

Eliminator

Table Of Contents

- [1. Ship Info-card](#)
- [2. Stats:](#)
- [3. Additional Information:](#)
- [4. Notes:](#)

1. Ship Info-card

The name does already say it, this ship is a real [eliminator](#). Strong hull, heavy guns and three torpedo launchers slots, more

2. Stats:

Eliminator VHP type un

- Guns/Turrets: 6/0
- Armor: 10.700
- Cargo Holds: 170
- Max Batteries/NanoBots: 71/71
- Optimal Weapon Class: 8
- Max. Weapon Class: 10
- Additional Equipment: M, [CM](#), T(3)/CD(1)

3. Additional Information:

- Price: \$9,608,339
- Where to buy:

Display Spoiler

4. Notes:

Thoughts on Eliminator ([Your Mileage May Vary](#))

The Eliminator is an interesting ship to consider for PvE. 170 cargo bay makes it good for podding. However, its another inter bonus against alien NPCs. [Ancient Drones](#) in particular; an impact of three Sunslayer Torpedoes will wipe out an [Ancient Dr](#) spending, this can be somewhat remedied if one has access to clan torpedoes of different types. Keep in mind that the blast in mind that Eliminator's staying power is rather average.

Despite having three "Cruise Disruptor/Torpedo Launcher" slots, it can mount only one cruise disruptor.