

(EL1.0) FRAGMENTATION TORPEDOES

The Fragmentation Torpedo (FT) is the primary offensive weapon of the Seldone Entente. Thought an crude, low effectiveness test launcher was first installed in an experimental Seldone Entente destroyer in Y123, it took over 60 years to perfect the later disc-based anti-matter containment vessels. The FT was meant to replace the older concussion torpedo as the primary heavy weapon of the fleet. It was found that concussion torpedoes were adequate at bringing down an enemy's shield, but they were useless at causing damage after the shields were disabled, and proved completely useless against the Andromedans (see scenario SL1.0).

At first glance, the weapon appears to be derived from the anti-matter based photon torpedo, but instead of providing a massive coffin-sized vessel containing a mixture of both matter and antimatter, it instead is fired as a cylinder containing thousands of disc-sized containment vessels of pure anti-matter. When the torpedo is detonated near its target, it disperses these vessels of anti-matter in the target's vicinity. The antimatter containment vessels are very fragile and will release their anti-matter payload with whatever matter or positive energy the vessel makes contact, causing a powerful matter/anti-matter explosion. The dispersal produces a grenade or shotgun effect, damaging both enemy and friendly units which are in the vicinity of the detonation. Due to the difficulty in containing pure antimatter in such an accelerated mode, the weapon has a lower stability than other direct fire torpedoes. This limits its overall range, and limits its effectiveness to close range combat.

Like photon torpedoes, FTs are considered heavy weapons, and must be armed in advance, and cost a considerable amount of energy to hold in the launch tubes if they are not fired immediately.

(EL1.1) DESIGNATION

(EL1.11) SSD: Each box on the SSD labeled "FT" represents one FT launch tube. Each tube is treated and recorded separately. The FT is a direct-fire weapon. Each tube may not be used to fire more than one torpedo in each two-turn period.

(EL1.12) DESTRUCTION: FTs are destroyed on "torpedo" hits.

(EL1.13) CONNECTION TO POWER SYSTEMS: FTs are directly reliant on anti-matter for their power source. There is an inherent danger with transferring anti-matter within a matter-based vessel. Therefore, all ships mount these weaponry immediately near these warp power sources to minimize the transferal risks.

(EL1.131) The power transfer is always unidirectional, from warp engine (H2.0) or warp reactor (H2.3), to each FT tube. Energy from a previously armed FT may not be fed back into the energy source for use in subsequent power allocation. This is due to the delicate manner in which the anti-matter is delivered to and contained in the anti-matter containment vessels.

(EL1.132) If the warp power supply adjacent to the FT tube has been completely destroyed or disabled, the associated FT tube will continue to function for that turn, but existing FT inside the tube may not be charged or held on subsequent turns.

(EL1.2) ARMING PROCEDURE

(EL1.21) ARMING: Arming a standard FT requires 3 points of warp engine or warp reactor energy (as in H2.2) on two consecutive turns. The weapon must be adjacent to the energy supply, and that bank must be operational (EL1.132). A standard FT may be fired on the second turn or held (EL1.22).

(EL1.22) HOLDING ARMED TORPEDOES: If the arming of a standard FT has been completed on a given turn, then the ship must either discharge the weapon or begin to hold it on the subsequent turn. The cost to hold a standard FT is 1 unit of WARP ENGINE or WARP REACTOR energy. This holding cost must be supplied by the adjacent source (EL1.13).

(EL1.23) OVERLOAD: Arming an overloaded FT requires 6 points of WARP ENGINE or WARP REACTOR energy on two consecutive turns. An FT must be either be loaded as standard or overloaded from the first turn it is armed. There is no switching between standard and overload on the same torpedo. There is also not a "partial overload" option as there is with Photon Torpedoes.

(EL1.231) An overloaded FT tube must be fired on the second turn, or discharged (E1.24). On the subsequent turn, the arming procedure is then reset as a first-turn of arm.

(EL1.232) An overloaded FT has a much more limited range of 12 hexes.

(EL1.24) PROXIMITY FUSE: The instability of pure anti-matter containment does not allow a proximity fuse arming option for FTs.

(EL1.25) NON-VIOLENT COMBAT: FTs cannot be used for non-violent combat (D6.43). Their effects are distributed over too large an area. This is due to the shotgun effect.

(EL1.3) FIRING PROCEDURE

(EL1.31) SEQUENCE OF PLAY: FTs are fired in the Direct Fire Weapons Segment Fire Stage of the Impulse Procedure.

(EL1.32) FIRING: The FT may fire once per two turns. The weapon may be fired on the second turn of arming. The effect is determined immediately by a die roll. There are no counters for FTs.

(EL1.33) MULTIPLICITY OF DAMAGE: More than one FT may fired at a specific target hex. The effects are cumulative. Damage will be resolved as independent volleys when the weapons fire comes from separate Seldone Entente ships. If the FT are all from the same firing vessel, treat the attack as a single volley for damage purposes.

