

The background of the entire slide features two dragons. In the foreground, a large blue dragon with detailed scales and large, translucent wings is shown in profile, breathing a stream of fire. Behind it, a smaller red dragon is also breathing fire. The scene is set against a dark, starry background with a few bright stars visible.

LEDLOGIC SUPPLEMENT II
DRAAGON SSDs

IF A SHIP IS IN DIRECT LINE BETWEEN A YOUNG DRAGON AND ITS MOTHER (ADULT DRAGON), THE MOTHER DRAGON WILL IMMEDIATELY MOVE AT A SPEED OF THREE HEXES PER IMPULSE TO ENTER THE SHIP'S HEX AND ATTACK IT, THEN RESUME NORMAL OPERATIONS.

DIRECT LINE IS DEFINED AS BEING ON THE SAME HEX ROW AND BETWEEN THE MOTHER AND THE BABY, OR BEING CLOSER TO THE BABY THAN THE MOTHER AT ANY TIME THAT THE SHIP IS BETWEEN THE MOTHER AND THE BABY BUT NOT ON THE SAME HEX ROW.

IF A YOUNG DRAGON'S MOTHER IS KILLED, IT WILL MOVE TO THE SHIP'S HEX AND ATTEMPT TO "NURSE" BY EXECUTING A CLAW ATTACK DURING EVERY IMPULSE DIVIDED BY FOUR. IN SUCH CASES, IT WILL NOT USE ITS FLAME OR EYE WEAPONS (SM7.466).

SHIP DATA TABLE

TYPE	= D-YOUNG
POINT VALUE	= 40
BREAKDOWN	= NA
SHIELD COST	= NA
LIFE SUPPORT	= NA
SIZE CLASS	= 4
REFERENCE	= SM7.4
RAVAGING PTS	= +10

TURN MODE	SPEED
* 1	1-30

PLASMA TORPEDO TABLE

TYPE	RANGE				
	0-5	6-10	11-12	13-14	15
F	20	15	10	5	1
BOLT	1-4	1-3	1-2	1-2	1-2

CLAW ATTACK SYSTEM - YOUNG

DIE ROLL	RANGE 0
1	9
2	8
3	7
4	6
5	5
6	5

CLAW ATTACK MAY BE MADE ONCE PER TURN. (SM7.4654)

CLAW ATTACKS MAY BE MADE AGAINST SHIPS, BASES, SHUTTLES, FIGHTERS, PFSs, MONSTERS, DRONES, AND OTHER OBJECTS EXCEPT PLASMA TORPEDOES AND PLANETS.

DAMAGE IGNORES SHIELDS (SM3.45).

CLAWS CEASE TO FUNCTION WHEN THEY ARE COMPLETELY DESTROYED.

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TAIL DEFENSIVE SYSTEM

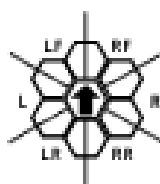
DIE ROLL	RANGE 0
1	HIT
2	HIT
3	HIT
4	HIT
5	HIT
6	MISS

OPERATES 3 TIMES PER IMPULSE. MAY BE USED AGAINST SHUTTLES OR SEEKING WEAPONS (SM7.4653).

MAY IDENTIFY ONE WEAPON IN AN ADJACENT HEX ONCE PER IMPULSE (SM7.4655).

