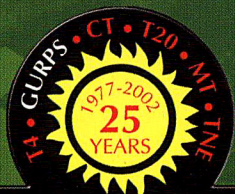


Traveller®

DECK PLAN 6

DRAGON-CLASS SYSTEM

DEFENSE BOAT



Traveller

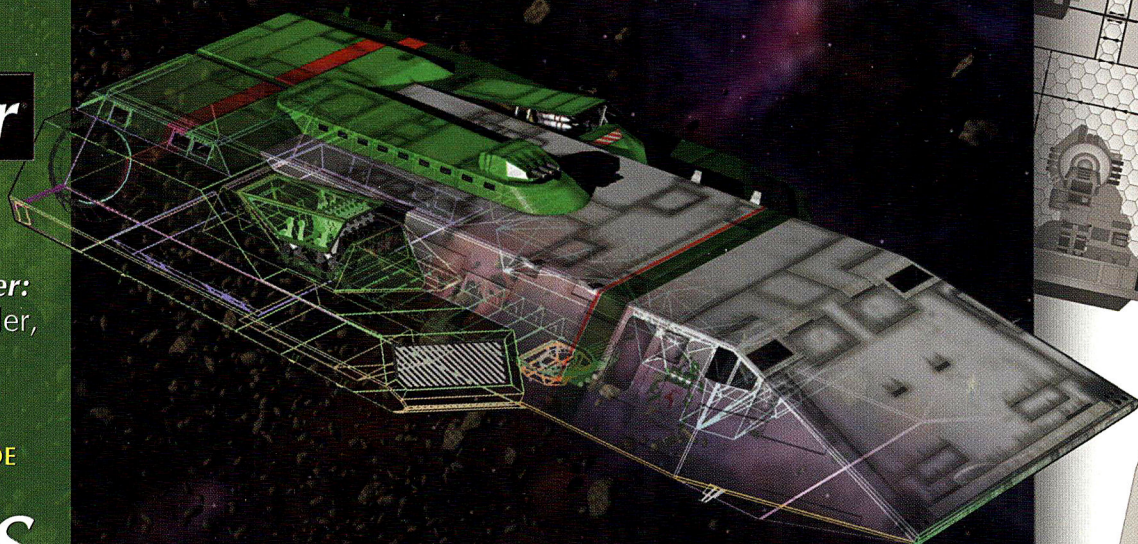
Compatible with
all forms of **Traveller**:
Classic, MegaTraveller,
T:NE, and
GURPS Traveller.

HEXES ON ONE SIDE
SUITABLE FOR

GURPS
AND OTHER
HEX-BASED SYSTEMS

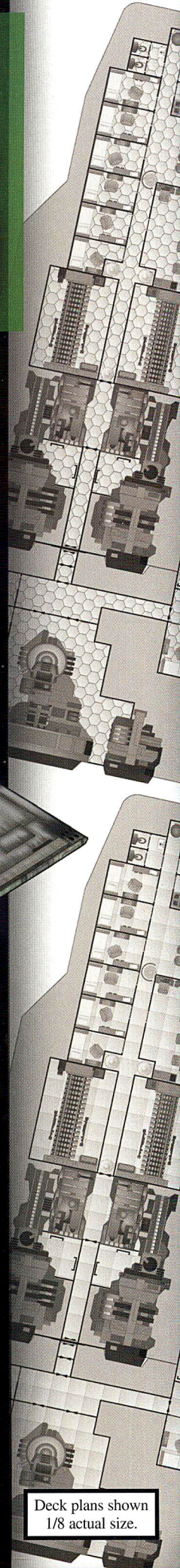
SQUARES ON THE OTHER
SUITABLE FOR

d20
AND OTHER
SQUARE-BASED SYSTEMS



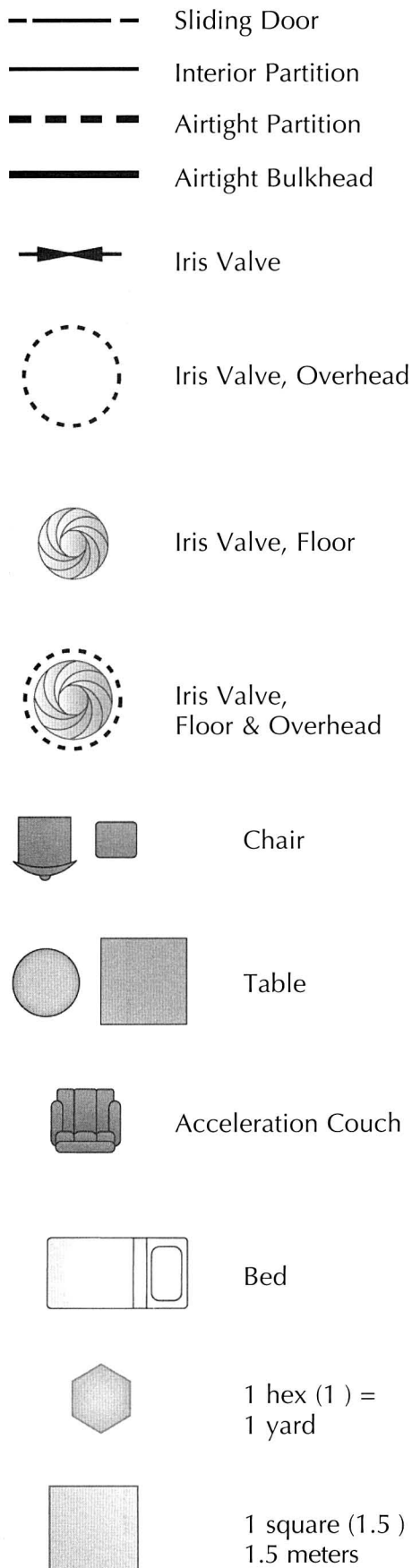
The *Dragon*-class 400-ton system defense boat is the most commonly encountered SDB in the Imperium. *Dragons* are used for customs patrol, piracy suppression, search and rescue operations, and many other missions. This set also includes deck plans for the 200-ton clamp-on jump shuttle, used to transfer SDBs from system to system (and a starship in its own right).

Because the SDB is so often encountered on non-military missions, this deck plan will be of interest even to GMs who are not running military-oriented campaigns. It includes nine double-sided sheets (hexes on one side, squares on the other), and a set of **Cardboard Heroes** miniatures.



Deck plans shown
1/8 actual size.

DECK PLAN SYMBOLS



MAPS AND PROPS

Rivet your players' interest with detailed maps and dozens of new miniatures! These *Floor Plans* and *Deck Plans* are an instant boost for all your favorite games. Each map has squares on one side and hexes on the other, to work with any system!

Every set includes a sheet of full-color *Cardboard Heroes* miniatures. These convenient figures make it easy for you to set the scene for adventure . . . whatever your setting!

Available Now!

Floor Plan 1: Haunted House

Floor Plan 2: The Great Salt Flats

Floor Plan 3: Underground Lab

Floor Plan 4: Mall of the Dead

Deck Plan 1: Beowulf-Class Free Trader

Deck Plan 2: Modular Cutter

Deck Plan 3: Empress Marava

Deck Plan 4: Assault Cutter

Deck Plan 5: Sulieman-Class

Scout/Courier

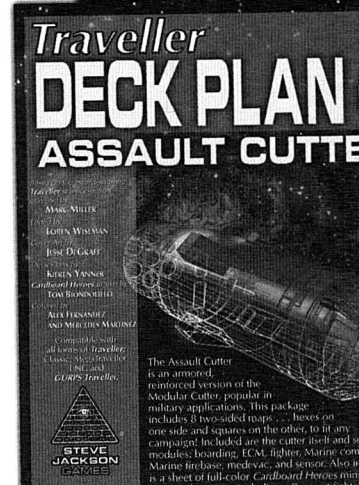
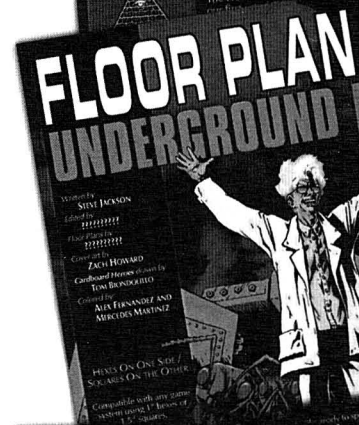
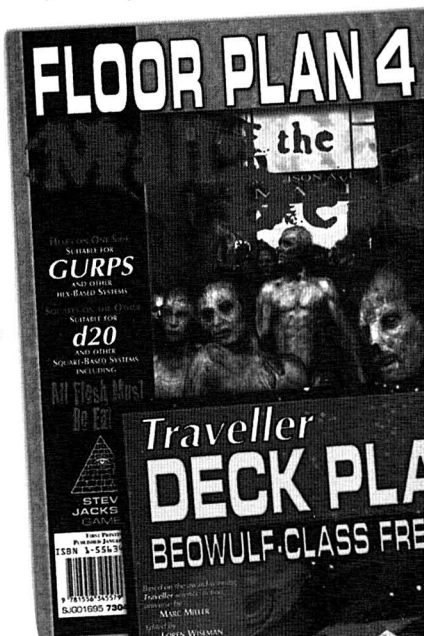
Deck Plan 6: Dragon-Class System

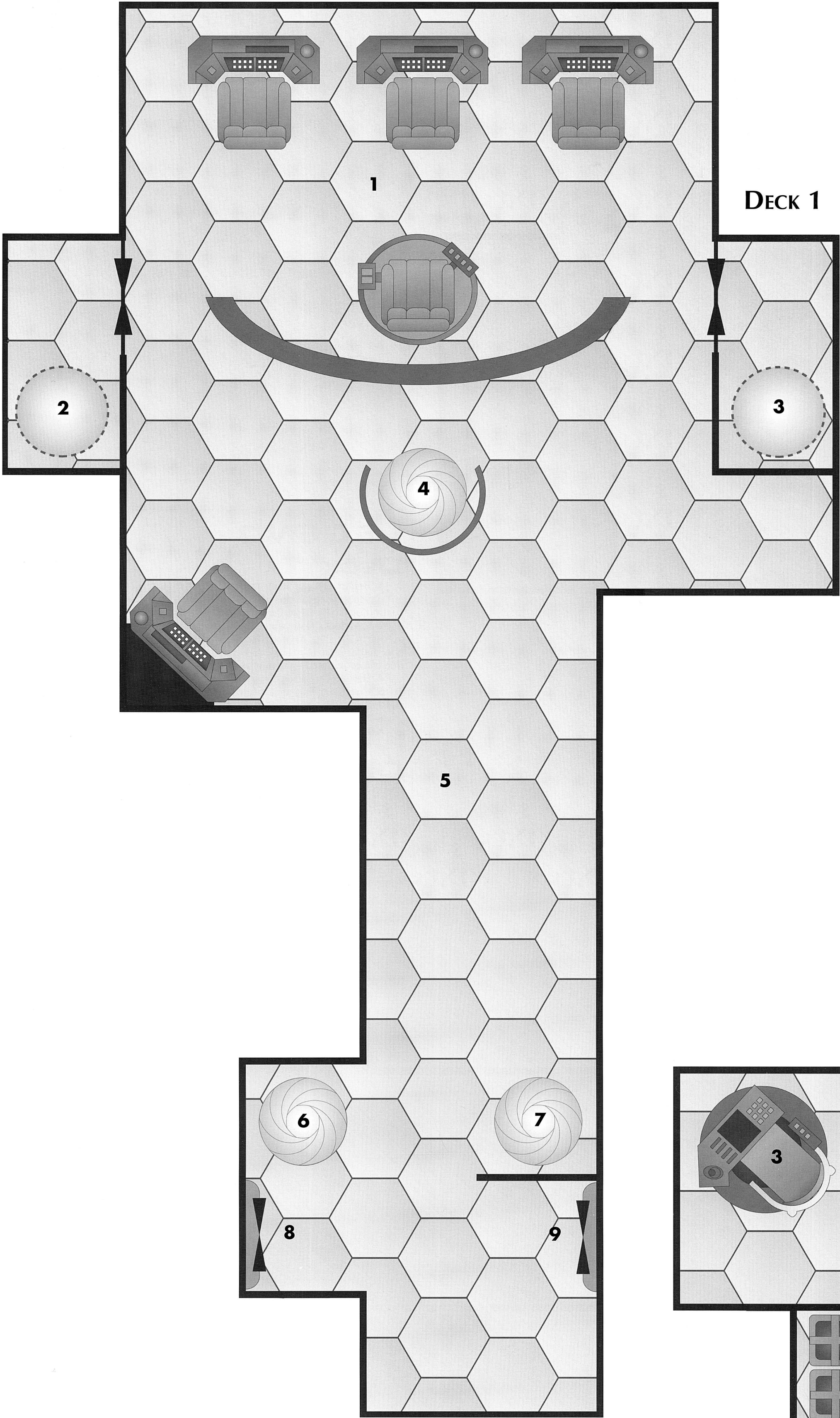
Defense Boat

It's easy to have a great-looking game table!

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LEGEND DECK 1

1. Bridge: This contains the main flight controls of the ship, as well as telltales to the engineering section. Two turret control stations are capable of controlling any or all of the four turrets.

2-3. Airlocks (Port and Starboard): These provide secure access to the outside of the ship. Access is granted by computer retinal scan, face recognition, and/or remote ID chip. At the commander's discretion, a "live" override can be required – the doors can be opened only from the bridge.

4. Hatch: This leads down to Deck 2.

5. Corridor: This area is often used as additional storage during long missions.

6-7. Hatches: These lead down to Deck 2.

8-9. Missile Access Hatches: These hatches provide maintenance access to the missile storage racks on Deck 2.

