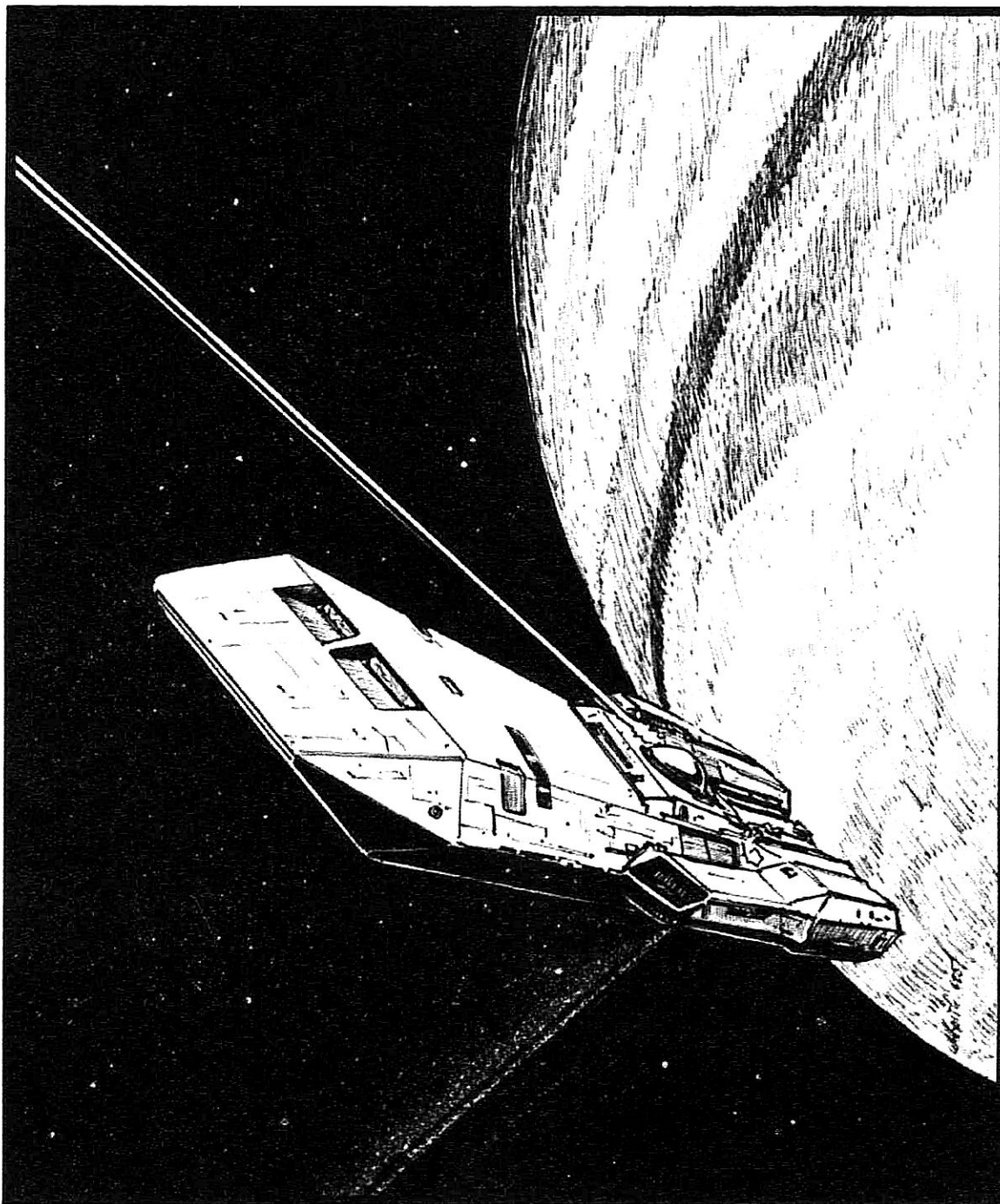


Approved For Use With Traveller[®]



System Defense Boat and Jump Shuttle

15mm scale



SB-41069E2-900000-40003-0 MCr777.54 400 tons.
Crew=10. TL=12. Passengers=0. Cargo=27. Fuel=36. EP=36. Agility=6.

Credits for the SYSTEM DEFENSE BOAT and JUMP SHUTTLE

Cover art by William H. Keith, Jr.

Deck plans drawn in scale by S.R. Greene

Original Deck Plan from Supplement 7.
By Marc W. Miller, from a design by Bob L. Liebman.

Information on the Gazelle is taken from Supplement 7, Traders and Gunboats.

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System Defense Boat and Jump Shuttle

SB-41069E2-900000-40003-0 MCr777.54 400 tons.

