

Flynn's Guide to System Defense Boats

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Table of Contents

DEDICATION	2
INTRODUCTION	3
DESIGN CONSIDERATIONS	3
QUICK REFERENCE CHART OF STARSHIP DESIGNS	3
TL9 AGILE SYSTEM DEFENSE BOAT	4
TL9 AGILE SYSTEM DEFENSE BOAT	4
DESIGN SPECIFICATIONS	4
TL9 ARMORED SYSTEM DEFENSE BOAT	5
TL9 ARMORED SYSTEM DEFENSE BOAT	5
DESIGN SPECIFICATIONS	5
TL10 AGILE SYSTEM DEFENSE BOAT	6
TL10 AGILE SYSTEM DEFENSE BOAT	6
DESIGN SPECIFICATIONS	6
TL10 ARMORED SYSTEM DEFENSE BOAT	7
TL10 ARMORED SYSTEM DEFENSE BOAT	7
DESIGN SPECIFICATIONS	7
TL11 AGILE SYSTEM DEFENSE BOAT	8
TL11 AGILE SYSTEM DEFENSE BOAT	8
DESIGN SPECIFICATIONS	8
TL11 ARMORED SYSTEM DEFENSE BOAT	9
TL11 ARMORED SYSTEM DEFENSE BOAT	9
DESIGN SPECIFICATIONS	9
TL12 AGILE SYSTEM DEFENSE BOAT	10
TL12 AGILE SYSTEM DEFENSE BOAT	10
DESIGN SPECIFICATIONS	10
TL12 ARMORED SYSTEM DEFENSE BOAT	11
TL12 ARMORED SYSTEM DEFENSE BOAT	11
DESIGN SPECIFICATIONS	11
TL13 AGILE SYSTEM DEFENSE BOAT	12
TL13 AGILE SYSTEM DEFENSE BOAT	12
DESIGN SPECIFICATIONS	12
TL13 ARMORED SYSTEM DEFENSE BOAT	13
TL13 AGILE SYSTEM DEFENSE BOAT	13
DESIGN SPECIFICATIONS	13
TL14 SYSTEM DEFENSE BOAT	14
TL14 SYSTEM DEFENSE BOAT	14

DESIGN SPECIFICATIONS.....	14
TL15 SYSTEM DEFENSE BOAT	15
TL15 SYSTEM DEFENSE BOAT.....	15
DESIGN SPECIFICATIONS.....	15
TL16 SYSTEM DEFENSE BOAT	16
TL16 SYSTEM DEFENSE BOAT.....	16
DESIGN SPECIFICATIONS.....	16
OPEN GAME LICENSE VERSION 1.0A	17

Dedication

This PDF is dedicated to the many people whom I have had the pleasure to game with over the last 15 years, both face-to-face and through PBEM. In particular, however, it is dedicated to the memory of Jason Todd Colette (1969-1987), who introduced me to the worlds of adventure that lie within roleplaying games such as Traveller. Your memory lives on, my friend. This is a part of your legacy.

Introduction

Welcome to *Flynn's Guide to System Defense Boats*, a small collection of thirteen generic 200-ton System Defense Boats (SDBs) covering Tech Levels 9 through 16, created using Quiklink's Traveller 20 (T20) design sequences. These ships are offered in part as an effort to provide T20 campaigns with a wider range of vessels for starship encounters and scenario design. Time permitting, and assuming that the work is well-received, the author intends to produce similar guides for other vessels. Each *Flynn's Guide* will cover one type of vessel over a range of TLs, usually a type specified on the Starship Encounters tables.

It is the author's hope that T20 players and referees enjoy this work, as it is a labor of love for the game. Permission is hereby given to distribute this work freely, so long as no profit is made from its distribution. Of course, any vessel may be referenced in other works, provided that the appropriate notations are made to Section 15 of the derivative work's Open Gaming License. The author welcomes all constructive feedback, comments and errata.

Keep On Travellin',
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<http://www.geocities.com/flynnwd/trav/index.html>

Design Considerations

Following the example SDB given in the T20 core rulebook, all SDBs in this guide are designed using a 200-ton needle/wedge hull, with maneuver drives that provide 6-G acceleration. The weapon systems

detailed herein remain constant across all designs, as the example SDB did not take advantage of higher TL weaponry. Each SDB thus is equipped with two batteries: a single triple beam laser turret and a single triple missile rack turret. In addition, each SDB has taken the best communication and sensors packages available at their respective Tech Levels. (Avionics systems remain at the level necessary to support a 200-ton airframed hull.)

System Defense Boats do not possess jump drives, taking advantage of the lack of jump drives to achieve a higher Agility rating and higher armor ratings for use in defending their systems. At Tech Levels under TL14, a ship of this size is not able to fully support both an Agility rating of six (6) and a maximized amount of armor for their tech levels. (Even at TLs 9 and 11, an armored SDB with 6-g maneuver drives does not have enough tonnage to support a full compliment of armor.) Toward this end, designs have been provided for an agile SDB (maintaining an Agility rating of six) and an armored SDB (taking the maximum armor rating possible at the appropriate Tech Level) for Tech Levels 9 through 13. The armored versions of these SDBs are much less expensive, and thus presumably more likely to be encountered.

Please note that the above design philosophy did create some minor changes in the TL14 SDB design, so the modified TL14 version is also included in this PDF for comparison.

