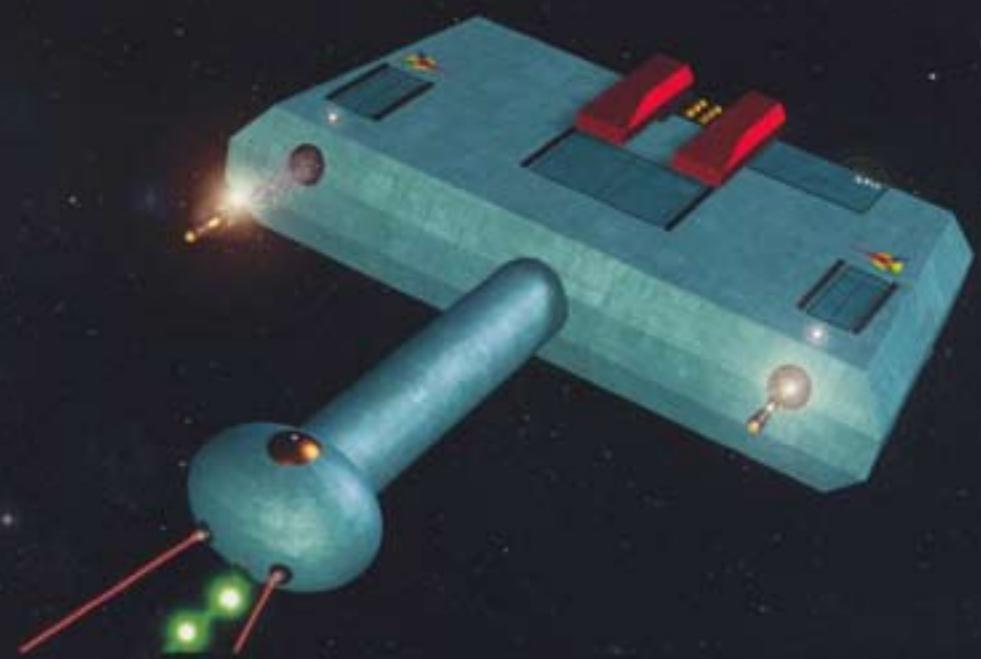




DECK PLANS #1

KLINGON G1 GUNBOAT



**FOR USE WITH GURPS
OR TRAVELLER RPGs**



TECHNICAL FILE

KLINGON G1-CLASS GUNBOAT

FAST PATROL SHIPS

The “fast patrol ships” or PFs appeared about Y178-Y180 during the final stages of the General War. PFs are intended as attrition units, cheaper and faster to build than starships. Much as the motor torpedo boat of 1904 put the pre-dreadnought battleships out of business, fast patrol ships were intended to make life dangerous for “true warships” because of their high firepower, considerable speed, and enhanced maneuverability. The typical fast patrol ship had about 37% of the firepower of a cruiser, but since they normally operated in groups of six (limited by command circuits), they made the last years of the General War far more exciting than they otherwise would have been.

These “gunboats” (and the earlier “Interceptors”) were originally used for planetary and base defenses, and were intended to make such defenses impregnable. A planet with two or three flotillas of gunboats was immune to attack by any squadron of warships, and if an entire enemy fleet came calling it could be assumed that a friendly fleet would also be present. The only drawback to the PF was its short range, limited to a combat radius of 500 parsecs.

Very quickly, however, races operating fast patrol ships found the advantages of using them offensively. Cruiser-sized “fast patrol tenders” were designed with the ability to dock six of these gunboats on “mechanical linkages” installed on their tractor beams. Each of these ships increased the firepower of the average battle group by 10%. By the end of the war, huge Space Control Ships were built from dreadnought hulls carrying both fighters and PFs.

The Federation, alone of the major races, refused to build PFs, citing the high casualty rates among their crews, opting instead to build larger and more deadly two-pilot fighters, and to reorganize fleets to use more fighters.

After the General War ended, many of these PFs (often stripped of most of their weapons) were sold off to civilians and local governments for use as utility starships and work boats, replacing the pre-war Skiff classes. In this role, they found a second life of adventure, exploring, and just plain old hard work.

Since PFs could dock to anything *and* land on planets, they were perfect for utility missions. They could deliver cargo, move people around, serve as yachts and taxis, explore new planets, mine asteroids, and generally do a thousand jobs. They were faster than the older skiffs and (in civilian modes) could fly nearly 2,000 parsecs one way. Built to withstand battle damage, they could survive for decades in civilian service. Since there are dozens of habitable planets in any given 500 parsec area, this range was more than adequate. Their operators found them as handy as a pickup truck and as tough as a mule. With the post-war economic boom, there was a demand for new resources to be found and long-ignored planets to be surveyed for new colonies.

KLINGON G1 GUNBOAT

The Klingon G1 was typical of “fast patrol ships” around the galaxy. It came packed with two phaser-2s, a disruptor, two drone (missile) launchers, and an anti-drone system. The crew was usually 27 people, and it was common for all but a few of them to be non-Klingons. There are even records of PFs operating with entirely Subject Race crews. The G1 was 32 meters long (about 106 feet) and 24 meters wide. While PFs have artificial gravity, this is often turned off to save power. In combat, most crewmen remain strapped into their seats. Maximum operation is about 10 days but most missions are 24-48 hours.

The Deep Space Fleet was originally hesitant about adopting the Lyran idea of PFs (no one knew what they would become in another short year) but the Internal Security Forces placed a huge order (intending to assign them to planets for police work). The Klingon Army wanted them for planetary defenses, but being banned from operating starships (even of this small type) until Y183, they contented themselves with providing funds for the ISF to deploy six on each significant colony planet rather than the two the ISF originally intended. Within months, combat reports from the Lyrans showed the true value of the PFs, and the Deep Space Fleet started buying them for base defense units, and drafting police gunboat units into the fleet as fast as they could. During the first months in which PFs fought in combat, more than half of Klingon “fleet” gunboats belonged to the “police” units.

Once the offensive potential was discovered, the Klingons began converting D6s and D5s into PF Tenders (PFTs) and mounting major operations. Thousands of G1s were deployed by the Klingons during the General War.

Design Data: Klingon G1 Fast Patrol Ship

Hull Volume: 500,000; Spaces: 1,000; Loaded Mass: 15,000; kSF: 40; Hull cHP: 600; Crew: 30; TL: 12; Compartmentalization: Heavy; Hull Strength: Standard; SM: +10; cSM: +0; ASig: -8; Psig: -8.

Cruise Speed: Warp 7; Emergency Speed: Warp 9.25; Tactical Speed: Warp 3.2; Damage Control: 20 systems; Basic Stealth; Basic EmCon; Sensors (advanced) FTL.

Engines: Two warp engines (Compact, with boosters); @ 7,500 tons; Warp Thrust: 37,800; Output: 18,000 MW; Dilithium Chamber: 35-ton. Two impulse engines; @ 3,000 ton each; Impulse Thrust: 80,000; Output: 6,000 MW. Batteries: 1; Aux Reactors: 300 ton; Output: 3,000 MW.

Control: Main (Small Command Bridge).

Armor: cDR 5; Shields: cDR 180.

Weapons: 1 Disruptor; 2 type-A drone racks; 1 bank of 2 Phaser-2; 1 ADD rack.