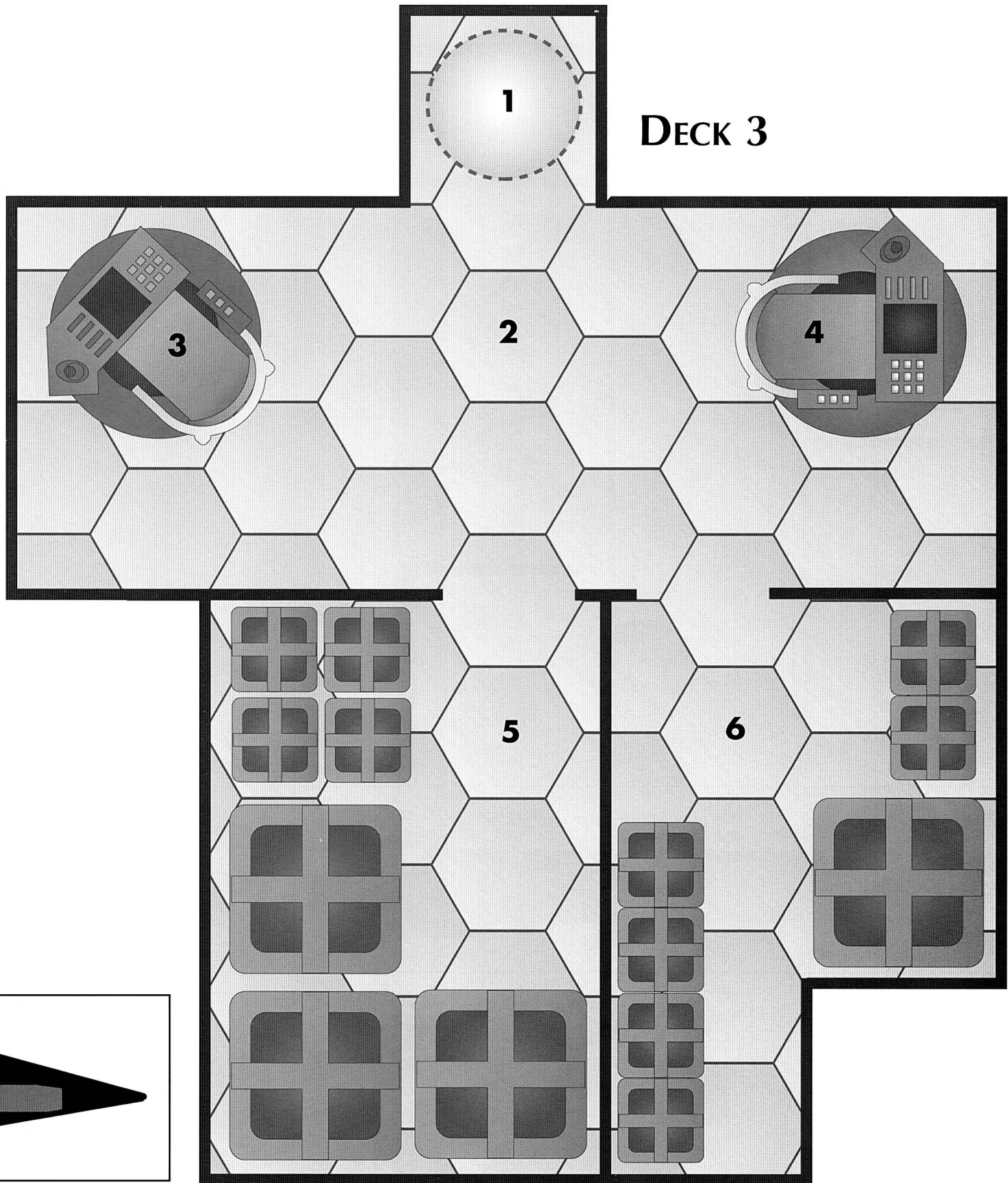
DECK 3

1. Hatch: This leads up to Deck 2.

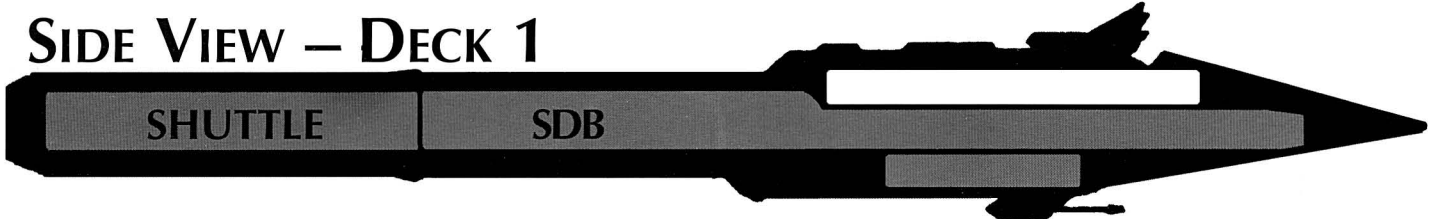
2. Turret Control Room: This contains the gunners' positions for the missile turrets.

3-4. Turret Gunner's Position (Port and Starboard): These are remote-control positions; the actual turrets are outside the ship. Two gunners are stationed here and two on the bridge.

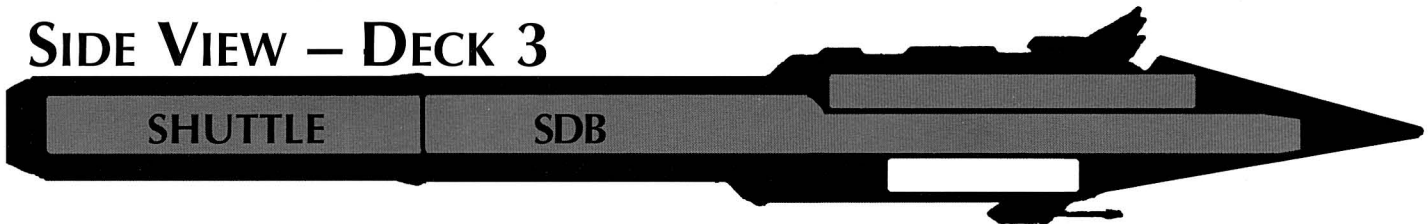
5-6. Storage/Sickbay: On some vessels, the wall between 5 and 6 is removed and a sickbay is installed in this area.

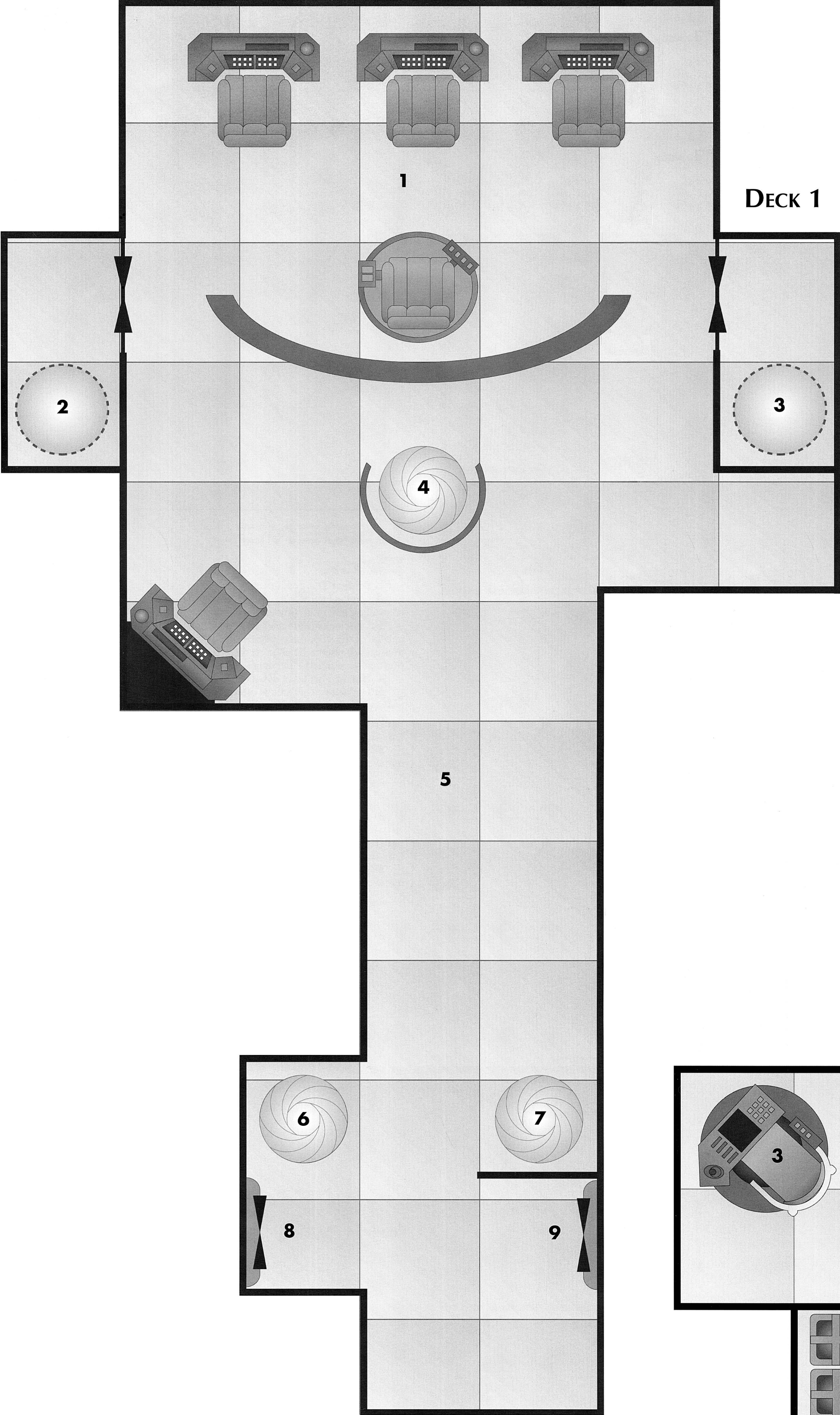


SIDE VIEW – DECK 1



SIDE VIEW – DECK 3

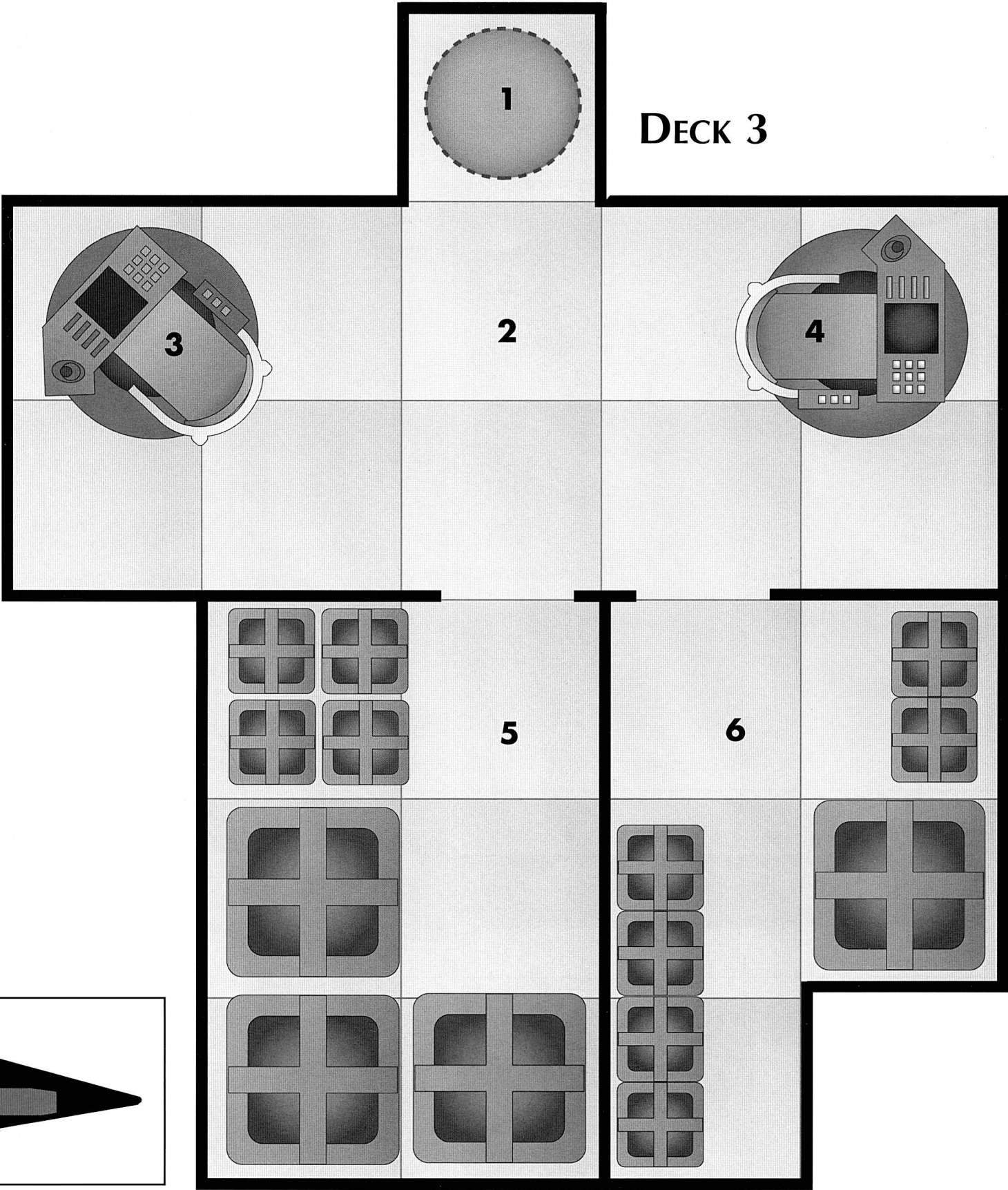




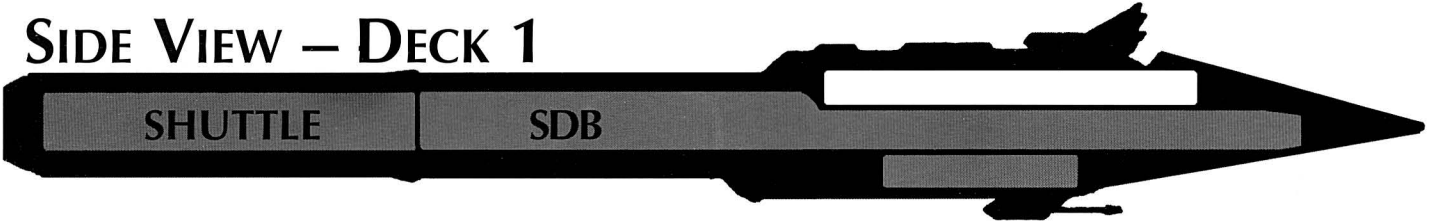
LEGEND

DECK 1

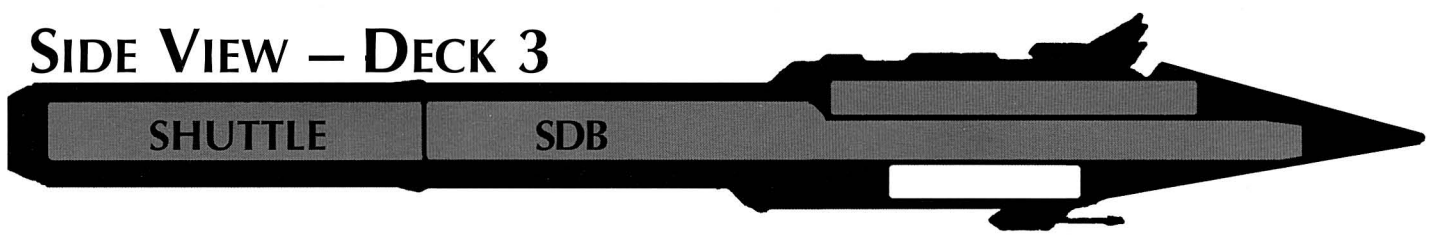
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SIDE VIEW – DECK 1



SIDE VIEW – DECK 3



2A – DRAGON DECK 2

Traveller®
DECK PLAN 6
DRAGON-CLASS 400-TON
SYSTEM DEFENSE BOAT

System defense boats are nonjump vessels stationed in star systems for their defense. The *Dragon*-class 400-ton system defense boat is the most commonly encountered SDB in the Imperium. Developed as a slight improvement on the earlier *Guardian*-class SDBs, *Dragons* are used for customs patrol, piracy suppression, search and rescue operations, and numerous other tasks for local navies. Although larger than many merchant starship designs, SDBs are not equipped with jump drives, and are therefore called *boats*. Because it does not have to devote space to fuel or jump-drive machinery, the SDB can arm and armor itself more heavily than a starship of the same overall tonnage, and gain an advantage over invading starships of equal size.

LIFE ABOARD

SDBs were designed to spend a lot of time waiting – submerged in an ocean of water or concealed in the upper atmosphere of a gas giant, ready to ambush enemy vessels as they refuel.

Crew: The crew normally consists of 12: the commander, the second officer, five engineers, four gunners, and a medic. Six double crew cabins are provided (even the commander shares quarters – an unusual arrangement).