Crew=10. TL=12. Passengers=0. Cargo=27. Fuel=36. EP=36. Agility=6.

WP-768 Jump Shuttle WP-24323S1-000000-00000-0 MCr93.53 tons

The Following data should be considered to be available in any library program within the Imperium and available under the keywords – System Defense Boat – SDB – SDB Tender.

History of the System Defense Boat

The term boat means a non-starship, whether a gunboat, a ship's boat, or a system defense boat. Because non-starships can allocate more tonnage to power plants and weaponry, they can usually defeat a starship of equal tonnage. From this principle, the concept of the system defense boat has evolved. Fleets of such boats are stationed in important systems and charged with their defense. From stations in orbit, they defend the primary world. From stations deep within the local gas giant, they attack enemy ships in the process of refueling. In extreme situations, they can scatter and hide, in asteroid belts, on airless worlds, and in the depths of oceans; later they strike out again, hitting the enemy from the rear or when least expected.

Finally, such system defense boats are also used for routine duties such as customs inspections, piracy suppression, and search and rescue.

System Defense Boat (Type SB): Using the type 400 hull, the system defense boat is equipped with ten staterooms (allowing a crew of 10); no low berths are fitted. The crew consists of a pilot, navigator/ medic, chief engineer and five engineers, and two gunners. The ship has drives capable of 6G, but no jump capability. The bridge has a very powerful Mode\5fib computer, with standard software package. Four tons of turret fire control are allocated – two triple missile turrets and two triple laser turrets.

The hull is streamlined and heavily armored and often painted with unit emblems. General paint schemes can vary from ship to ship depending on the mission, squadron or the group assigned to.

The total cost for a system defense boat of this type is MCr777.54.

Interior Details: The entire system defense boat is fitted snugly into an alloy hull with compartmentalizing the various ship functions. Fuel buffers surround the ship for greater damage control. Mounted aft is the drive room and the maneuver drives for the ship; integral power plants are included. Occupying the center of the ship are large missile magazines, which hold additional ammunition for the ship's missile racks. Above and below are laser turrets, but the gunner couches for all weaponry are hidden within the ship on the lower deck (21 and 22).

Deck Layout

The upper deck contains the bridge and access points to the various missile equipment. It also contains lateral air locks for access to the exterior.

The main deck, sandwiched between the upper and lower decks, contains crew quarters, a galley (4), and a common or recreation area (8).

The lower deck contains the access to the port and starboard turret control, gunnery station one and two along with access to the Sick bay and a medical storage area.

The Jump Shuttle attaches to the rear using of the System Defense Boat using a combination of magnetic and hydrolic clamps

Employment: The system defense boat is used by most stellar systems which are vulnerable to attack or which consider that they have something which is worth defending. In general, a few system defense boats are visible in such a system for show; the majority remain on station for long periods of time and return to a planetary base only after being relieved.

Deployment of System Defense Boats

Typically, SDB's are deployed in five general areas: the comet belt, the gas giant, the asteroid belt, near the major world, and on the major world. System defense boats in the comet belt are in deep reserve, committed to attacks on invading ships if possible and to guerrilla-type raids if the invader succeeds in entering the star system.

The local gas giant is another site for SB deployment. Boats are actually placed deep within the gas giant itself, and are poised to attack enemy ships in the process of refueling. Even if invading ships then succeed in taking the region of the gas giant and establishing a refueling foothold in the system, they must still contend with system defense boats lurking within.

The asteroid belt provides camouflage for system defense boats, allowing them to lie quiet and unmoving for long periods of time. When enemy ships present themselves, the boats can dash out for the kill and then retreat quickly to the protection of the belt. Caches of supplies and fuel are often propositioned in the asteroid belt for later rendezvous by system defense boats.

The remaining system defense boats in a system are positioned around the major world. Many of them occupy close orbits and are routinely committed to anti-smuggling duties; additional boats are assigned to far orbit and maintain safety or rescue operations. The remainder are on long-term station on the world itself. If the world has any large bodies of water at all, the system defense boats stationed on it will be based in the water. Because this water is reasonable

opaque to most sensors (and thus provides ready concealment), system defense boats stand on station in the ocean depths, often connected to in-place sensor arrays or alert systems. They are hidden until needed; they are ready to act at a moment's notice. By necessity, system defense boats are built to take the pressures of ocean depths and to operate without problems in such environments.

Jump Shuttle

The Jump Shuttle: System defense boats have no jump drives and are incapable of interstellar flight. To enable the transfer of these gunboats to systems in need of them, a jump shuttle has been produced which carries fuel and jump drives for such transfers. Alone, the 200-ton jump shuttle can achieve 3-G maneuvers. Its fuel capacity remains enough for two consecutive jumps.