Accessories: Total life support with emergency supplies for 30 crew. Artificial Gravity. 1 Entry Module.

The above data is for the **GURPS 3rd Edition AND 4th Edition** systems.

EXTERNAL DETAILS: G1-CLASS GUNBOAT

The Reaction Control Thrusters are used for docking and other maneuvers when not traveling under warp or impulse. In wartime, these often went unrepaired as the base could use tractor beams to dock the gunboats.

The engines are below the hull and hence do not appear on the deck plans. The crew can enter them through connector tubes for repair when away from base.

Warp engines normally provide all of the motive power, with impulse engines used only for auxiliary power or for non-warp maneuvers. The two can be combined to get maximum speed out of the gunboat.

The bulges on the aft end of the engines are the "boosters" which mix raw anti-matter into the exhaust to increase

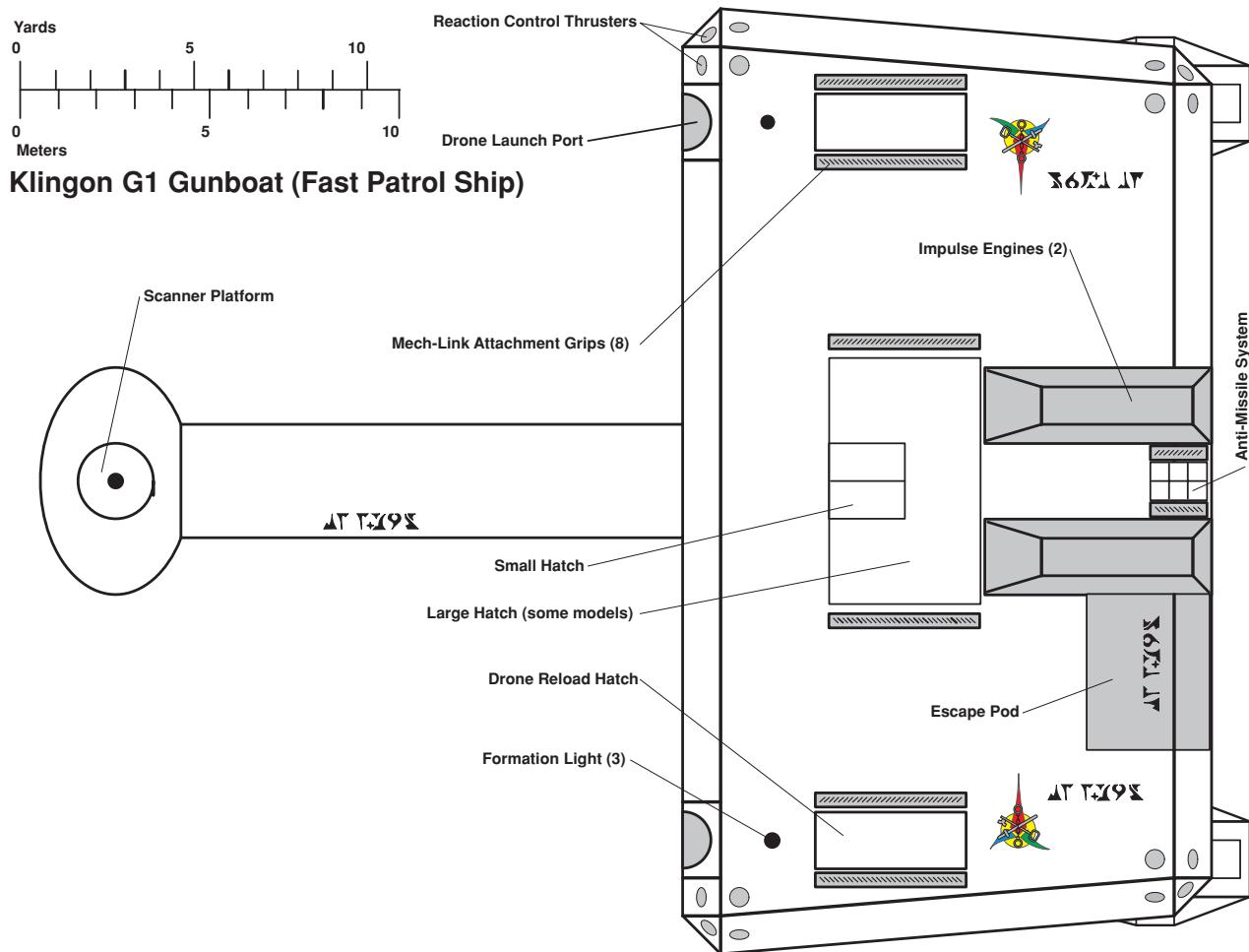
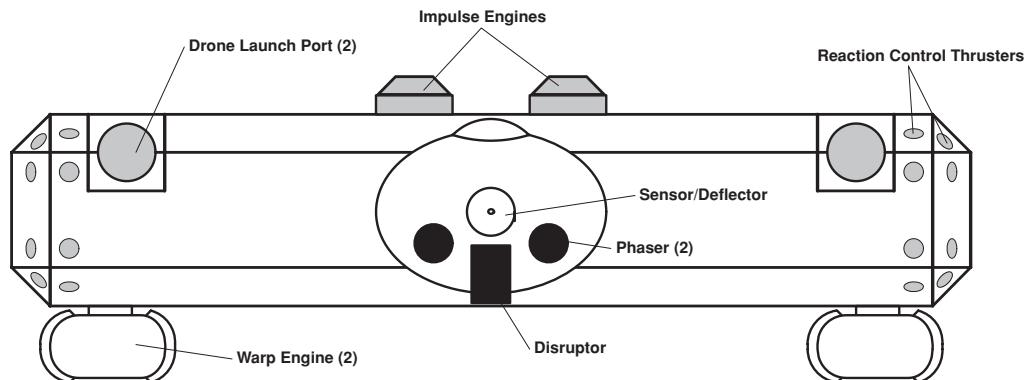
speed. These make the engines vulnerable to damage.

