

(RL1.0) THE SELDONE ENTENTE**(RL1.1) BACKGROUND**

The Seldone Entente is a socialist republican government consisting of three species, the humanoid Seldons, the canine-like Terriers, and the Dolphins, a land-based mammal similar to dolphins.

The Seldone Entente was successful at creating a peaceful realm of space close to the galactic center. Though there were some contacts with the Kzinti, Federation, and the Gorn, the Seldone Entente focused most of their efforts exploring the stars toward the galactic center.

During the Andromedan invasion in Y188, the Seldones were hit hard, though this was not felt throughout the galaxy. The Seldone lines retreated after numerous defeats. It was apparent that their concussion torpedo technology (EL2.0) was ineffective against the Andromedans power absorbers. A skunk works project was started which created the Fragmentation Torpedo (EL1.0) units. This started the Y190 refits of the Seldone fleet.

Like some other races, the larger ships of the Seldone fleet utilizes a separable command structure. While most races only use ship separation as a means of emergency escape, the Seldone often use their ship separation on a tactical basis. Numerous missions have seen them use the ship separation when needing to report back to base, seek repairs for the main vessel, or when two missions needed to be completed simultaneously. The hull boxes related to the interlock mechanisms are marked (L). Should these be destroyed, the ship separation or reconnection cannot be performed. This ship separation feature is only available on destroyer-class or larger ships.

Most Seldone ships are capable of an atmospheric landing. There are boxes on the hull to reflect the landing gear, marked (G). If these hull boxes are destroyed, the ship does cannot land using atmospheric landing and must resort to a crash landing.

Seldone ships look like a frisbee head-on, with warp nacelles spanning the port and starboard sides of the ship. The separable command structure sticks upward along the longitudinal axis of the ship, like a flattened cylinder. More than one Terran observer has noted these ships look like Manta rays, thus the code names "manta" for Seldone battle groups.

(RL1.R0) SELDONE FLEET REFITS

(RL1.R1) FRAGMENTATION TORPEDO REFIT: These refits were started after the numerous defeats at the hand of the Andromedans. Most of the smaller ships exchanged their single-purpose concussion torpedo mounts for fragmentation torpedo mounts. With the destruction of most of their star bases and docks, it took several years to refit the remaining fleet. Eventually a sufficient number of ships were refit to the point where the Seldone were able to stop running from the Andromedans and fight back. Prior to Y182, these ships carried concussion torpedoes as their major weapon, after, most were using fragmentation torpedoes.

A few larger ships and those that were unable to be refitted retained their concussion torpedo racks. This actually provided a better all around fit for offense versus the galactic fleets.

(RL1.R1) SELDONE SHIP SYSTEMS

(RL1.R1.1) LANDING GEAR (G): Some of the Hull boxes on the Seldone ships are used to indicate the landing gear with a "G". If any of the "G" Hull boxes are destroyed, the ship may not land safely. It may still land via emergency landing procedures.

(RL1.R1.2) COMMAND SEPARATION LINKS (L): Some of the Hull boxes on the Seldone ships are used to indicate the command structure linkages with a "L". If any of the "L" Hull boxes are destroyed, the ship may not re-attach the command section to the main hull. It may separate if desired, but it is not forced to; it just will not be able to re-attach..

SELDONE FLEET WARSHIPS

(RL1.1) DREADNOUGHT (DN): This was the largest and most powerful Seldone fleet ship. The concept was to integrate concussion torpedoes into forward clusters with phaser banks. Due to the importance of these vessels to the fleet, they usually travelled with at least four escort ships, but usually in a fleet of ten vessels. Most of these vessels were destroyed during the initial Andromedan attacks and subsequent defense of Seldone territory. A few were build

(RL1.2) COMMAND CRUISER (CC): When the Andromedans destroyed the dreadnoughts during the early battles with the Seldone, engineers scrambled to get something available to guard their remaining systems. The answer was the Seldone Command Cruiser. Based on the standard heavy cruiser hull, the command cruiser simply smoothed out the bottom of the hull and added a second command module. This refit causes the vessel to lose its landing capability; the second module is fitted on the underside of the vessel, "upside down", from the original command module. Unfortunately, unlike most Seldone ships, the two command structures may not be separated from the ship.

(RL1.3) HEAVY CRUISER (CA): The standard cruiser of the Seldone fleet. More of this vessel type were build than any other. Typically each commercially important star system would have one dedicated heavy cruiser, one destroyer, and several frigates to protect trade routes.

(RL1.4) LIGHT CRUISER (CL): This is a slightly smaller version of the heavy cruiser. It is basically the same hull, just a little narrower, with the destroyer's command section.

(RL1.5) DESTROYER (DD): The destroyer was the most-built ship in the Seldone Entente. A typical patrol fleet consisted of 3 DD.

(RL1.6) FRIGATE (FF): The frigate was designed to be a useful atmospheric shuttle. The frigate lacks the separable command structure of most Seldone ships. Due to its small size, the hull linkage systems required would be prohibitive.