When mated, the two craft have access ways to allow intermingling of the crews of each ship. The primary problem with such connections is that a period of several hours is necessary to connect or disconnect the craft; the jump shuttle is not an ideal way to transfer system defense boats to a system where there is action currently going on.

The jump shuttle costs MC493.52 and displaces 200 tons. In practice, one jump shuttle is provided for each ten system defense boats, in situations where interstellar capability is required.

Variants: A wide variety of system defense boats exist, ranging in tonnage from 100 to 1000 tons, and in tech level from 8 to 15 and above.

Main Deck

1. Communal Fresher: Facilities for four individuals.
2. Storage Area: Galley supplies and sundries.
3. Crew Stateroom for three personnel.
4. Crew Galley: Preparation and dining area.
5. Crew Stateroom for two personnel; adjoining room six. Accessible only through Room Six.
6. Crew Stateroom for two personnel.
7. Crew Stateroom for three personnel.
8. Common/Recreation/Dining Area.
9. Computer Room.
10. Missile Magazine (A).
11. Missile Magazine (B).
12. Power Plant Access Corridor: Located on left and right of passageway.
13. Drive/Jump Module Access Corridor.
14. Maneuver Drive/Maintenance Area.
15. Maneuver Drive/Maintenance Area.
16. Bridge: Pilot, Navigator, Communication, Computer/Fire Control Stations.

Upper Deck

17. Port Airlock.
18. Starboard Airlock.
19. Corridor/Computer Data Storage Area; Computer cabinets located along the corridor.
20. Missile Access/Ship's Locker Area: Vacc suit storage.

Lower Deck

21. Port Turret Control: Gunnery Station One.
22. Starboard Turret Control: Gunnery Station Two.
23. Sickbay.
24. Storage Area: Medical and general purpose.

Jump Shuttle

25. Jump Shuttle Access Airlock.
26. Utility/Storage Area: Main entrance to shuttle.
27. Jump Shuttle Bridge: Pilot's position.
28. Jump Maneuver/Power Plant Access Area.

System Defense Boat and Jump Shuttle

High Guard "2nd ed."

SB-98076 Guardian: System Defense Boat

SB-41069E2-900000-40003-0 MCr777.54 400-tons.

Crew=10. TL=12. Passengers=0. Cargo=27. Fuel=36.

EP=36. Agility=6.

WP-768: Jump Shuttle

WP-24323S1-000000-00000-0 MCr93.53 200 tons.

Crew=3. TL=12. Passengers=0. Low=0. Cargo=0. Fuel=126.

EP=6. Agility=1.

