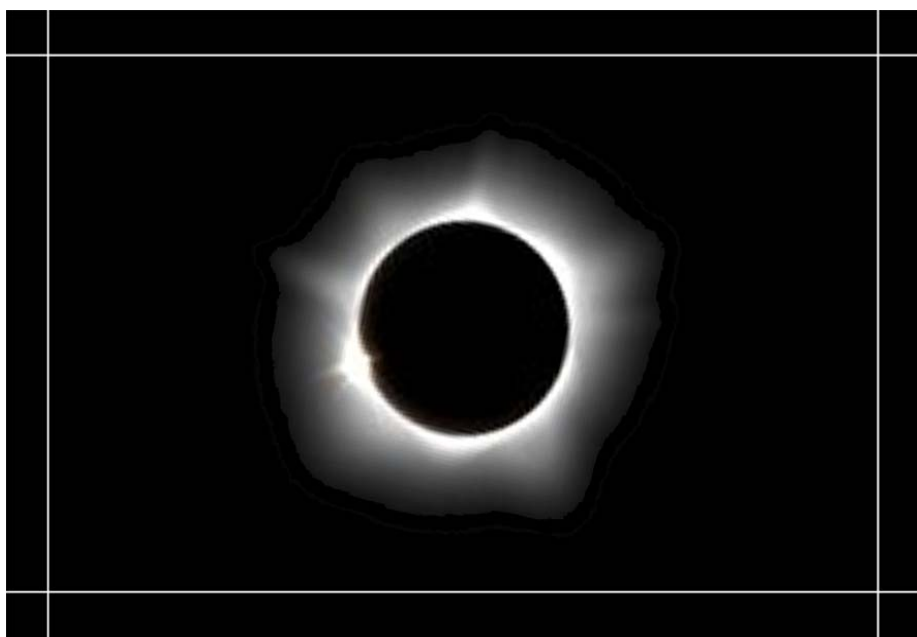


This document contains Model statistics for the Honourable Eclipse Company Faction. The statistics are compatible with the Dystopian Wars 2.0 Game Engine.

These statistics have been made available as a free download to support the Commodore and Admiral Edition Rulebooks. The contents of these documents are Copyright Spartan Games, but have been made available to our community for personal use only.

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.



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HONOURABLE ECLIPSE COMPANY

UNIVERSAL RULES

HONOURABLE ECLIPSE COMPANY

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

HONOURABLE ECLIPSE COMPANY

COMMODORES RULES

Command Abilities

Each Game Turn, the controlling player may have the Commodore perform ONE of the following Command Abilities:

- **Safe Passage** (Within 8" of the Commodore's Model) – Re-roll one Treacherous Terrain Test for a Model in their fleet.
- **Fix it Lads** (Within 8" of the Commodore's Model) – Re-roll one Damage Repair Test for a Model in their fleet.
- **Stand Up and Be Counted** (Within 8" of the Commodore's Model) – Re-roll one die after a failed Disorder Test.

Commodore Doctrines

In addition to their Command Abilities, all HEC Commodores can perform ONE of the following Doctrine Abilities ONCE per Game Turn. These Abilities are designed to reflect the various combat doctrines prevalent in the Honourable Eclipse Company

- **Stiff Competition** – In the HEC, competition for Squadron leader status, and the considerable prize money it can bring is very fierce. Every HEC Support Air Squadron (including Local Air Support), may purchase an Ace for +5 points.
- **The Sky's the Limit** – This Ability may be used on any Squadron with a Model within 16" of the Commodore's Model, and may be activated at any time. The Squadron may Re-Roll any Failed Swift Manoeuvre tests during this Segment.

HONOURABLE ECLIPSE COMPANY BATTLE GROUPS

- By choosing the models from Battle Groups listed below a Force may play the stated Tactical Action Card for FREE during the battle.
- This card can still be cancelled, but if it is permitted to resolve, the acting player does not give the enemy any Victory Points.
- The Card stated must still be included in the player's Tactical Action Card Deck as normal.
- If the Card is itself used to cancel an enemy Tactical Action Card, it still gives up its Victory Points as normal.
- No model may be chosen as part of more than ONE Battle Group.
- In certain cases a Battle Group will contain elements that may attach to other models in the Force (such as Escort Models for example), this is still permitted.

AERIAL BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Elysium Sky Fortress	None	3x Phoenician Scout Flyers 4x Oceanus Bombers	5x Hades Small Interceptor	None	None

Free Tactical Action Card – Tally-Ho!

[Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]

FORTIFICATION BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x Tartarus Class Fortification	2 x Oceanus Bombers 2 x Gadeiros Fortifications	None	8 x Stingray Submarines* 8 x Atlas Assault Ships*	None

*Deployed via Squadron Support from the Fortifications

Free Tactical Action Card – No Quarter!