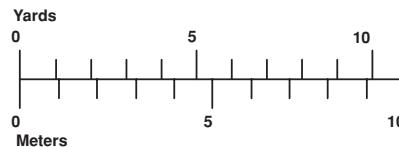
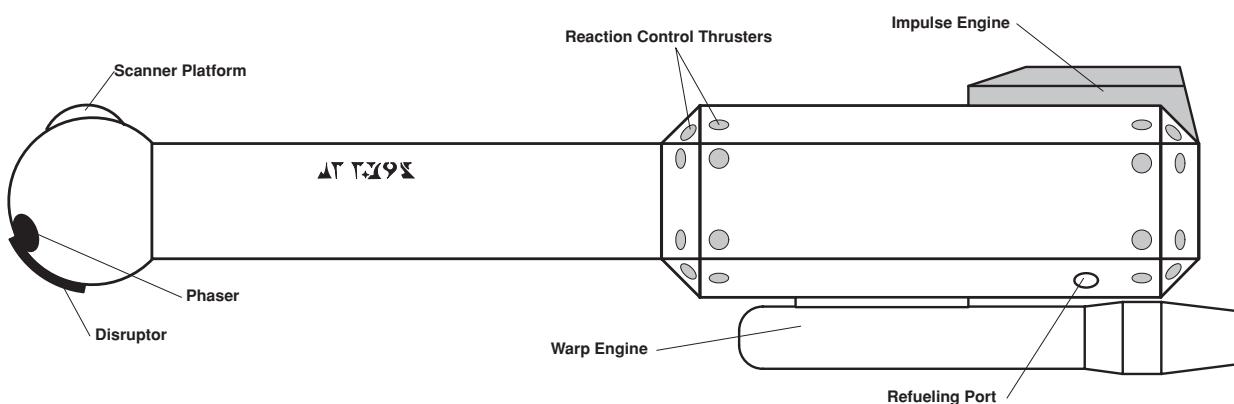
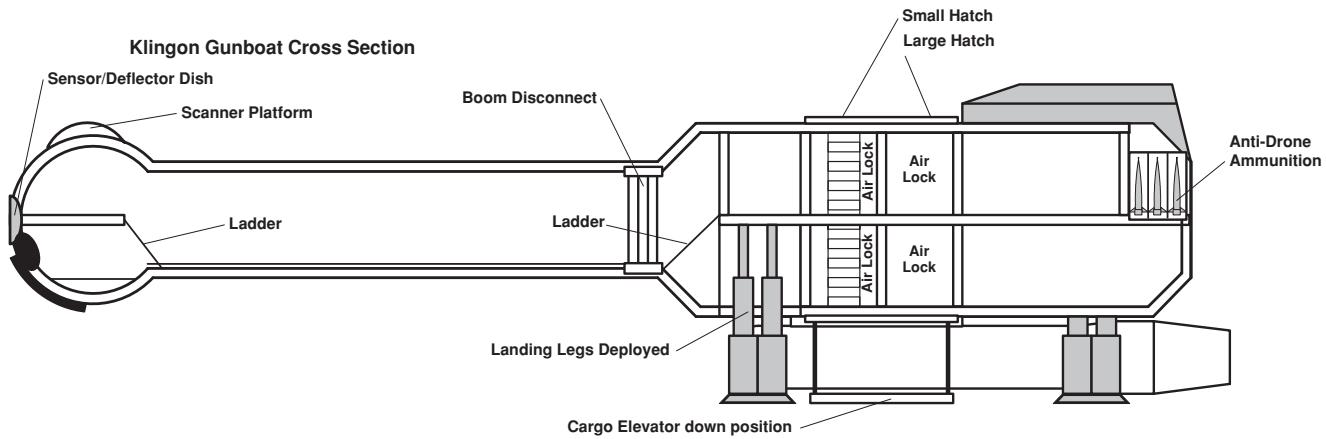
The "drones" are known as "missiles" within the **GURPS** or **Traveller** game systems. While many kinds of drones (missiles) exist, most are simply one-way nuclear warhead delivery systems.

The "tow bar" is a very short-ranged tractor beam system allowing one gunboat to tow a disabled gunboat home or pull an escape pod into a docking position. Civilianized versions sometimes used this in asteroid mining.

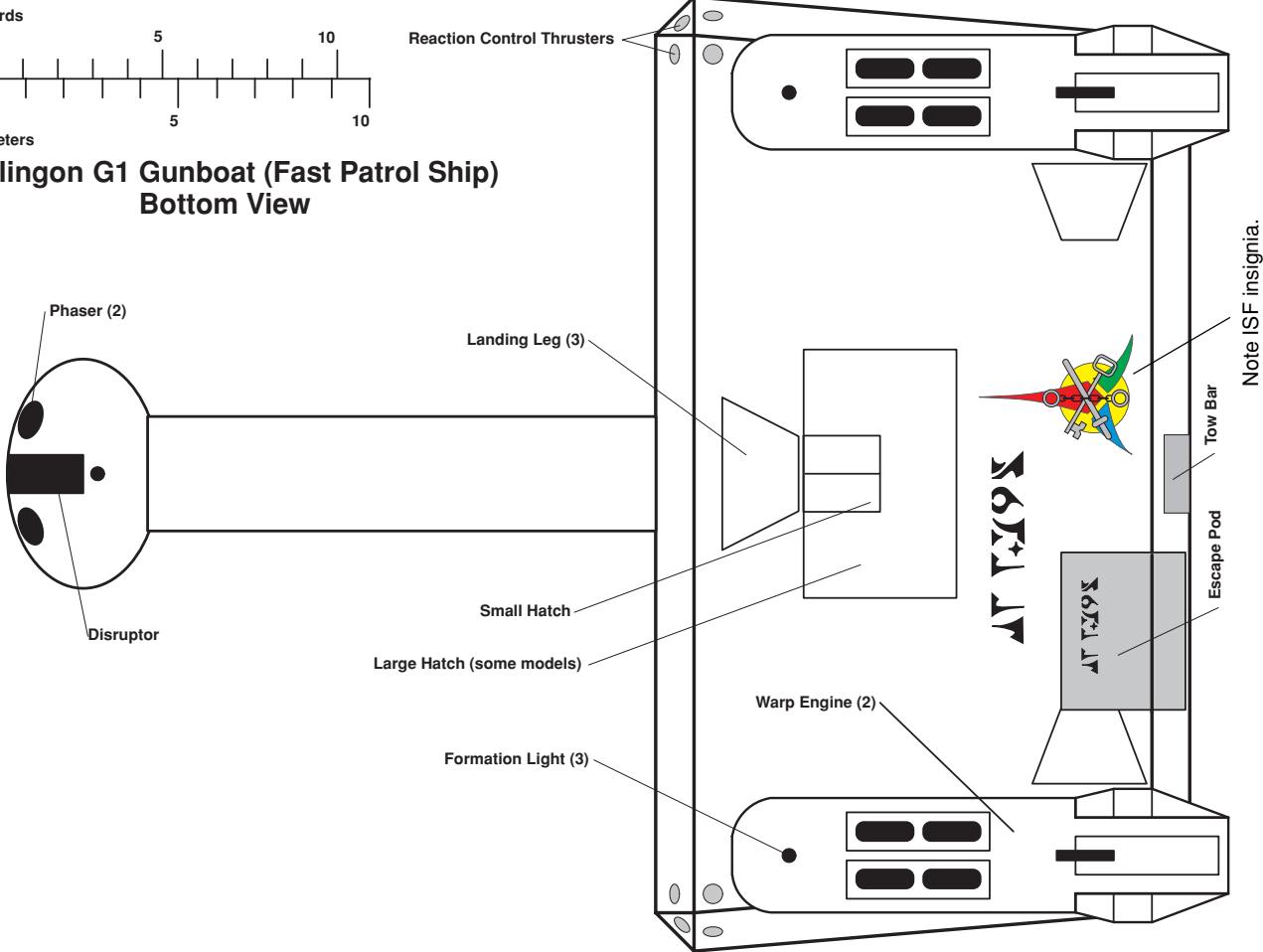
Formation lights are used in close maneuvers. In wartime, these are the first things to go out of service without being repaired as they are not important in combat.

Note that the bridge and hull are two decks high but that the connecting boom is only one deck high.





**Klingon G1 Gunboat (Fast Patrol Ship)
Bottom View**



INTERNAL DETAILS: STANDARD G1 GUNBOAT

Upper Deck, Command Bridge

The “bridge” of the G1 gunboat is more of an elaborate cockpit than a true bridge. There are seats for five people.

