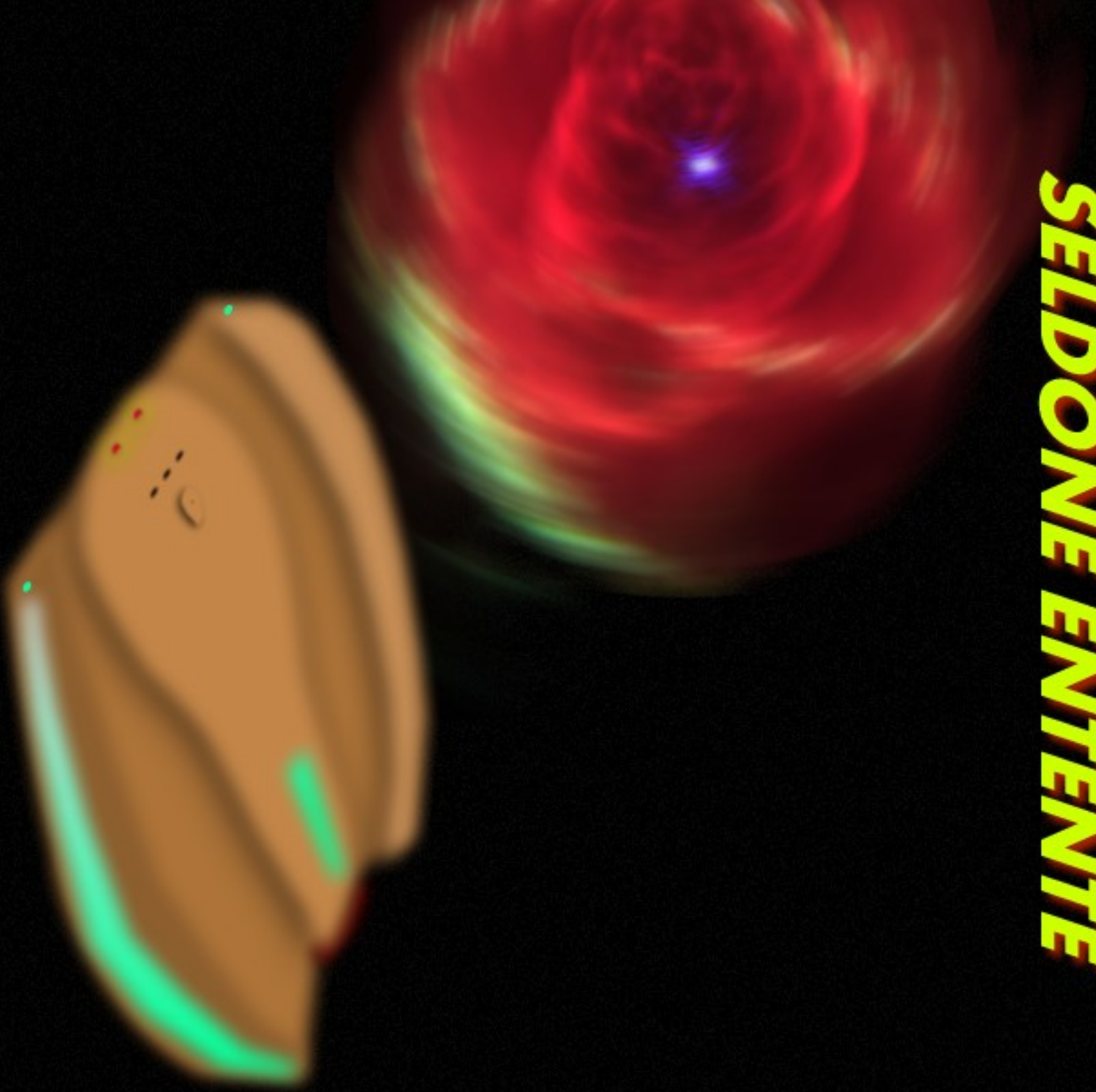


LEDLOGIC SUPPLEMENT I

SELDOME ENTENTE



		★				10
						20
						30
						40
						50

[illegible][illegible]

IDENT	HIT POINTS					NOTES

DIE ROLL	RANGE					6- 8-		16- 26-		51-	
	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

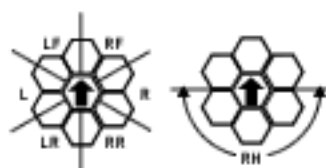
RANGE	0	1-2	3-4	5-8	9-12	13-30
HIT, STD	1-6	1-5	1-4	1-3	1-2	1
HIT, OVERLOAD	1-5	1-4	1-3	1-2	1	-
DAMAGE, STD	2-12	2-12	2-12	2-12	2-12	2-12
DAMAGE, OVERLOAD	4-24	4-24	4-24	4-24	4-24	-