Designation of Open Game Content

The final design specifications for all vessels listed in this work are considered Open Game Content, under section 1d of the Open Gaming License Version 1.0a.

Quick Reference Chart Of Starship Designs

<i>Ship</i>	<i>TL</i>	<i>Cost</i>	<i>Size</i>	<i>Acceleration</i>	<i>Jump</i>	<i>Cargo</i>
Type SDB-9	9	MCr159.32	200 tons	6-G	-	2.4
Type SDB-9A	9	MCr118.68	200 tons	6-G	-	0.4
Type SDB-10	10	MCr170.2	200 tons	6-G	-	3.3
Type SDB-10A	10	MCr129.4	200 tons	6-G	-	3.3
Type SDB-11	11	MCr183.16	200 tons	6-G	-	0.2
Type SDB-11A	11	MCr142.36	200 tons	6-G	-	0.2
Type SDB-12	12	MCr200.84	200 tons	6-G	-	2.6
Type SDB-12A	12	MCr166.76	200 tons	6-G	-	3.6
Type SDB-13	13	MCr181.08	200 tons	6-G	-	2.0
Type SDB-13A	13	MCr163.16	200 tons	6-G	-	2.0
Type SDB-14	14	MCr199.72	200 tons	6-G	-	7.4
Type SDB-15	15	MCr176.68	200 tons	6-G	-	37.8
Type SDB-16	16	MCr161.24	200 tons	6-G	-	48.8

TL9 AGILE SYSTEM DEFENSE BOAT

Medium-Size Spaceship

A generic high agility TL9 SDB like the one detailed below would cost MCr159.32 new, and take 11 months to build. It requires a crew of six: captain, pilot, engineer, two gunners, and a missile technician who doubles as a medic.

TL9 AGILE SYSTEM DEFENSE BOAT

Class: Spacecraft, type SDB-9	EP Output: 28 (12 excess)
Tech Level: 9	Agility: 6 (+12 EP)
Size: Medium (200 tons)	Initiative: +6 (+6 agility)
Streamlining: Airframe	AC: 20 (+6 agility, +4 armor)
Jump Range: None	Repulsors: None
Acceleration: 6-G	Nuclear Dampers: None
Fuel: 28	Meson Screens: None
Duration: 4 weeks	Black Globes: None
Crew: 6	AR: 4
Staterooms: 4	SI: 115
Small Cabins: 0	Main Computer: Model/3 (300 CPU)
Bunks: 0	Sensor Range: Medium (Model/3)
Couches: 0	Comm. Range: Medium (Model/3)
Low Berths: 0	
Cargo Space: 2.4 tons	Cost: MCr159.32 (new)
Atmospheric Speeds:	NoE = 1475kph
Cruising = 4425kph	Maximum = 5900kph
Other Equipment: Missile magazines (X3), 60 Missiles.	

Triple Turret: Missile Racks (x3), Attack Bonus +2 (+2 USP), Damage 2d6.
Triple Turret: Beam Lasers (x3), Attack Bonus +3 (+3 USP), Damage 3d8.

TAS Form 3.1 (Condensed)

Design Specifications

<i>Installed Components</i>	<i>Tonnage</i>	<i>Cost (MCr)</i>	<i>EP</i>
200-ton hull (Needle/Wedge)	200	24	
Airframe	-10	2.4	
TL9 Armor (AR:4)	-40	4.3	
Bridge	-20	0.1	
Computer (Mod/3)	-0.3	15.3	-1
Flight Avionics (Mod/2)	-0.8	(5.4)	
Sensors (Mod/3)	-0.9	(5.4)	
Communications (Mod/3)	-0.6	(4.5)	
Maneuver Drive 6	-34	17	-12
TL9 Power Plant	-42	126	+28
Power Plant Fuel	-28		
2 Hardpoints		0.2	
2 Triple Turrets	-2	2	
3 Missile Racks		2.25	
3 Missile Magazines	-3	0.3	
60 Missiles		0.3	
3 Triple Beam Lasers		3	-3
4 Staterooms	-16	2	
Cargo	-2.4		
<i>Totals</i>	<i>+0</i>	<i>MCr199.15 (MCr159.32 with 20% standard design discount)</i>	

TL9 ARMORED SYSTEM DEFENSE BOAT

Medium-Size Spaceship

A generic highly armored TL9 SDB like the one detailed below would cost MCr118.68 new, and take 11 months to build. It requires a crew of six: captain, pilot, engineer, two gunners, and a missile technician who doubles as a medic.

TL9 ARMORED SYSTEM DEFENSE BOAT

Class: Spacecraft, type SDB-9A	EP Output: 16 (0 excess)
Tech Level: 9	Agility: 0 (+0 EP)
Size: Medium (200 tons)	Initiative: +0 (+0 agility)
Streamlining: Airframe	AC: 18 (+8 armor)
Jump Range: None	Repulsors: None
Acceleration: 6-G	Nuclear Dampers: None
Fuel: 16	Meson Screens: None
Duration: 4 weeks	Black Globes: None
Crew: 6	AR: 8
Staterooms: 4	SI: 115
Small Cabins: 0	Main Computer: Model/3 (300 CPU)
Bunks: 0	Sensor Range: Medium (Model/3)
Couches: 0	Comm. Range: Medium (Model/3)
Low Berths: 0	
Cargo Space: 0.4 tons	Cost: MCr118.68 (new)
Atmospheric Speeds:	NoE = 1475kph
Cruising = 4425kph	Maximum = 5900kph
Other Equipment: Missile magazines (X3), 60 Missiles.	