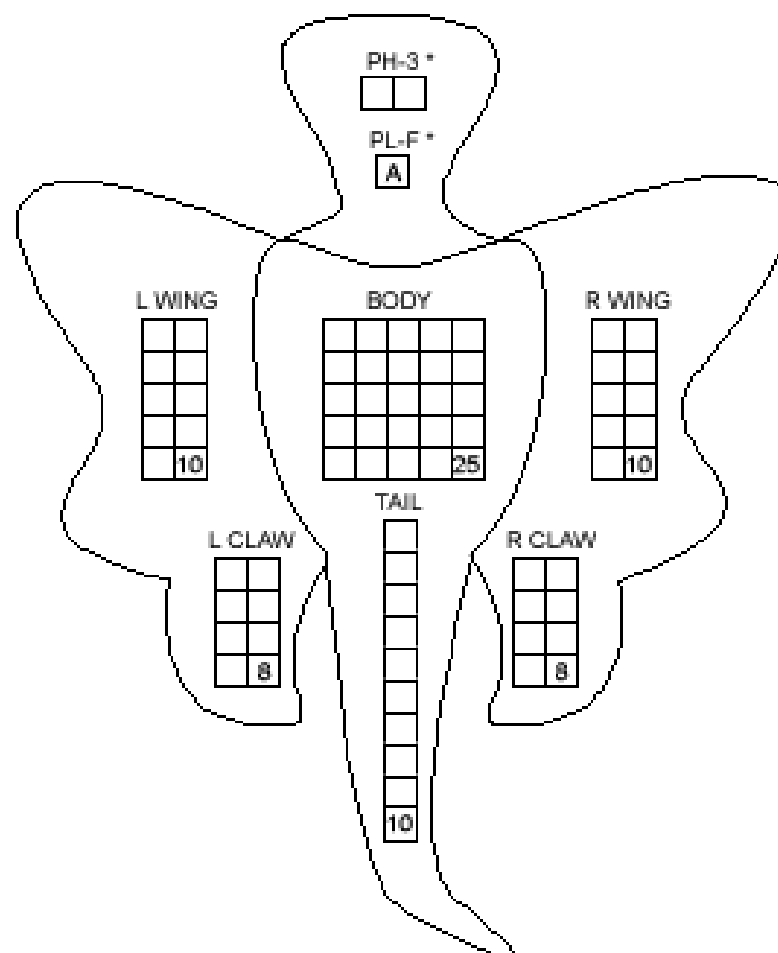
DRAGON DAMAGE TABLE

ROLL					
1	Body	Wings	Tail	Claws	
2	Body	Wings	Tail	Claws	
3	Wings	Tail	Claws	Body	
4	Wings	Tail	Claws	Body	
5	Tail	Claws	Body	Wings	
6	Claws	Body	Wings	Tail	



ALL WEAPONS ARE 360 DEGREES

YOUNG SPACE DRAGON



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

* EYES AND FLAME CANNOT BE DESTROYED BUT ARE DEPICTED HERE FOR RECORDKEEPING PURPOSES

** DRAGONS CANNOT BE TRACTORED OR BOARDED (SM7.469)

TAIL DEFENSIVE SYSTEM

DIE ROLL	RANGE 0
1	HIT
2	HIT
3	HIT
4	HIT
5	HIT
6	MISS

OPERATES 3 TIMES PER IMPULSE.
MAY BE USED AGAINST SHUTTLES
OR SEEKING WEAPONS (SM7.4653).

MAY IDENTIFY ONE WEAPON IN AN
ADJACENT HEX
ONCE PER IMPULSE (SM7.4655).

SHIP DATA TABLE

TYPE	= D-ADULT
POINT VALUE	= 100
BREAKDOWN	= NA
SHIELD COST	= NA
LIFE SUPPORT	= NA
SIZE CLASS	= 3
REFERENCE	= SM7.4
RAVAGING PTS	= +25

TURN MODE	SPEED
* 1	1-30

ADULT SPACE DRAGON

CLAW ATTACK SYSTEM - ADULT

DIE ROLL	RANGE 0
1	10
2	9
3	8
4	7
5	6
6	5

CLAW ATTACK MAY BE MADE ONCE PER TURN.
(SM7.4654)

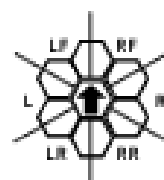
CLAW ATTACKS MAY BE MADE AGAINST SHIPS, BASES,
SHUTTLES, FIGHTERS, PFSs, MONSTERS, DRONES, AND
OTHER OBJECTS EXCEPT PLASMA TORPEDOES
AND PLANETS.

DAMAGE IGNORES SHIELDS (SM3.45).

