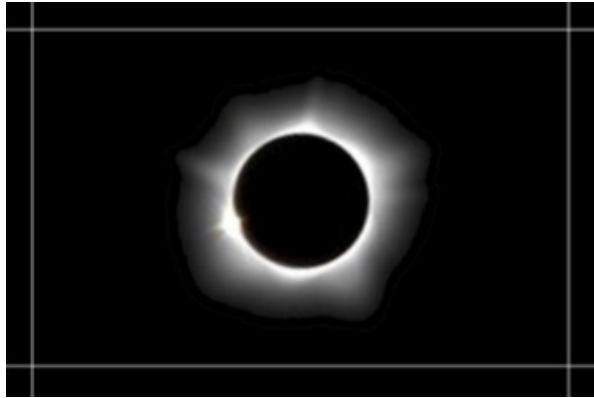


This document contains Model statistics for the **Honourable Eclipse Company**. The statistics are compatible with the **Dystopian Wars V2.5** Game Engine.

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Version 1.0


Honourable Eclipse Company Universal Rules


- In some places, the Honourable Eclipse Company is abbreviated as HEC in the Force Guide.
- Due to their unique structure the HEC do not have to comply with Force Composition Rule Number 3 When building a Force List.


Honourable Eclipse Company Commodore Rules


Commodore Traits


- Honourable Eclipse Company Commodores may always take the Local Air Superiority Defensive Trait instead of making a roll on the Defensive Trait table.
- Honourable Eclipse Company Commodores (including Competitive Commodores) may exchange any Command Trait they have generated for the following trait:
 - To the Skies!: Once per Game Turn – This ability may be activated during the Command Segment of the Activation of any Squadron that has at least one Model in command range of the Commodores vessel. The Squadron may re-roll any failed Swift Manoeuvre tests ONCE this Game Turn.


Honourable Eclipse Company		Atlas				Points	10					
Attack Craft					Crew Type: Aggressive							
					Tiny Naval Model Minimum Move: 0" Turning Template: 360-Degrees Turn Limit: 0" Squadron Size: Squadron Support Only							
					RB	1	2	3	4	DR	GR	MV
Volley Gun (S)					3	-	-	-	3	-	12"	1
-					-	-	-	-	AP	AA	CC	IR
-					-	-	-	-	1	2	1	-
-					-	-	-	-				
MAR:					Difficult Target, Elusive Target, Hit and Run							
Options:					None							
Weaponary Arcs:					ONE Volley Gun (S) has a 270 degree Fore Fire Arc							

Honourable Eclipse Company		Stingray				Points	10					
Assault Craft					Crew Type: Aggressive							
					Tiny Naval Diving Model Minimum Move: 0" Turning Template: 360-Degrees Turn Limit: 0" Squadron Size: Squadron Support Only							
					RB	1	2	3	4	DR	GR	MV
-					-	-	-	-	3	-	12"	1
-					-	-	-	-	AP	AA	CC	IR
-					-	-	-	-	1	0	2	-
-					-	-	-	-				
MAR:					Aquatic Assault, Difficult Target, Elusive Target, Terror Tactics (1)							
Options:					None							
Weaponary Arcs:					None							

Honourable Eclipse Company		Elysium				Points	170		
Sky Fortress					Grew Type: Regular				
					Massive Aerial Capital Model Minimum Move: 2" Turning Template: 45-Degrees Turn Limit: 2" Squadron Size: 1				
RB	1	2	3	4	DR	GR	MV	HP	
P/S BroadSides (S)	10	7	4	-	6	10	6"	8	
Earth-Shaker Cannon (T)	-	6	6	-	AP	AA	CC	IR	
Bomb Bay (T)	7	-	-	-	7	6	5	5	
-	-	-	-	-					
MAR:	Advanced Engines (+1"), Area Bombardment (Earth-Shaker Cannon, 1, Bomb Bay, 1), Carrier (6, 1X5 Wings), Fuel Reserves, Strategic Value (50), Security Posts (2), Terrifying (Earth-Shaker Cannon)								
Options:	The Model has an Internal Guardian (2, 8", Protective = 1) Generator for no additional points The Model may purchase the Combat Coordinator (HEC, 8", Die Hard Attitude) MAR for +10 points								
Weaponary Arcs:	THREE Earth-Shaker Cannons (T) have Fixed Channel Fore Fire Arcs The P/S BroadSides (S) have a Broadside Fire Arc THREE Bomb Bays (T) have a 2" Range and a 360 degree Fire Arc								

Honourable Eclipse Company		Phoenician				Points	80		
Scout Flyer					Grew Type: Regular				
					Medium Aerial Capital Model Minimum Move: 2" Turning Template: 45-Degrees Turn Limit: 1" Squadron Size: 2-3				
RB	1	2	3	4	DR	GR	MV	HP	
Fore Guns (S)	8	7	6	-	4	6	9"	5	
Bomb Bay (T)	8	-	-	-	AP	AA	CC	IR	
Surface Mines (x1)	(6)	-	-	-	4	4	3	3	
-	-	-	-	-					
MAR:	Hunter (Fore Guns, Surface, +1), Spotter (16")								
Options:	The Model is fitted with an Internal Shield (2) Generator The Model may replace its Bomb Bay (T) with SurfaceMines (6) for no points difference								
Weaponary Arcs:	The Fore Guns (S) have a 90 degree Fore Fire Arc ONE Bomb Bay (T) has a 2" Range and a 360 degree Fire Arc								