Triple Turret: Missile Racks (x3), Attack Bonus +2 (+2 USP), Damage 2d6.
Triple Turret: Beam Lasers (x3), Attack Bonus +3 (+3 USP), Damage 3d8.

TAS Form 3.1 (Condensed)

Design Specifications

<i>Installed Components</i>	<i>Tonnage</i>	<i>Cost (MCr)</i>	<i>EP</i>
200-ton hull (Needle/Wedge)	200	24	
Airframe	-10	2.4	
TL9 Armor (AR:8)	-72	7.5	
Bridge	-20	0.1	
Computer (Mod/3)	-0.3	15.3	-1
Flight Avionics (Mod/2)	-0.8	(5.4)	
Sensors (Mod/3)	-0.9	(5.4)	
Communications (Mod/3)	-0.6	(4.5)	
Maneuver Drive 6	-34	17	-12
TL9 Power Plant	-24	72	+16
Power Plant Fuel	-16		
2 Hardpoints		0.2	
2 Triple Turrets	-2	2	
3 Missile Racks		2.25	
3 Missile Magazines	-3	0.3	
60 Missiles		0.3	
3 Triple Beam Lasers		3	-3
4 Staterooms	-16	2	
Cargo	-0.4		
<i>Totals</i>	<i>+0</i>	<i>MCr148.35 (MCr118.68 with 20% standard design discount)</i>	

TL10 AGILE SYSTEM DEFENSE BOAT

Medium-Size Spaceship

A generic high agility TL10 SDB like the one detailed below would cost MCr170.2 new, and take 11 months to build. It requires a crew of six: captain, pilot, engineer, two gunners, and a missile technician who doubles as a medic.

TL10 AGILE SYSTEM DEFENSE BOAT

Class: Spacecraft, type SDB-10	EP Output: 29 (12 excess)
Tech Level: 10	Agility: 6 (+12 EP)
Size: Medium (200 tons)	Initiative: +6 (+6 agility)
Streamlining: Airframe	AC: 21 (+6 agility, +5 armor)
Jump Range: None	Repulsors: None
Acceleration: 6-G	Nuclear Dampers: None
Fuel: 29	Meson Screens: None
Duration: 4 weeks	Black Globes: None
Crew: 6	AR: 5
Staterooms: 4	SI: 115
Small Cabins: 0	Main Computer: Model/4 (400 CPU)
Bunks: 0	Sensor Range: Long (Model/4)
Couches: 0	Comm. Range: Long (Model/4)
Low Berths: 0	
Cargo Space: 3.3 tons	Cost: MCr170.2 (new)
Atmospheric Speeds:	NoE = 1475kph
Cruising = 4425kph	Maximum = 5900kph
Other Equipment: Missile magazines (X3), 60 Missiles.	

Triple Turret: Missile Racks (x3), Attack Bonus +2 (+2 USP), Damage 2d6.
Triple Turret: Beam Lasers (x3), Attack Bonus +3 (+3 USP), Damage 3d8.

TAS Form 3.1 (Condensed)

Design Specifications

<i>Installed Components</i>	<i>Tonnage</i>	<i>Cost (MCr)</i>	<i>EP</i>
200-ton hull (Needle/Wedge)	200	24	
Airframe	-10	2.4	
TL10 Armor (AR:5)	-36	3.9	
Bridge	-20	0.1	
Computer (Mod/4)	-0.4	24.8	-2
Flight Avionics (Mod/2)	-0.8	(7.2)	
Sensors (Mod/4)	-1.2	(9.6)	
Communications (Mod/4)	-0.8	(8)	
Maneuver Drive 6	-34	17	-12
TL9 Power Plant	-43.5	130.5	+29
Power Plant Fuel	-29		
2 Hardpoints		0.2	
2 Triple Turrets	-2	2	
3 Missile Racks		2.25	
3 Missile Magazines	-3	0.3	
60 Missiles		0.3	
3 Triple Beam Lasers		3	-3
4 Staterooms	-16	2	
Cargo	-3.3		
<i>Totals</i>	<i>+0</i>	<i>MCr212.75 (MCr170.2 with 20% standard design discount)</i>	

TL10 ARMORED SYSTEM DEFENSE BOAT

Medium-Size Spaceship

A generic highly armored TL10 SDB like the one detailed below would cost MCr129.4 new, and take 11 months to build. It requires a crew of six: captain, pilot, engineer, two gunners, and a missile technician who doubles as a medic.

TL10 ARMORED SYSTEM DEFENSE BOAT

Class: Spacecraft, type SDB-10A	EP Output: 17 (0 excess)
Tech Level: 10	Agility: 0 (+0 EP)
Size: Medium (200 tons)	Initiative: +0 (+0 agility)
Streamlining: Airframe	AC: 20 (+10 armor)
Jump Range: None	Repulsors: None
Acceleration: 6-G	Nuclear Dampers: None
Fuel: 29	Meson Screens: None
Duration: 4 weeks	Black Globes: None
Crew: 6	AR: 10
Staterooms: 4	SI: 115
Small Cabins: 0	Main Computer: Model/4 (400 CPU)
Bunks: 0	Sensor Range: Long (Model/4)
Couches: 0	Comm. Range: Long (Model/4)
Low Berths: 0	
Cargo Space: 3.3 tons	Cost: MCr129.4 (new)
Atmospheric Speeds:	NoE = 1475kph
Cruising = 4425kph	Maximum = 5900kph
Other Equipment: Missile magazines (X3), 60 Missiles.	