The commander’s control panel can monitor overall PF operations and access the situation displays. This position can take over the function of any other panel on the ship, and in theory one man could operate the PF from this seat (although he couldn’t do everything at once and some problems might escape his notice, and of course he could not drive the boat and fire its weapons effectively at the same time).

On the right of the captain are the helm (pilot) and navigator positions. Either of these positions can perform either function. The helmsman actually flies the boat while the navigator tracks their position via star sightings.

On the left of the commander is the chief weapons officer and the sensor station. The weapons officer supervises the gunners while the sensor technician tracks long range targets. One of the four bridge personnel is ESS.

The connecting boom is one deck in height. It includes seats for the disruptor gunner and his technician, for the communications technician, and for two marines.

The boom can detach as a lifepod; there is storage space for emergency supplies. The aft end of the boom has double doors allowing for separation. There is no propulsion system other than very small RCS thrusters. Each end of the boom has a stowable ladder (to reach the upper decks) for use in gravity conditions.

Upper Deck, Main Hull

Forward are the drone (missile) racks; these are reloaded through external hatches. The inspection corridors provide access. Also here are the computers, head, and the “common” room which includes the passive transporter receptor and some off duty space that could double as a rest area or sick bay.

The aft upper deck has the impulse engines, anti-missile system, escape pod (capacity 14, 7 couches on floor, 7 on ceiling), life support systems (shut down in combat), and the impulse engine monitoring room. This room has stations for the impulse engineer and impulse tech, as well as a marine. Two ladders lead to the lower deck.

The center of this deck has the docking port. On the basic G1 PF this consists of an airlock with an upper hatch for access to the PFT, a storage room, and an elevator (which can go from the tender above this deck, to the lower deck, or to the ground). [This elevator was eliminated on most G1s after the first year of production, leaving two cargo compartments, one on each deck.] On cargo or ground assault PFs, this entire central compartment is one large elevator/airlock (no middle floor), big enough to hold a ground vehicle. This variation is shown on the civilian PF. The emergency bulkheads use force screens to seal off sections in the event the hull is breached.

Lower Deck, Command Boom

The lower deck of the command pod houses the phasers and the disruptor mount. The control stations here are for the phaser gunners and their technicians. Either gunner could control either or both phasers, although the normal procedure is for independent control to allow independent targeting.

Lower Deck, Main Hull

In the forward center of this deck is the forward landing leg, used when landing on asteroids or planets. (The G1 can also “belly land” if the landing legs are damaged.) Landing is accomplished by the reaction control jets. Storage batteries for emergency power are on the right, and the 3,000 MW reactor is on the left. Small compartments are provided for the auxiliary engineer and auxiliary technician, who keep everything other than the weapons and engines running. These individuals are in these small compartments to protect them during combat, as they are the primary personnel responsible for damage control and the engineer could fly the ship from his compartment. There is a storage area for damage control supplies in the left rear, but in practice both auxiliary engineers keep such kits in their compartments along with pressure suits.

Fuel tanks and the lower ports of the reaction control system jets are along both sides. Fuel is, as on starships, a deuterium slush. The Cryo units keep the fuel cold.

The aft portion of this deck has the two rear landing legs, ladders to reach the upper deck, and the main engine room (which has seats for the chief engineer, the warp engine engineer, the warp engine technician, and one of the Marines).

There is an escape pod identical to the one on the upper deck (able to hold 14 people). These escape pods have small reaction control systems (not shown) and magnetic units that allow several pods to come together and link up, facilitating rescue.

The center of this deck is nearly identical to the upper deck except the airlock hatch opens downward. There is a ladder on the forward landing leg to exit the PF when it lands. The elevator can also lower to a planet surface (when the PF is on its landing legs). The cargo version’s elevator can lower cargo (or a ground vehicle) to the surface in the same way. There are theoretically two ESS personnel on board, one on the bridge and the other occupying the Marine seat in the engine room. In practice, the ESS often declined the opportunity to fly on non-leader PFs.

G1L Gunboat Leader

This heavier version of the G1 had hull extensions to provide space for a tractor beam, fully functional transporter, shuttlecraft docking cradle, and a second reactor for more power. One gunboat in each flotilla of six was of this heavier type. They were highly prized and expensive when sold off for civilian use after the war.

Civilian U-1 Utility Craft

This is a demilitarized version of the G-1 sold off after the General War. With the booming economy hungry for resources, there was plenty of work for those hardy individuals who bought a gunboat and went out to explore undeveloped planets or mine asteroid belts. These ships often (but not always) had the bigger cargo elevator airlock, had the disruptor, missile, and anti-missile systems removed, and had the phasers replaced by smaller self-defense phaser-3s. With a smaller crew, one escape pod was usually replaced with a special-purpose pod helpful in the mission that the crew selected.

CREW MANIFEST

KLINGON G1-CLASS GUNBOAT

THE BRIDGE CREW

CAPTAIN

Military: Always a line officer, and 80% of the time a Klingon (although most are Colonial Klingons rather than Homeworld-Klingons from Klinsai itself). Officers commanding gunboats attend a special (shorter) version of Command School to learn the finer points of leadership, delegation, and command. The Captain on our gunboat is an experienced gunboat officer who attended the Academy, a special technical school for gunboat officers focusing on the special equipment and systems on such ships (as opposed to larger warships). Commanders may have gone to non-Academy schools but all will have served as a gunner and probably also as a pilot-navigator or weapons officer. As the General War went on, more and more gunboat commanders were "up from the ranks" mustangs.



Civilian: This may be the owner of the boat or the acknowledged leader of a group of adventurers, miners, explorers, or pirates. Often ex-military, he will have a broad knowledge of the systems on his boat but his best skill is in recruiting and motivating experts in each of the required skill groups.

PILOT

Military: Usually an officer but rarely a gifted enlisted technician. About 70% of the time this will be a Klingon, usually from one of the warrior colonies. In most cases, the pilot is a qualified navigator and the navigator a qualified pilot, allowing them to alternate shifts or take over each other's duties should either become a casualty. In our sample crew, the pilot is a female warrior who is the "unmarried partner" of the Captain.



Civilian: Piloting is a key skill and no ship will be without a capable pilot. Even if the owner or commander is a pilot, there will always be another pilot as a backup.



NAVIGATOR

Military: Usually an officer but sometimes an enlisted technician. About 50% of the time this will be a Klingon, and 100% of the time this individual will be a rated pilot. In our sample crew, the navigator is a Bargantine, a race genetically descended from the Klingons but who excel at farming and fail miserably as soldiers. This Bargantine is one of the rare ones who can function in combat without going into a catatonic stupor. He is a new arrival on the crew and replaced an ESS lieutenant who was suddenly transferred to another duty.



Civilian: On many civilian boats this job is vacant, being done by the pilot or captain.

WEAPONS OFFICER

Military: Always an officer and about 90% of the time a Klingon, usually from a warrior colony. Even if (especially if) the captain is from a subject race, the Klingons will try to ensure that the weapons are under ethnic Klingon control. In our sample crew, this individual is a Walkurian-Klingon, that is, a Klingon born on the warrior colony Walkuria. He is likely to get his own gunboat to command if he survives another mission or two.



Civilian: This position is usually vacant.