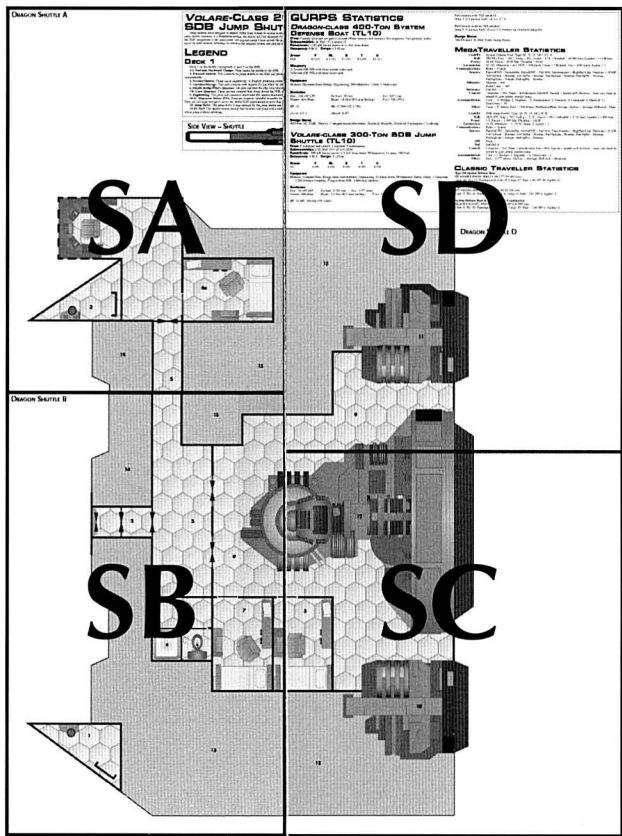
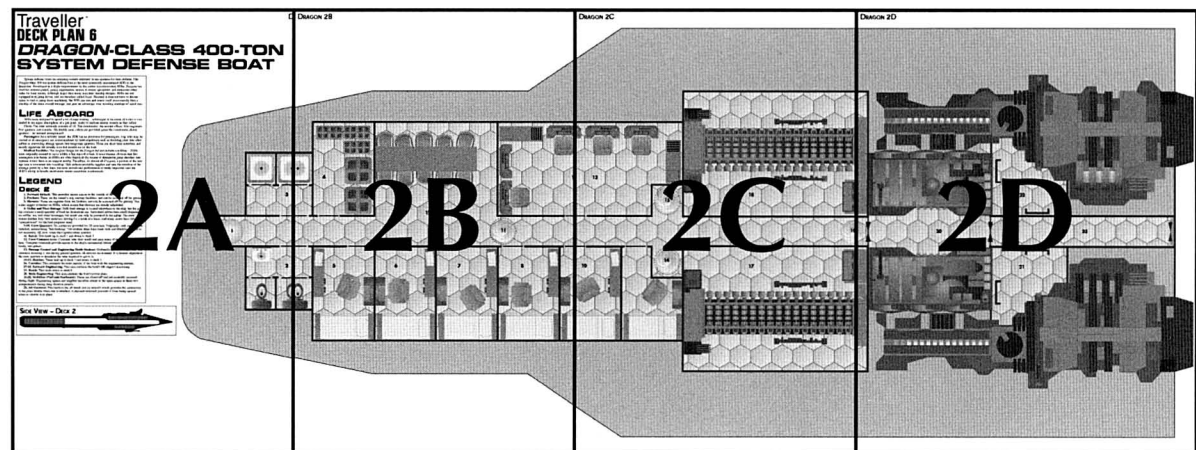
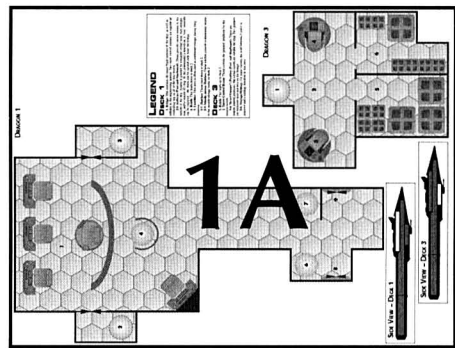
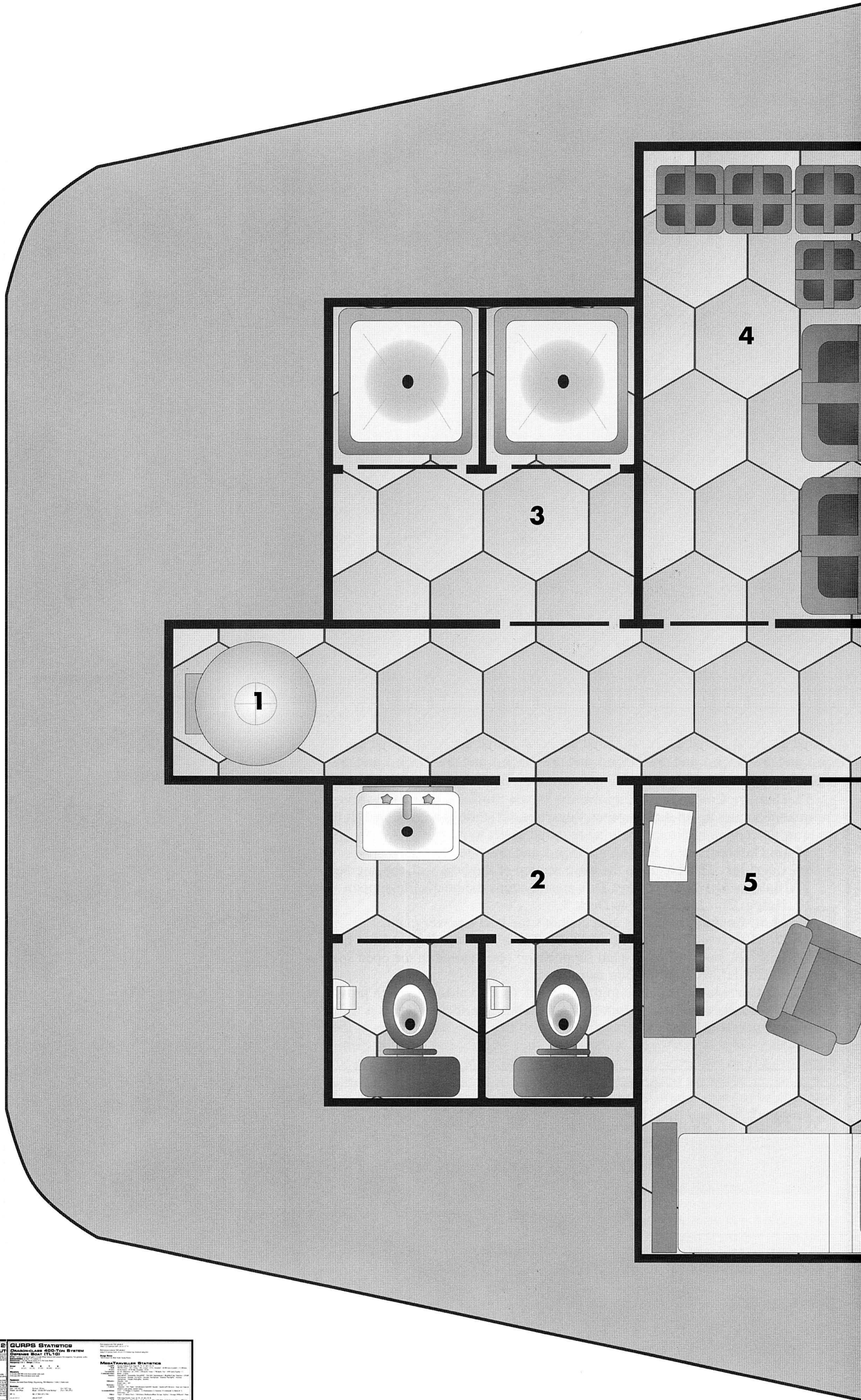
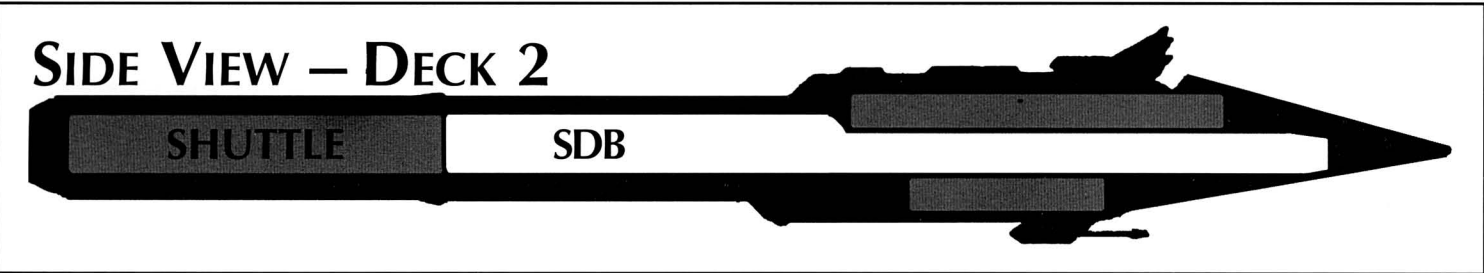
Passengers: As a military vessel, the SDB has no provision for passengers. Any who may be carried in an emergency are accommodated by field expedients such as doubling crew into other cabins or converting storage spaces into temporary quarters. These are short-term solutions that merely aggravate the already crowded conditions on the boat.

Medical Facilities: The original design for the *Dragon* did not include a sickbay – SDBs were created to serve within a few days of a base. It soon became obvious that this assumption was faulty, as SDBs are often deployed (by means of detachable jump shuttles) into systems where there is no support nearby. Therefore, on almost all *Dragons*, a portion of the storage area is converted into a sickbay. This reduces available supplies and cuts the duration of the average patrol by a few days, but crew morale and performance is vastly improved (and the SDB’s ability to handle small-scale rescue operations is enhanced).

LEGEND

DECK 2

- 1. Forward Airlock:** This provides secure access to the outside of the ship.
- 2. Freshers:** The vessel’s only sanitary facilities, these can be screened off for privacy.
- 3. Showers:** These are separate from the freshers, and can be screened off for privacy. The water supply is limited on SDBs, which means that showers are strictly scheduled.
- 4. Galley and Mess Storage:** Bulk food storage is located elsewhere in the ship, but the galley contains a small quantity of food for immediate use. Individual cabins have small dispensers for coffee, tea, and other beverages, but meals can only be prepared in the galley. The crew rotates kitchen duty (two members serving for a week at a time), and many crews have informal “competitions” for the best-prepared meal.
- 5-10. Crew Quarters:** Six cabins are provided for 12 crewmen. Originally, only one bed was installed, necessitating “hot-bunking,” but modern ships have bunk beds so doubling of beds is not necessary. All crew (even the captain) share quarters.
- 11. Hatch:** This leads up to Deck 1 and down to Deck 3.
- 12. Crew Common Area:** Crewmen take their meals and pass many of their off-duty hours here. Computer terminals provide access to the ship’s recreational library of music, holovideos, books, and games.
- 13. Damage Control and Engineering Battle Stations:** Ordinarily, this station has only one crewman manning it, but during general quarters, all stations are manned. It is located adjacent to the crew quarters to minimize the time required to get to it.
- 14-15. Hatches:** These lead up to Deck 1 and down to Deck 3.
- 16. Corridor:** This connects the main section of the boat with the engineering section.
- 17-18. Forward Engineering:** This area contains the boat’s life-support machinery.
- 19. Hatch:** This leads down to Deck 3.
- 20. Main Engineering:** This area contains the boat’s power plant.
- 21-22. M-Drives (Port and Starboard):** These are closed off and not normally accessed during flight. Engineering spares and supplies are often stored in the open spaces in these two compartments during long-duration patrols.
- 23. Aft Corridor:** This leads to the aft hatch (not an airlock) which provides the connection to the jump shuttle when one is attached. A physical interlock prevents it from being opened when no shuttle is in place.



