

Version 2: 2E/BFG

Name: _____ Counter: _____

Eldar Eclipse Cruiser

SPECS

Class: Capital Ship
In Service: 2800
Point Value: 675
Ramming Factor: 160
Warp Delay: 8 Turns

MANEUVERING

Turn Cost: 2/3x Speed
Turn Delay: 2/3x Speed
Accel/Decel Cost: 3/2/1 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 14 (11/7)
Stb/Port Defense: 16 (13/9)
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	3	3	4	5	5	6	7	7	8
Turn Delay	1	1	2	3	3	4	5	5	6	7	7	8

SPECIAL NOTES:

Solar Sails, thrust cost for ship dependent on its facing to the sun in the solar system. Moving toward Sunward edge acc/dec cost is 3, away cost is 2, parallel cost is 1. See rules. Agile Ship Vulnerable to Criticals

WEAPON DATA

Pulsar Lance

Class: Particle
Mode: Pulse
Damage: 18 1d3 Times
Maximum Pulses: 4
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hex
Fire Control: +6/+4/-2
Intercept Rating: -2
Rate of Fire: 1 per 3 turns
Note: Ignores armor except for advanced armor. See rules.

Holofield Projector

Generates DEW by weapon mode being fired at ship:
Flash, +0 DEW
Standard, +3 DEW
All Ballistic, Raking, and Piercing, +7 DEW

FORWARD HITS

1-6: Retro Thrust
7-10: Fwd Hangar
11-18: Forward Struct
19-20: Primary Hit

SIDE HITS

1-5: Port/Stb Thruster
6-10: Pulsar Lance
11-18: Port/Stb Struct
19-20: Primary Hit

AFT HITS

1-7: Main Thrust
8-10: Holofield Generator
11-18: Aft Struct
19-20: Primary Hit

PRIMARY HITS

1-8: Primary Struct
9-11: Warp Engine
12-13: Sensors
14-15: Engine
16: Hangar
17-18: Reactor
19-20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

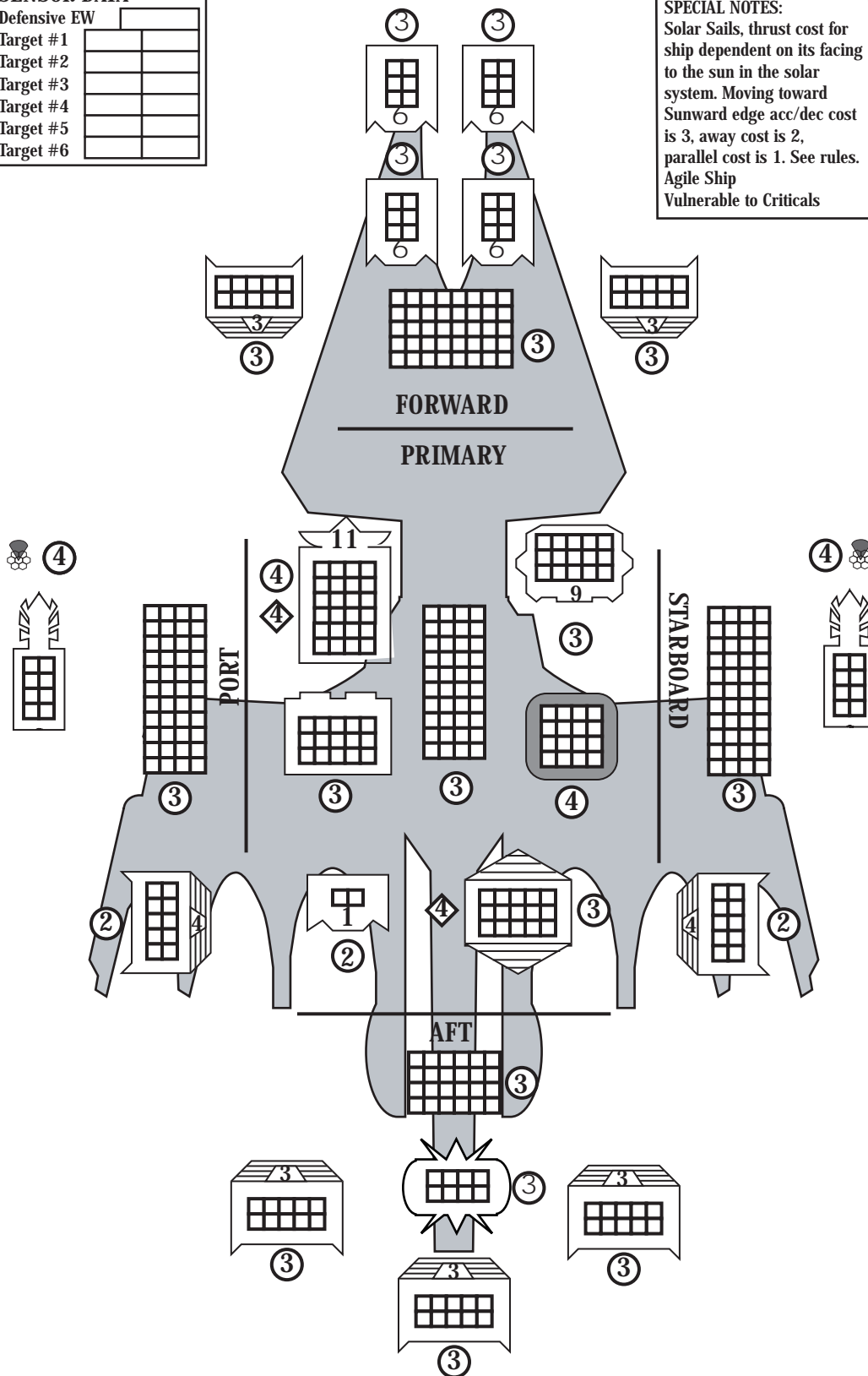
Target #4

Target #5

Target #6

ICON RECOGNITION

- Thrustor (Sail)
- C & C
- Sensors
- Engine
- Warp Engine
- Reactor
- Hangar
- Pulsar Lance
- Holofield Generator



MAIN HANGAR

0 Fighters
2 Shuttles:
No Weapons Thrust:
Armor:1 Def:8/10

FORWARD HANGARS

6 Fighters Each
0 Shuttles