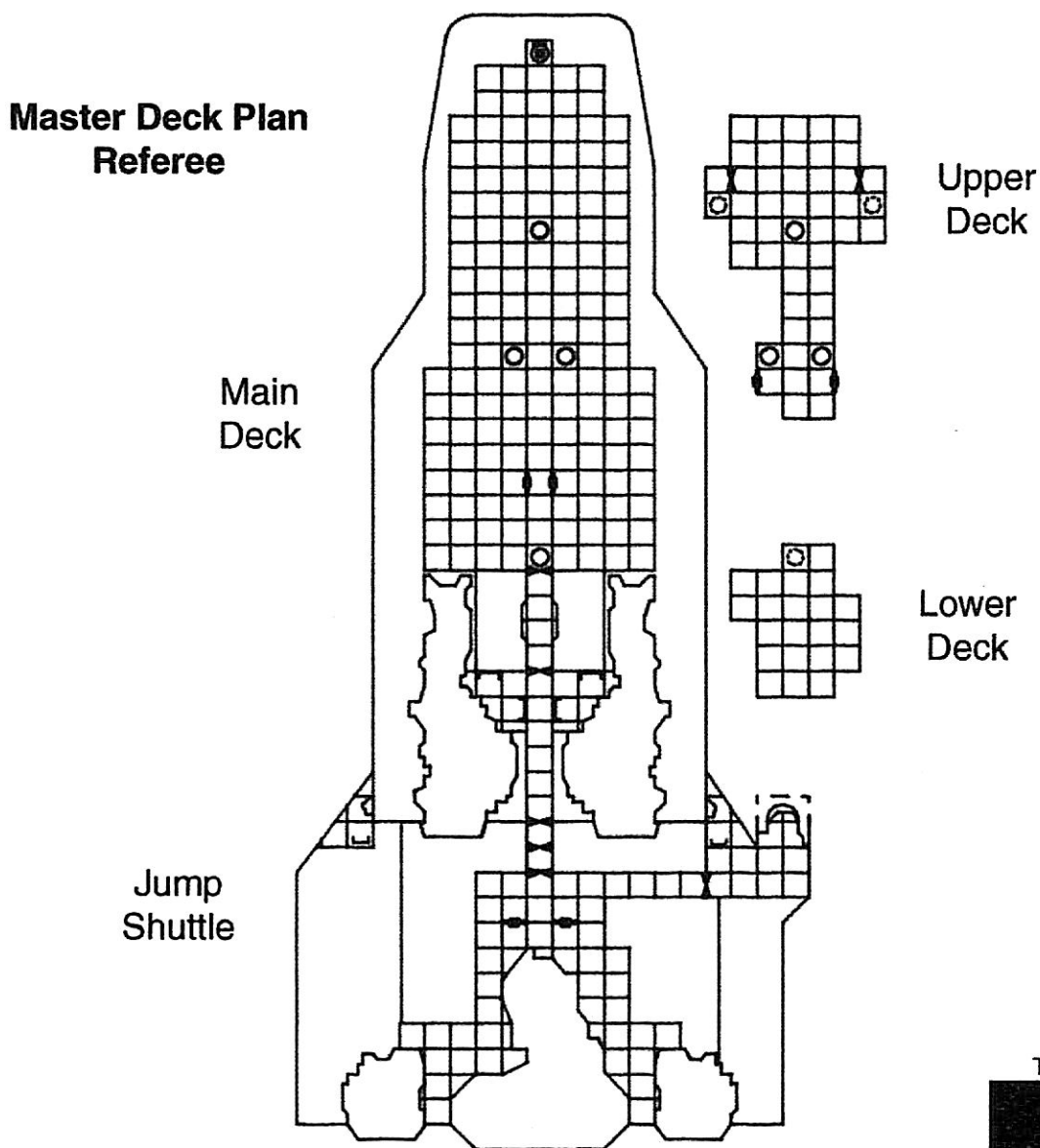
System Defense Boat / Shuttle

WP-61111S1-000000-00000-0 MCr -- 600 tons.

Crew=3. TL=12. Passengers=10. Low=0. Cargo=27.

Fuel=126. EP=6. Agility=0.

Complete Deck Plans of the System Defense Boat and Jump Shuttle