Traveller®

DECK PLAN 6

DRAGON-CLASS 400-TON

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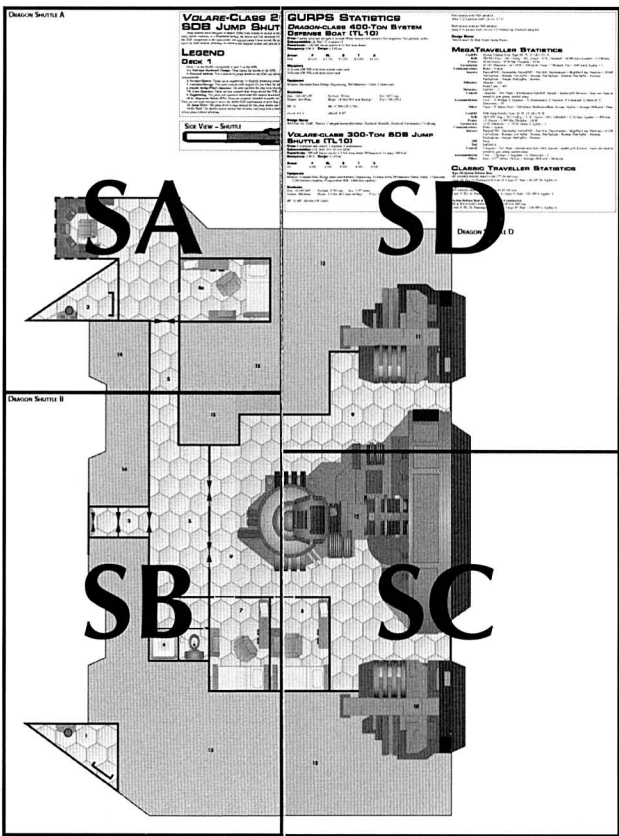
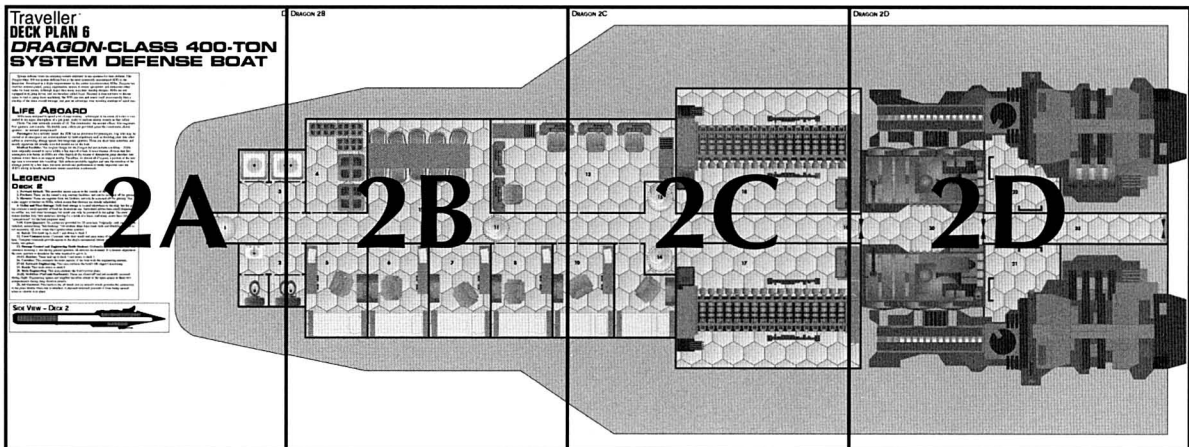
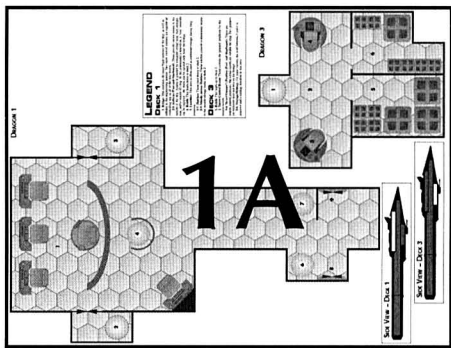
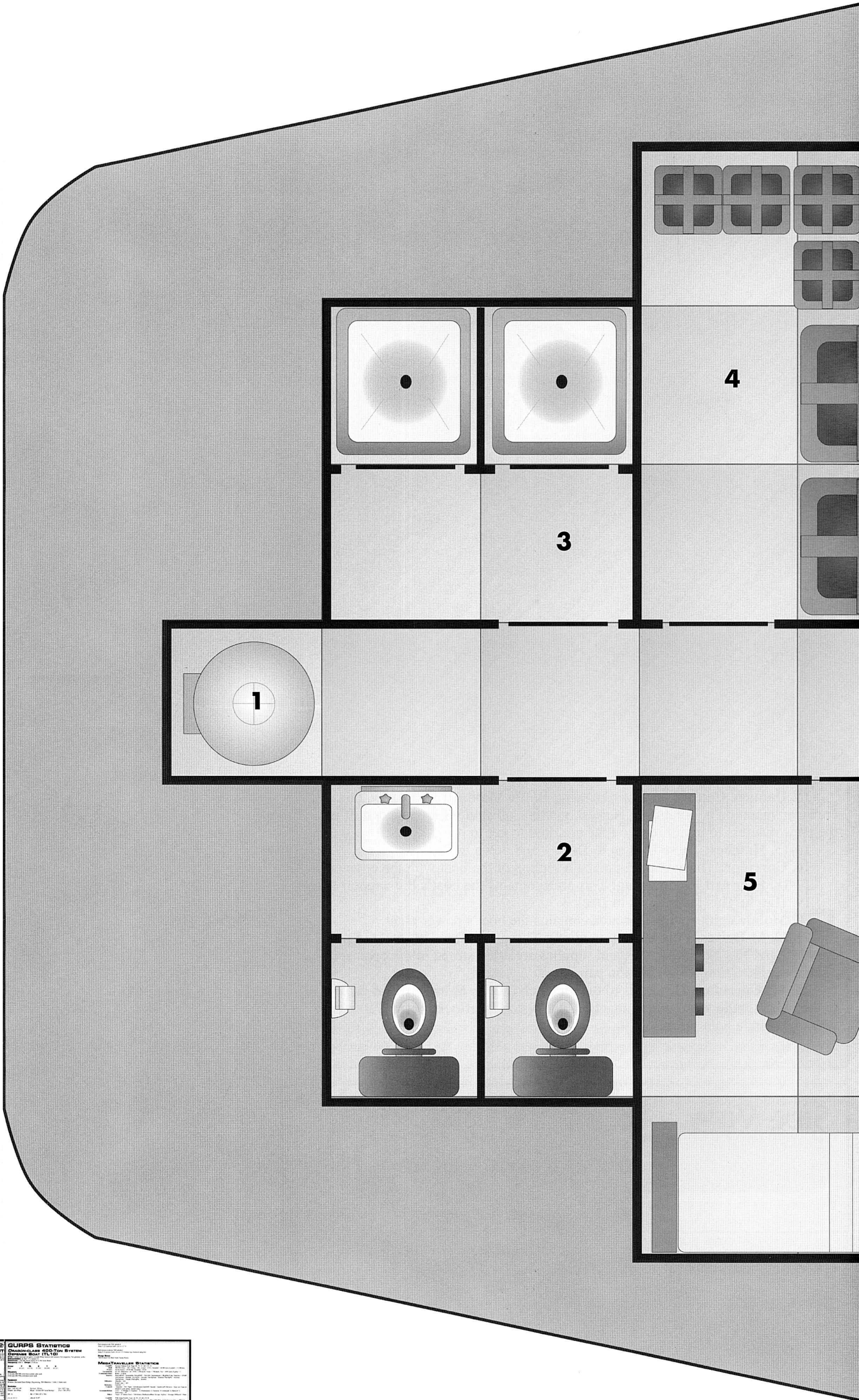
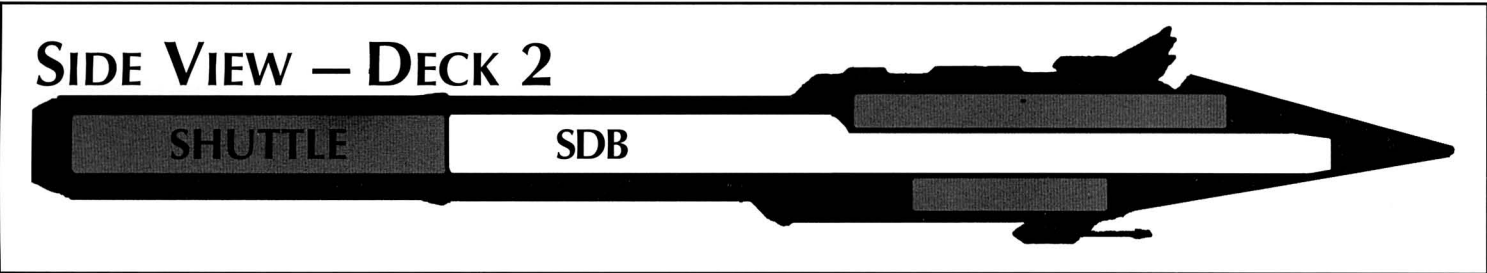
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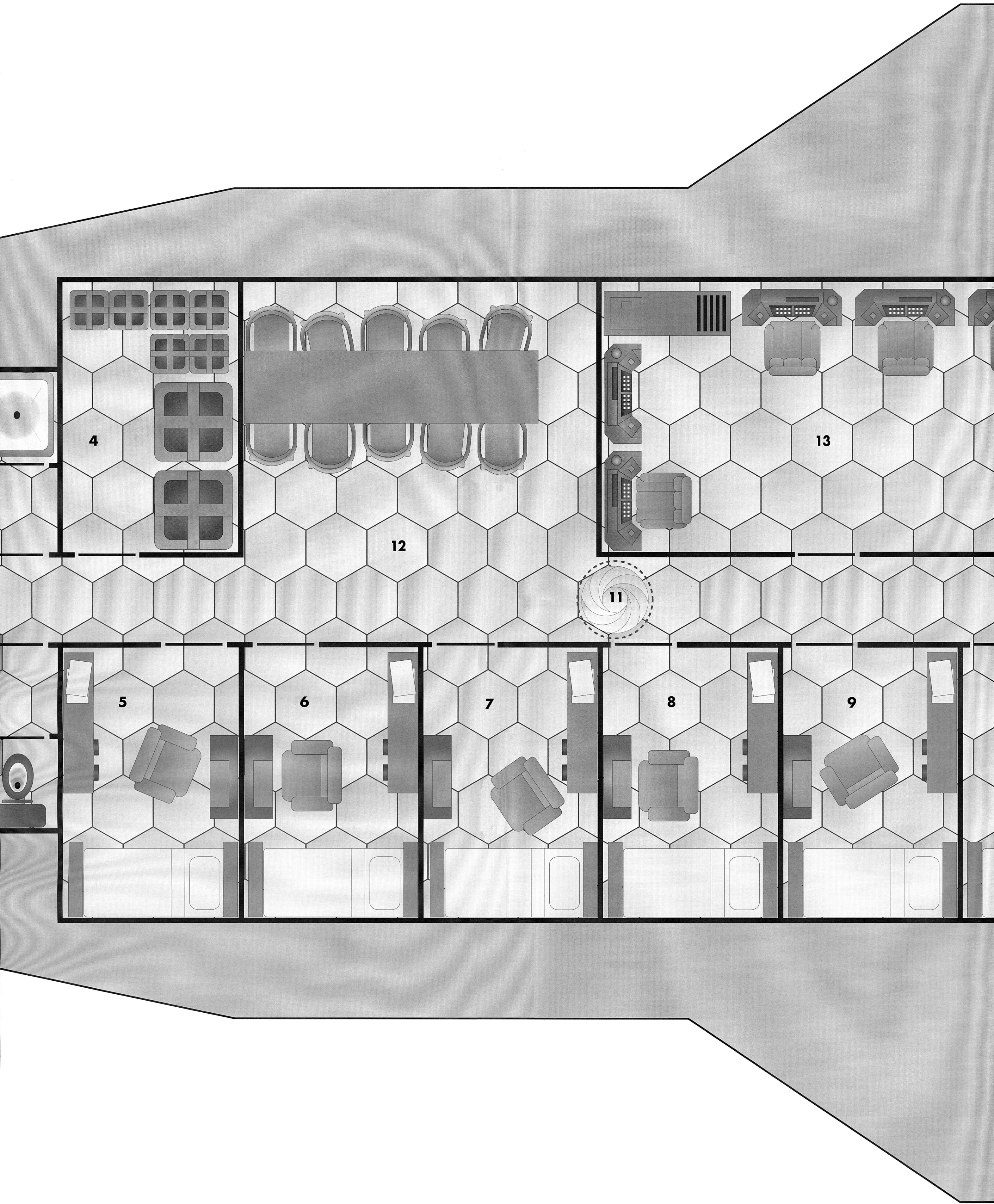
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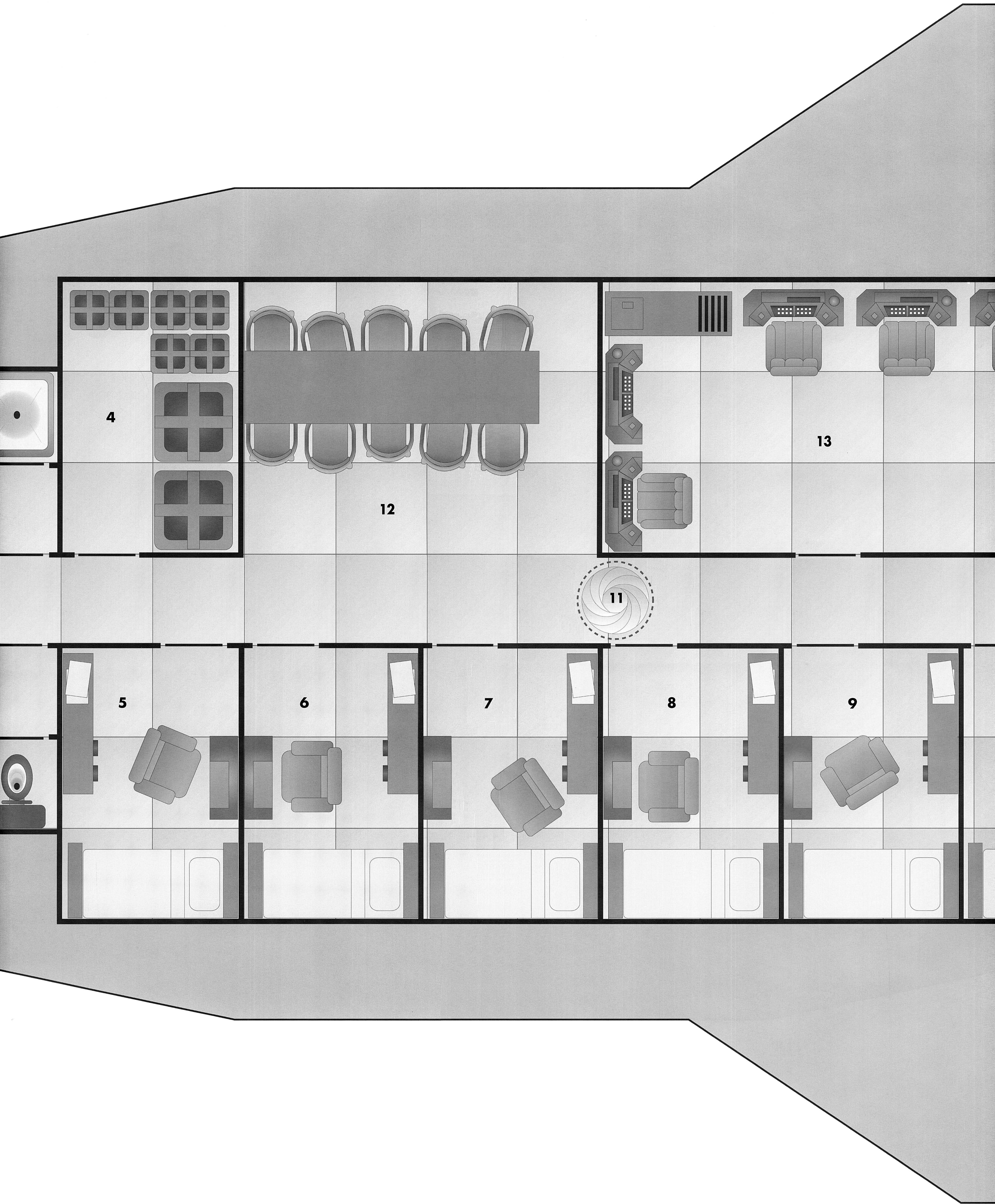
LEGEND

