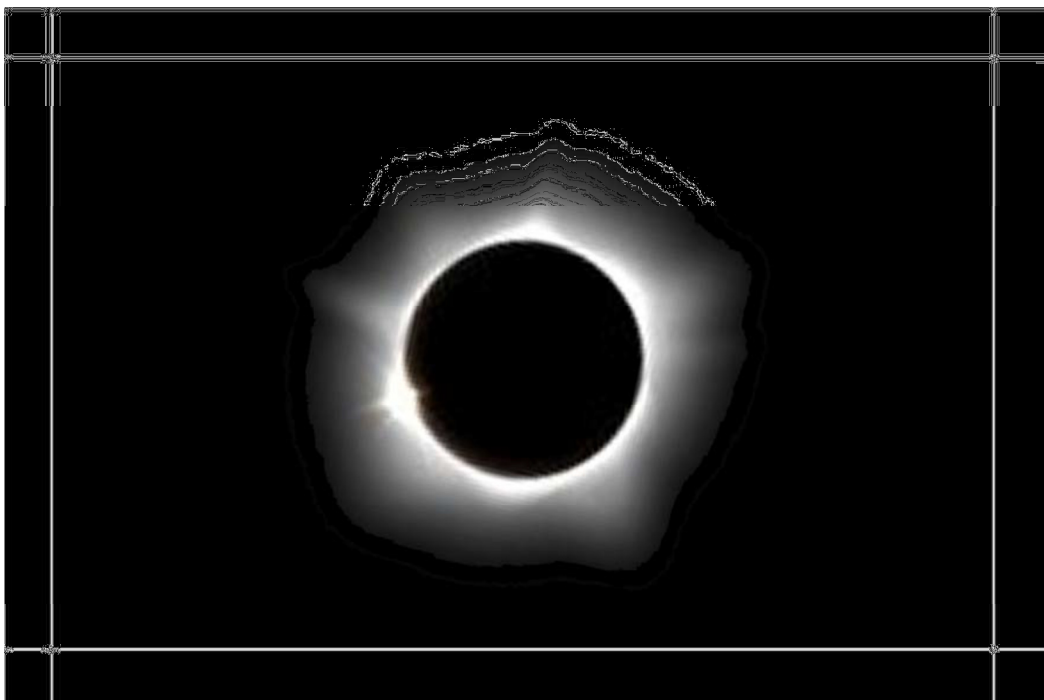


This document contains Model statistics for the **Honourable Eclipse Company**. The statistics are compatible with the **Dystopian Wars: Fleet Action Game Engine**.

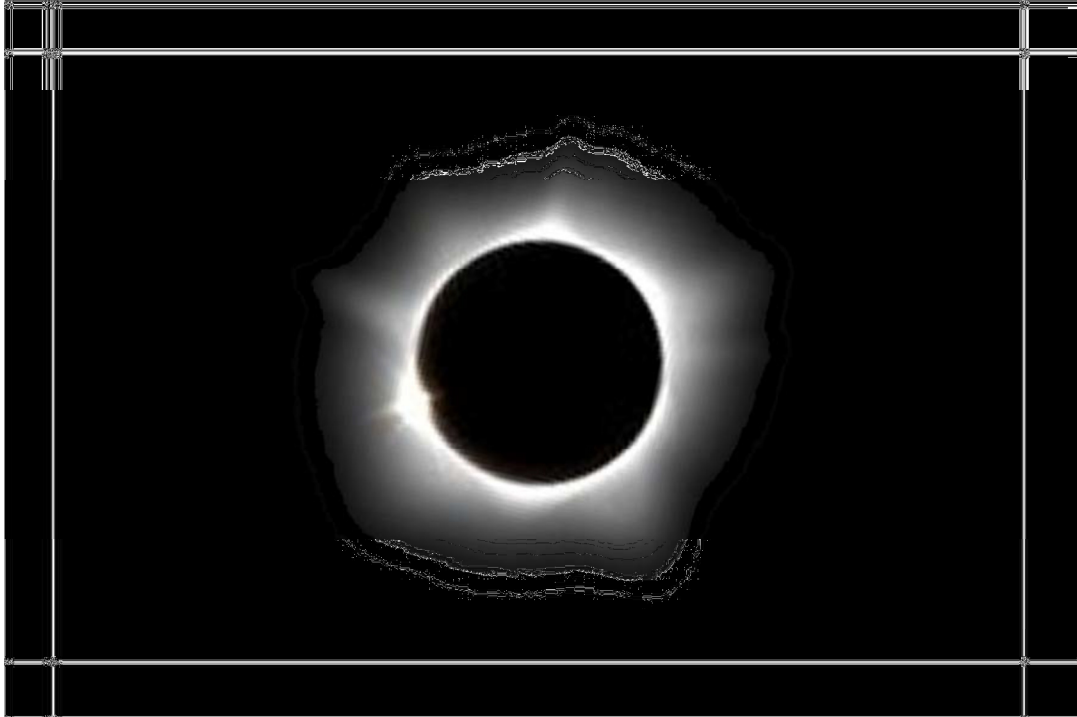
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Revisions to this document will occur prior to the final print publishing. Please check our online downloads at www.spartangames.co.uk for the latest version of this document.