Honourable Eclipse Company		Oceanus				Points	45		
Bomber					Crew Type: Defensive				
					Medium Aerial Model Minimum Move: 2" Turning Template: 45-Degrees Turn Limit: 0" Squadron Size: 2-4				
RB	1	2	3	4	DR	GR	MV	HP	
Fore Guns (S)	4	3	-	-	4	6	10"	3	
Bomb Bay (T)	6	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	4	2	2	
-	-	-	-	-					
MAR:	Hunter (Aerial, Fore Guns, +1), Momentum, Evasive Manoeuvres (+1)								
Options:	None								
Weaponary Arcs:	The Fore Guns (S) have a Fixed Channel Fore Fire Arc ONE Bomb Bay (T) have a 2" Range and a 360 degree Fire Arc								


Honourable Eclipse Company		Hades				Points	25		
Small Interceptor					Crew Type: Defensive				
					Small Aerial Model Minimum Move: 4" Turning Template: 45-Degrees Turn Limit: 0" Squadron Size: 2-5				
RB	1	2	3	4	DR	GR	MV	HP	
Fore Guns (S)	4	4	-	-	3	5	16"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	1	2	2	1	
-	-	-	-	-					
MAR:	Attachment (HEG, Large & Massive, 3), Evasive Manoeuvres (+1), Momentum, Small Target, Pack Tactics (AA & CC)								
Options:	None								
Weaponary Arcs:	The Fore Guns (S) have a 90 degree Fore Fire Arc								


SUPPORT AIRCRAFT SQUADRON RULES

AIRCRAFT	MOVE	AD	AA	MARS	DR	HP
FIGHTER PLANE	16"	0	2	Acrobatic Pilots, Hunter (Aerial +1)	2	1
DIVE BOMBER	12"	3	1	Acrobatic Pilots, Hunter (Surface +1)	2	1
TORPEDO BOMBER	14"	3	1	Hunter (Diving +2)	2	1

Honourable Eclipse Company Aces: The following Support Aircraft Squadrons in the Honourable Eclipse Company Force may upgrade ONE of their Wings to be an Ace for +5 points: Fighter Plane, Torpedo Bomber.

Honourable Eclipse Company		Tartarus				Points	155	
Large Assault Hangar					Grew Type: Regular			
					Large Capital Diving Naval Fortification			
					Minimum Move: 0"			
					Turning Template: 0			
					Turn Limit: 0"			
					Squadron Size: 1			
RB	1	2	3	4	DR	GR	MV	HP
Compass Guns (P)	10	8	6	4	6	11	0"	8
Bombard Turret (P)	16	13	10	7	AP	AA	CC	IR
-	-	-	-	-	9	6	3	12
-	-	-	-	-				
MAR:	Redoubtable, Security Posts (2), Squadron Support (HEG, Stingray Assault Craft, 8)							
Options:	The Model has an Internal Guardian (3, 8" Protective =2) Generator The Model may have an additional Internal Pulse (16") Generator for +10 points							
Weaponary Arcs:	ONE Bombard Turret (P) has a 360 Degree Fire Arc FOUR Compass Guns (P) have Broadside Fire Arcs along the 4 edges of the Model's base - one to each side							

Honourable Eclipse Company		Forward Landing Field				Points	115		
Universal Fortification					Crew Type: Non-Combatant				
					Massive Universal Fortification Minimum Move: 0" Turning Template: 0 Turn Limit: 0" Squadron Size: 1				
RB	1	2	3	4	DR	GR	MV	HP	
Quad Turret (S)	8	6	4	2	5	8	0"	6	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	7	5	2	8	
-	-	-	-	-					
MAR:	Carrier (9, 2X4 Wings), High Angle (Quad Turrets), Strategic Value (75), Vulnerable								
Options:	None								
Weaponary Arcs:	ONE Quad Turret (S) has a 270 degree Fore Fire Arc ONE Quad Turret (S) has a 270 degree Aft Fire Arc								

Honourable Eclipse Company		Gadeiros				Points	90		
Attack Craft Hangar					Crew Type: Regular				
					Medium Capital Diving Naval Fortification Minimum Move: 0" Turning Template: 0 Turn Limit: 0" Squadron Size: 1-2				
RB	1	2	3	4	DR	GR	MV	HP	
Bombard Turret (P)	13	10	7	3	4	7	0"	5	
Volley Gun Battery (S)	8	6	-	-	AP	AA	CC	IR	
-	-	-	-	-	4	4	2	8	
-	-	-	-	-					
MAR:	Redoubtable, Security Posts (2), Squadron Support (Atlas Attack Craft, 4)								
Options:	The Model has an Internal Shield (2) Generator for no additional points. The Model may replace the Internal Shield (2) Generator with an Internal Guardian (2, 8", Protective =1) Generator for +10 points								
Weaponary Arcs:	ONE Bombard Turret (P) has a 360 degree Fire Arc ONE Volley Gun Battery (S) has a 360 degree Fire Arc								