RANGE	0	1-2	3-4	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

TYPE	= DN
POINT VALUE	= 200
BREAKDOWN	= 4 - 6
SHIELD COST	= 1 + 3
LIFE SUPPORT	= 2
SIZE CLASS	= 2
REFERENCE	= RL1.1
FT REFIT	= +10

TURN MODE		SPEED
D	1	2 - 4
	2	5 - 8
HET	3	9 - 12
	4	13 - 17
BD	5	18 - 24
	6	25+

DIE ROLL	RANGE					4-9.	
	0	1	2	3	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	



DIE	RANGE					
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

SHIELD #1

								10
								20
								30

[illegible][illegible]

SHIELD #4

								1
								2
								3

FT REFIT: ALL CONC TORP
BECOME FRAG TORP

[illegible][illegible]

6	6	6	6	5	4	3	2	1	0
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0	0	0	0	1	2	3	4	5	9
---	---	---	---	---	---	---	---	---	---

6	6	4	4	4	4	2	2	2	0
---	---	---	---	---	---	---	---	---	---

[illegible]

			★					10
								20
								30
								40
								50

[illegible][illegible]

IDENT	HIT POINTS					NOTES

DIE ROLL	RANGE					6-8-		16-26-		51-	
	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

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	-

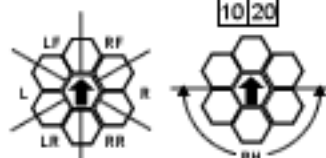
RANGE	0	1-2	3-4	5-12	13-22	23-30	31-50
1	10	8	6	5	3	3	2
2	10	8	6	4	3	2	1
3	8	6	4	3	2	1	0
4	6	6	4	2	2	1	0
5	6	4	3	2	1	0	0
6	4	4	3	1	1	0	0

TYPE	= CC
POINT VALUE	= 180
BREAKDOWN	= 5 - 6
SHIELD COST	= 1 + 1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= RL1.3
FT REFIT	= +10

TOWN MODEL		OF FEED
D	1	2 - 4
	2	5 - 8
HET	3	9 - 12
	4	13 - 17
BD	5	18 - 24
	6	25+

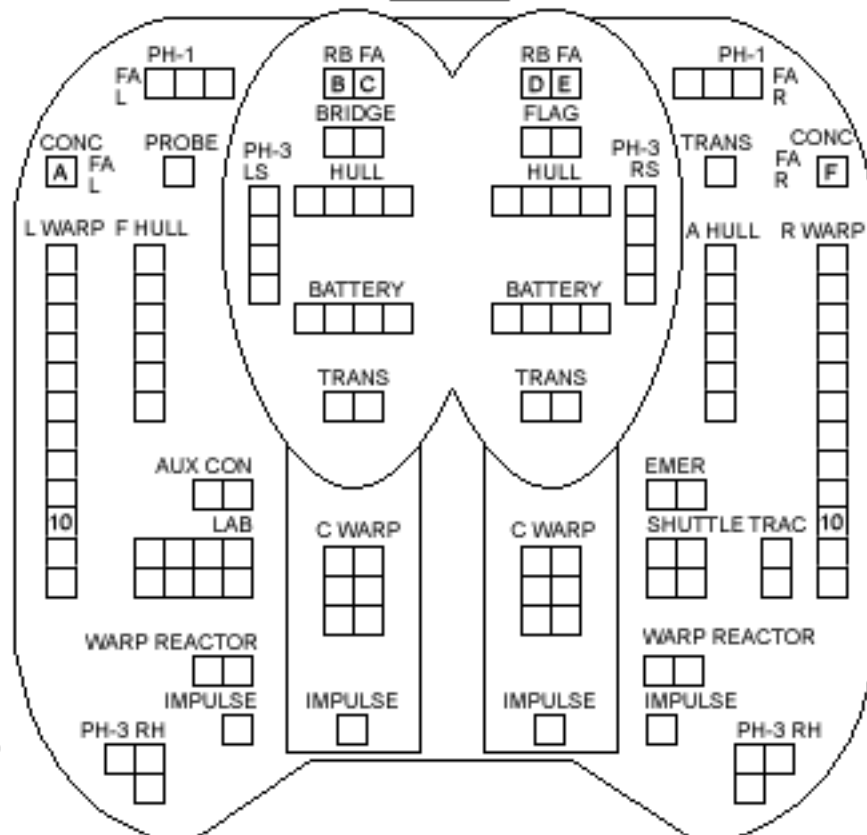
				5
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DIE ROLL	RANGE					4-9.	
	0	1	2	3	8	15	
1	4	4	4	3	1	1	
2	4	4	4	2	1	0	
3	4	4	4	1	0	0	
4	4	4	3	0	0	0	
5	4	3	2	0	0	0	
6	3	3	1	0	0	0	