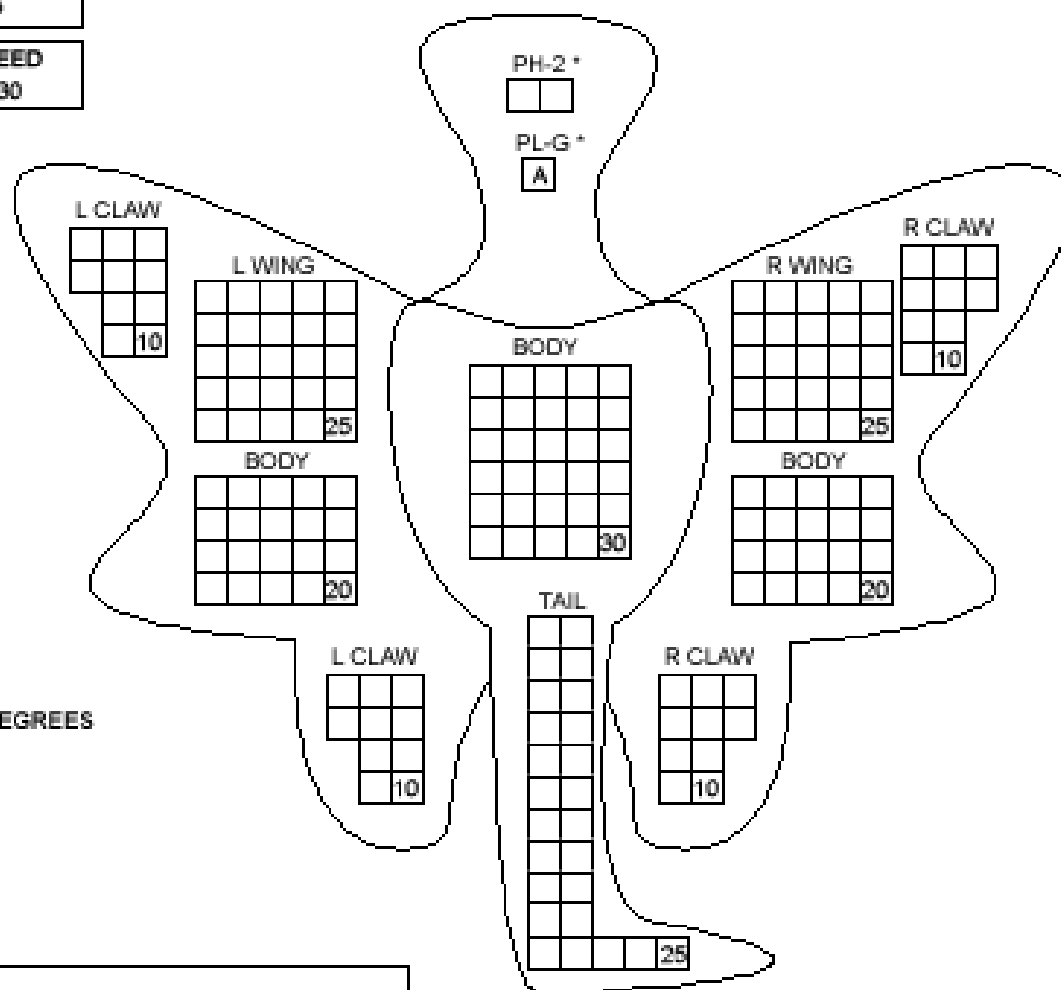
CLAWS CEASE TO FUNCTION WHEN THEY ARE
COMPLETELY DESTROYED.

TYPE II OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



ALL WEAPONS ARE 360 DEGREES



MOVEMENT COST = 2
HET COST = 5
EM COST = 6

* EYES AND FLAME CANNOT BE DESTROYED BUT ARE
DEPICTED HERE FOR RECORDKEEPING PURPOSES

** DRAGONS CANNOT BE TRACTORED OR
BOARDED (SM7.469)

DRAGON DAMAGE TABLE

ROLL				
1	Body	Wings	Tail	Claws
2	Body	Wings	Tail	Claws
3	Wings	Tail	Claws	Body
4	Wings	Tail	Claws	Body
5	Tail	Claws	Body	Wings
6	Claws	Body	Wings	Tail

PLASMA TORPEDO TABLE

TYPE	RANGE							
	0-5	6-10	11-12	13-14	15	16-18	19	20
G	20	20	15	15	15	10	5	1
F	20	15	10	5	1	0	0	0
BOLT	1-4	1-3	1-2	1-2	1-2	1	1	1

TAIL DEFENSIVE SYSTEM

DIE	RANGE
ROLL	0
1	HIT
2	HIT
3	HIT
4	HIT
5	HIT
6	MISS

OPERATES 3 TIMES PER IMPULSE.
MAY BE USED AGAINST SHUTTLES
OR SEEKING WEAPONS (SM7.4853).

MAY IDENTIFY ONE WEAPON IN AN
ADJACENT HEX
ONCE PER IMPULSE (SM7.4855).