SENSOR OPERATOR

Military: Often an enlisted technician. This is the closest thing a gunboat has to a "science officer" and he will perform that duty should the situation require it. In our sample crew this is a Dunkar who actually is a scientist with a university degree.



Civilian: Any independent ship seeking to make a living from exploring or prospecting would have a "science officer" assigned to the relevant duties.

COMMUNICATIONS TECHNICIAN

Military: An enlisted technician, often from a subject race. In our sample crew, this is another Zoolie, demonstrating that not all of her species are scouts and spies.



Civilian: This position is often vacant as the ship doesn't need to do that much communicating. (A military ship must have someone constantly monitoring subspace for updated orders. A civilian ship could even allow automatic equipment to record such messages and review them at the start of each shift.) This individual on a military ship more often repairs rather than operates the communications gear and without constant battle damage a civilian ship doesn't need that much repairing.

THE GUNNERS

DISRUPTOR GUNNER

Military: In theory an officer, but more often an enlisted technician promoted to warrant officer without going to the Academy. This will usually (but not always) be the senior gunner and second in command of the weapons department. About 75% of the time, this individual will be a Klingon. In our sample crew, this is a female Klingon T1 warrant officer. As the only T1s are non-academy "mustangs" promoted from the ranks, everyone who hears her rank knows that she is an officer only by orders, not by training. She lacks the university education of a "real" line officer or a senior technical warrant officer. Academy officers start at rank K1 and only become warrant officers upon failing to reach the K2 or K3 level.



Civilian: The civilianized U-1 does not have a disruptor.

DISRUPTOR TECHNICIAN

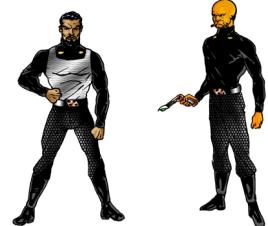
Military: Weapons are complex things, and each weapon has both a gunner and a technician. The technician, usually an enlisted person from a subject race, is responsible to keep the weapon in working order and repair it when it malfunctions. He monitors the weapon continually (particularly in action) so as to anticipate problems such as overheating or failing gyro stabilizers. In our sample crew, this individual is a Cromarg, a dwarf from a highly technical race whose planet was ruined by a nuclear war. Cromargs are often found in gunboat crews where their small size is an advantage.



Civilian: The civilianized U-1 does not have a disruptor.

PHASER GUNNERS

Military: There are two of these individuals, usually enlisted technicians and 70% of the time Klingons. Their job is to operate the ship's two phasers. Their control panels are cross-wired and either of them could fire either or both phasers. In our sample crew (which follows the pattern that Klingon regulations call for) one is a Klingon (married to one of the engineers) and the other is a specially-trusted Dunkar. While few Dunkars on starships are taught how to use the ship's weapons, many Dunkars serve as gunners on gunboats.



Civilian: In a civilian crew, there might be only one or two gunners on the entire crew, as the civilianized U-1 has only a pair of self-defense phaser-3s.



PHASER TECHNICIANS

Military: As with disruptors, each phaser has a technician to anticipate problems and correct them when they happen. In our case, both of these technicians are Cromargs. One of them is, just by chance, qualified for ground combat as a heavy weapons technician and could be attached to the Marines if they had to make a landing on a planet.

Civilian: Operated with smaller crews (as they are trying to turn a profit) and not expecting to be in combat very often, there might not be a phaser technician *per se*, but one of the engineers or technicians would certainly be qualified to do the task.



MISSILE OPERATOR

Military: This individual launches the missiles, tracks their targets, and observes (and sometimes controls) the missiles in flight. This individual is always a Klingon as this weapon has the longest range. In our case, this is a Klingon female (the younger sister of the disruptor gunner and the wife of the chief weapons officer).

Civilian: The civilianized U-1 does not have a missile launcher.



MISSILE TECHNICIAN

Military: As with other weapons, an enlisted technician from a subject race (in this case a Vudar who is the sister of the Impulse Engineer) monitors and repairs the system.

Civilian: The civilianized U-1 does not have a missile launcher.

ANTI-DRONE OPERATOR

Military: The Klingons (and some other races in the *Star Fleet Universe* including the Federation) use a short-range defensive system known as an "anti-drone" launcher. It carries six high-speed interceptors designed to destroy incoming missiles. These weapons can also be used against other small targets such as shuttlecraft. The gunner is, as with the phaser crews, usually an enlisted technician. This is the least-dangerous weapon on the ship and the most likely weapon to have a subject race gunner. In our sample crew, however, the gunner is an officer cadet from the Academy on his familiarization tour.



Civilian: Few civilian U-1s have anti-missile systems (because it is too hard to obtain ammunition) but some do. Should your gunboat have such a system, be sure to assign a gunner who can protect your ship from enemy missiles.

THE ENGINEERS

In a small starship intended to go a long way from home and get shot at when it gets there, it should be no surprise that engineers and their technicians comprise 1/4 of the crew. They have to operate the equipment, anticipate and prevent system failures, and repair things quickly when they malfunction or are damaged.

CHIEF ENGINEER

Military: This individual will always be a technical warrant officer, and usually the second highest ranked officer on the gunboat. Being a technical officer, however, he would never assume command except in extreme circumstances. In our case, the Chief Engineer is a Cromarg dwarf who has served in gunboats for two years (since they were invented).

Civilian: While he may or may not have the title, every civilian exploratory boat will have someone who is a better engineer than everyone else. As in the military, his job is not just to supervise the other engineers but train them to improve their skills.



WARP ENGINEER

Military: The second-ranked engineer, usually a technical warrant officer. Usually one of the four engineers will be a Klingon, and in this case she is a non-warrior married to the one of the phaser gunners (whom she out-ranks).

Civilian: Trying to make a profit and not expecting battle damage, civilian ships often short their crew by an engineer or two, and the Chief Engineer often does this job. (Engineers are better paid on the civilian market than "adventurers" and harder to get.)



WARP TECHNICIAN

Military: An enlisted technician who assists the engineer in operating and maintaining the warp engines. In our sample crew, this is one of the rare Slirdarians with the intelligence and training to hold a technical position.

Civilian: The distinction between engineers and technicians in the civilian world is somewhat less clear-cut than in the military; experience counts more than licensing. There are true engineers licensed by the government as part of the merchant marine, but these usually work on larger ships for better pay. In practice on independent adventure ships, civilians who can demonstrate the skills of an engineer can demand the pay of one. Those of a lesser skill are considered technicians. Often, untrained crewmen who spend years on a boat will learn enough to be technicians and rarely engineers.



IMPULSE ENGINEER

Military: A technical warrant officer, this individual is responsible for the impulse engines but often cross-trained to work in other engineer positions. In our case, this individual is Vudar. The captain is lucky to have him as the Vudar are the Empire's best experts in impulse and ionic technology. After the Vudar Secession, this individual and his sister were executed for treason when they tried to stow away on a freighter.

Civilian: Most civilian boats have only two engineers and the second one nominally holds this position.



IMPULSE TECHNICIAN

Military: An enlisted technician who assists the Impulse Engineer. In our sample crew, this is a Hilidian of the warrior caste who wants a transfer to gunnery.

Civilian: Technicians will be hired as available to fill out the engineering crew.



