

Guild Heighliner

SPECS

Class: Enormous Unit
In Service: --
Point Value: 2000
Ramming Factor: 920
Space Fold: 4 turns

MANEUVERING

Turn Cost: 3 x Speed
Turn Delay: 3 x Speed
Accel/Decel Cost: 10 Thrust
Pivot Cost: N/A
Roll Cost: 5+5 Thrust

COMBAT STATS

Fwd/Aft Defense: 20/15
Stb/Port Defense: 25/20
Engine Efficiency: 5/1
Extra Power: +1
Initiative Bonus: -4

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	3	6	9	12	15	18	21	24	27	30	33	36
Turn Delay	3	6	9	12	15	18	21	24	27	30	33	36

WEAPON DATA

Holtzman Shield
Subtract shield rating from chance to hit and incoming damage; laser hit causes Holtmann Effect

SPECIAL NOTES

ELINT Ship
Guild Navigator

FORWARD HITS

1-6: Retro Thrust
7-10: Hangar
11-12: Tractor Beam
13-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-8: Port/Stb Thrust
9-10: Holtzman Shield
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: Hangar
11-12: Ixian Fold Generators
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

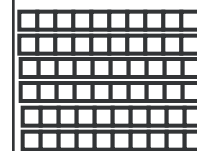
1-11: Primary Struct
12-13: Sensors
14-15: Engine
16-18: Reactor
19-20: C & C

SENSOR DATA

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

FWD HANGAR

180 Spaces(See Rules)
6 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



AFT HANGAR

180 Spaces(See Rules)
6 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Hangar
- Reactor
- Holtzman Shield
- Tractor