DIE ROLL	RANGE					
	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

SHIELD #1

[illegible][illegible][illegible][illegible]

								10
								20
								30

SENSOR						
6	6	5	3	1	0	
SCANNER						
0	0	1	3	5	9	
DAM CON						
4	4	2	2	2	0	
EX DAM						

		★				10
						20
						30
						40

[illegible][illegible]

				5
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IDENT	HIT POINTS				NOTES

DIE ROLL	RANGE					6-8-		16-26-		51-	
	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

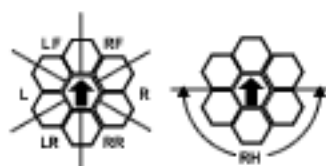
RANGE	0	1-2	3-4	5-8	9-12	13-30
HIT, STD	1-6	1-5	1-4	1-3	1-2	1
HIT, OVERLOAD	1-5	1-4	1-3	1-2	1	-
DAMAGE, STD	2-12	2-12	2-12	2-12	2-12	2-12
DAMAGE, OVERLOAD	4-24	4-24	4-24	4-24	4-24	-

RANGE	0	1-2	3-4	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

TYPE	= CA
POINT VALUE	= 130
BREAKDOWN	= 5 - 6
SHIELD COST	= 1 + 1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= RL1.3
FT REFIT	= +10

TURN MODE		OF FEED
C	1	2 - 4
	2	5 - 9
HET	3	10 - 14
	4	15 - 20
BD	5	21 - 27
	6	28 +

DIE ROLL	RANGE					4-8.	
	0	1	2	3	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	



DIE ROLL	RANGE					
	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

[illegible]

CREW UNITS

		★						10
								20
								30

BOARDING PARTIES

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TRANSPORTER BOMBS

								10
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PROBES

				5
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ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TYPE I OFFENSIVE PHASER TABLE

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

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	105
BREAKDOWN	=	5 - 6
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RL1.4
FT REFIT	=	+10

TURN MODE	SPEED
B	1 2-5
	2 6-10
HET	3 11-15
	4 16-21
BD	5 22-28
	6 29+

TYPE III DEFENSE PHASER

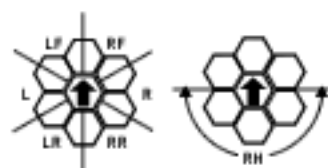
DIE ROLL	RANGE	0	1	2	3	8	15
1	4	4	4	3	1	1	1
2	4	4	4	2	1	0	0
3	4	4	4	1	0	0	0
4	4	4	3	0	0	0	0
5	4	3	2	0	0	0	0
6	3	3	1	0	0	0	0