AUXILIARY ENGINEER

Military: On a gunboat, this individual is assigned to keep everything that isn't a weapon or an engine running. In our sample crew, this happens to be a Dunkar line officer who graduated from the Academy and is rotating through the various positions on the boat. As he is a line officer rather than a technical warrant officer, he could in theory command the boat if other officers became casualties or someday command his own boat.

Civilian: This individual is often a technician rather than an engineer.



AUXILIARY TECHNICIAN

Military: An enlisted technician who assists the Auxiliary Engineer, this is another Dunkar. The auxiliary engineer and technician stand their battle stations in sealed armored compartments packed with damage control supplies so they can survive damage long enough to perform repairs.

Civilian: This individual is often the cook. Military gunboats use government-issued combat ration packs and do not (officially) have a cook on board.



THE MARINES

Each gunboat as a *khad* (squad) of five Marines assigned to defend the ship against any enemy boarding attempt. Marines will be well-trained for combat inside a ship, but (contrary to regulations) may have only limited skills in surface combat.

While the original regulations for gunboat crews called for the Marines to be fully qualified for space or surface combat, it quickly became apparent that gunboats made landings only when in trouble and surface combat would be rare. The need for more personnel from the training schools forced the Empire to accept economies of specialization. Entire basic training battalions were diverted from the full Marine course to a shorter course that eliminated mountaineering, orienteering, survival, camping, patrolling, and other ground combat skills. The individuals were then designated as "gunboat Marines" and could not be assigned to regular Marine detachments without additional training. In practice, assignment to the Gunboat Marines was a one-way trip.

Of the five marines, one was assigned to each of the two engineering compartments, one to the transporter room, and one (the leader) to the bridge to defend against boarding attempts. The Marine medic was assigned with the leader.



MARINE SQUAD LEADER

Military: Usually a sergeant or corporal, only rarely an officer. Almost always from a subject race. In the Klingon service, this individual (especially if from a subject race) will almost never have any skills to fly the ship or operate its systems. In our sample crew, this is a Slirdarian corporal, one of the bear-apes recruited by the Klingons for ground combat. (One look and you know why the Klingons never conquered Slirdaria.)

Civilian: In a typical adventure team, the leader of the group will of course lead all landing and exploration missions, but there will often be an ex-military individual with skills in ground combat who takes the lead in preparing for landing parties.



MARINE GUNNER

Military: Each Marine *khad* includes a heavy weapons gunner. Such heavy weapons are generally not needed or useful inside the ship and the title "gunner" became (in the gunboat Marines) just another title for the second-in-command. In our sample crew, this is another Slirdarian, from the same tribe as the Corporal.

Civilian: Few civilian exploration craft would need a dedicated heavy weapons gunner and would be more likely to just have the weapon in a locker and assign it to someone whenever a landing action was needed.



MARINE SCOUTS

Military: The original regulations imagined that landing actions by so few troops would be more reconnaissance and rescue missions than straight up combat and designated that the Marines assigned to such duties would have the additional ground training given to "scout" troops, and so all gunboat Marines were to be trained as scouts. Once it was realized that gunboats would not be doing landing operations, the scout training disappeared but the scout designation remained. In our sample crew, the two scouts are a Zoolie (left) and a Yitlian (right). Zoolies are highly prized as scouts as they have two pairs of eyes, one for daylight and the other for night use. While it might seem this skill is wasted, any Zoolie on the crew could operate in near darkness (perhaps after battle damage). Yitlians are mercenaries recruited from a planet outside of the Empire (in the Lyran Far Stars region). Depending on the direction of the political wind, entire groups of arriving mercenary recruits were often diverted to the gunboat Marines.

Civilian: Given that civilianized U-1s would presumably do a lot of planetary landings, dedicated and specifically-trained scouts would have a function.



MARINE MEDIC

Military: A combat medic, this individual will be the closest thing to a ship's doctor. His mission is to patch up the wounded and stabilize them so they can survive until the ship returns to its base and a regular hospital can treat them. His battle position is just behind the bridge so that he can treat these most important individuals if needed, but he can be sent to any part of the ship. In the Klingon Army and in regular Marine units, medics carry weapons and fight, but in many gunboats, the medic is a non-warrior technician. In our sample crew, this Klingon is one of the rare conscientious objectors who disdains carrying weapons. In order to get some use out of him, the personnel bureau assigned him to gunboats where his career will be brief and exciting. The crew suspects that he is an ESS undercover agent.

Civilian: Few civilian "adventure" ships have a doctor but most will have some kind of medic or individual with first aid training.



PUBLISHER'S INFORMATION

ORGANIZATION AND COMPONENTS

Klingon G1 Gunboat Deck Plans are designed for use with *GURPS Traveller* and can be used with other forms of *Traveller*, with *GURPS Prime Directive*, and *GURPS*.

The complete product includes the color cover (with 27 crew character cut outs), a technical folio, a crew manifest, 14 double-sided sheets of plans (1-14), and this sheet.

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Include a stamped self-addressed envelope with all rules questions, submissions, or other inquiries. Most of the information which players seek (e.g., product schedules) is available free on our web site.

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DESIGNER'S INFORMATION

The Klingon G1-class gunboat was first created for the *Star Fleet Battles* wargame system in 1981. The G1 and other gunboats (properly called PFs or Fast Patrol Ships, once but incorrectly called pseudo-fighters) appeared in *Star Fleet Battles Supplement #3* and later in *Star Fleet Battles Module K*. The G1L gunboat leader first appeared some years later. The civilianized U1 utility "work boat" has never appeared in *Star Fleet Battles* (where it would be only a target and not very interesting). It had been postulated much earlier but was first defined as a historical ship class in *GURPS Klingons*.

Gunboats were designed to be fast and deadly, with a lot of firepower but very limited survivability. Once they got out of the business of being shot at all the time, however, they proved to be rugged and dependable utility boats.

Should players show an interest in this product we have many more sets of deck plans suitable for publication. Tell us.

KLINGON G1 GUNBOAT DECK PLANS

TABLE OF CONTENTS

Standard G1, Lower Deck, Forward	1
Standard G1, Lower Deck, Left Rear	2
Standard G1, Lower Deck, Right Rear	3
Standard G1, Upper Deck, Forward	4
Standard G1, Upper Deck, Left Rear	5
Standard G1, Upper Deck, Right Rear	6
Civilian U1, Lower Deck, Forward	7
Civilian U1, Lower Deck, Left Rear	8
Civilian U1, Lower Deck, Right Rear	9
Civilian U1, Upper Deck, Forward	10
Civilian U1, Upper Deck, Left Rear	11
Civilian U1, Upper Deck, Right Rear	12
G1L Gunboat Leader, Lower Deck	13
G1L Gunboat Leader, Upper Deck	14
Technical File	15
Crew Manifest	16
Notes Sheet	17

GURPS PRIME DIRECTIVE

GURPS Prime Directive is a sourcebook for the *Star Fleet Universe* (based on *The Original Series*). Designed to work with any *GURPS* product or to stand alone (it includes *GURPS Lite*), it includes background on the Federation and racial templates for the Klingons, Romulans, Gorns, Kzintis, Tholians, Orion pirates, and many other races including the member races of the Federation. Designed for the 3rd edition, an update for the 4th edition should be available on the web site by 1 Sept 2004. SKU 8001 \$24.95.