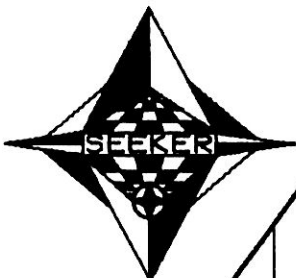
The Empress Marava II



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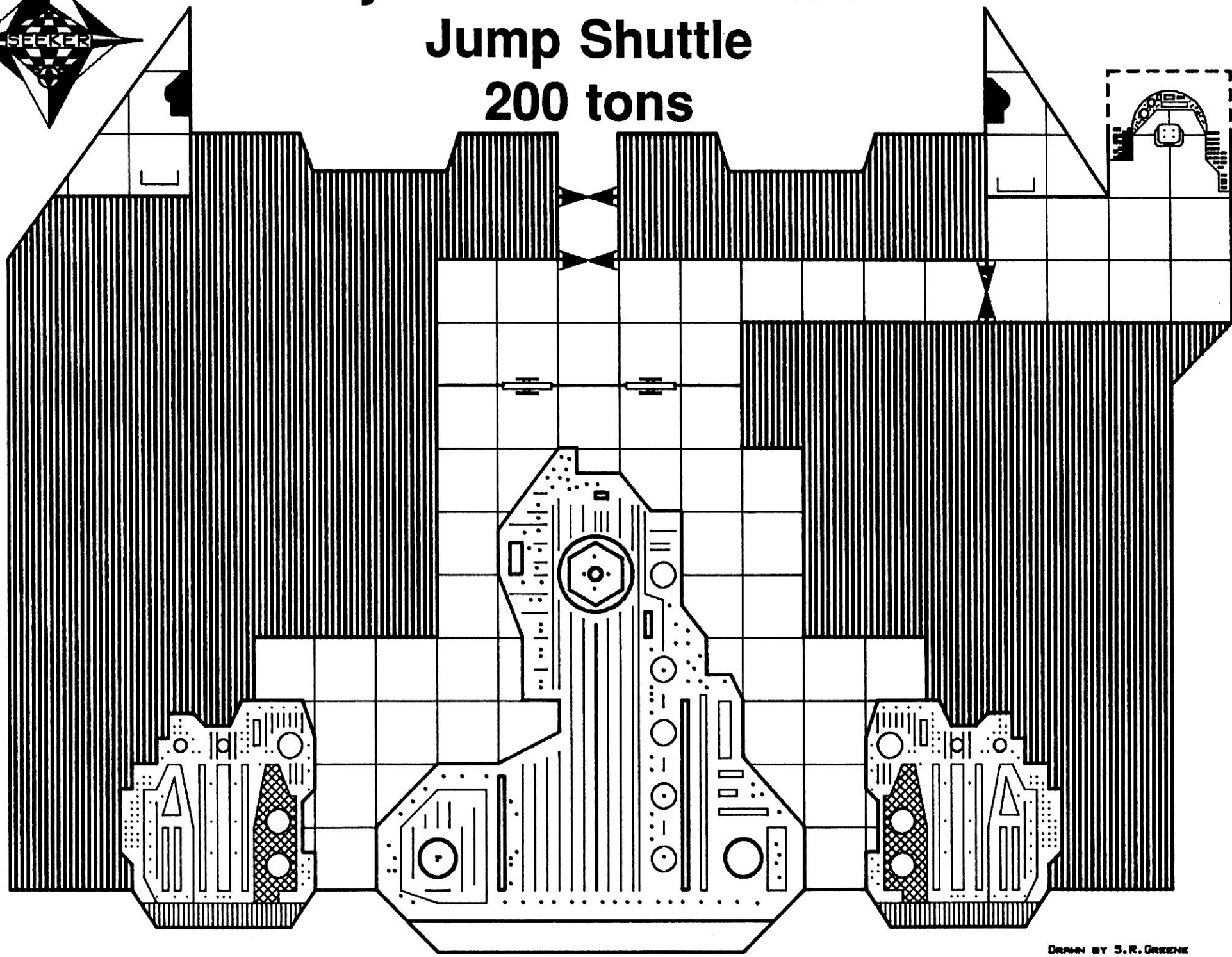
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System Defense Boat

