

Guild Heighliner (small)

SPECS

Class: Enormous Unit
In Service: 5000
Point Value: 1500
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

1-7: Port/Stb Thrust
8-9: Holtzman Shield
10-11: Cargo A/B
12-18: 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

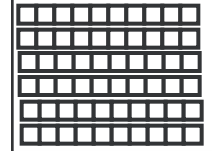
1-11: Primary Struct
12-13: Sensors
14-15: Engine
16-18: Reactor
19-20: C & C

SENSOR DATA

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

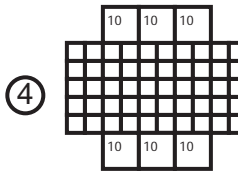
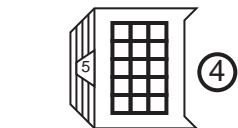
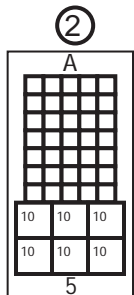
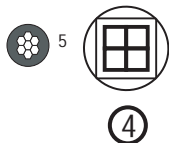
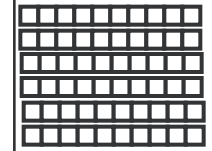
FWD HANGAR

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

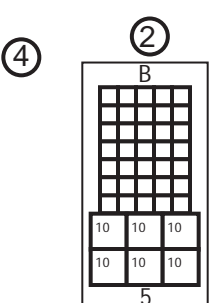
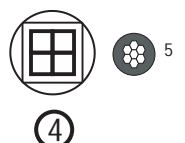
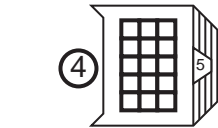
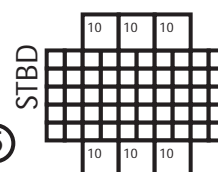
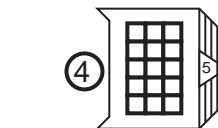
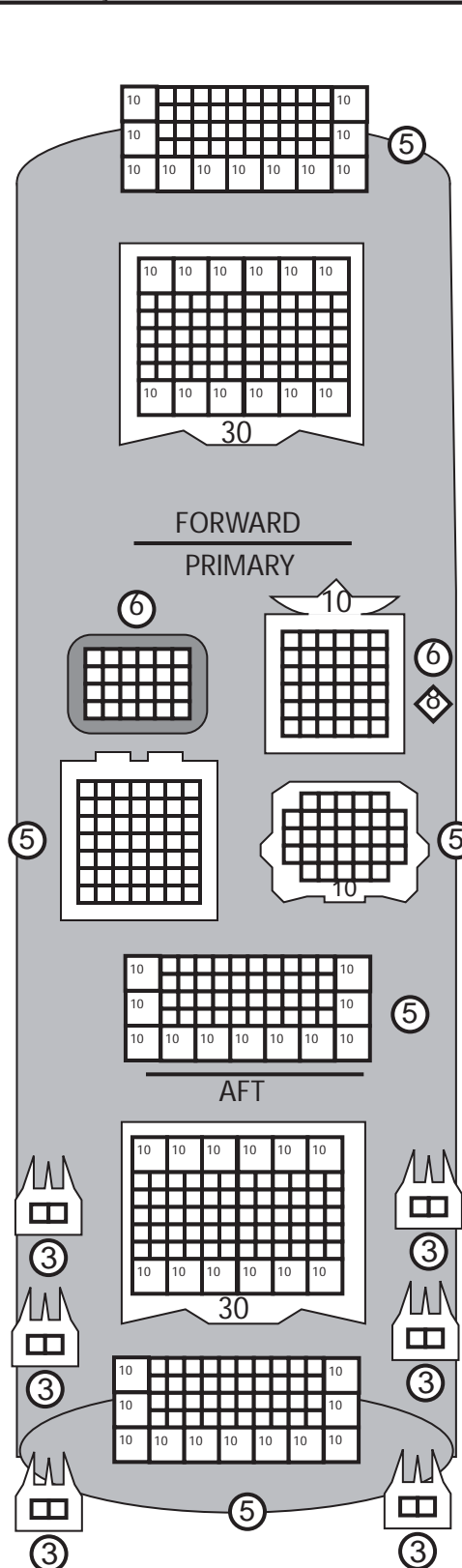


AFT HANGAR

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



PORT



ICON RECOGNITION

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

