

ECLIPSE

SECOND DAWN FOR THE GALAXY

RIFT CANNON

Rift weapons utilize powerful technology that bypasses Computers and Shields by creating destructive spacetime rifts through enemy Ships. However, spacetime manipulation can be unpredictable: Rift Cannons are known to sometimes backfire, damaging the Ships armed with them.

CONTENTS 12 Tiles, 4 Dice

TILE RULES



RIFT CANNON Rare Tech: You may Upgrade your Ship Blueprints with **RIFT CANNON** Ship Parts.



RIFT CANNON Ship Part: Provides a special **RIFT CANNON** die (see die faces below) and consumes 2 Energy. The **RIFT CANNON** ignores all Computers and Shields; it may deal 1–3 damage to the opponent and/or damage you.



RIFT CONDUCTOR Discovery: This Ship Part adds one to your Ship's Hull Value, provides one **RIFT CANNON** die, and consumes one Energy.

DICE RULES



Deal one damage to the target.



Deal two damage to the target.



Deal three damage to the target and one damage to one of your Ships with Rift weapons in the battle.



Deal one damage to one of your Ships with Rift weapons in the battle.



The Attack Misses.

Rift damage to your own Ships must be assigned to Ships that have Rift weapons. If possible, the damage is assigned so that your Ships with Rift weapons are destroyed from largest to smallest. If none of your Ships with Rift weapons can be destroyed, the damage is assigned to inflict as much damage to them as possible, from largest to smallest.

CREDITS

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