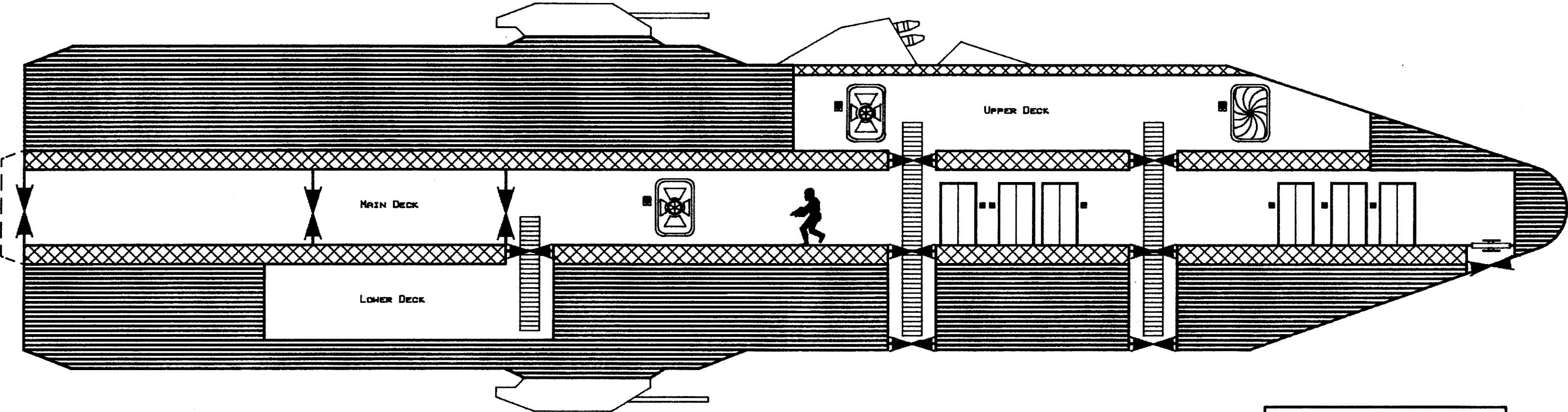
Jump Shuttle

200 tons

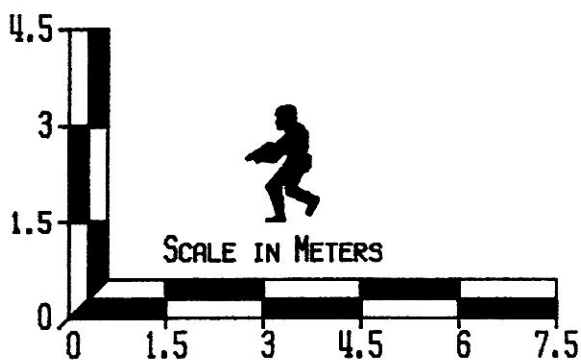


DRAWN BY S.R. GREENE

System Defense Boat

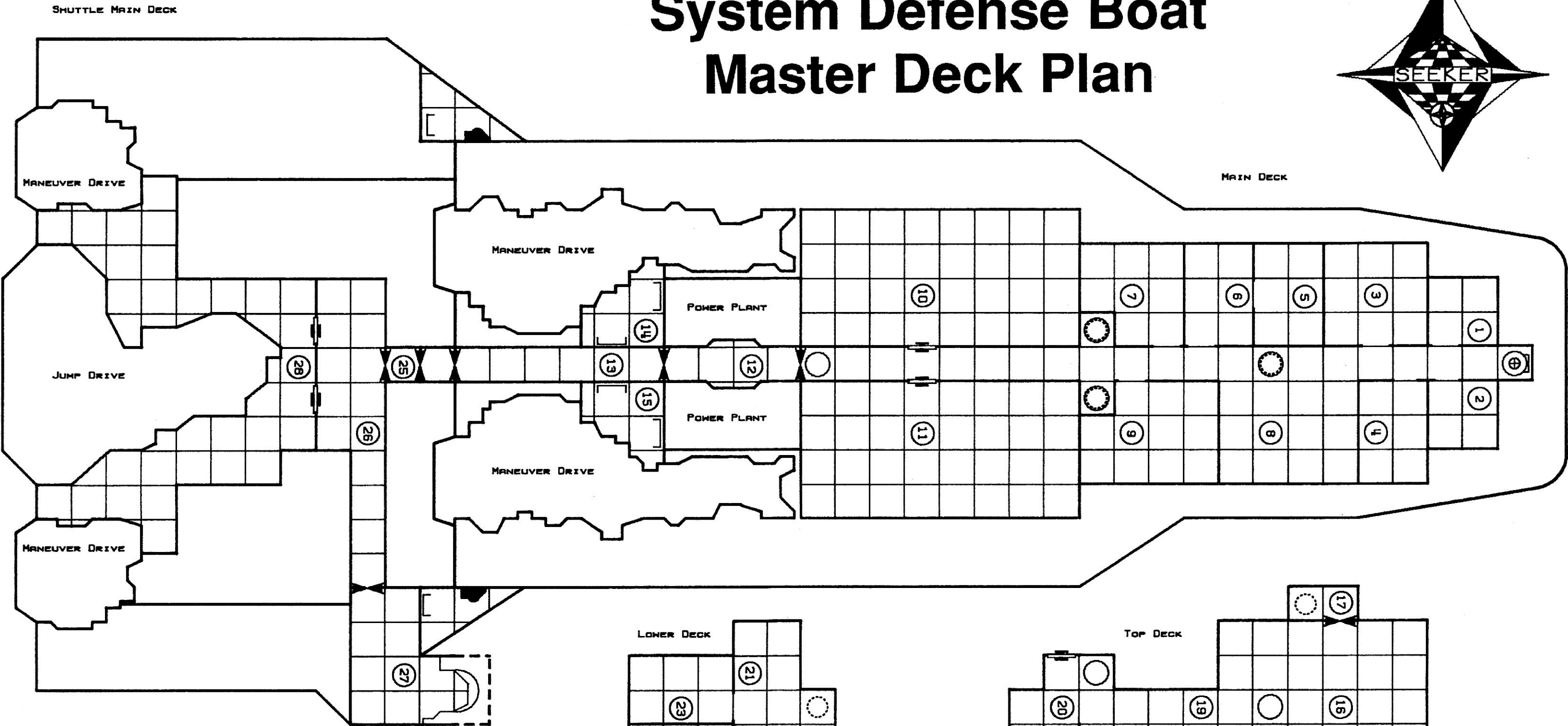


Side View



SIDE VIEW SYMBOLS			
	INTERIOR WALL AND BULKHEAD		FLOOR AND CEILING
	MAINTENANCE HATCH		FUEL TANK
	IRIS VALVE		MANUAL HATCH
	UP OR DOWN		UP OR DOWN
	HALL VALVE		SLIDING DOOR
			HALL HATCH