(EL1.34) RANGE: The FT has a range from 0 to 30. The weapon does not lose precision with range. Rather, it loses stability. Like a photon torpedo, the weapon either hits a target or misses; there is no potential for partial damage. The weapon can be fired at the range 0, however, the likelihood of a shot hitting the firing ship is 100%.

(EL1.35) ACTIVE FIRE CONTROL: Active fire control (D6.6) and a lock-on (D6.124) for the weapon to fire. The lock-on can be to any object in the target hex. The effects apply to all objects in that hex without regard to ECM/ECCM.

(EL1.36) ATMOSPHERIC CONDITIONS: The FT's casing and anti-matter react quickly when entering a hex which contains an atmosphere. Thus the first atmospheric hex which the FT encounters takes the damage as if it were the target hex, with a reduced range if the hex was prior to the destination hex. If the target hex is the destination hex, the damage is applied normally, at the same range.

(EL1.37) HIT: The attacker makes a die roll for each potential target in the target hex. For each roll, consult the FT table to determine if the torpedo has hit its target.

(EL1.38) POTENTIAL TARGETS: The FT may cause damage to stations, ships, PFs, shuttles, fighters, drones, plasma torpedoes, mines, ground facilities, ESGs, asteroids.

(EL1.39) ESGs EN ROUTE. ESGs are treated as a positive energy field. If a FT encounters an ESG en route to its target, it will impact against the ESG. Consider the intersect along its path of flight to be the new target hex.

(EL1.391) Because the FT hits the ESG, lock-on to an ESG is automatic.

(EL1.392) When a FT hits an ESG, no to-hit roll is performed for the ESG. The hit is automatic against the ESG.

(EL1.393) The ESG hex is the new target hex, potentially impacting on other targets in that hex. The to-hit roll must be performed for each target as in (EL1.37).

(EL1.38) STANDARD DAMAGE: For each target which is hit, roll two dice to determine the damage. Only entities within the target area are potential targets. The effects of this torpedo are more random than most torpedoes due to the scattering effect of the explosion.

(EL1.381) OVERLOAD DAMAGE: The damage for overloaded FT are computed using four dice.

FRAGMENTATION TORPEDO TABLE

RANGE	0	1-2	3-4	5-8	9-12	13-30
HIT, STD	1-6	1-5	1-4	1-3	1-2	1
HIT, OVERLOAD	1-5	1-4	1-3	1-2	1	-
DAMAGE, STD	2-12	2-12	2-12	2-12	2-12	2-12
DAMAGE, OVERLOAD	4-24	4-24	4-24	4-24	4-24	-

(EL2.0) CONCUSSION TORPEDOES

The Concussion Torpedo (CT) was designed by Seldone engineers soon after the transition from armor plating to shield technology. The concussion torpedo implodes on the shields and creates a resonance that causes an interference effect within the shielding system. CT resonance causes the shields to “fight themselves”, basically reacting with their own energy as if it were a threat. The effect is called “cracking” a shield, and it is very effective at taking down shields if a direct hit is made.

One of the side effects of the CT is that it makes the target vessel more susceptible to enemy capture. The Seldone tactic of “capture and capitalize” is indirectly a result of this weaponry. Though Sheldonians do not condone non-violent warfare for the sake of saving lives, rather they do advocate salvaging resellable technology.

The weakness in this offensive system became clear during the Andromedan invasion. Since the Andromedan ships did not use shield technology like most of the known races, this weapon was ineffective against them. The Seldone quickly began incorporating stolen technology from other races on an ad-hoc basis until the Fragmentation Torpedo was deployable on their capital ships (EL1.0).

Even after the FT was introduced, the Seldone realized that the CT was still effective against shield-defense systems. Most new ships of the line before Y182 would only use FT, but a typical war ship after Y182 is likely to have a combination of FT and CT mounts, firing a volley of CTs closely by a shotgun of FTs.

(EL2.1) DESIGNATION

(EL2.11) SSD: Each box on the SSD labeled “CT” represents one CT launch tube. Each tube is treated and recorded separately. The CT is a direct-fire weapon.

(EL2.12) DESTRUCTION: CTs are destroyed on “torpedo” hits.

(EL2.2) ARMING PROCEDURE

(EL2.21) ARMING: Arming a standard CT requires 3 points of energy.

(EL2.22) SOURCE: The energy to arm or hold a CT may come from any source.

(EL2.23) RESERVE POWER: Reserve power may be used to arm a CT. It may not be used to change a standard CT to an overloaded CT. The standard CT must first be fired or discharged (E1.24).

(EL2.22) HOLDING ARMED TORPEDOES: A standard CT may be fired during the turn or held. If the arming of a standard CT has been completed on a given turn, the torpedo may be fired during that turn. The cost to hold a standard CT is 1 unit of energy. This energy may come from any power source.