Triple Turret: Missile Racks (x3), Attack Bonus +2 (+2 USP), Damage 2d6.
Triple Turret: Beam Lasers (x3), Attack Bonus +3 (+3 USP), Damage 3d8.

TAS Form 3.1 (Condensed)

Design Specifications

<i>Installed Components</i>	<i>Tonnage</i>	<i>Cost (MCr)</i>	<i>EP</i>
200-ton hull (Needle/Wedge)	200	24	
Airframe	-10	2.4	
TL10 Armor (AR:10)	-66	6.9	
Bridge	-20	0.1	
Computer (Mod/4)	-0.4	24.8	-2
Flight Avionics (Mod/2)	-0.8	(7.2)	
Sensors (Mod/4)	-1.2	(9.6)	
Communications (Mod/4)	-0.8	(8)	
Maneuver Drive 6	-34	17	-12
TL9 Power Plant	-25.5	76.5	+17
Power Plant Fuel	-17		
2 Hardpoints		0.2	
2 Triple Turrets	-2	2	
3 Missile Racks		2.25	
3 Missile Magazines	-3	0.3	
60 Missiles		0.3	
3 Triple Beam Lasers		3	-3
4 Staterooms	-16	2	
Cargo	-3.3		
<i>Totals</i>	<i>+0</i>	<i>MCr161.75 (MCr129.4 with 20% standard design discount)</i>	

TL11 AGILE SYSTEM DEFENSE BOAT

Medium-Size Spaceship

A generic high agility TL11 SDB like the one detailed below would cost MCr183.16 new, and take 11 months to build. It requires a crew of six: captain, pilot, engineer, two gunners, and a missile technician who doubles as a medic.

TL11 AGILE SYSTEM DEFENSE BOAT

Class: Spacecraft, type SDB-11	EP Output: 30 (12 excess)
Tech Level: 11	Agility: 6 (+12 EP)
Size: Medium (200 tons)	Initiative: +6 (+6 agility)
Streamlining: Airframe	AC: 21 (+6 agility, +5 armor)
Jump Range: None	Repulsors: None
Acceleration: 6-G	Nuclear Dampers: None
Fuel: 30	Meson Screens: None
Duration: 4 weeks	Black Globes: None
Crew: 6	AR: 5
Staterooms: 4	SI: 115
Small Cabins: 0	Main Computer: Model/5 (1000 CPU)
Bunks: 0	Sensor Range: Very long (Model/5)
Couches: 0	Comm. Range: Very long (Model/5)
Low Berths: 0	
Cargo Space: 0.2 tons	Cost: MCr183.16 (new)
Atmospheric Speeds:	NoE = 1475kph
Cruising = 4425kph	Maximum = 5900kph
Other Equipment: Missile magazines (X3), 60 Missiles.	

Triple Turret: Missile Racks (x3), Attack Bonus +2 (+2 USP), Damage 2d6.
Triple Turret: Beam Lasers (x3), Attack Bonus +3 (+3 USP), Damage 3d8.

TAS Form 3.1 (Condensed)

Design Specifications

<i>Installed Components</i>	<i>Tonnage</i>	<i>Cost (MCr)</i>	<i>EP</i>
200-ton hull (Needle/Wedge)	200	24	
Airframe	-10	2.4	
TL11 Armor (AR:5)	-36	3.9	
Bridge	-20	0.1	
Computer (Mod/5)	-0.5	36.5	-3
Flight Avionics (Mod/2)	-0.8	(9)	
Sensors (Mod/5)	-1.5	(15)	
Communications (Mod/5)	-1	(12.5)	
Maneuver Drive 6	-34	17	-12
TL9 Power Plant	-45	135	+30
Power Plant Fuel	-30		
2 Hardpoints		0.2	
2 Triple Turrets	-2	2	
3 Missile Racks		2.25	
3 Missile Magazines	-3	0.3	
60 Missiles		0.3	
3 Triple Beam Lasers		3	-3
4 Staterooms	-16	2	
Cargo	-0.2		
<i>Totals</i>	<i>+0</i>	<i>MCr228.95 (MCr183.16 with 20% standard design discount)</i>	

TL11 ARMORED SYSTEM DEFENSE BOAT

Medium-Size Spaceship

A generic highly armored TL11 SDB like the one detailed below would cost MCr142.36 new, and take 11 months to build. It requires a crew of six: captain, pilot, engineer, two gunners, and a missile technician who doubles as a medic.