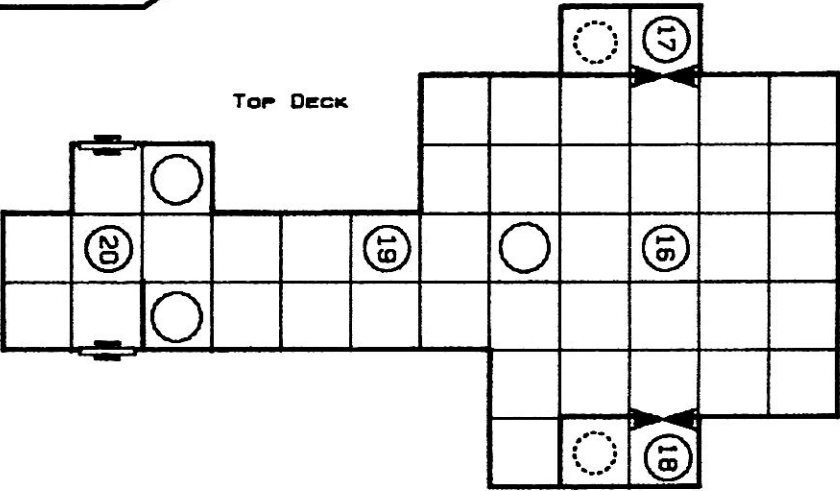
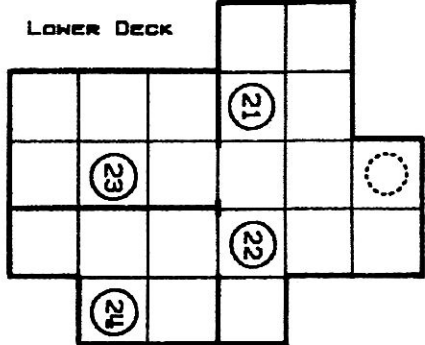
System Defense Boat Master Deck Plan



DECK PLAN SYMBOLS

—	INTERIOR WALL AND BULKHEAD
- - -	SLIDING DOOR
⌋	MAINTENANCE HATCH
⌋	IRIS VALVE
⌋	MANUAL HATCH
⌋	IRIS VALVE
⌋	HATCH
⌋	OVERHEAD
⌋	OVERHEAD
⌋	FLOOR
⌋	FLOOR
⌋	BOTH FLOOR AND OVERHEAD
⌋	BOTH FLOOR AND OVERHEAD