GURPS Klingons is a complete sourcebook on the Iron Empire, including dozens of planetary surveys and star systems; data for 100 ship types, classes, and variants; cultural information including history, religion, government, and justice; military information including education, branches of service, medals, rank insignia, weapons, and vehicles; security organizations including the secret police, space police, imperial paladins, and much more. SKU 8003 \$24.95

GURPS Romulans is now (Aug 2004) in preparation.

GURPS Module Prime Alpha is the first in a series of modules to support *GPD* with additional fiction, adventures, rules, technology, and source data. GMPA includes a complete racial profile of the Hydrans. SKU 8101 \$19.95

GURPS Module Prime Beta is now in preparation.

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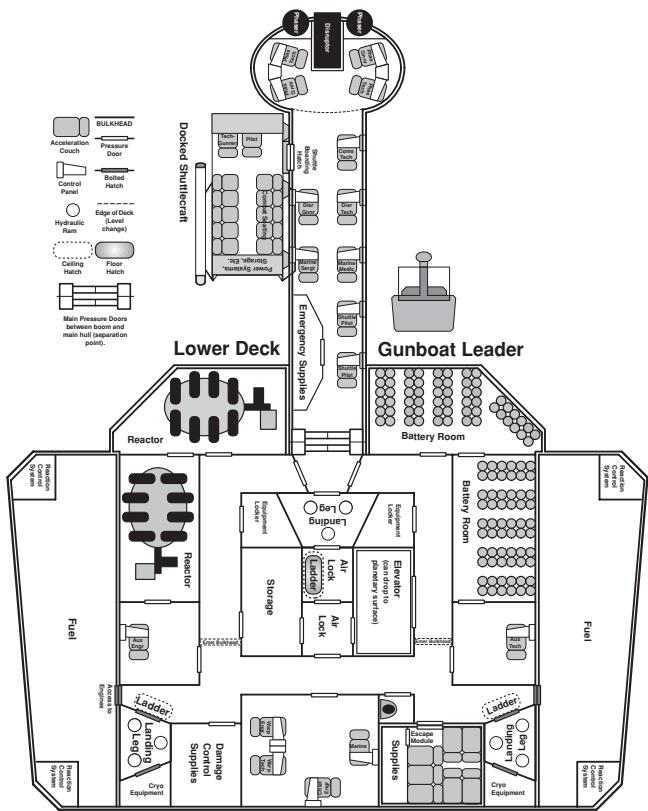
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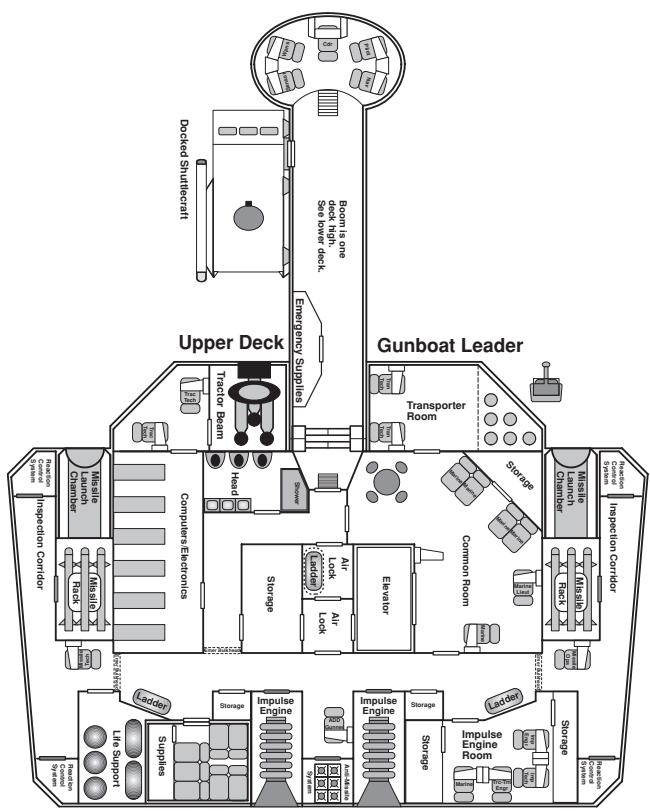
KLINGON G1-CLASS GUNBOAT



Above: Klingon G1 gunboat lower deck
(including hull extensions for G1L gunboat leader variant)

Below: Klingon U1 work boat, lower deck.

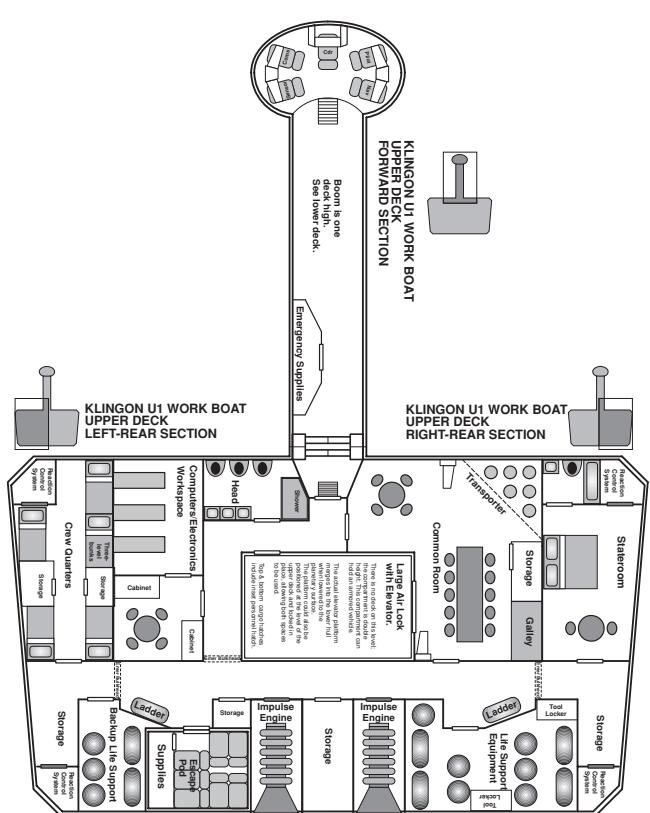
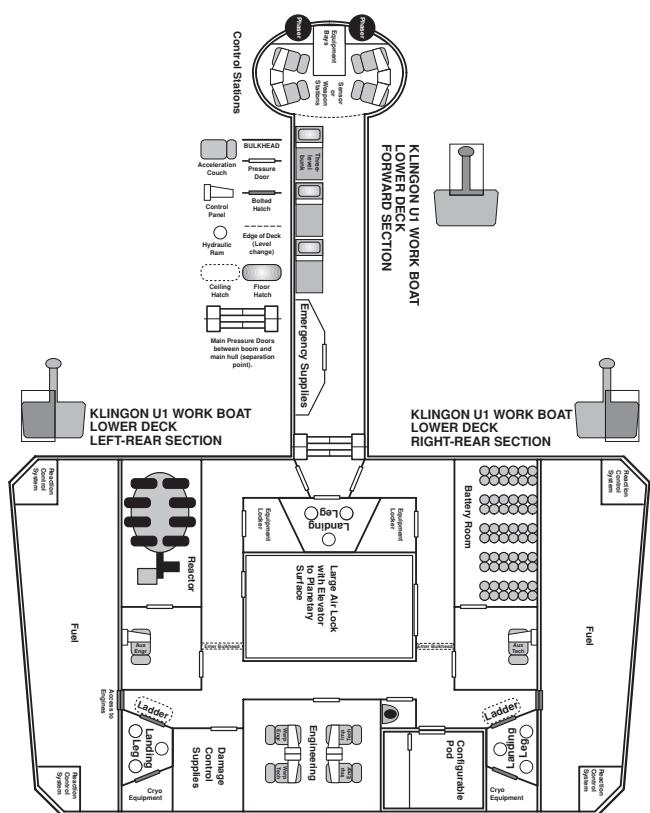
Taken from original plans to aid in assembling sheets.