Version 1.0

HONOURABLE ECLIPSE COMPANY



Fleet Quality = 2

HONOURABLE ECLIPSE COMPANY MODEL ASSIGNED RULES

Ace Pilots

The Honourable Eclipse Company places great strategic importance on small aircraft and boats. They have attracted a cadre of some of the best pilots in the world through a system of hefty performance related bonuses.

Honourable Eclipse Company Support Aircraft Wings and Small Naval Models can re-roll initial rolls of a 1 when resolving attacks, attack runs, bombing runs and interceptions.

HONOURABLE ECLIPSE COMPANY BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the Honourable Eclipse Company player may take a Battle Group chosen from below.
- In some cases, Battle Groups will have a 0-1 notation – this means that the Battle Group may only be taken ONCE in a Fleet!

CORE BATTLE GROUP

Large Squadrons	1-2 Large Squadrons <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
Medium Squadrons	1-3 Medium Squadrons
Small Squadrons	1-3 Small Squadrons
SPECIAL RULE	<i>“Together we are one!”</i> All Models in this Battle Group must be able to operate within the same Theatre – Armoured, Naval or Aerial.


RECON BATTLE GROUP

Medium Squadrons	1-2 Medium Squadrons * <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
Small Squadrons	1-2 Small Squadrons
SPECIAL RULE	<i>“We are ready to react at a moment’s notice.”</i> All Models in this Battle Group may choose to deploy AFTER any non-Recon Battle Group. Should both sides have Recon Battle Groups, roll off to see who must deploy first.


SUPPORT BATTLE GROUP	
Large Squadrons	1 Tartarus Fortification (Lead Squadron)
Medium Squadrons	1 Gadeiros Fortification Squadron
SPECIAL RULE	<p><i>“Emplacements”</i></p> <p>Fortifications Battle Groups must be deployed before all other Battle Groups. Units in Fortifications Battle Groups may be deployed up to 6” beyond their standard deployment zone but not within 8” of the opponent’s deployment zone. In scenarios with an Attacker and Defender the Attacker may not take Fortification Battle Groups.</p> <p><i>“We Stand Alone!”</i></p> <p>These models may only be fielded as part of a Fortifications Battle Group.</p>

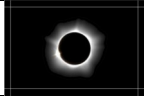
MERCENERY AIRAL BATTLE GROUP	
Large Squadrons	1 Elysium Sky Fortress (Lead Squadron)
Medium Squadrons	1-2 Phoenician Scout Flyer Squadrons 0-1 Oceanus Bomber Squadron
Small Squadrons	1-2 Hades Small Interceptor Squadrons
SPECIAL RULE	<p><i>“Guns for hire”</i></p> <p>This Battlegroup may be included as a narrative battlegroup by any force except for the Covenant of Antarctica.</p>

LARGE AERIAL MODELS


 ELYSIUM SKY FORTRESS						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		180
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	8	7	6	5	8
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Broad­sides</i>		P+S	<i>Massed Fire</i>	10	6	-
<i>Gunnery Fixed Weapon</i>		F	<i>Punishing</i>	-	16	-
<i>Bombs</i>		360°	-	14	-	-
<i>Fighters</i>		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
<i>Bombers</i>		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (2), Die Hard Crew</i>					
Special Rules	Ground Pounder: This Model gain the <i>Punishing</i> MAR when targeting a Model occupying the Surface Height Level with its <i>Gunnery Fixed Weapon</i> .					