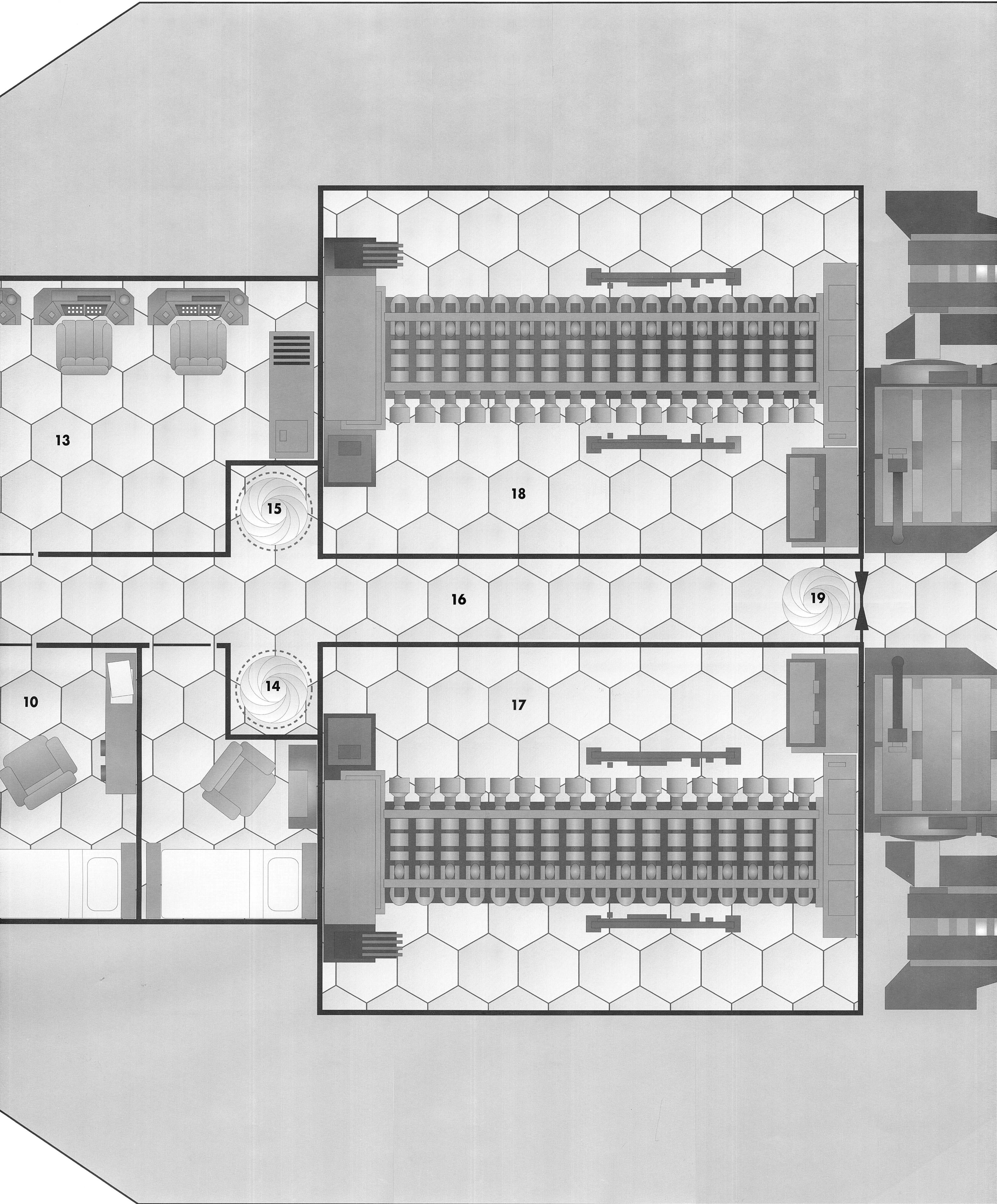
DECK 2

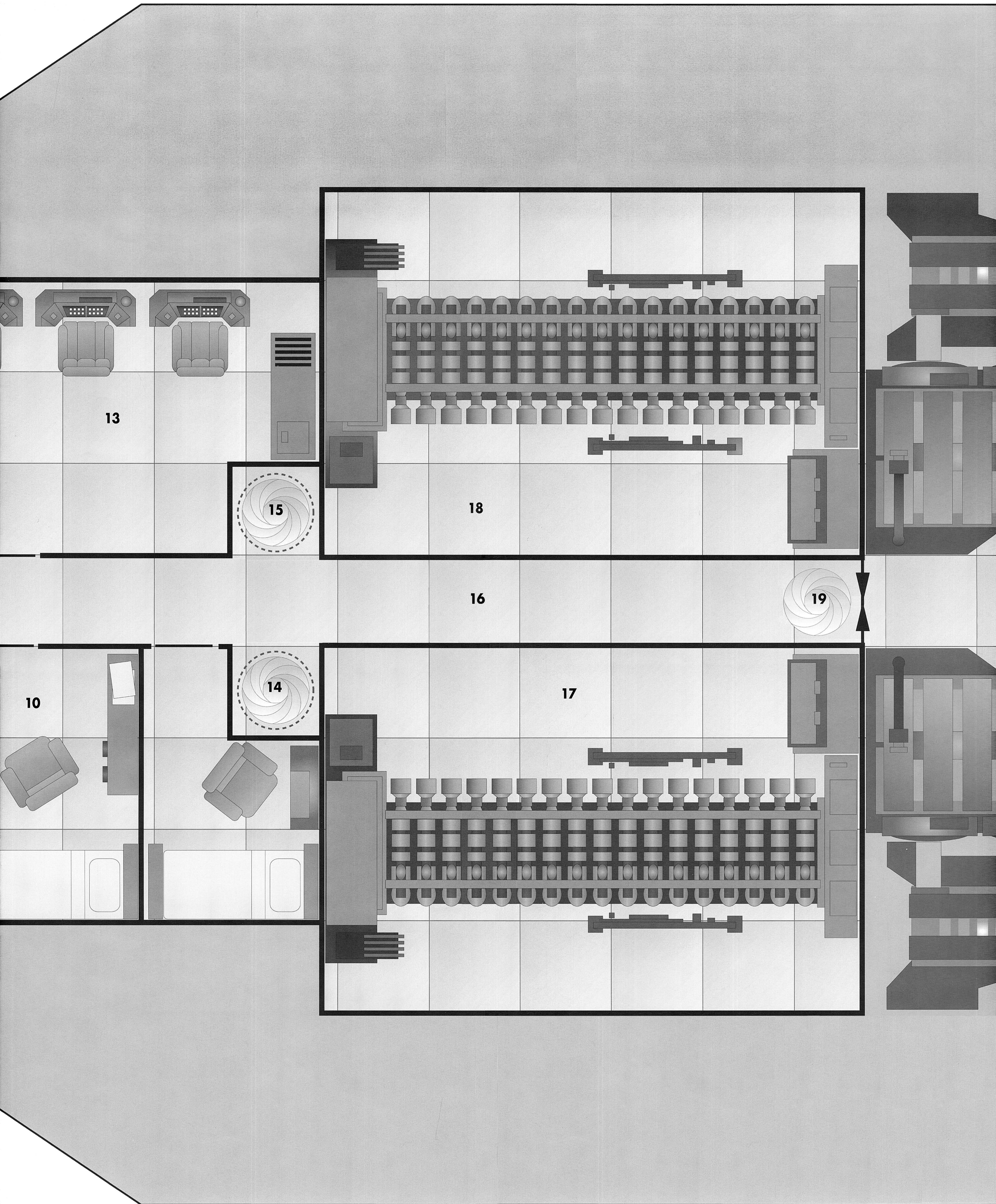
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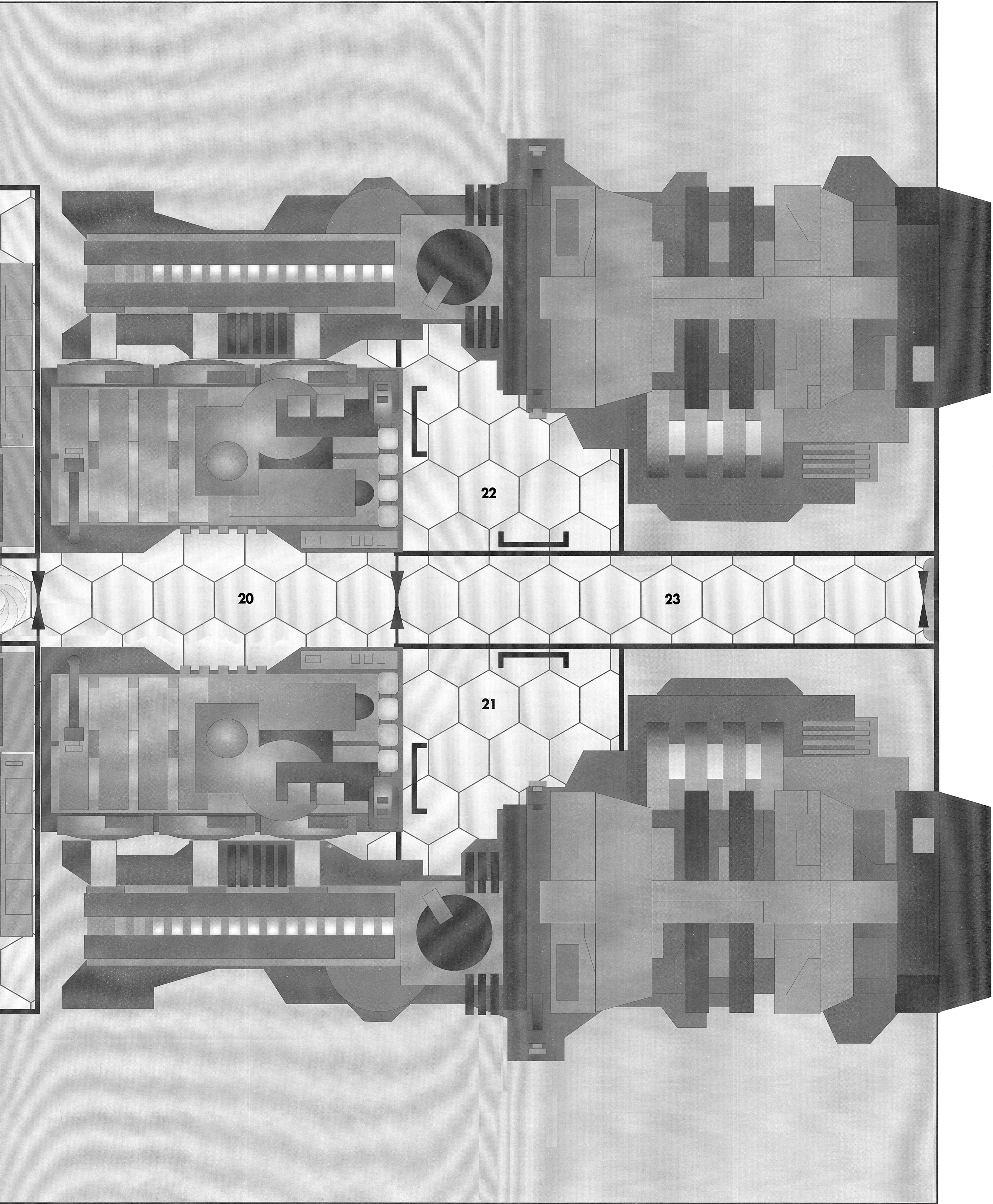


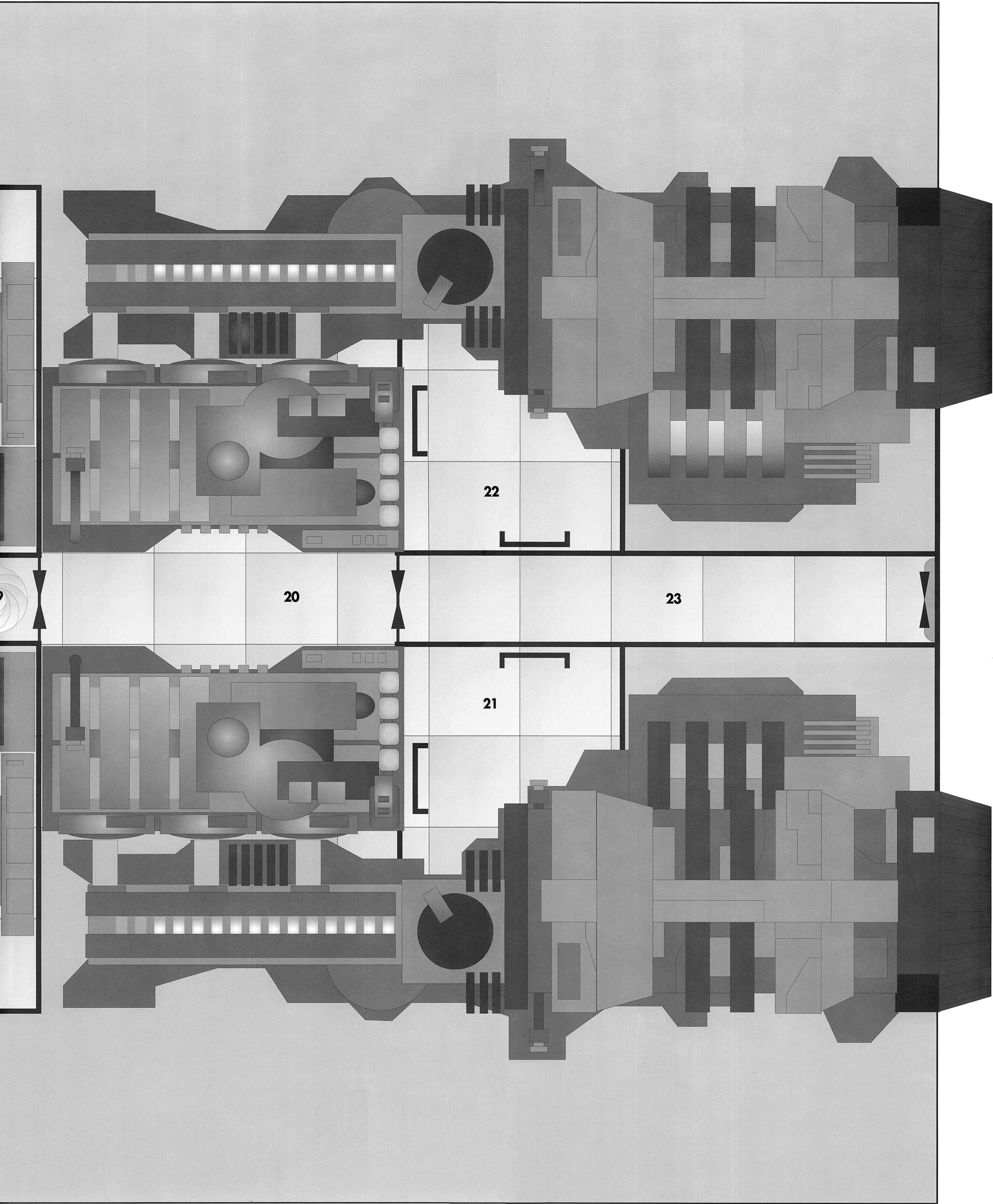












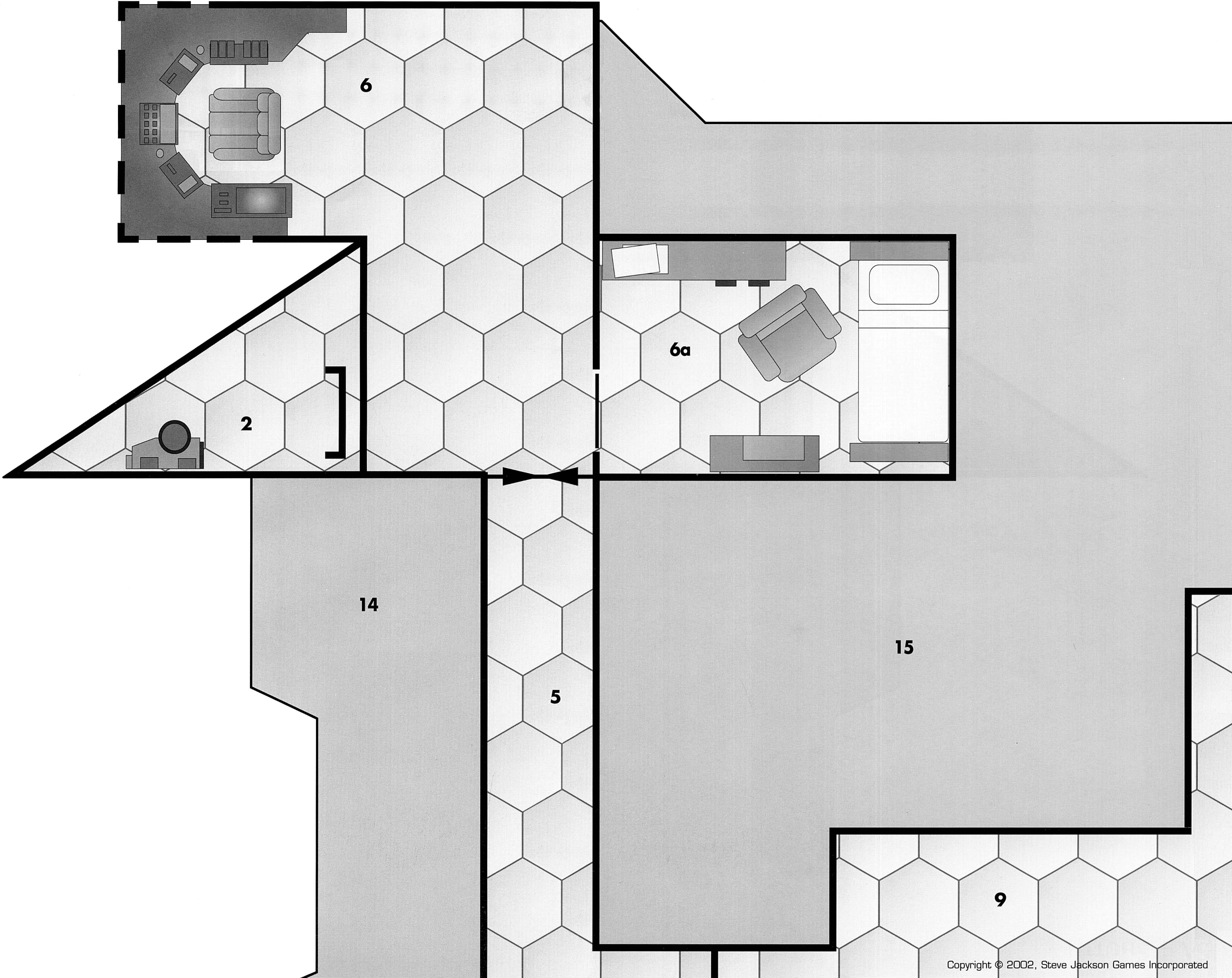
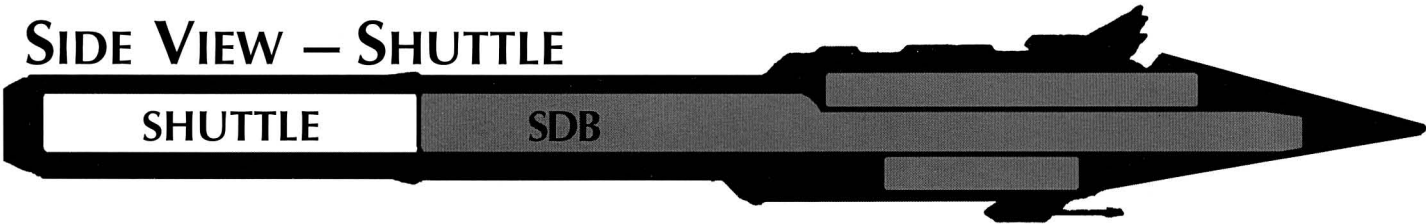
VOLARE-CLASS 200-TON SDB JUMP SHUTTLE

Jump shuttles were designed to deploy SDBs from system to system without the use of large transport vessels. A jump shuttle contains, in a detachable section, the drives and fuel necessary for a one-parsec jump. The shuttle clamps to the SDB, maneuvers to the jump point, and engages jump. Upon arrival, the jump shuttle releases the SDB and can jump again by itself without refueling (to return to the original system and pick up another SDB, for example).

