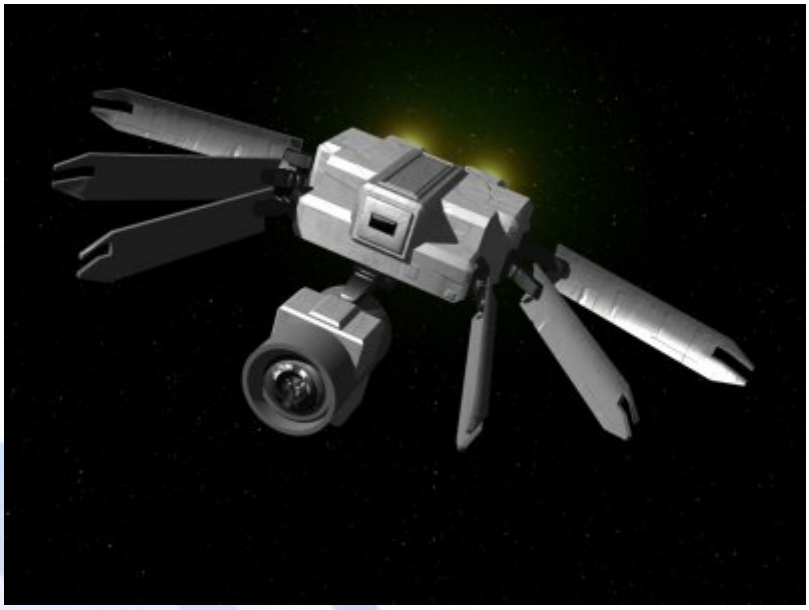
Starships D6 / Sarex Corp Zarun Assault Star



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 mantained 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.

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