

Eldar Eclipse Cruiser

SPECS

Class: Capital Ship
In Service: 2820
Point Value: 450
Ramming Factor: 210
Warp Delay: 8 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14 (9)
Stb/Port Defense: 16 (11)
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

WEAPON DATA

Pulsar Lance

Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 7
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hex
Fire Control: +6/+4/-2
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Holofield Projector

Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates

Special Notes:
Gravitic Drive
HoloField

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

FORWARD HITS

1-6: Retro Thrust
7-9: Fwd Hanger
10-11: Holofield Emitter
12-18: Forward Struct
19-20: Primary Hit

SIDE HITS

1-5: Port/Stb Thruster
6-9: Pulsar Lance
10-18: Port/Stb Struct
19-20: Primary Hit

AFT HITS

1-7: Main Thrust
8-9: Holofield Emitter
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: Reactor
19-20: C & C

MAIN HANGAR

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

ICON RECOGNITION

- Thruster (Sail)
- C & C
- Sensors
- Engine
- Warp Engine
- Reactor
- Hangar
- Pulsar Lance
- Holofield Emitter

