

# Zang Crystalline Spinship

## SPECS

Class: Medium Ship  
In Service: 2041  
Point Value: 400  
Ramming Factor: 70  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 1/3 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 1+1 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14 (10)  
Stb/Port Defense: 14 (10)  
Engine Efficiency: 2/1  
Extra Power: +0  
Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

## WEAPON DATA

**Burst Launcher**  
Class: Electromagnetic  
Modes: Pulse  
Damage: 2d6 1d3 times  
Max Pulses: 3  
Pulse Grouping: +1 per 5  
Range Penalty: -1 per hex  
after range 25  
Fire Control: +3/+2/-  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns  
Special: +5 to critical rolls.

**Electron Beam**  
Class: Electromagnetic  
Modes: Raking(5)  
Damage: (1d10+2) x 2  
Range Penalty: -1 per hex  
Fire Control: +1/+0/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

**Proto-EM Shield**  
Subtract Shield Factor from  
incoming chance to hit and  
any damage scored through  
arc. Defense rating shown in  
parenthesis ( ) indicates value  
with shield active.

## FORWARD HITS

1-3: R etro Thrust  
4-8: B urst Launcher  
9-10: E lectron Beam  
10-16: S tructure  
17-20: PRIMAR Y Hit

## AFT HITS

1-6: M ain Thrust  
7-8: B urst Launcher  
9-16: S tructure  
17-20: PRIMAR Y Hit

## PRIMARY HITS

1-8: P ort/Stb Thrust  
9-10: P roto-EM Shield  
11-12: S hield Generator  
13-14: S ensors  
15: Hangar  
16-17: Engine  
18-19: R eactor  
20: C&C

## Special Notes

Crystal Energy Diffuser  
Integrated into Hull  
Half all energy weapon damage  
before resolving,  
Matter Weapons which strike ship  
are allowed overkill damage

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

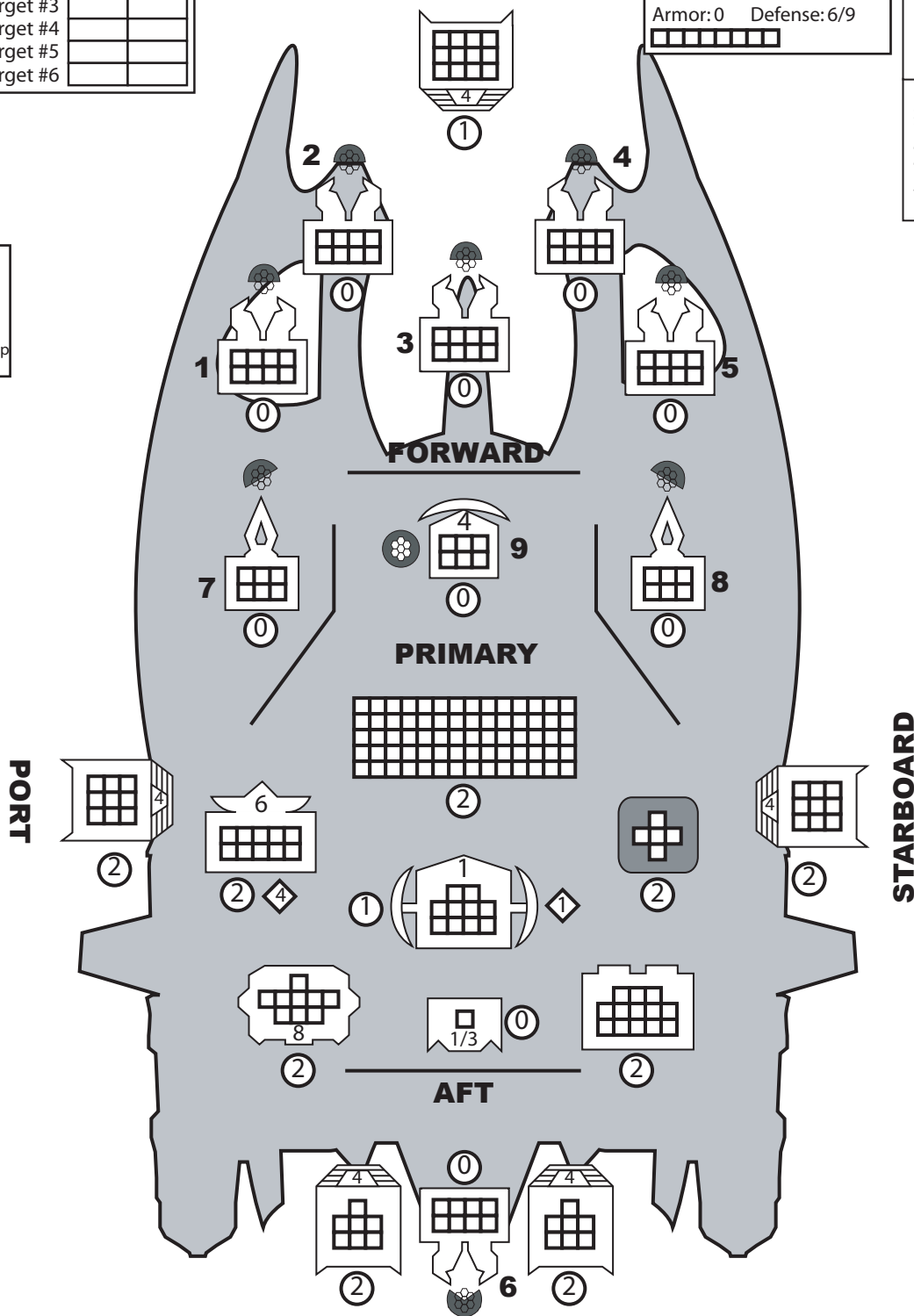
Target #4

Target #5

Target #6

## HANGAR

0 Fighters  
1 Shuttle: Thrust: 7  
Armor: 0 Defense: 6/9  
[Damage Grid]



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Proto-EM Shield
- Burst Launcher
- Electron Beam