

Name:

Zarun Assault Starfighter

Type: Sarex Corp Zarun Assault Starfighter

Scale: Starfighter

Length: 13.2 Meters

Crew: 1

Crew Skill: Starfighter Piloting 5D, Starship

Gunnery 4D+2

Cargo Capacity: 50 Kg

Cost: 250,000 (New); 90,000 (used)

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: NA

Space: 9

Atmosphere: 350;950kmh

Maneuverability: 1D

Hull: 4D

Shields: 2D

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 90/3D

Focus: 3/3D+2

Weapons:

Proton Accelerator Cannon

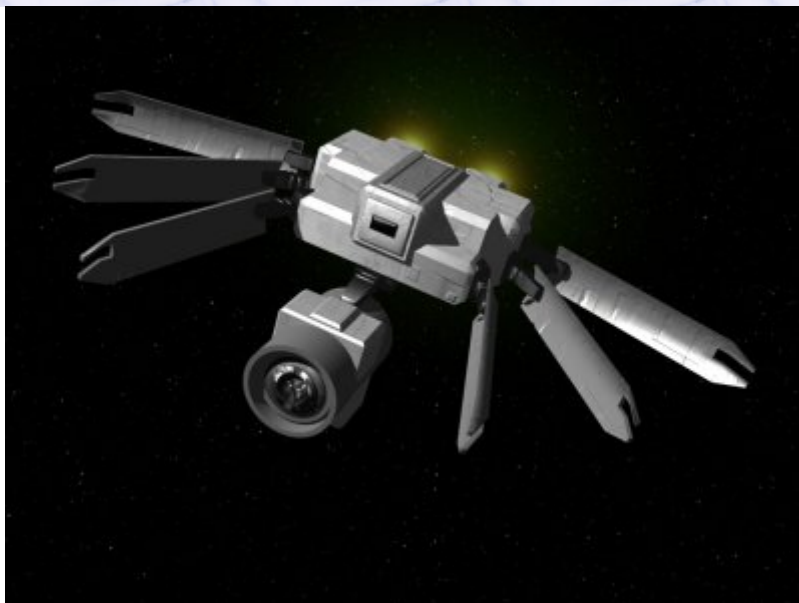
Fire Arc: Front

Fire Control: 2D

Space: 1-7/25/60

Atmosphere Range: 100-700/2.5/6km

Damage: 6D



Description: The Zarun Assault Starfighter is an unusual design first introduced in the years after the Battle of Endor, and shares a number of features with the Tie Series of fighters. It is a fast starfighter with no hyperdrive system, which is powered in part by a set of solar panels, these panels however are controlled by a automated system so they are always positioned to take advantage of the available solar energy. The Zarun also uses these panels to radiate away heat from its weapon, a proton accellerator cannon, this weapon is basically an advanced version of a Laser Cannon, much larger, doing noticably more damage and having a greater range. The Zarun has never sold in massive numbers due to the expense of the fighter compared to similar designs which use more recognisable and easily maintained

technology, but these fighters have proven themselves as a powerful and capable design and the advanced technology aboard looks certain to find its way into the next generation of Starfighters.

---

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

Text completely by FreddyB. Image is by "Bob the Dinosaur", copyright resides with him.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB.](#)