced. Some theorize that it could even enhance Imperial turbolaser technology far beyond its already impressive and devestating power!

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