



HWS Garage Creators Guide

Welcome to the guide for the HWS Garage ship creators, In this guide you will find everything you need to know about the rules regarding making a HWS garage ship.

General Rules

- All garage ships must have an alien core (NPC core (CPU)).
- You are allowed to put other ship type blocks on your ship (Example SV blocks on a CV) but keep it **reasonable**.
- **Shield POI Blocks are forbidden!**
- **You are allowed to use maximum 500 Alien Hull Blocks**

Forbidden Blocks/Devices

- Furnaces
- No decoys/Invisible devices (Including cores)
- No POI blocks/turrets/devices
- No coloured turrets (Example:TurretEnemyBlack)(Including Ion Beam Turret).
- Foundation blocks (indestructible)
- Quantum Matter transceiver/transporter
- Quantum storage extenders
- Reinforcement containers
- No cpu increase crew

CPU Rules. (including overlimit)

No overlimit Quantums or Aux extenders!

Capital ships: No extra cpu

Small vessels: 1 extra CPU extender (Superior) (3 instead of 2)

Hover vessels: 1 extra CPU extender (Superior) (3 instead of 2)

This list might be updated/changed so be sure to check this document before submitting your ship