TL11 ARMORED SYSTEM DEFENSE BOAT

Class: Spacecraft, type SDB-11A	EP Output: 18 (0 excess)
Tech Level: 11	Agility: 0 (+0 EP)
Size: Medium (200 tons)	Initiative: +0 (+0 agility)
Streamlining: Airframe	AC: 20 (+10 armor)
Jump Range: None	Repulsors: None
Acceleration: 6-G	Nuclear Dampers: None
Fuel: 18	Meson Screens: None
Duration: 4 weeks	Black Globes: None
Crew: 6	AR: 10
Staterooms: 4	SI: 115
Small Cabins: 0	Main Computer: Model/5 (1000 CPU)
Bunks: 0	Sensor Range: Very long (Model/5)
Couches: 0	Comm. Range: Very long (Model/5)
Low Berths: 0	
Cargo Space: 0.2 tons	Cost: MCr142.36 (new)
Atmospheric Speeds:	NoE = 1475kph
Cruising = 4425kph	Maximum = 5900kph
Other Equipment: Missile magazines (X3), 60 Missiles.	

Triple Turret: Missile Racks (x3), Attack Bonus +2 (+2 USP), Damage 2d6.
Triple Turret: Beam Lasers (x3), Attack Bonus +3 (+3 USP), Damage 3d8.

TAS Form 3.1 (Condensed)

Design Specifications

<i>Installed Components</i>	<i>Tonnage</i>	<i>Cost (MCr)</i>	<i>EP</i>
200-ton hull (Needle/Wedge)	200	24	
Airframe	-10	2.4	
TL11 Armor (AR:10)	-66	6.9	
Bridge	-20	0.1	
Computer (Mod/5)	-0.5	36.5	-3
Flight Avionics (Mod/2)	-0.8	(9)	
Sensors (Mod/5)	-1.5	(15)	
Communications (Mod/5)	-1	(12.5)	
Maneuver Drive 6	-34	17	-12
TL9 Power Plant	-27	81	+18
Power Plant Fuel	-18		
2 Hardpoints		0.2	
2 Triple Turrets	-2	2	
3 Missile Racks		2.25	
3 Missile Magazines	-3	0.3	
60 Missiles		0.3	
3 Triple Beam Lasers		3	-3
4 Staterooms	-16	2	
Cargo	-0.2		
<i>Totals</i>	<i>+0</i>	<i>MCr177.95 (MCr142.36 with 20% standard design discount)</i>	

TL12 AGILE SYSTEM DEFENSE BOAT

Medium-Size Spaceship

A generic high agility TL12 SDB like the one detailed below would cost MCr200.84 new, and take 11 months to build. It requires a crew of six: captain, pilot, engineer, two gunners, and a missile technician who doubles as a medic.

TL12 AGILE SYSTEM DEFENSE BOAT

Class: Spacecraft, type SDB-12	EP Output: 32 (12 excess)
Tech Level: 12	Agility: 6 (+12 EP)
Size: Medium (200 tons)	Initiative: +6 (+6 agility)
Streamlining: Airframe	AC: 22 (+6 agility, +6 armor)
Jump Range: None	Repulsors: None
Acceleration: 6-G	Nuclear Dampers: None
Fuel: 32	Meson Screens: None
Duration: 4 weeks	Black Globes: None
Crew: 6	AR: 6
Staterooms: 4	SI: 115
Small Cabins: 0	Main Computer: Model/6 (1320 CPU)
Bunks: 0	Sensor Range: Extreme (Model/6)
Couches: 0	Comm. Range: Extreme (Model/6)
Low Berths: 0	
Cargo Space: 2.6 tons	Cost: MCr200.84 (new)
Atmospheric Speeds:	NoE = 1475kph
Cruising = 4425kph	Maximum = 5900kph
Other Equipment: Missile magazines (X3), 60 Missiles.	

Triple Turret: Missile Racks (x3), Attack Bonus +2 (+2 USP), Damage 2d6.
Triple Turret: Beam Lasers (x3), Attack Bonus +3 (+3 USP), Damage 3d8.

TAS Form 3.1 (Condensed)

Design Specifications

<i>Installed Components</i>	<i>Tonnage</i>	<i>Cost (MCr)</i>	<i>EP</i>
200-ton hull (Needle/Wedge)	200	24	
Airframe	-10	2.4	
TL12 Armor (AR:6)	-28	3.1	
Bridge	-20	0.1	
Computer (Mod/6)	-0.6	50.4	-5
Flight Avionics (Mod/2)	-0.8	(10.8)	
Sensors (Mod/6)	-1.8	(21.6)	
Communications (Mod/6)	-1.2	(18)	
Maneuver Drive 6	-34	17	-12
TL9 Power Plant	-48	144	+32
Power Plant Fuel	-32		
2 Hardpoints		0.2	
2 Triple Turrets	-2	2	
3 Missile Racks		2.25	
3 Missile Magazines	-3	0.3	
60 Missiles		0.3	
3 Triple Beam Lasers		3	-3
4 Staterooms	-16	2	
Cargo	-2.6		
<i>Totals</i>	<i>+0</i>	<i>MCr251.05 (MCr200.84 with 20% standard design discount)</i>	

TL12 ARMORED SYSTEM DEFENSE BOAT

Medium-Size Spaceship

A generic highly armored TL12 SDB like the one detailed below would cost MCr166.76 new, and take 11 months to build. It requires a crew of six: captain, pilot, engineer, two gunners, and a missile technician who doubles as a medic.