LEGEND

- The shuttle links to Deck 2 on the SDB.
- 1-2. Port and Starboard Clamps:** These fasten the shuttle to the SDB.
 - 3. Forward Airlock:** This connects the jump shuttle to the SDB and serves as an airlock when the shuttle is acting independently.
 - 4. Fresher/Shower:** These are in engineering, to simplify plumbing connections to the life-support machinery.
 - 5. Corridor/Storage:** This area contains crew supplies for use when the shuttle jumps without an attached SDB.
 - 6. Shuttle Bridge/Pilot's Quarters:** The pilot operates the ship from this station and sleeps in the adjacent cabin (6a).
 - 7-8. Crew Quarters:** These are less cramped than those aboard the SDB, and are not double-occupied.
 - 9. Engineering:** The jump and maneuver drives and life-support machinery are contained here.
 - 10-11. Maneuver Drives (P/S):** These are minimal, intended to enable the shuttle to travel in-system as necessary. They are not large enough to move the shuttle/SDB combination at more than 0.7 G.
 - 12. Jump Drive:** The jump drive is large enough for the jump shuttle and SDB combination.
 - 13-15. Fuel:** The shuttle carries enough fuel to make one jump with a shuttle attached, turn around, and make the return jump without refueling.

SIDE VIEW – SHUTTLE



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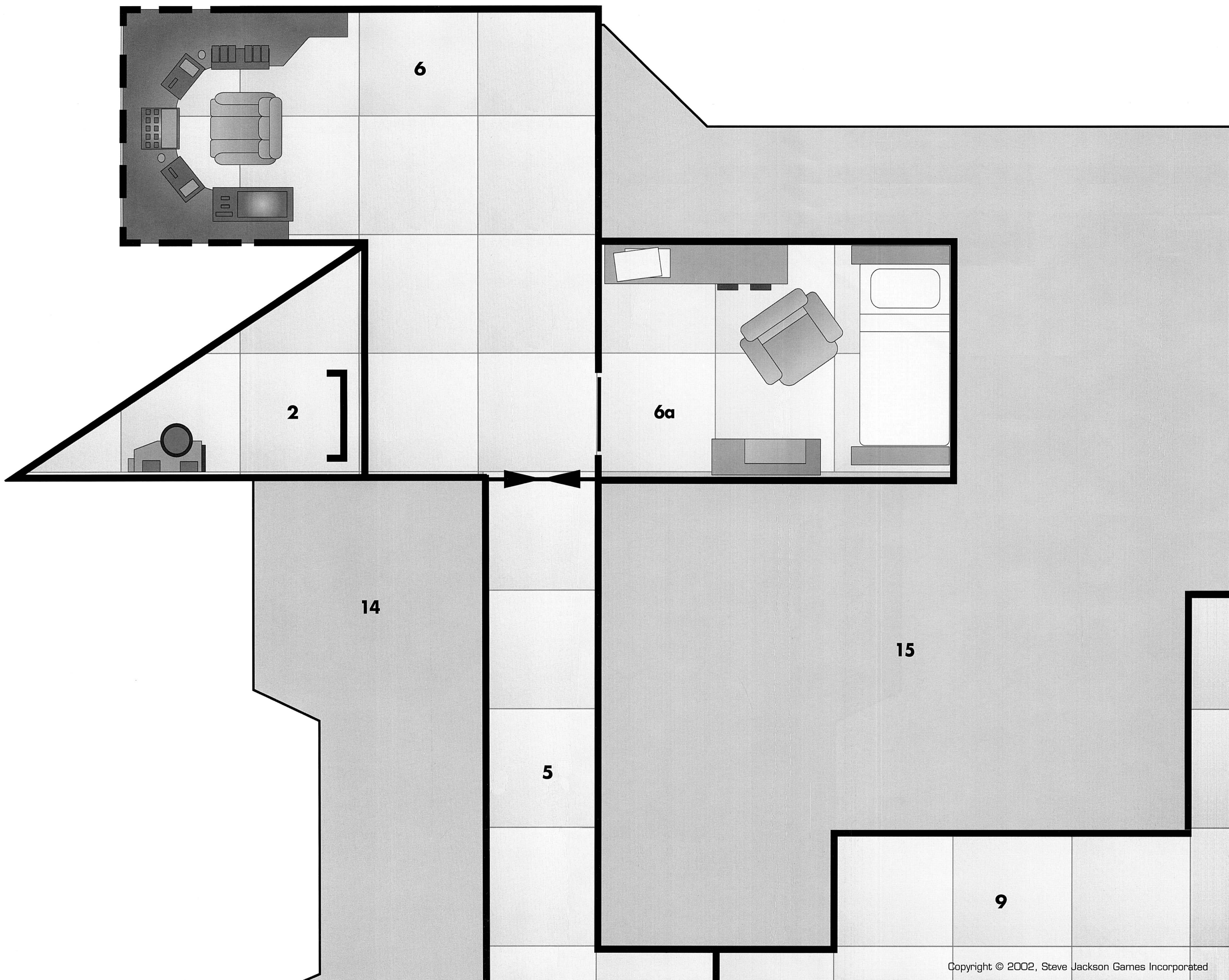
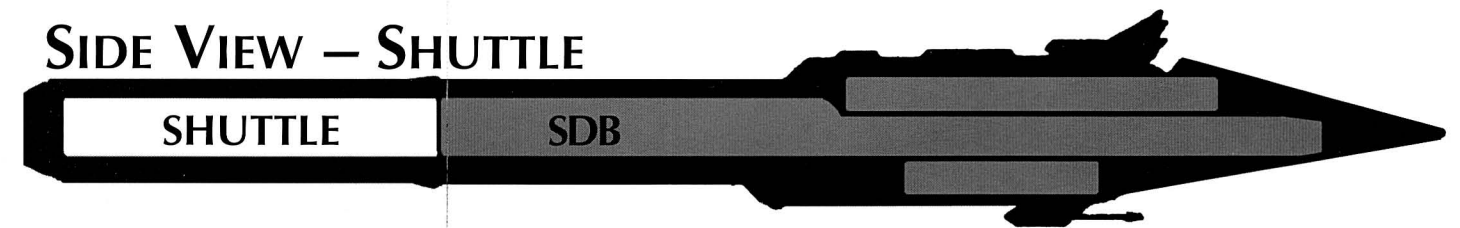
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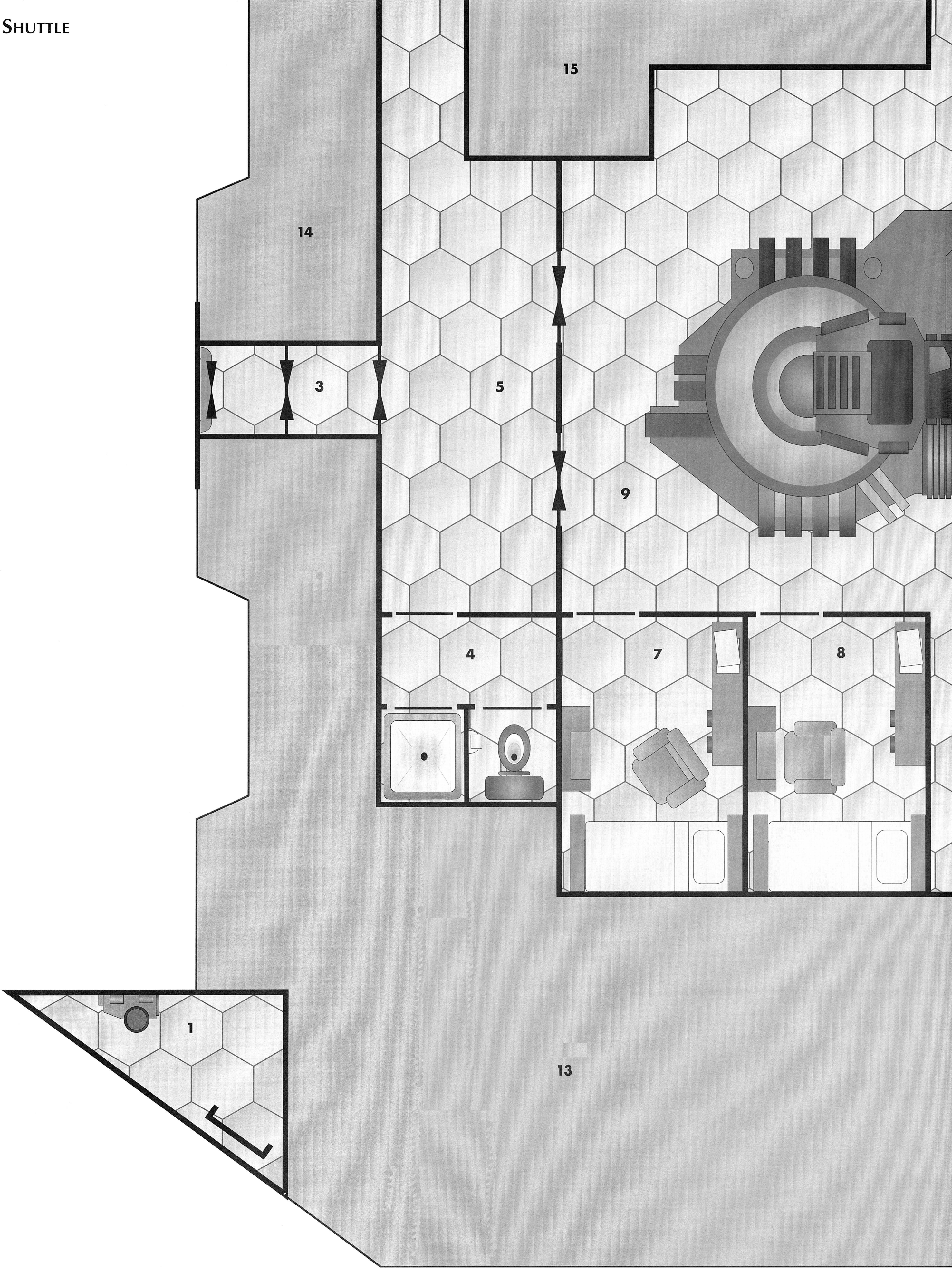
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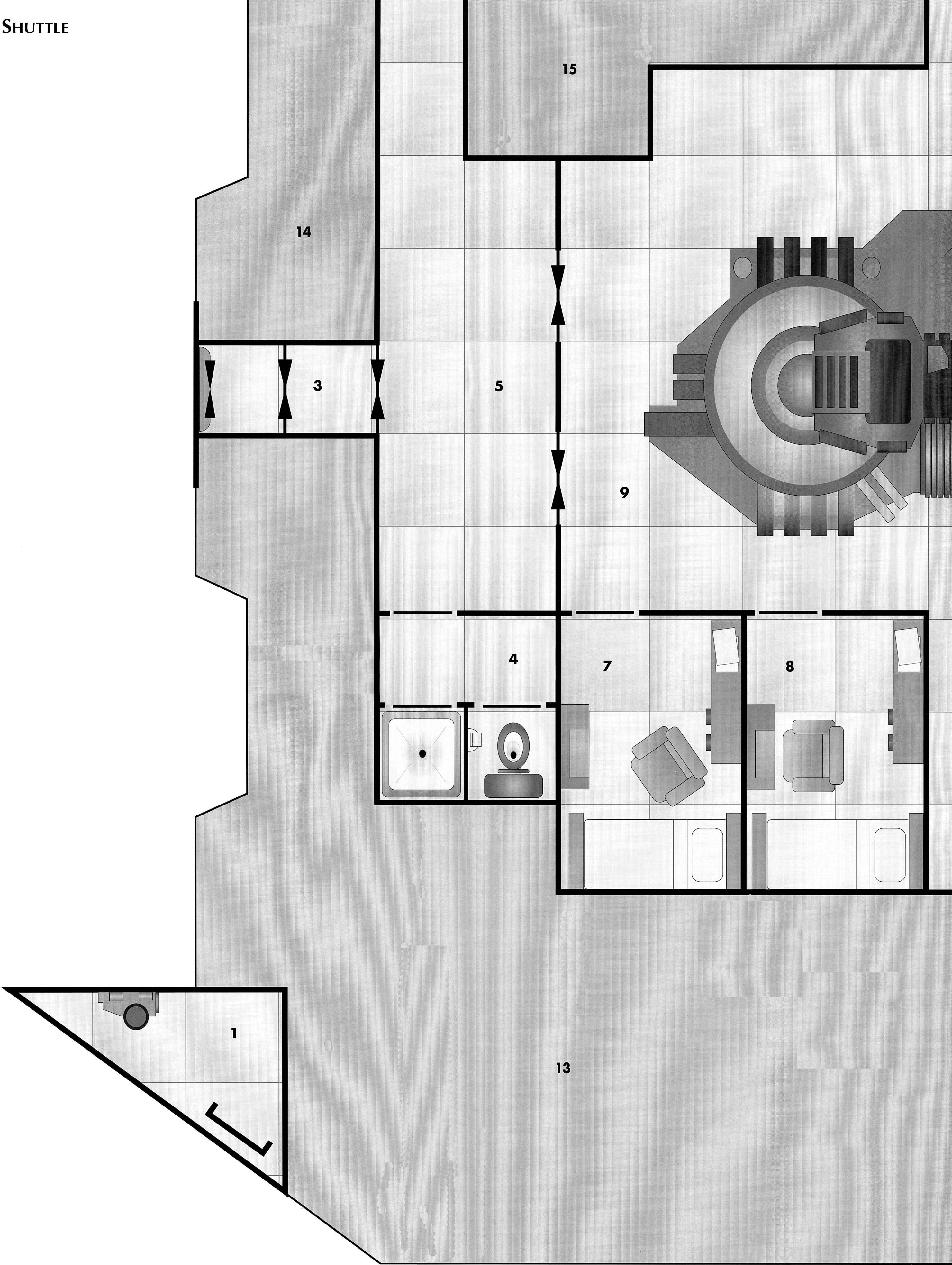
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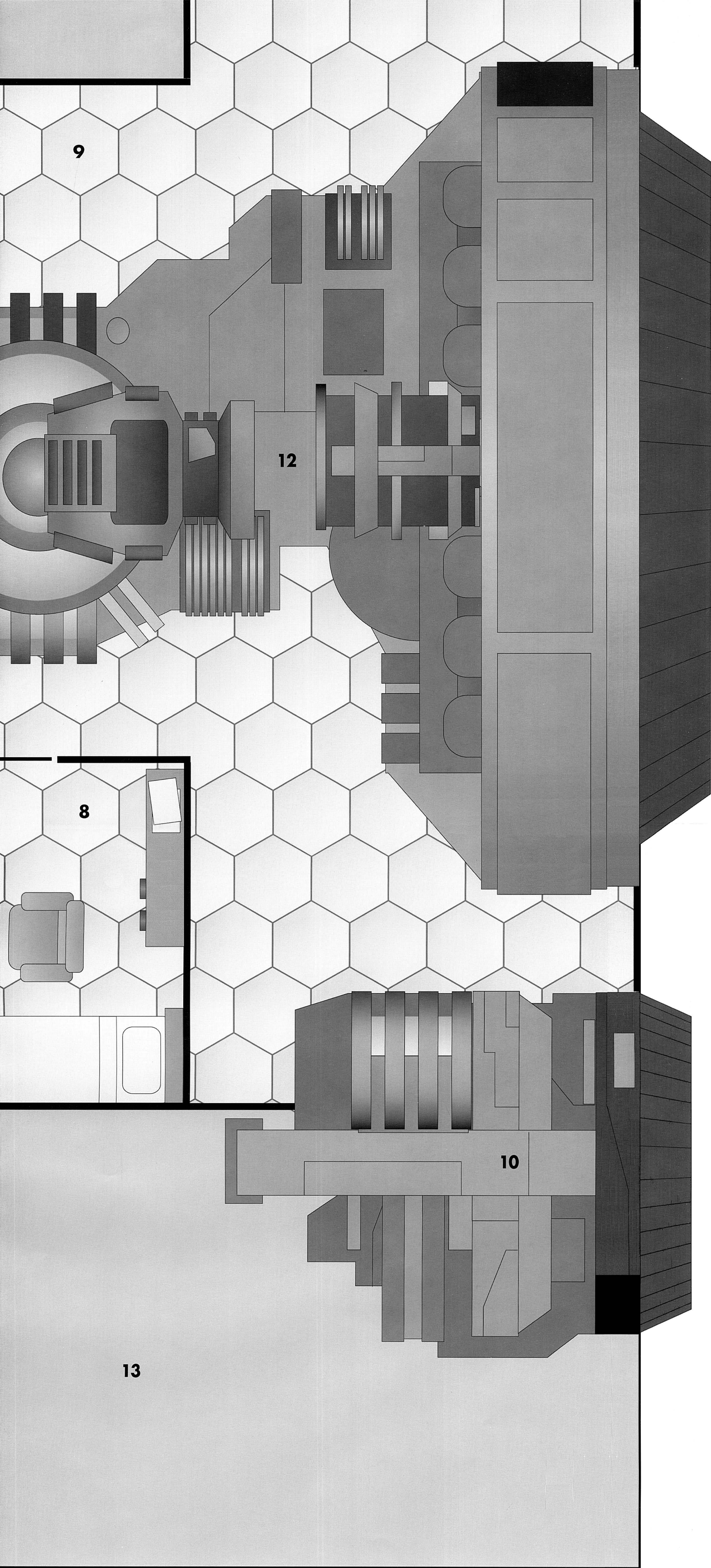
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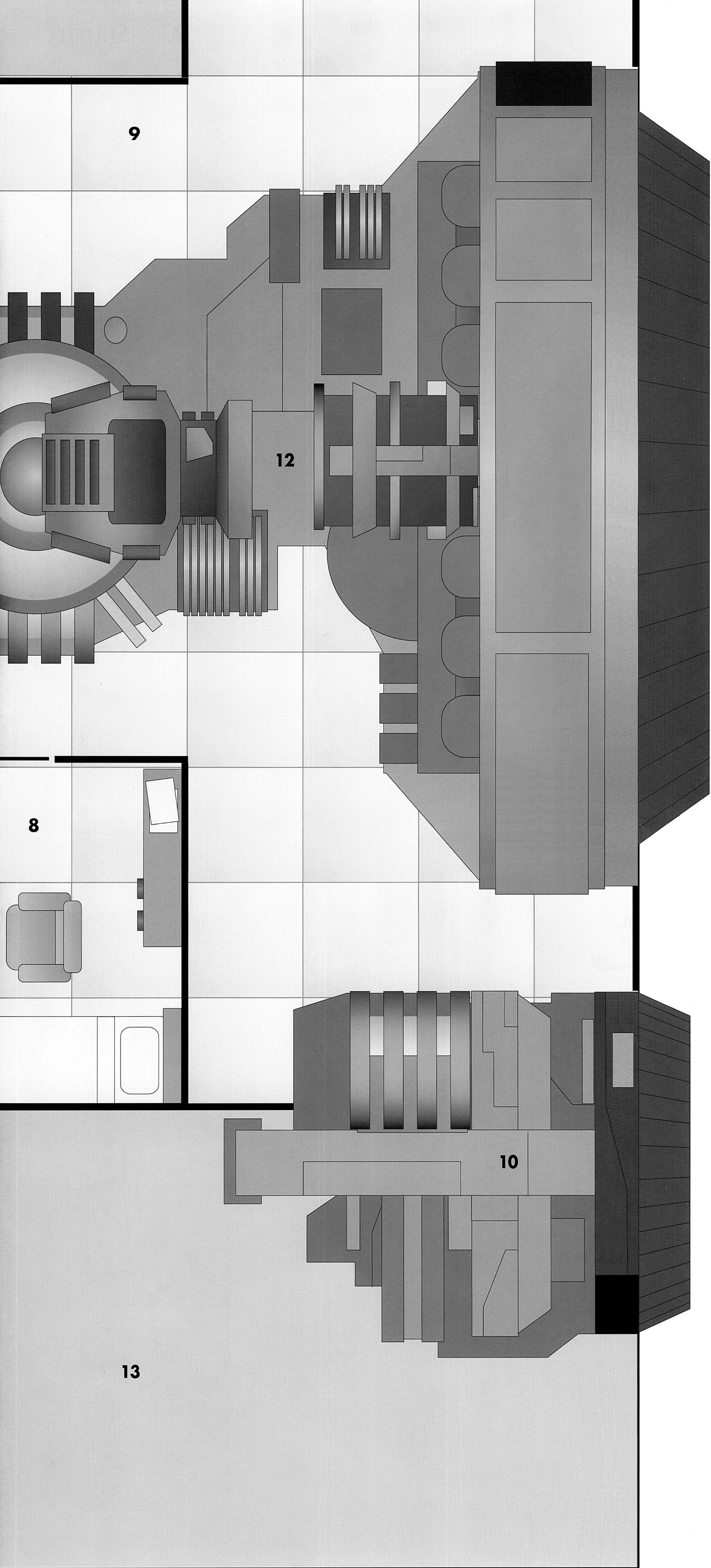
SIDE VIEW – SHUTTLE