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	-

CONCUSSION TORPEDO TABLE

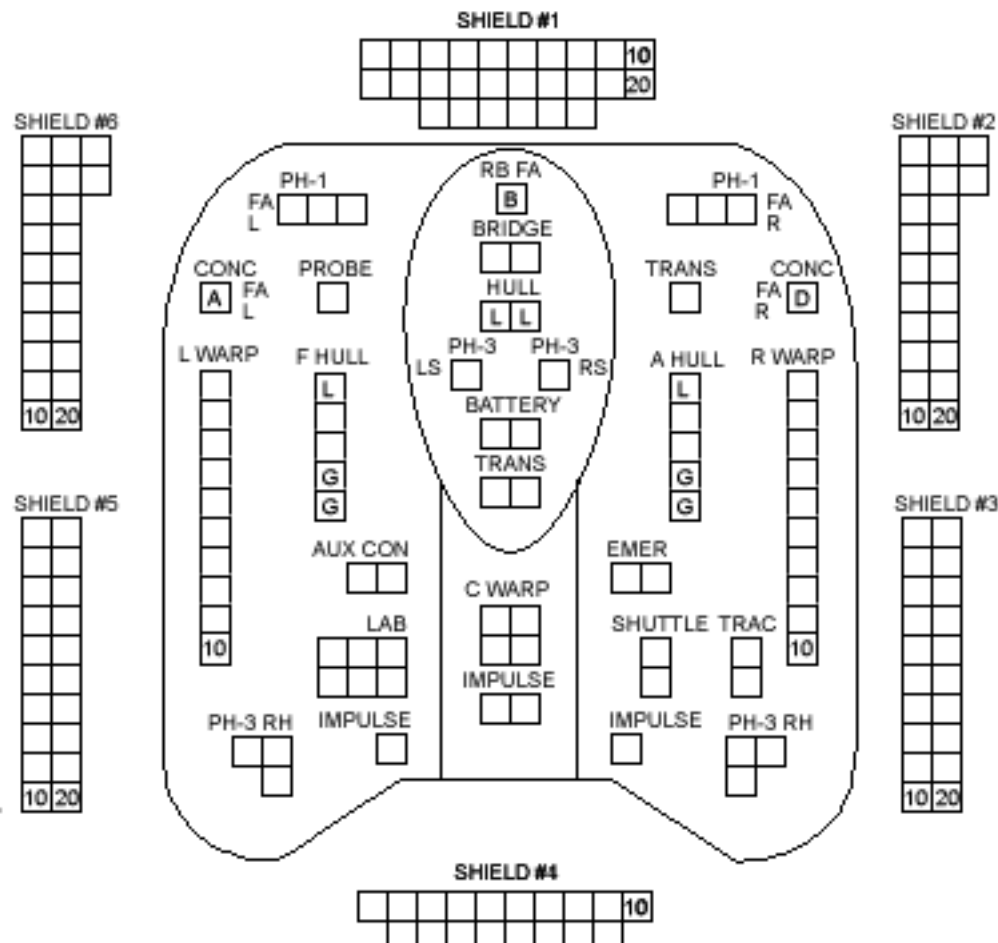
RANGE	0	1-2	3-4	5-12	13-22	23-30	31-50
1	10	8	6	5	3	3	2
2	10	8	6	4	3	2	1
3	8	6	4	3	2	1	0
4	6	6	4	2	2	1	0
5	6	4	3	2	1	0	0
6	4	4	3	1	1	0	0



RESONANCE BEAM TABLE

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

SELDONE ENTENTE LIGHT CRUISER



SENSOR	6	6	5	3	1	0
SCANNER	0	0	1	3	5	9
DAM CON	4	4	2	2	2	0
EX DAM						

MOVEMENT COST = 2/3
 HET COST = 5
 EM COST = 6
 FT REFIT: ALL CONC TORP
 BECOME FRAG TORP

CREW UNITS

			★						10
									20

BOARDING PARTIES

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TRANSPORTER BOMBS

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PROBES

				5
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ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE					6-8		16-26		51-	
	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

[illegible]

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				5
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IDENT	HIT POINTS					NOTES

DIE ROLL	RANGE					6-8-		16-26-		51-	
	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

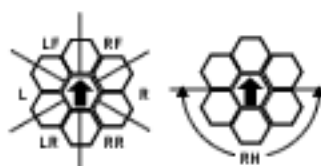
RANGE	0	1-2	3-4	5-8	9-12	13-30
HIT, STD	1-6	1-5	1-4	1-3	1-2	1
HIT, OVERLOAD	1-5	1-4	1-3	1-2	1	-
DAMAGE, STD	2-12	2-12	2-12	2-12	2-12	2-12
DAMAGE, OVERLOAD	4-24	4-24	4-24	4-24	4-24	-

RANGE	0	1-2	3-4	5-12	13-22	23-30	31-60
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

TYPE	= FF
POINT VALUE	= 76
BREAKDOWN	= 5 - 6
SHIELD COST	= 1 + 0
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= RL1.6
FT REFIT	= +6
SHIELD REFIT	= +3

TURN MODE		SPEED
	1	2 - 5
	2	6 - 10
HET	3	11 - 15
	4	16 - 21
BD	5	22 - 28
	6	29+

DIE ROLL	RANGE					4-8.	
	0	1	2	3	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	



DIE ROLL	RANGE					
	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

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

PH-1

FA

L

F HULL

CONC

FA

L

L

WARP

TRAC

AUX CON

PROBE

LAB

PH-3 RH

RB FA

A

BRIDGE

HULL

BATTERY

TRANS

C WARP

IMPULSE

PH-1

FA

R

A HULL

CONC

FA

R

R

WARP

TRANS

EMER

SHUTTLE

PH-3 RH

FT REFIT: ALL CONC TORP
BECOME FRAG TORP

6	5	3	1	0
SCANNER				
0	1	3	5	9
DAM CON				
4	2	2	2	0
EX DAM				