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(EL2.221) The energy to hold a CT must be allocated during the energy allocation part of the turn. A mid-turn use of reserve power may not be used to hold a CT.

(EL2.23) NON-VIOLENT COMBAT: CTs can be used for non-violent combat (D6.43). Since their effects are only applicable to shields, the weapon may be fired at standard or overloaded strength without risk to loss of the enemy's ship or crew.

(EL2.3) FIRING PROCEDURE

(EL2.31) SEQUENCE OF PLAY: CTs are fired in the Direct Fire Weapons Segment Fire Stage of the Impulse Procedure.

(EL2.32) FIRING: The CT may fire once every turn. The effect is determined immediately by a die roll. There are no counters for CTs.

(EL2.321) Exception: There is the standard 1/4 turn delay (8 impulses) between which a CT may not be fired twice.

(EL2.33) MULTIPLICITY OF DAMAGE: More than one CT may fired at a specific target. The effects are cumulative.

(EL2.34) RANGE: The CT has a range from 0 to 50. Like phasers, the weapon can hit or miss, and has the potential for varying effects on the target depending on the angle of strike, the detonation distance between shield layers, and the deviation between the shield wavelength and the torpedo wavelength.

(EL2.35) ACTIVE FIRE CONTROL: Active fire control (D6.6) and a lock-on (D6.124) for the weapon to fire. The lock-on can be to any object in the target hex. The effects apply to all objects in that hex without regard to ECM/ECCM.

(EL2.36) HIT: The attacker makes a die roll for each potential target in the target hex. For each roll, consult the CT table to determine if the torpedo has hit its target.

(EL2.37) POTENTIAL TARGETS: The CT may cause damage to stations, ships, PFs, shuttles, fighters, drones, mines, ground facilities, IF they have a shielding mechanism.

(EL2.38) DAMAGE: The attacker makes a die roll for each torpedo. For each roll, consult the CT table to determine if the torpedo has hit the target.

(EL2.381) The damage for a CT is only applicable against active shields.

(EL2.382) If the target ship has lowered the facing shield, or has not powered the shield, it is completely damaged already, or the target does not have shields (shuttlecraft, satellites, etc), then the weapon cannot cause damage.

(EL2.383) CT damage is first applied to specific reinforcement, next to general reinforcement, and then to the shield itself.

(EL2.384) Any CT damage which exceeds the capacity of the shield, or which leaks through due to leaky shields rule, is lost. It is neither treated as internal damage, nor is it applied to other shields.

(EL2.383) The damage is only applied against the facing shield of the target ship.

(EL2.4) OVERLOADED CONCUSSION TORPEDOES

A CT may be armed as overloaded. This increases the damage of the weapon, costs more energy, and decreases the range. The CT casing allows two torpedoes to be docked together. Thus is it more of a double torpedo than an overload. Yet the overload term is used to provide tactical comparisons.

(EL2.41) OVERLOAD: Arming an overloaded CT requires 6 points of energy. There is no “partial overload” option as there is with Photon Torpedoes. Thus the CT must be armed with either 3 or 6 units of energy, no exceptions. This energy may come from any power source.

(EL2.42) An overloaded CT can be held at the cost of 2 units of energy per turn, or discharged (E1.24). On the subsequent turn, the arming procedure is then reset, and the CT may be armed as a standard or overload. This energy may come from any power source.

(EL2.43) RANGE ZERO, FEEDBACK: Overloaded CTs may be fired at range 0. The hit probability is 1-6, insuring a hit (unless other factors, such as electronic warfare, or poor crew produce a die roll modification). If an overloaded CT scores a hit at a true range of 0, 2 points of damage are applied to the firing ship's facing shield, assuming that it is active (EL2.2382).

(EL2.44) FIRING: Since overloaded concussion torpedoes consist of two torpedoes docked together, fed into the same tube at once. They must be fired simultaneously, at the same target. The damage is doubled from the standard CONCUSSION TORPEDO chart.

CONCUSSION TORPEDO TABLE

RANGE	0	1-2	3-6	5-12	13-22	23-30	31-50
1	10	8	6	5	3	3	2
2	10	8	6	4	3	2	1
3	8	6	4	3	2	1	0
4	6	6	4	2	2	1	0
5	6	4	3	2	1	0	0
6	4	4	3	1	1	0	0

(EL3.0) RESONANCE BEAMS

The resonance beam is a Seldone technology nearly equivalent to the Hydran fusion beam (E7.0). This modified beam particle weapon can be fired in the "clean" fusion mode, or a "dirty" fission mode. The fission resonance beam harms most lifeforms, but does little to equipment or structures. The quickly dissipating energy aids in salvaging enemy technology and ships. Tactically this means instead of causing internal damage, it causes crew damage. To a large vessel like a starbase, this has little effect, but to a lowly police cruiser with few crew, this can make Seldones a very dangerous foe.

