

Name:

"Zero-Wing" Heavy Assault Fighter

Type: Koensayr CGC-S1 "Zero-Wing" Heavy Assault Starfighter

Scale: Starfighter

Length: 13.3 Meters

Skill: Starfighter Piloting; Zero-Wing

Crew: 1 + 1 Droid

Crew Skill: Starfighter Piloting 4D, Starship

Gunnery 3D+2, Starship Shields 2D

Consumables: 2 Weeks

Cargo Capacity: 120 Kg

Cost: 250,000 (new)

Hyperdrive Multiplier: X1

Hyperdrive Backup: NA

Nav Computer: None (Uses Astromech Droid)

Space: 9

Atmosphere: 400;1100kmh

Maneuverability: 2D

Hull: 5D+2

Shields: 1D

Sensors:

Passive: 20/0D

Scan: 35/1D

Search: 50/2D

Focus: 2/3D



Weapons:

2 Heavy Blaster Cannons (Firelinked)

Fire Arc: Front

Fire Control: 2D

Space: 1-8/25/40

Atmosphere Range: 100-800/2.5/4km

Damage: 5D

2 Light Ion Cannons (Firelinked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/7/36

Atmosphere Range: 100-300/700/3.6km

Damage: 3D

Proton Torpedo Launcher (8 Torpedo Magazine)

Fire Arc: Front

Fire Control: 2D

Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 9D

Description: The Zero-Wing Heavy Assault Starfighter was designed by Koensayr the manufacturers of the famous Y-Wing Starfighter to fulfil much the same role as its ancestor. With heavy composite polymer armours, and four powerful sublight engines, the ZeroWing is fast and tough, however many considered its weapon load to be somewhat light. The Twin Heavy Blaster Cannons have an outstanding range, but even though they are fire-linked they offer no improvement in their damage causing capacity over the laser cannons on the Y-Wing, also the Ion Cannons are weaker than the Y-Wings leading to them rarely being used. Despite these disadvantages, the ZeroWing is a solid design which continues to sell well despite great competition.

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

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