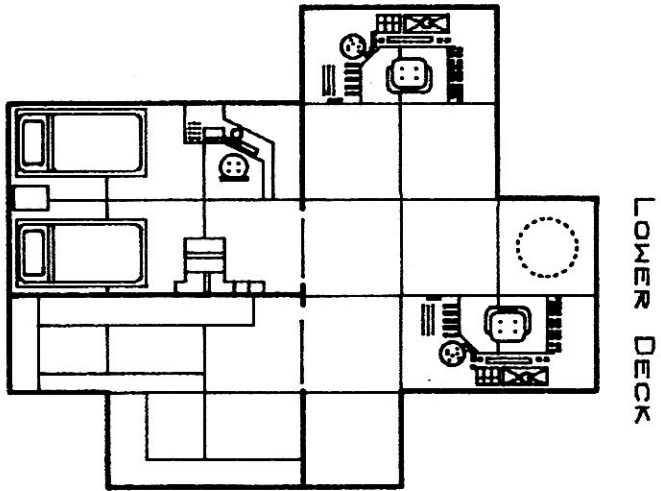
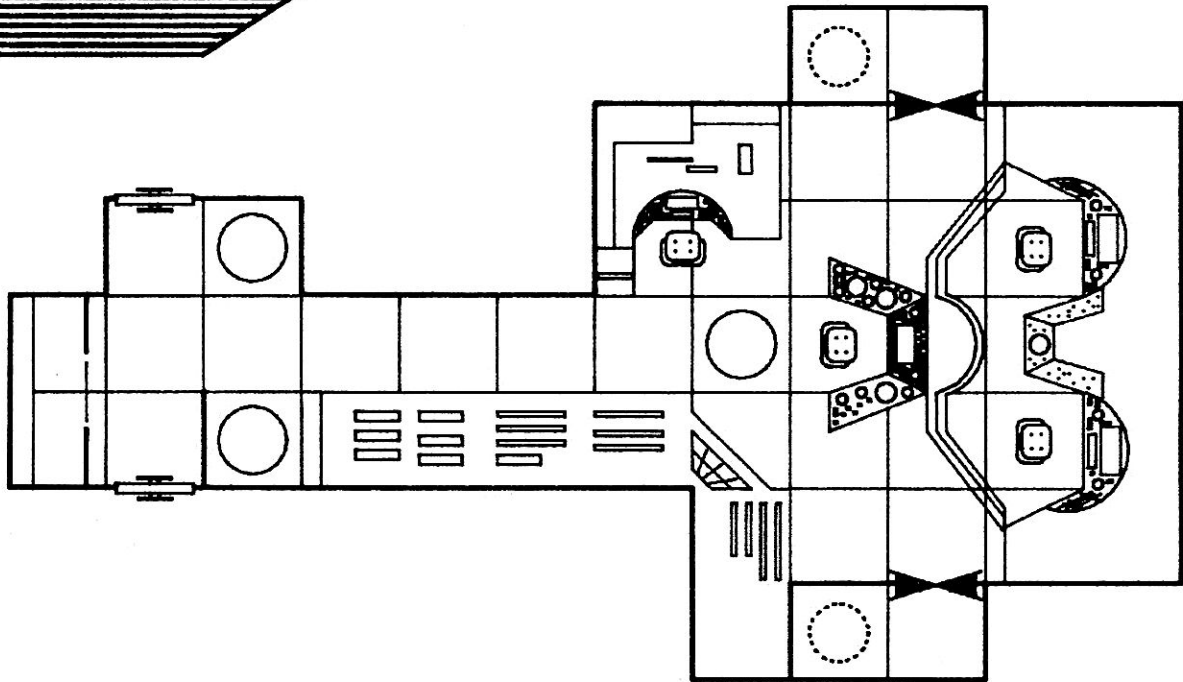
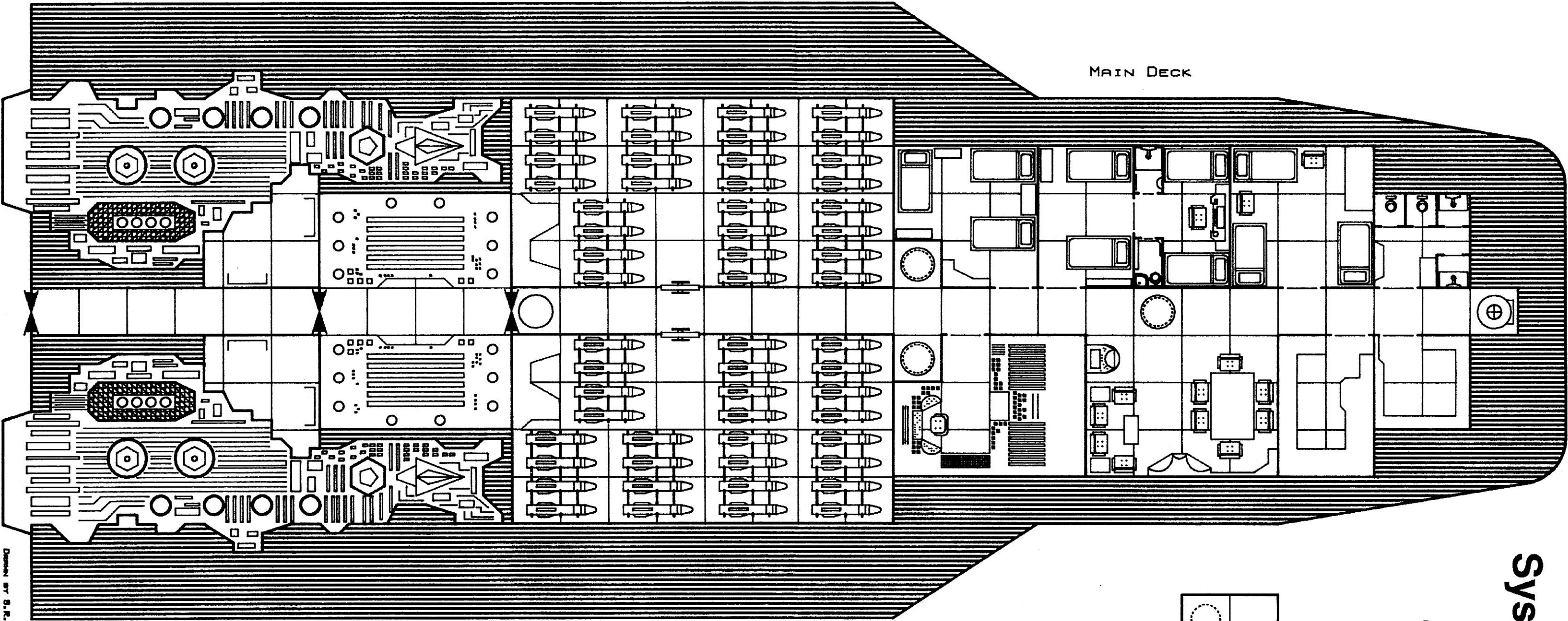
1.5 METERS



System Defense

Boat

400 tons



DECK PLAN SYMBOLS

Interior Wall and Bulkhead

Sliding Door

Maintenance Hatch

IRIS VALVE

Iris Valve

OVERHEAD

FLOOR

BOTH FLOOR AND OVERHEAD

MANUAL HATCH

HATCH

OVERHEAD

FLOOR

BOTH FLOOR AND OVERHEAD