TL12 ARMORED SYSTEM DEFENSE BOAT

Class: Spacecraft, type SDB-12A	EP Output: 22 (2 excess)
Tech Level: 12	Agility: 1 (+2 EP)
Size: Medium (200 tons)	Initiative: +1 (+1 agility)
Streamlining: Airframe	AC: 23 (+1 agility, +12 armor)
Jump Range: None	Repulsors: None
Acceleration: 6-G	Nuclear Dampers: None
Fuel: 32	Meson Screens: None
Duration: 4 weeks	Black Globes: None
Crew: 6	AR: 12
Staterooms: 4	SI: 115
Small Cabins: 0	Main Computer: Model/6 (1320 CPU)
Bunks: 0	Sensor Range: Extreme (Model/6)
Couches: 0	Comm. Range: Extreme (Model/6)
Low Berths: 0	
Cargo Space: 3.6 tons	Cost: MCr166.76 (new)
Atmospheric Speeds:	NoE = 1475kph
Cruising = 4425kph	Maximum = 5900kph
Other Equipment: Missile magazines (X3), 60 Missiles.	

Triple Turret: Missile Racks (x3), Attack Bonus +2 (+2 USP), Damage 2d6.
Triple Turret: Beam Lasers (x3), Attack Bonus +3 (+3 USP), Damage 3d8.

TAS Form 3.1 (Condensed)

Design Specifications

<i>Installed Components</i>	<i>Tonnage</i>	<i>Cost (MCr)</i>	<i>EP</i>
200-ton hull (Needle/Wedge)	200	24	
Airframe	-10	2.4	
TL12 Armor (AR:12)	-52	5.5	
Bridge	-20	0.1	
Computer (Mod/6)	-0.6	50.4	-5
Flight Avionics (Mod/2)	-0.8	(10.8)	
Sensors (Mod/6)	-1.8	(21.6)	
Communications (Mod/6)	-1.2	(18)	
Maneuver Drive 6	-34	17	-12
TL9 Power Plant	-33	99	+22
Power Plant Fuel	-22		
2 Hardpoints		0.2	
2 Triple Turrets	-2	2	
3 Missile Racks		2.25	
3 Missile Magazines	-3	0.3	
60 Missiles		0.3	
3 Triple Beam Lasers		3	-3
4 Staterooms	-16	2	
Cargo	-3.6		
<i>Totals</i>	<i>+0</i>	<i>MCr208.45 (MCr166.76 with 20% standard design discount)</i>	

TL13 AGILE SYSTEM DEFENSE BOAT

Medium-Size Spaceship

A generic high agility TL13 SDB like the one detailed below would cost MCr181.08 new, and take 11 months to build. It requires a crew of six: captain, pilot, engineer, two gunners, and a missile technician who doubles as a medic.

TL13 AGILE SYSTEM DEFENSE BOAT

Class: Spacecraft, type SDB-13	EP Output: 34 (12 excess)
Tech Level: 13	Agility: 6 (+12 EP)
Size: Medium (200 tons)	Initiative: +6 (+6 agility)
Streamlining: Airframe	AC: 25 (+6 agility, +9 armor)
Jump Range: None	Repulsors: None
Acceleration: 6-G	Nuclear Dampers: None
Fuel: 34	Meson Screens: None
Duration: 4 weeks	Black Globes: None
Crew: 6	AR: 9
Staterooms: 4	SI: 115
Small Cabins: 0	Main Computer: Model/7 (1680 CPU)
Bunks: 0	Sensor Range: System-wide (Model/7)
Couches: 0	Comm. Range: System-wide (Model/7)
Low Berths: 0	
Cargo Space: 2.0 tons	Cost: MCr181.08 (new)
Atmospheric Speeds:	NoE = 1475kph
Cruising = 4425kph	Maximum = 5900kph
Other Equipment: Missile magazines (X3), 60 Missiles.	

Triple Turret: Missile Racks (x3), Attack Bonus +3 (+3 USP), Damage 3d6.
Triple Turret: Beam Lasers (x3), Attack Bonus +4 (+4 USP), Damage 4d8.

TAS Form 3.1 (Condensed)

Design Specifications

<i>Installed Components</i>	<i>Tonnage</i>	<i>Cost (MCr)</i>	<i>EP</i>
200-ton hull (Needle/Wedge)	200	24	
Airframe	-10	2.4	
TL13 Armor (AR:9)	-40	4.3	
Bridge	-20	0.1	
Computer (Mod/7)	-0.7	66.5	-7
Flight Avionics (Mod/2)	-0.8	(12.6)	
Sensors (Mod/7)	-2.1	(29.4)	
Communications (Mod/7)	-1.4	(24.5)	
Maneuver Drive 6	-34	17	-12
TL13 Power Plant	-34	102	+34
Power Plant Fuel	-34		
2 Hardpoints		0.2	
2 Triple Turrets	-2	2	
3 Missile Racks		2.25	
3 Missile Magazines	-3	0.3	
60 Missiles		0.3	
3 Triple Beam Lasers		3	-3
4 Staterooms	-16	2	
Cargo	-2		
<i>Totals</i>	<i>+0</i>	<i>MCr226.35 (MCr181.08 with 20% standard design discount)</i>	

TL13 ARMORED SYSTEM DEFENSE BOAT

Medium-Size Spaceship

A generic highly armored TL13 SDB like the one detailed below would cost MCr163.16 new, and take 11 months to build. It requires a crew of six: captain, pilot, engineer, two gunners, and a missile technician who doubles as a medic.

