



# Zang Crystalline Twistship

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14 (10)
In Service: 2041	Turn Delay: 1/3 Speed	Stb/Port Defense: 14 (10)
Point Value: 750	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 70	Pivot Cost: 1+1 Thrust	Extra Power: -4
Jump Delay: N/A	Roll Cost: 2+2 Thrust	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
<b>Probability Twister</b> Class: Probability Modes: Piercing (P) Damage: (1d6) x 12 Range Penalty: -1 per hex Fire Control: +0/+0/n/a Intercept Rating: n/a Rate of Fire: 1 per 5 turns Special - roll Probability critical on every hit, see rules

FORWARD HITS
1-3: R etro Thrust
4-6 B urst Launcher
7-8: Probability Twister
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

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

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

HANGAR
0 Fighters
1 Shuttle: Thrust: 7
Armor: 0 Defense: 6/9
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<b>Burst Launcher</b> 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.
<b>Electron Beam</b> 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
<b>Proto-EM Shield</b> Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis ( ) indicates value with shield active.

ICON RECOGNITION
Thrustor
C & C
Sensors
Engine
Reactor
Hangar
Shield Generator
Proto-EM Shield
Burst Launcher
Electron Beam
Probability Twister