DRAGON DAMAGE TABLE

ROLL				
1	Body	Wings	Tail	Claws
2	Body	Wings	Tail	Claws
3	Wings	Tail	Claws	Body
4	Wings	Tail	Claws	Body
5	Tail	Claws	Body	Wings
6	Claws	Body	Wings	Tail

CLAW ATTACK SYSTEM - OLD DRAGON

DIE	RANGE
ROLL	0
1	10
2	10
3	9
4	8
5	7
6	6

CLAW ATTACK MAY BE MADE ONCE PER TURN. (SM7.4854)
MODIFIER.

CLAW ATTACKS MAY BE MADE AGAINST SHIPS, BASES,
SHUTTLES, FIGHTERS, PFSs, MONSTERS, DRONES, AND OTHER
OBJECTS EXCEPT PLASMA TORPEDOES
AND PLANETS.

DAMAGE IGNORES SHIELDS (SM3.45).

CLAWS CEASE TO FUNCTION WHEN THEY ARE COMPLETELY
DESTROYED.

TYPE I OFFENSIVE PHASER TABLE

DIE	RANGE	6-9-	16-26-	51-
ROLL	0 1 2 3 4 5 8 15 25 50 75			
1	9 8 7 6 5 5 4 3 2 1 1			
2	8 7 6 5 5 4 3 2 1 1 0			
3	7 5 5 4 4 4 3 1 0 0 0			
4	6 4 4 4 4 3 2 0 0 0 0			
5	5 4 4 4 3 3 1 0 0 0 0			
6	4 4 3 3 2 2 0 0 0 0 0			