GURPS STATISTICS

DRAGON-CLASS 400-TON SYSTEM DEFENSE BOAT (TL10)

Crew: Captain (pilot and navigator), second officer (sensors and commo), five engineers, four gunners, medic.
Subassemblies: SL Hull +9, 4 turrets +5.
Power & Propulsion: 1,182-kW fusion reactor w/11,360 stons thrust.
Occupancy: 9 RCS **Cargo:** 3.5 dtons

Armor	F	RL	B	T	U
Hull	4/1,011	4/1,011	4/1,011	4/1,011	4/1,011

Weaponry
2×Turrets (DR 505) with three missile racks each.
2×Turrets (DR 505) with three lasers each.

Equipment
Modules: Hardened Basic Bridge, Engineering, 284 Maneuver, Utility, 6 Staterooms.

Statistics			
<i>Dim.:</i> 104'×42'×29'	<i>Payload:</i> 18 tons	<i>Lwt.:</i> 2,657 tons	
<i>Volume:</i> 400 dtons	<i>Maint.:</i> 1.8 hours (52.6 man-hours/day)	<i>Price:</i> MCr120.1	
<i>HT:</i> 12.	<i>HP:</i> 37,500 (DT 3,750)		
<i>sAccel:</i> 4.3 G	<i>aSpeed:</i> 5,497		

Design Notes
400-ton SL Hull, Heavy Compartmentalization, Radical Stealth, Radical Emission Cloaking.

VOLARE-CLASS 300-TON SDB JUMP SHUTTLE (TL10)

Crew: 3 command and control, 1 engineer, 2 maintenance.
Subassemblies: USL Hull +9 (+10 with SDB).
Power & Propulsion: 389-kW fusion reactor w/2,360 stons thrust, 59 Maneuver, 14 Jump. 180 Fuel.
Occupancy: 3 RCS **Cargo:** 31 dtons

Armor	F	RL	B	T	U
All	4/100	4/100	4/100	4/100	4/100

Equipment
Modules: Compact Basic Bridge (three crew stations), Engineering, 14 Jump Drive, 59 Maneuver Drive, Utility, 3 Stateroom, 1,200 Intrinsic Coupling (*Dragon*-class SDB, 4,800 ston capacity).

Statistics			
<i>Dim.:</i> 63'×90'×29'	<i>Payload:</i> 2,755 tons	<i>Lwt.:</i> 3,477 stons	
<i>Volume:</i> 300 dtons	<i>Maint.:</i> 2.1 hours (46.3 man-hours/day)	<i>Price:</i> MCr93	
<i>HT:</i> 12	<i>HP:</i> 120,000 (DT 3,000)		

Performance with SDB attached:
Jump-1 (2.6 parsecs fuel), *sAccel:* 0.7 G.
Performance without SDB attached:
Jump-3 (6 parsecs fuel), *sAccel:* 2 G (limited by structural integrity).

Design Notes
700/300-ton USL Hull, Extra-Heavy Frame.

MEGA TRAVELLER STATISTICS

CraftID:	System Defense Boat, Type SB, TL 15, MCr 311.11
Hull:	390/900, Disp = 400, Config = 4SL, Armor = 67G, Unloaded = 10,980 tons, Loaded = 11,150 tons
Power:	32/64, Fusion = 8,730 Mw, Duration = 20/60
Locomotion:	61/122, Maneuver = 6G, NOE = 190 km/h, Cruise = 750 km/h, Top = 1,000 km/h, Agility = 1
Communications:	Radio = System
Sensors:	PassiveEMS = Interstellar, ActiveEMS = FarOrbit, Densitometer = HighPen/1 km, Neutrino = 10 kW, ActObjScan = Routine, ActObjPin = Routine, PasObjScan = Routine, PasObjPin = Routine, PasEngScan = Simple, PasEngPin = Routine
Offensive:	Missiles = ×03 Beam Laser = ×04
Defensive:	DefDM = +7
Control:	Computer = 5×3, Panel = holodynamic link×842, Special = headsUp×5, Environ = basic env, basic ls, extend ls, grav plates, inertial comp
Accommodation:	Crew = 12 (Bridge = 2, Engineer = 2, Maintenance = 2, Gunnery = 4, Command = 1, Medical = 1), Staterooms = 10
Other:	Cargo = 27 kliters, Fuel = 2,100 kliters, Purification Plant, Scoops, ObjSize = Average, EMLevel = Faint

CraftID:	SDB Jump Shuttle, Type QY, TL 15, MCr 93.52
Hull:	1,809/450, Disp = 200, Config = 7USL, Armor = 40G, Unloaded = 1,710 tons, Loaded = 1,854 tons
Power:	1/2, Fusion = 1,560 Mw, Duration = 16/48
Locomotion:	11/22, Maneuver = 3; 15/30, Jump = 5, Agility = 1
Communications:	Radio = System
Sensors:	PassiveEMS = Interstellar, ActiveEMS = FarOrbit, Densitometer = HighPen/1 km, Neutrino = 10 kW, ActObjScan = Routine, ActObjPin = Routine, PasObjScan = Routine, PasObjPin = Routine, PasEngScan = Simple, PasEngPin = Routine
Offensive:	None
Defensive:	DefDM+4
Control:	Computer = 5×3, Panel = holodynamic link×842, Special = headsUp×5, Environ = basic env, basic ls, extend ls, grav plates, inertial comp
Accommodation:	Crew = 1 (Bridge = 1, Engineer = 1), Staterooms = 1
Other:	Fuel = 2,077 kliters, ObjSize = Average, EMLevel = Moderate

CLASSIC TRAVELLER STATISTICS

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

Type WP SDB Jump Shuttle
WP-24323S1-000000-00000-0 MCr93.52 200 tons
Crew=3. TL=12. Passengers=0. Low=0. Cargo=0. Fuel=126. EP=6. Agility=1.

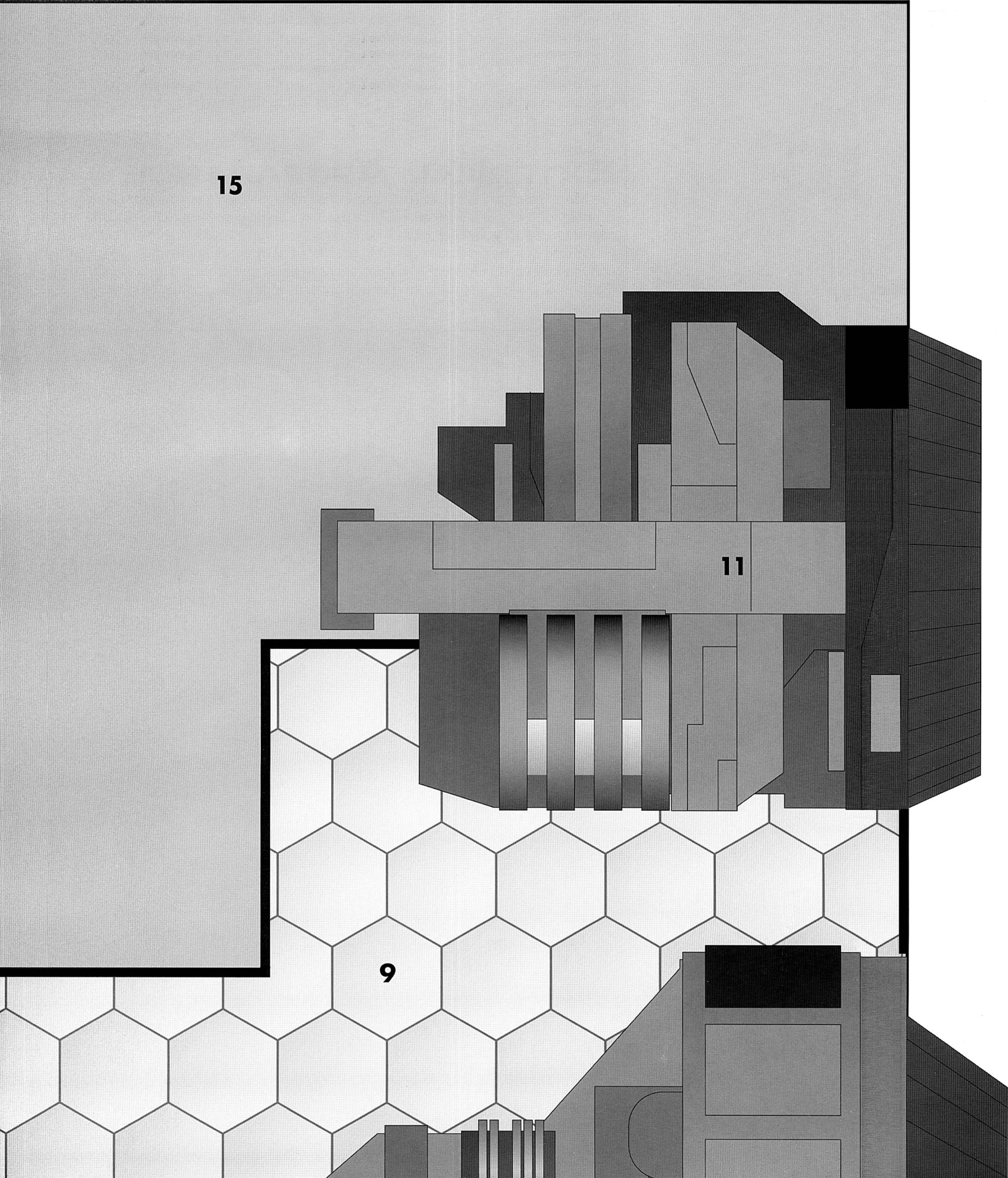
System Defense Boat & Jump Shuttle Combination
SB & WP-61111S1-000000-00000-0 MCr874.06 600 tons
Crew=3. TL=12. Passengers=10. Low=0. Cargo=27. Fuel=126. EP=6. Agility=0.