HONOURABLE ECLIPSE COMPANY

AERIAL FORCES

Honourable Eclipse Company					Elysium		Points	160
Sky Fortress					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
P/S Broadside (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

MASSIVE AERIAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 2"
 Squadron Size: 1

Model Assigned Rules: Advanced Engines (1"), Area Bombardment (Earth-Shaker Cannon), Carrier (6), 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

Weaponry Arcs: THREE Earth-Shaker Cannons (T) have Fixed Channel Fore Fire Arcs
 The P/S Broadside (S) have a Broadside Fire Arc
 THREE Bomb Bays (T) have a 2" Range and a 360 degree Fire Arc

Designer's Note: The Three Earth-Shaker cannons represent the Multi-Barrel weapon firing several times, even though there is only one Weapon on the model.

Honourable Eclipse Company					Phoenician		Points	80
Scout Flyer					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (S)	8	7	6	-	4	6	9"	5
Bomb Bay (T)	8	-	-	-	AP	AA	CC	IR
Mines	(6)	-	-	-	4	4	3	3

MEDIUM AERIAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 1"
 Squadron Size: 2-3

Model Assigned Rules: Hunter (Fore Guns, Surface, +1), Spotter (Regular)
 Options: The Model is fitted with an Internal Shield (2) Generator
 The Model may replace its Bomb Bay (T) with Mines (6) for no points difference

Weaponry 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				
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (S)	4	3	-	-	4	6	10"	3
Bomb Bay (T)	6	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	4	2	2

MEDIUM AERIAL MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 0"
 Squadron Size: 2-4

Model Assigned Rules: Hunter (*Aerial, Fore Guns, +1*), Momentum, Evasive Manoeuvres (+1)
 Options: None
 Weaponry 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				
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (S)	4	4	-	-	3	5	16"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	2	1

SMALL AERIAL ESCORT MODEL

Minimum Move: 4"
 Turning Template: 45-degree
 Turn Limit: 0"
 Squadron Size: 2-5

Model Assigned Rules: Attachment (*HEC, Large & Massive, 3*), Evasive Manoeuvres (+1), Momentum, Small Target, Pack Tactics (*AA & CC, 1*)
 Options: None
 Weaponry 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 (<i>Aerial +1</i>)	2	1
Dive Bomber	12"	3	1	Acrobatic Pilots, Hunter (<i>Surface +1</i>)	2	1
Torpedo Bomber	14"	3	1	Hunter (<i>Diving +2</i>)	2	1
Reconnaissance Plane	16"	0	2	Acrobatic Pilots, Spotter (<i>Regular</i>)	2	1

Honourable Eclipse Company Aces: See the **Stiff Competition** Commodore Rule

HONOURABLE ECLIPSE COMPANY

NAVAL FORCES

Honourable Eclipse Company					Stingray		Points	10
Assault Craft					Crew Type - Aggressive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	-	12"	1
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	0	2	-

TINY NAVAL DIVING MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: Squadron Support Only

Model Assigned Rules: Aquatic Assault, Difficult Target, Elusive Target,
 Options: None
 Weaponry Arcs: None

Honourable Eclipse Company					Atlas		Points	10
Attack Craft					Crew Type - Aggressive			
RB	1	2	3	4	DR	CR	MV	HP
Volley Gun (S)	3	-	-	-	3	-	12"	1
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	0	2	1	-

TINY NAVAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: Squadron Support Only

Model Assigned Rules: Difficult Target, Elusive Target, Hit and Run
 Options: None
 Weaponry Arcs: ONE Volley Gun (S) has a 270 degree Fore Fire Arc

HONOURABLE ECLIPSE COMPANY

NAVAL FORTIFICATIONS

These Fortifications may be placed on the Water Major Surface.

Honourable Eclipse Company					Gadeiros			Points	90
Attack Craft Hangar					Crew Type - Regular				
RB	1	2	3	4	DR	CR	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	

MEDIUM CAPITAL DIVING WATER FORTIFICATION

Squadron Size: 1-2

Model Assigned Rules: 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

Weaponry Arcs: ONE Bombard Turret (P) has a 360 degree Fire Arc
ONE Volley Gun Battery (S) has a 360 degree Fire Arc

Important Note: The Model may not attempt to make a Swift Manoeuvre: buildings aren't that swift!

Honourable Eclipse Company					Tartarus			Points	155
Large Assault Hanger					Crew Type - Regular				
RB	1	2	3	4	DR	CR	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	

LARGE CAPITAL DIVING WATER FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Redoubtable, Security Posts (2), Squadron Support (*HEC, 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.

Weaponry 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.

Important Note: The Model may not attempt to make a Swift Manoeuvre: buildings aren't that swift!

UNIVERSAL FORTIFICATIONS

These Fortifications may be deployed on either the Land or Water Major Surface as desired.

Honourable Eclipse Company				Forward Landing Field				Points	115
Universal Fortification					Crew Type - Non-Combatant				
RB	1	2	3	4	DR	CR	MV	HP	
Quad Turret (S)	8	6	4	2	5	8	0"	6	
					AP	AA	CC	IR	
					7	5	2	8	

MASSIVE UNIVERSAL FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Altered Silhouette (*Large*), Carrier (9), High Angle (*Quad Turrets*), Strategic Value (75), Vulnerable

Options: None

Weaponry Arcs: ONE Quad Turret (S) has a 270 degree Fore Fire Arc
 ONE Quad Turret (S) has a 270 degree Aft Fire Arc