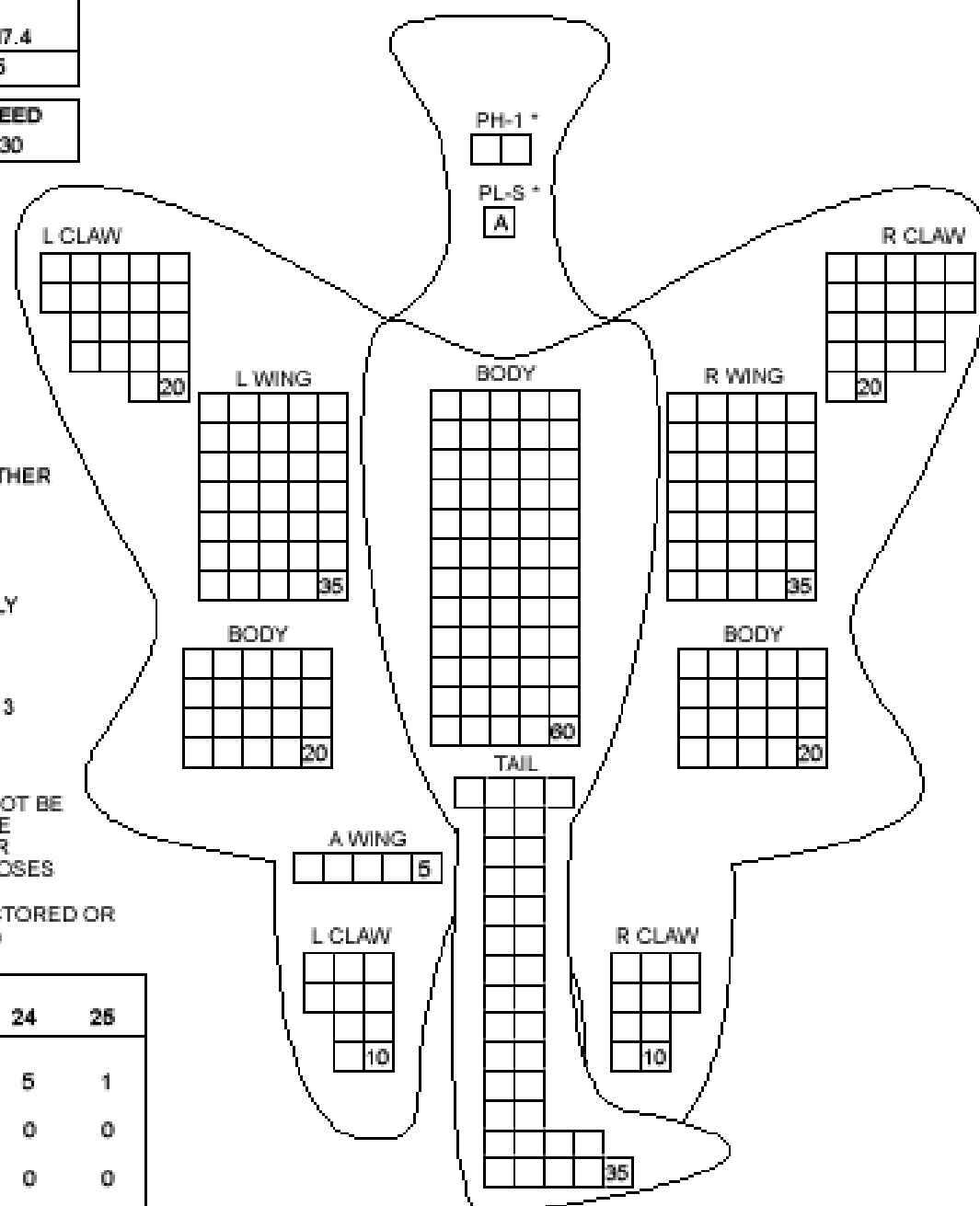
PLASMA TORPEDO TABLE

TYPE	RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
S	30	30	22	22	22	15	15	15	10	5	1	
G	20	20	15	15	15	10	5	1	0	0	0	
F	20	15	10	5	1	0	0	0	0	0	0	
BOLT	1-4	1-3	1-2	1-2	1-2	1	1	1	1	1	1	

SHIP DATA TABLE

TYPE	= D-OLD
POINT VALUE	= 150
BREAKDOWN	= NA
SHIELD COST	= NA
LIFE SUPPORT	= NA
SIZE CLASS	= 3
REFERENCE	= SM7.4
RAVAGING PTS	= +35
TURN MODE	SPEED
*	1 1-30

OLD SPACE DRAGON



MOVEMENT COST = 3
HET COST = 5
EM COST = 6

* EYES AND FLAME CANNOT BE
DESTROYED BUT ARE
DEPICTED HERE FOR
RECORDKEEPING PURPOSES

** DRAGONS CANNOT BE TRACTORED OR
BOARDED (SM7.489)

TAIL DEFENSIVE SYSTEM

DIE ROLL	RANGE 0
1	HIT
2	HIT
3	HIT
4	HIT
5	HIT
6	MISS

OPERATES 3 TIMES PER IMPULSE.
MAY BE USED AGAINST SHUTTLES
OR SEEKING WEAPONS (SM7.4853).

MAY IDENTIFY ONE WEAPON IN AN
ADJACENT HEX
ONCE PER IMPULSE (SM7.4855).

DRAGON DAMAGE TABLE

ROLL				
1	Body	Wings	Tail	Claws
2	Body	Wings	Tail	Claws
3	Wings	Tail	Claws	Body
4	Wings	Tail	Claws	Body
5	Tail	Claws	Body	Wings
6	Claws	Body	Wings	Tail

CLAW ATTACK SYSTEM - ANCIENT DRAGON

DIE ROLL	RANGE 0
1	10
2	10
3	10
4	10
5	9
6	8

CLAW ATTACK MAY BE MADE ONCE PER TURN. (SM7.4854)
MODIFIER.

CLAW ATTACKS MAY BE MADE AGAINST SHIPS, BASES,
SHUTTLES, FIGHTERS, PFSs, MONSTERS, DRONES, AND OTHER
OBJECTS EXCEPT PLASMA TORPEDOES
AND PLANETS.

DAMAGE IGNORES SHIELDS (SM3.45).

CLAWS CEASE TO FUNCTION WHEN THEY ARE COMPLETELY
DESTROYED.

TYPE IV HEAVY PHASER TABLE

DIE ROLL	RANGE 0-3	4-6	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	7	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

PLASMA TORPEDO TABLE

TYPE	RANGE 0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
G	20	20	15	15	15	10	5	1	1	0	0	0	0	0
F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2	1-2	1-2	1	1	1	1	1	1	1	1	1

SHIP DATA TABLE

TYPE	= D-ANC
POINT VALUE	= 300
BREAKDOWN	= NA
SHIELD COST	= NA
LIFE SUPPORT	= NA
SIZE CLASS	= 2
REFERENCE	= SM7.4
RAVAGING PTS	= +75
TURN MODE	SPEED
*	1 1-30

ANCIENT SPACE DRAGON

MOVEMENT COST = 5
HET COST = 5
EM COST = 6

* EYES AND FLAME CANNOT BE
DESTROYED BUT ARE
DEPICTED HERE FOR
RECORDKEEPING PURPOSES

** DRAGONS CANNOT BE
TRACTORED OR BOARDED
(SM7.489)