TL13 ARMORED SYSTEM DEFENSE BOAT

Class: Spacecraft, type SDB-13A	EP Output: 26 (4 excess)
Tech Level: 13	Agility: 2 (+4 EP)
Size: Medium (200 tons)	Initiative: +2 (+2 agility)
Streamlining: Airframe	AC: 25 (+2 agility, +13 armor)
Jump Range: None	Repulsors: None
Acceleration: 6-G	Nuclear Dampers: None
Fuel: 34	Meson Screens: None
Duration: 4 weeks	Black Globes: None
Crew: 6	AR: 13
Staterooms: 4	SI: 115
Small Cabins: 0	Main Computer: Model/7 (1680 CPU)
Bunks: 0	Sensor Range: System-wide (Model/7)
Couches: 0	Comm. Range: System-wide (Model/7)
Low Berths: 0	
Cargo Space: 2.0 tons	Cost: MCr163.16 (new)
Atmospheric Speeds:	NoE = 1475kph
Cruising = 4425kph	Maximum = 5900kph
Other Equipment: Missile magazines (X3), 60 Missiles.	

Triple Turret: Missile Racks (x3), Attack Bonus +3 (+3 USP), Damage 3d6.
Triple Turret: Beam Lasers (x3), Attack Bonus +4 (+4 USP), Damage 4d8.

TAS Form 3.1 (Condensed)

Design Specifications

<i>Installed Components</i>	<i>Tonnage</i>	<i>Cost (MCr)</i>	<i>EP</i>
200-ton hull (Needle/Wedge)	200	24	
Airframe	-10	2.4	
TL13 Armor (AR:13)	-56	5.9	
Bridge	-20	0.1	
Computer (Mod/7)	-0.7	66.5	-7
Flight Avionics (Mod/2)	-0.8	(12.6)	
Sensors (Mod/7)	-2.1	(29.4)	
Communications (Mod/7)	-1.4	(24.5)	
Maneuver Drive 6	-34	17	-12
TL13 Power Plant	-26	78	+26
Power Plant Fuel	-26		
2 Hardpoints		0.2	
2 Triple Turrets	-2	2	
3 Missile Racks		2.25	
3 Missile Magazines	-3	0.3	
60 Missiles		0.3	
3 Triple Beam Lasers		3	-3
4 Staterooms	-16	2	
Cargo	-2		
<i>Totals</i>	<i>+0</i>	<i>MCr203.95 (MCr163.16 with 20% standard design discount)</i>	

TL14 SYSTEM DEFENSE BOAT

Medium-Size Spaceship

A generic TL14 SDB like the one detailed below would cost MCr199.72 new, and take 11 months to build. It requires a crew of six: captain, pilot, engineer, two gunners, and a missile technician who doubles as a medic.

TL14 SYSTEM DEFENSE BOAT

Class: Spacecraft, type SDB-14	EP Output: 36 (12 excess)
Tech Level: 14	Agility: 6 (+12 EP)
Size: Medium (200 tons)	Initiative: +6 (+6 agility)
Streamlining: Airframe	AC: 30 (+6 agility, +14 armor)
Jump Range: None	Repulsors: None
Acceleration: 6-G	Nuclear Dampers: None
Fuel: 36	Meson Screens: None
Duration: 4 weeks	Black Globes: None
Crew: 6	AR: 14
Staterooms: 4	SI: 115
Small Cabins: 0	Main Computer: Model/8 (2080 CPU)
Bunks: 0	Sensor Range: System-wide (Model/8)
Couches: 0	Comm. Range: System-wide (Model/8)
Low Berths: 0	
Cargo Space: 7.4 tons	Cost: MCr199.72 (new)
Atmospheric Speeds:	NoE = 1475kph
Cruising = 4425kph	Maximum = 5900kph
Other Equipment: Missile magazines (X3), 60 Missiles.	

Triple Turret: Missile Racks (x3), Attack Bonus +3 (+3 USP), Damage 3d6.
Triple Turret: Beam Lasers (x3), Attack Bonus +4 (+4 USP), Damage 4d8.

TAS Form 3.1 (Condensed)

Design Specifications

<i>Installed Components</i>	<i>Tonnage</i>	<i>Cost (MCr)</i>	<i>EP</i>
200-ton hull (Needle/Wedge)	200	24	
Airframe	-10	2.4	
TL14 Armor (AR:14)	-30	3.3	
Bridge	-20	0.1	
Computer (Mod/8)	-0.8	84.8	-9
Flight Avionics (Mod/2)	-0.8	(14.4)	
Sensors (Mod/8)	-2.4	(38.4)	
Communications (Mod/8)	-1.6	(32)	
Maneuver Drive 6	-34	17	-12
TL13 Power Plant	-36	108	+36
Power Plant Fuel	-36		
2 Hardpoints		0.2	
2 Triple Turrets	-2	2	
3 Missile Racks		2.25	
3 Missile Magazines	-3	0.3	
60 Missiles		0.3	
3 Triple Beam Lasers		3	-3
4 Staterooms	-16	2	
Cargo	-7.4		
<i>Totals</i>	<i>+0</i>	<i>MCr249.65 (MCr199.72 with 20% standard design discount)</i>	

TL15 SYSTEM DEFENSE BOAT

Medium-Size Spaceship

A generic TL15 SDB like the one detailed below would cost MCr161.24 new, and take 11 months to build. It requires a crew of six: captain, pilot, engineer, two gunners, and a missile technician who doubles as a medic.

