



EA Eclipse Class Cruiser

SPECS

Class: Capital Ship
In Service: 2380
Point Value: 700
Ramming Factor: 280
Jump Delay: 14 Turns

MANEUVERING

Turn Cost: 2x Speed
Turn Delay: 3/4 Speed
Accel/Decel Cost: 6 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	1	2	3	3	4	5	6	6	7	8	9	9

WEAPON DATA

Neutron Cannon

Class: Laser
Mode: Raking
Damage: 7d10+46
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-
Intercept Rating: n/a
Rate of Fire: 1 per 5 turns
Special: Ignores Shields

Lt Neutron Cannon

Class: Laser
Mode: Raking
Damage: 2d10+6
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-
Intercept Rating: n/a
Rate of Fire: 1 per 6 turns
Special: Ignores Shields

Rapid Fire Turret

Class: Particle
Mode: Standard
Damage: 8
Range Penalty: -1 per 2 hexes
Fire Control: +2/+3/+3
Intercept Rating: -2
Rate of Fire: 4 per turn

Dual Flak Turret

Class: Particle
Mode: Pulse (Raking vs Ships)
Damage: 1d6
Maximum Pulses: 5
Pulse Grouping: +1 per 1
Range Penalty: -1 per hex
Fire Control: +0/+0/+3
Intercept Rating: -3 vs Ballistic
Rate of Fire: 2 per turn
Special: Does not breach fighter shields

FORWARD HITS

1-4: Retro Thrust
5-7: Neutron Cannon
8: Rapid Fire Turret
9: Dual Flak Turret
10-11: Stinger Bank
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4: CCEW Pod
5-7: Light Neutron Cannon
8-9: Stinger Bank
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8: Rapid Fire Turret
9-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-11: Primary Structure
12: Dual Flak Turret
13-14: Jump Drive
15-16: Sensors
17: Engine
18-19: Reactor
20: C&C

SPECIAL NOTES

Limited Sensors
Subspace Drive

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- CCEW Pod

MISSILES

WPN #10

WPN #11

WPN #12

WPN #13

WPN #14

WPN #15

WPN #16

WPN #17

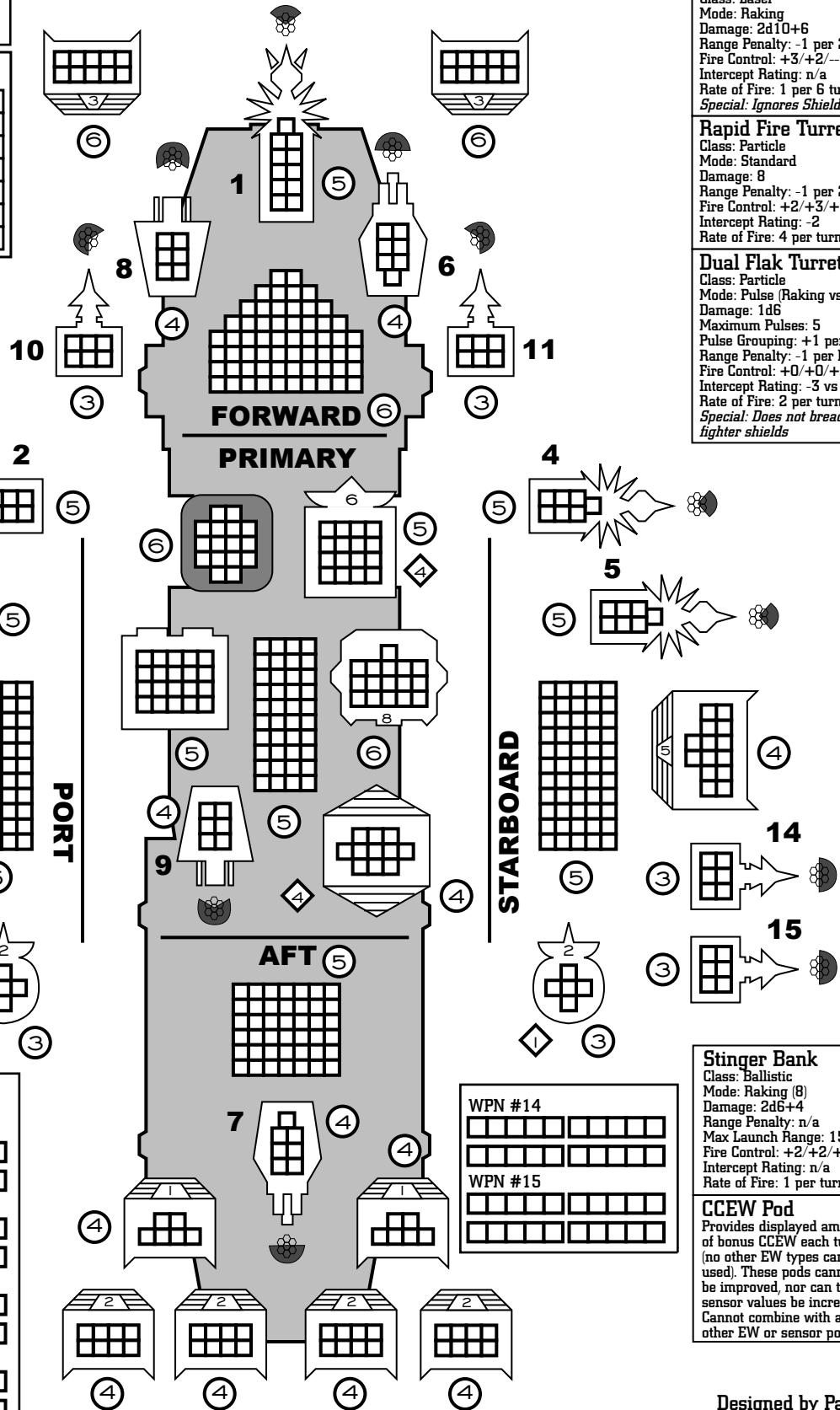
WPN #18

WPN #19

WPN #20

WPN #21

WPN #22



Stinger Bank

Class: Ballistic
Mode: Raking (8)
Damage: 2d6+4
Range Penalty: n/a
Max Launch Range: 15 hexes
Fire Control: +2/+2/+4
Intercept Rating: n/a
Rate of Fire: 1 per turn

CCEW Pod

Provides displayed amount of bonus CCEW each turn (no other EW types can be used). These pods cannot be improved, nor can their sensor values be increased. Cannot combine with any other EW or sensor pods.