SIDE VIEWS

The addition of the *Volare*-class jump shuttle to the *Dragon* SDB increases the length of the ship by almost 50%, and causes it to resemble a pencil from the side. For convenience, we have illustrated the two vessels as they appear when linked together, even though they will only be deployed in this way for a relatively short time.

EXTERNAL APPEARANCE

Most vessels are fitted with a “chameleon” outer coating, enabling them to be adjusted to fit individual situations. Imperial Navy regulations require the external appearance of all vessels in a war zone to comply with the tenets of military camouflage (as defined by specific-theater general orders), but SDB crews traditionally add small unit markings and individual boat decorations to boost unit morale. These usually take the form of a name and some kind of unit crest, in addition to a listing of crew names and ranks.



GURPS STATISTICS

DRAGON-CLASS 400-TON SYSTEM DEFENSE BOAT (TL10)

Crew: Captain (pilot and navigator), second officer (sensors and commo), five engineers, four gunners, medic.
Subassemblies: SL Hull +9, 4 turrets +5.
Power & Propulsion: 1,182-kW fusion reactor w/11,360 stons thrust.
Occupancy: 9 RCS **Cargo:** 3.5 dtons

Armor	F	RL	B	T	U
Hull	4/1,011	4/1,011	4/1,011	4/1,011	4/1,011

Weaponry
2×Turrets (DR 505) with three missile racks each.
2×Turrets (DR 505) with three lasers each.

Equipment
Modules: Hardened Basic Bridge, Engineering, 284 Maneuver, Utility, 6 Staterooms.

Statistics			
<i>Dim.:</i> 104'×42'×29'	<i>Payload:</i> 18 tons	<i>Lwt.:</i> 2,657 tons	
<i>Volume:</i> 400 dtons	<i>Maint.:</i> 1.8 hours (52.6 man-hours/day)	<i>Price:</i> MCr120.1	
<i>HT:</i> 12.	<i>HP:</i> 37,500 (DT 3,750)		
<i>sAccel:</i> 4.3 G	<i>aSpeed:</i> 5,497		

Design Notes
400-ton SL Hull, Heavy Compartmentalization, Radical Stealth, Radical Emission Cloaking.

VOLARE-CLASS 300-TON SDB JUMP SHUTTLE (TL10)

Crew: 3 command and control, 1 engineer, 2 maintenance.
Subassemblies: USL Hull +9 (+10 with SDB).
Power & Propulsion: 389-kW fusion reactor w/2,360 stons thrust, 59 Maneuver, 14 Jump. 180 Fuel.
Occupancy: 3 RCS **Cargo:** 31 dtons

Armor	F	RL	B	T	U
All	4/100	4/100	4/100	4/100	4/100

Equipment
Modules: Compact Basic Bridge (three crew stations), Engineering, 14 Jump Drive, 59 Maneuver Drive, Utility, 3 Stateroom, 1,200 Intrinsic Coupling (*Dragon*-class SDB, 4,800 ston capacity).

Statistics			
<i>Dim.:</i> 63'×90'×29'	<i>Payload:</i> 2,755 tons	<i>Lwt.:</i> 3,477 stons	
<i>Volume:</i> 300 dtons	<i>Maint.:</i> 2.1 hours (46.3 man-hours/day)	<i>Price:</i> MCr93	
<i>HT:</i> 12	<i>HP:</i> 120,000 (DT 3,000)		

Performance with SDB attached:
Jump-1 (2.6 parsecs fuel), *sAccel:* 0.7 G.
Performance without SDB attached:
Jump-3 (6 parsecs fuel), *sAccel:* 2 G (limited by structural integrity).

Design Notes
700/300-ton USL Hull, Extra-Heavy Frame.

MEGA TRAVELLER STATISTICS

CraftID:	System Defense Boat, Type SB, TL 15, MCr 311.11
Hull:	390/900, Disp = 400, Config = 4SL, Armor = 67G, Unloaded = 10,980 tons, Loaded = 11,150 tons
Power:	32/64, Fusion = 8,730 Mw, Duration = 20/60
Locomotion:	61/122, Maneuver = 6G, NOE = 190 km/h, Cruise = 750 km/h, Top = 1,000 km/h, Agility = 1
Communications:	Radio = System
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Control:	Computer = 5×3, Panel = holodynamic link×842, Special = headsUp×5, Environ = basic env, basic ls, extend ls, grav plates, inertial comp
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Power:	1/2, Fusion = 1,560 Mw, Duration = 16/48
Locomotion:	11/22, Maneuver = 3; 15/30, Jump = 5, Agility = 1
Communications:	Radio = System
Sensors:	PassiveEMS = Interstellar, ActiveEMS = FarOrbit, Densitometer = HighPen/1 km, Neutrino = 10 kW, ActObjScan = Routine, ActObjPin = Routine, PasObjScan = Routine, PasObjPin = Routine, PasEngScan = Simple, PasEngPin = Routine
Offensive:	None
Defensive:	DefDM+4
Control:	Computer = 5×3, Panel = holodynamic link×842, Special = headsUp×5, Environ = basic env, basic ls, extend ls, grav plates, inertial comp
Accommodation:	Crew = 1 (Bridge = 1, Engineer = 1), Staterooms = 1
Other:	Fuel = 2,077 kliters, ObjSize = Average, EMLevel = Moderate

CLASSIC TRAVELLER STATISTICS

Type SB System Defense Boat
SB-41069E2-900000-40003-0 MCr777.54 400 tons
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Type WP SDB Jump Shuttle
WP-24323S1-000000-00000-0 MCr93.52 200 tons
Crew=3. TL=12. Passengers=0. Low=0. Cargo=0. Fuel=126. EP=6. Agility=1.

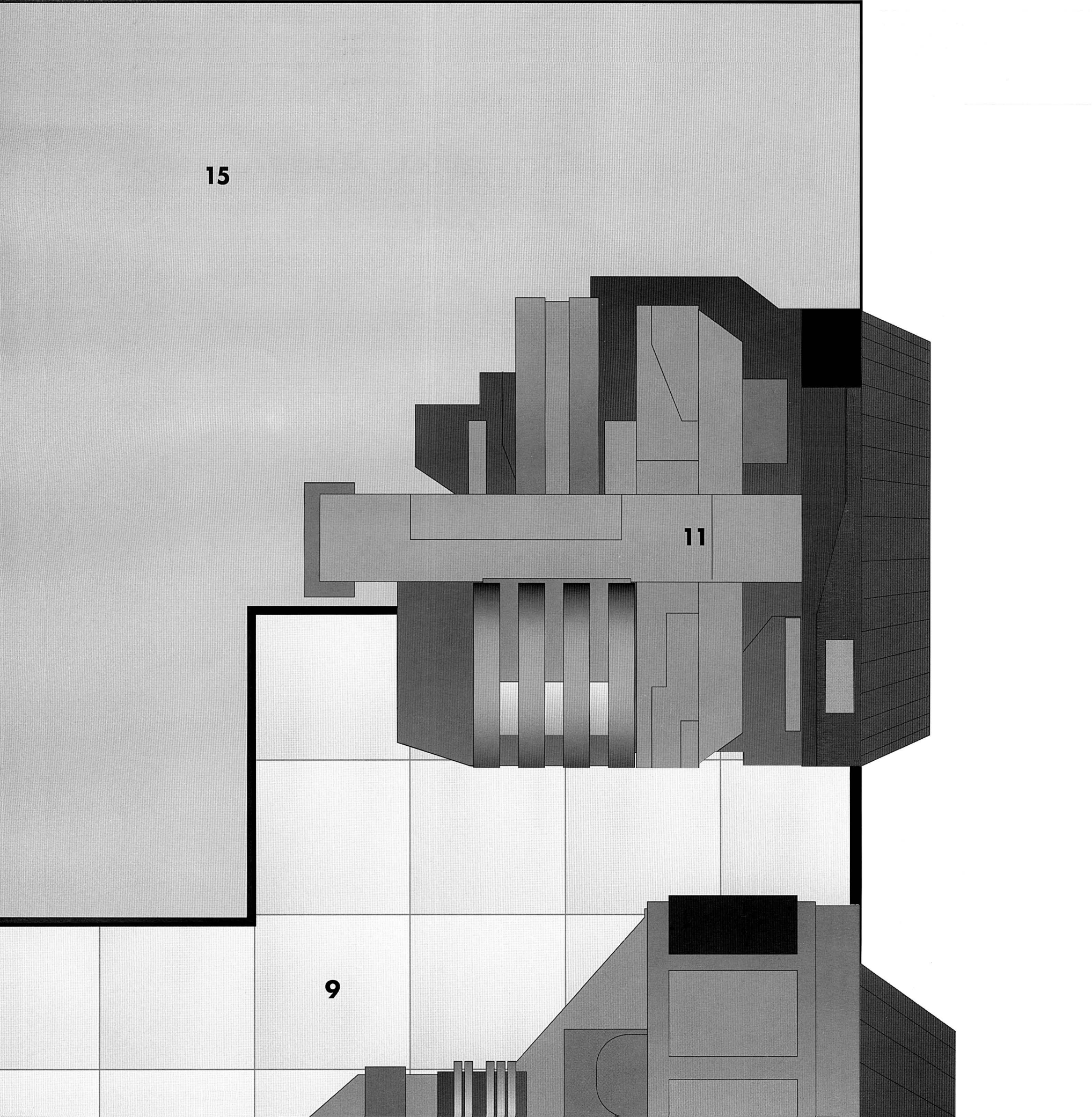
System Defense Boat & Jump Shuttle Combination
SB & WP-61111S1-000000-00000-0 MCr874.06 600 tons
Crew=3. TL=12. Passengers=10. Low=0. Cargo=27. Fuel=126. EP=6. Agility=0.

SIDE VIEWS

The addition of the *Volare*-class jump shuttle to the *Dragon* SDB increases the length of the ship by almost 50%, and causes it to resemble a pencil from the side. For convenience, we have illustrated the two vessels as they appear when linked together, even though they will only be deployed in this way for a relatively short time.

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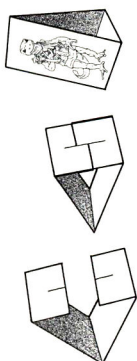


Traveller DECK PLANG DRAGON-CLASS SYSTEM DEFENSE BOAT

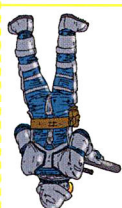
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STEVE JACKSON
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Crew in
Vaccsuit
TDP6-25

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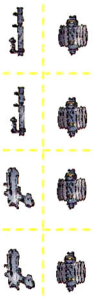
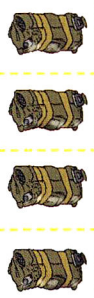
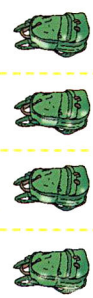
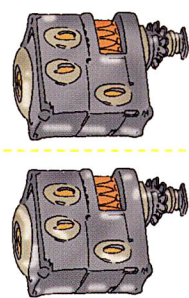
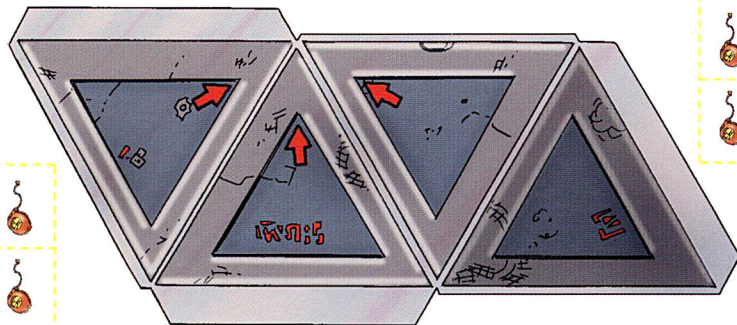


Crew in
Vaccsuit
TDP6-26

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Crew in
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Vargr Engineer
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Aslan Gunner
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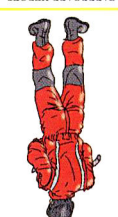
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Crew with Cat
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Crew with Cat
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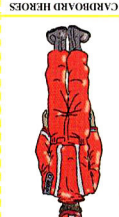
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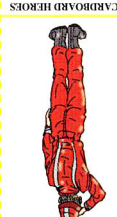
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Junior Officer
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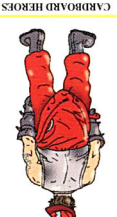
Medic
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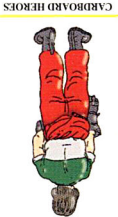
Medic
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Engineer
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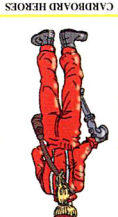
Engineer
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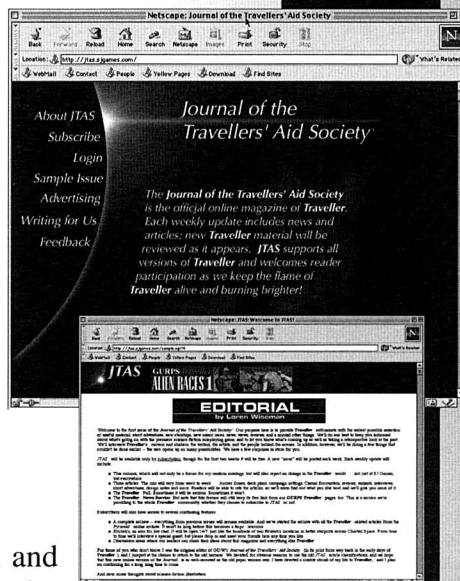


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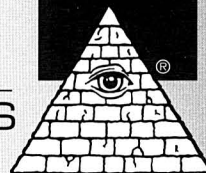


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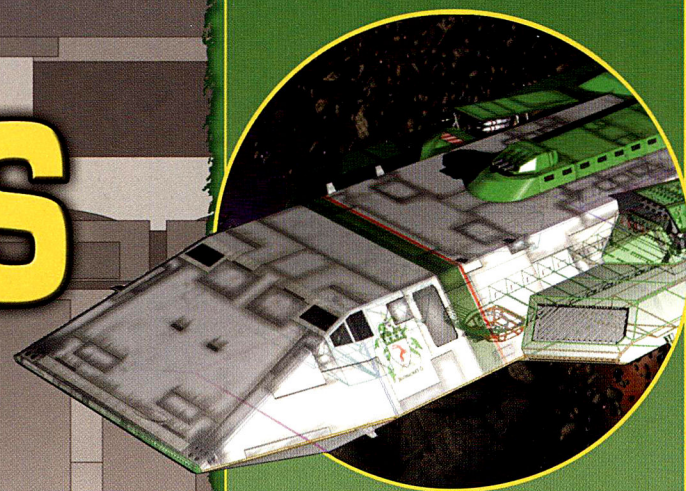
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DRAGON-CLASS SDB
TRAVELLER DECK PLAN 6

SDB
TRAVELLER DECK PLAN 6

HERE BE DRAGONS



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