TL15 SYSTEM DEFENSE BOAT

Class: Spacecraft, type SDB-15	EP Output: 39 (12 excess)	Triple Turret: Missile Racks (x3), Attack Bonus +3 (+3 USP), Damage 3d6. Triple Turret: Beam Lasers (x3), Attack Bonus +4 (+4 USP), Damage 4d8.
Tech Level: 15	Agility: 6 (+12 EP)	
Size: Medium (200 tons)	Initiative: +6 (+6 agility)	
Streamlining: Airframe	AC: 31 (+6 agility, +15 armor)	
Jump Range: None	Repulsors: None	
Acceleration: 6-G	Nuclear Dampers: None	
Fuel: 19.5	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 6	AR: 15	
Staterooms: 4	SI: 115	
Small Cabins: 0	Main Computer: Model/9 (2520 CPU)	
Bunks: 0	Sensor Range: System-wide (Model/9)	
Couches: 0	Comm. Range: System-wide (Model/9)	
Low Berths: 0		
Cargo Space: 37.8 tons	Cost: MCr176.68 (new)	
Atmospheric Speeds:	NoE = 1475kph	
Cruising = 4425kph	Maximum = 5900kph	
Other Equipment: Missile magazines (X3), 60 Missiles.		

TAS Form 3.1 (Condensed)

Design Specifications

<i>Installed Components</i>	<i>Tonnage</i>	<i>Cost (MCr)</i>	<i>EP</i>
200-ton hull (Needle/Wedge)	200	24	
Airframe	-10	2.4	
TL15 Armor (AR:15)	-32	3.5	
Bridge	-20	0.1	
Computer (Mod/9)	-0.9	105.3	-12
Flight Avionics (Mod/2)	-0.8	(16.2)	
Sensors (Mod/9)	-2.7	(48.6)	
Communications (Mod/9)	-1.8	(40.5)	
Maneuver Drive 6	-34	17	-12
TL15 Power Plant	-19.5	58.5	+39
Power Plant Fuel	-19.5		
2 Hardpoints		0.2	
2 Triple Turrets	-2	2	
3 Missile Racks		2.25	
3 Missile Magazines	-3	0.3	
60 Missiles		0.3	
3 Triple Beam Lasers		3	-3
4 Staterooms	-16	2	
Cargo	-37.8		
<i>Totals</i>	<i>+0</i>	<i>MCr220.85 (MCr176.68 with 20% standard design discount)</i>	

TL16 SYSTEM DEFENSE BOAT

Medium-Size Spaceship

A generic TL16 SDB like the one detailed below would cost MCr161.24 new, and take 11 months to build. It requires a crew of six: captain, pilot, engineer, two gunners, and a missile technician who doubles as a medic.

TL16 SYSTEM DEFENSE BOAT

Class: Spacecraft, type SDB-16	EP Output: 39 (12 excess)
Tech Level: 16	Agility: 6 (+12 EP)
Size: Medium (200 tons)	Initiative: +6 (+6 agility)
Streamlining: Airframe	AC: 32 (+6 agility, +16 armor)
Jump Range: None	Repulsors: None
Acceleration: 6-G	Nuclear Dampers: None
Fuel: 13	Meson Screens: None
Duration: 4 weeks	Black Globes: None
Crew: 6	AR: 16
Staterooms: 4	SI: 115
Small Cabins: 0	Main Computer: Model/9 (2520 CPU)
Bunks: 0	Sensor Range: System-wide (Model/9)
Couches: 0	Comm. Range: System-wide (Model/9)
Low Berths: 0	
Cargo Space: 48.8 tons	Cost: MCr161.24 (new)
Atmospheric Speeds:	NoE = 1475kph
Cruising = 4425kph	Maximum = 5900kph
Other Equipment: Missile magazines (X3), 60 Missiles.	

Triple Turret: Missile Racks (x3), Attack Bonus +3 (+3 USP), Damage 3d6.
Triple Turret: Beam Lasers (x3), Attack Bonus +4 (+4 USP), Damage 4d8.

TAS Form 3.1 (Condensed)

Design Specifications

<i>Installed Components</i>	<i>Tonnage</i>	<i>Cost (MCr)</i>	<i>EP</i>
200-ton hull (Needle/Wedge)	200	24	
Airframe	-10	2.4	
TL16 Armor (AR:16)	-34	3.7	
Bridge	-20	0.1	
Computer (Mod/9)	-0.9	105.3	-12
Flight Avionics (Mod/2)	-0.8	(16.2)	
Sensors (Mod/9)	-2.7	(48.6)	
Communications (Mod/9)	-1.8	(40.5)	
Maneuver Drive 6	-34	17	-12
TL16 Power Plant	-13	39	+39
Power Plant Fuel	-13		
2 Hardpoints		0.2	
2 Triple Turrets	-2	2	
3 Missile Racks		2.25	
3 Missile Magazines	-3	0.3	
60 Missiles		0.3	
3 Triple Beam Lasers		3	-3
4 Staterooms	-16	2	
Cargo	-48.8		
<i>Totals</i>	<i>+0</i>	<i>MCr201.55 (MCr161.24 with 20% standard design discount)</i>	

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