MEDIUM AERIAL MODELS


 PHOENICIAN SCOUT FLYER						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		80
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	5	5	4	4	3	4
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Fixed Weapon</i>		F	<i>Hunter (Surface)</i>	7	6	-
<i>Bombs</i>		360°	-	8	-	-
MARs	<i>Minelayer</i>					


							OCEANUS BOMBER		
Medium Aerial Model									
PLAYTEST DOCUMENT						Points		45	
						Squadron Size			
Move	DR	HP	CP	Act.D	Pas.D	VP			
10"	5	4	2	3	1	2			
Weapon		Arc	MAR	PB	EF	LR			
<i>Gunnery</i> Fixed Weapon		F	<i>Hunter (Aerial)</i>	4	3	-			
Bombs		360°	-	6	-	-			
MARs		-							

SMALL AERIAL MODELS

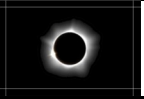
							HADES INTERCEPTOR		
Small Aerial Model									
PLAYTEST DOCUMENT						Points		25	
						Squadron Size			
Move	DR	HP	CP	Act.D	Pas.D	VP			
16"	4	2	1	2	0	1			
Weapon		Arc	MAR	PB	EF	LR			
<i>Standard</i> Fixed Weapon		F	<i>Hunter (Aerial)</i>	4	-	-			
MARs		<i>Small Target</i>							

SMALL NAVAL MODELS

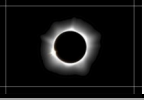
 ATLAS ATTACK CRAFT						
Small Naval Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		n/a
Move	DR	HP	CP	Act.D	Pas.D	VP
12"	2	1	0	1	0	See Below
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Battery</i>		360°	<i>Hunter (Aerial)</i>	4	-	-
MARs	<i>Independent Move, Small Target</i>					
Special Rules	Combat Deployment - This model may only be deployed via Combat Deployment Low-Value Resource – The opponent scores IVP for every TWO models destroyed.					

 STINGRAY ASSAULT CRAFT						
Small Naval Diving Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		n/a
Move	DR	HP	CP	Act.D	Pas.D	VP
12"	2	1	1	0	0	See Below
"Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Independent Move, Small Target, Special Forces (1)</i>					
Special Rules	Combat Deployment - This model may only be deployed via Combat Deployment. Low-Value Resource – The opponent scores IVP for every TWO models destroyed.					

LARGE FORTIFICATION MODELS

 TARTARUS LARGE ASSAULT HANGER						
Large Naval Diving Model						
PLAYTEST DOCUMENT				Points		175
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	9	8	9	5	5	7
Weapon		Arc	MAR	PB	EF	LR
Standard Bombard Turret		360°	<i>Indirect Fire</i>	16	12	7
Gunnery Fixed Weapon		F+P+S+A	<i>Massed Fire</i>	9	7	4
MARs	<i>Combat Deployment (Stingray, 8) Security Posts (2)</i>					

MEDIUM FORTIFICATION MODELS

 GADEIROS ATTACK CRAFT HANGER						
Medium Naval Diving Model						
PLAYTEST DOCUMENT				Points		90
				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	6	5	4	3	3	2
Weapon		Arc	MAR	PB	EF	LR
Standard Bombard Turret		360°	<i>Indirect Fire</i>	10	8	5
Gunnery Battery		360°	<i>Hunter (Aerial) Massed Fire</i>	8	6	-
MARs	<i>Combat Deployment (Atlas, 4), Security Posts (2)</i>					