The danger in using the weapon at close range is feedback to the firing vessel. Whether the weapon was fired in fusion or fission mode, any feedback damage is treated as "dirty" resonance, meaning it will cause crew casualties to the firing vessel.

(EL3.1) DESIGNATION

(EL3.11) SSD: Each box on the SSD labeled "RB" represents one resonance beam generator. Each generator is treated and recorded separately.

(EL3.12) DESTRUCTION: Resonance beams are destroyed on "torpedo" hits.

(EL3.13) SIZE CLASS 4+: Resonance beams are only installed on ships of size class 4 or larger. Seldone fighters use phasers or torpedoes only.

(EL3.2) ARMING PROCEDURE

(EL3.21) ARMING: Arming a standard resonance beam requires two points of power from any source during a single turn.

(EL3.22) COOLING: If the weapon is fired, it requires one turn of cooling, see (E7.22, E7.412).

(EL3.23) HOLDING: Resonance beams can be held as in (E7.5). The Seldone Entente had this technology since Y122, bypassing the historical problems the Hydrans had with their fusion beams.

(EL3.24) TYPE: During energy allocation, the decision does not need to be made yet as to whether the beam will be fired in "clean" or "dirty" mode.

(EL3.25) NON-VIOLENT COMBAT: Resonance beams cannot be used for non-violent combat (D6.43). The effect of resonance beams is very destructive whether fired in the standard "clean" mode or "dirty" mode..

(EL3.3) FIRING PROCEDURE

(EL3.31) SEQUENCE OF PLAY: Resonance beams are fired in the Direct Fire Weapons Segment Fire Stage of the Impulse Procedure.

(EL3.32) TYPE: The firing ship specifies whether the type of beam is "clean" or "dirty".

(EL3.33) FIRING: There are no counters for FTs.

(EL3.34) MULTIPLICITY OF DAMAGE: More than one resonance beam may be fired at a specific target. The beams may be fired in different modes.

(EL3.35) RANGE: The resonance beam has a range from 0 to 24. The weapon can be fired at the range 0, however, there is a feedback of 4 points of damage applied to the firing ship. This damage is of the same type as the beam when it was fired.

(EL3.36) HIT: The attacker makes a die roll for each potential target in the target hex. For each roll, consult the table to determine the base damage.

(EL3.37) DIRTY DAMAGE: When the weapon is fired in "clean" mode, the damage is as per a typical fusion beam, and applied as a normal direct fire weapon to shields/PA panels, armor, and internals. However, if the weapon is fired in "dirty" mode, there are several differences in how the damage is applied.

(EL3.38) DIRTY SHIELDS: If the shield that would be targeted by the resonance beam is still active, and still has the potential to absorb damage, then 80% of the base damage is lost. The remaining 20% is applied as "dirty internals" (EL3.39), round down. If the shields were disabled, or the target vessel does not have shields, then 100% of the damage is applied as "dirty internals" (EL3.39).

(EL3.39) DIRTY INTERNALS: The primary use of the resonance beam is to kill the inhabitants of the ship without damaging the ship itself. Dirty internal damage is applied directly to the crew units section of the SSD on the target ship.

(EL3.39) BOARDING PARTIES: According to (), boarding parties are part of the listed crew units. Therefore, damage applied to the crew units will eventually also impact the number of boarding parties on the target vessel. But the damage cannot be applied to the Boarding parties instead of the crew units.

(EL3.39) POTENTIAL TARGETS: The Resonance beam in "clean" mode may cause damage to all units. However, the "dirty" mode only applies to certain races. Purely mechanical targets such as the planet killer, the Juggernaut, asteroids, mines, unmanned shuttles, and drones will be unaffected by "dirty" damage. Most monsters will be affected, if they are truly living creatures, and not an automaton. When used against monsters, simply use the damage as a normal damage point against that monster type. This rule is to clarify that they do not instantly die as a single crew unit.

(EL3.4) RADIOACTIVITY: The radiation of the resonance beam will linger for one full turn from when the weapon was fired. Crew seeking to replace their comrades too soon will die as well. Mark any crew that seek to replace their fallen comrades as destroyed. Seldones typically wait at least one turn to begin using boarding parties to gain control of a ship. Even then, they wear radiation suits to guard against pockets of radioactivity.

(EL3.41) ONE TURN: After one turn, the radiation level will have decayed rapidly to the point where reinforcements or boarding parties may enter the emptied compartments.

RESONANCE BEAM TABLE

	RANGE (HEXES)					
DIE ROLL	0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

- Note when fired in dirty mode at a range of 0, the firing vessel takes 4 points of damage, consistent with the mode that the RB was fired.