Above: Klingon G1 gunboat upper deck
(including hull extensions for G1L gunboat leader variant)

Below: Klingon U1 work boat, upper deck.

Taken from original plans to aid in assembling sheets.



KLINGON G1 GUNBOAT



Complete plans, compatible with all forms of Traveller, for the most widely-built Klingon warship!

Siilidian
Warrior-Class

Siilidian
Warrior-Class

Zoollie

Mercenary
Klingon

Klingon

Cromarg

Cromarg

Scholar
Siilidian



Marine Sergeant

Marine Gunner

Marine Scout

Marine Medic

Marine Scout

Phaser-2 Gunner

Phaser-2 Technician

Phaser-2 Technician

Warp Engine Technician

Includes complete crew of 27 warriors from nine different planets of the Klingon Empire!
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Vudar

Dunkar

Hillidaran

Cromarg

Klingon

Dunkar

Vudar

Dunkar



Drone
Technician

Auxiliary
Engineer

Disruptor
Gunner

Disruptor
Technician

Drone
Controller

Repair
Technician

Impulse
Engineer

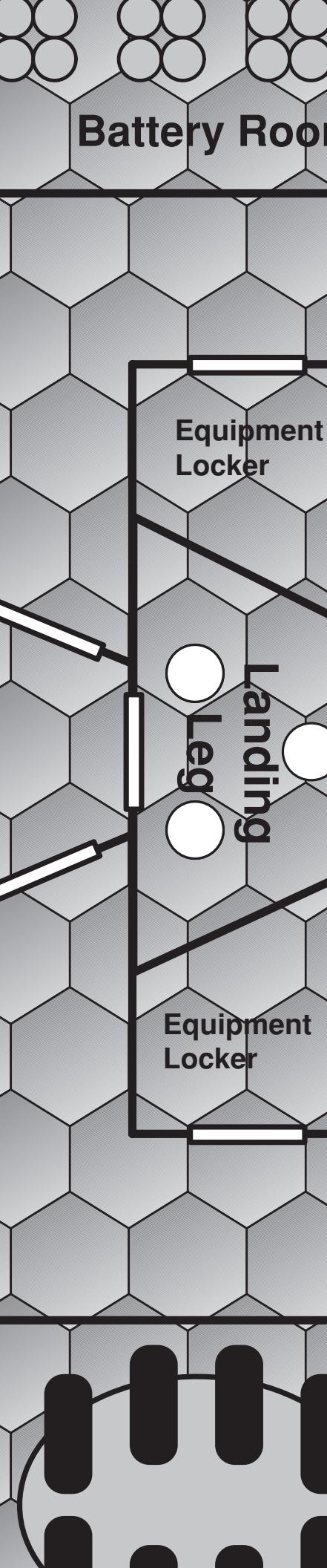
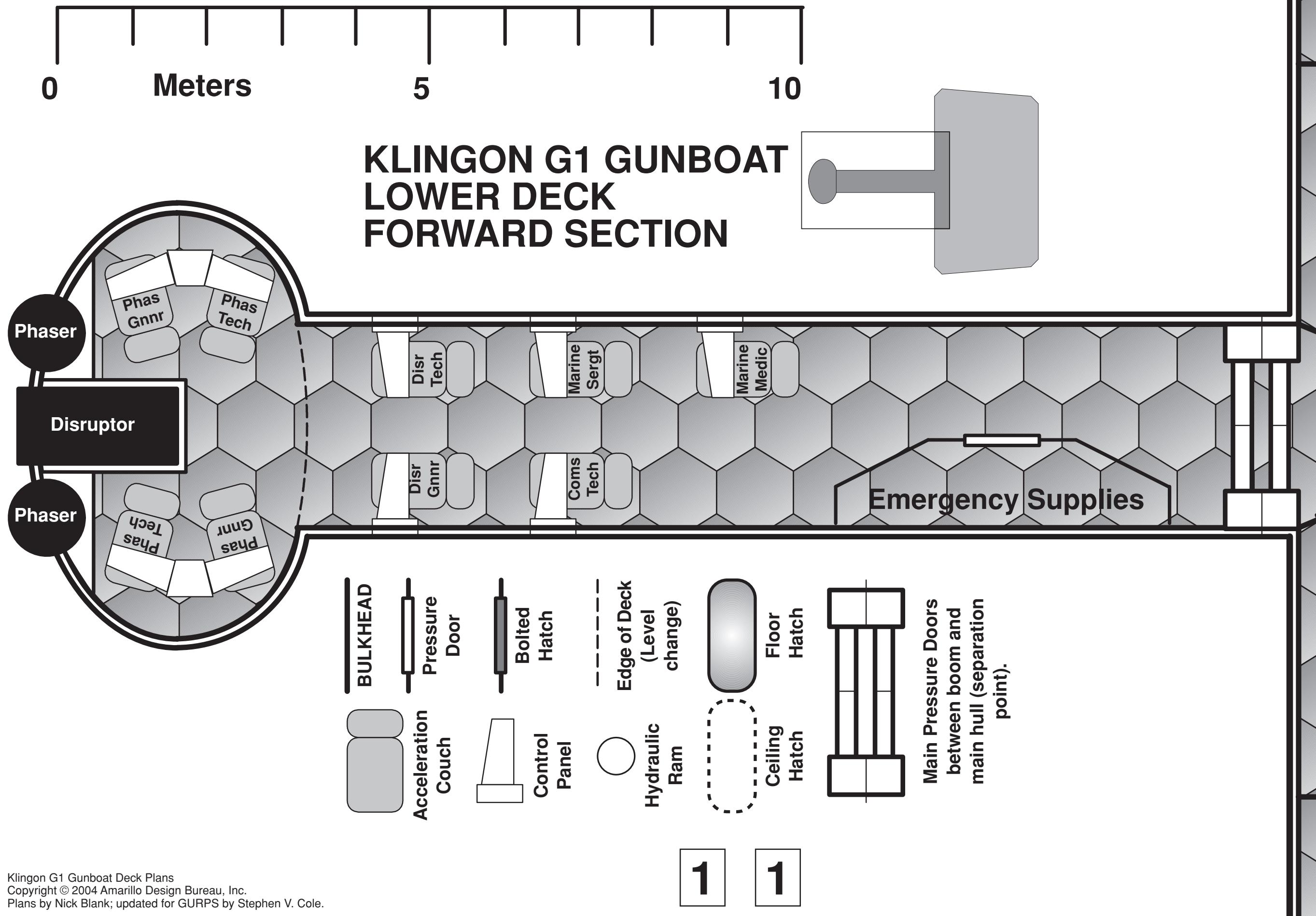
Impulse Engine
Technician

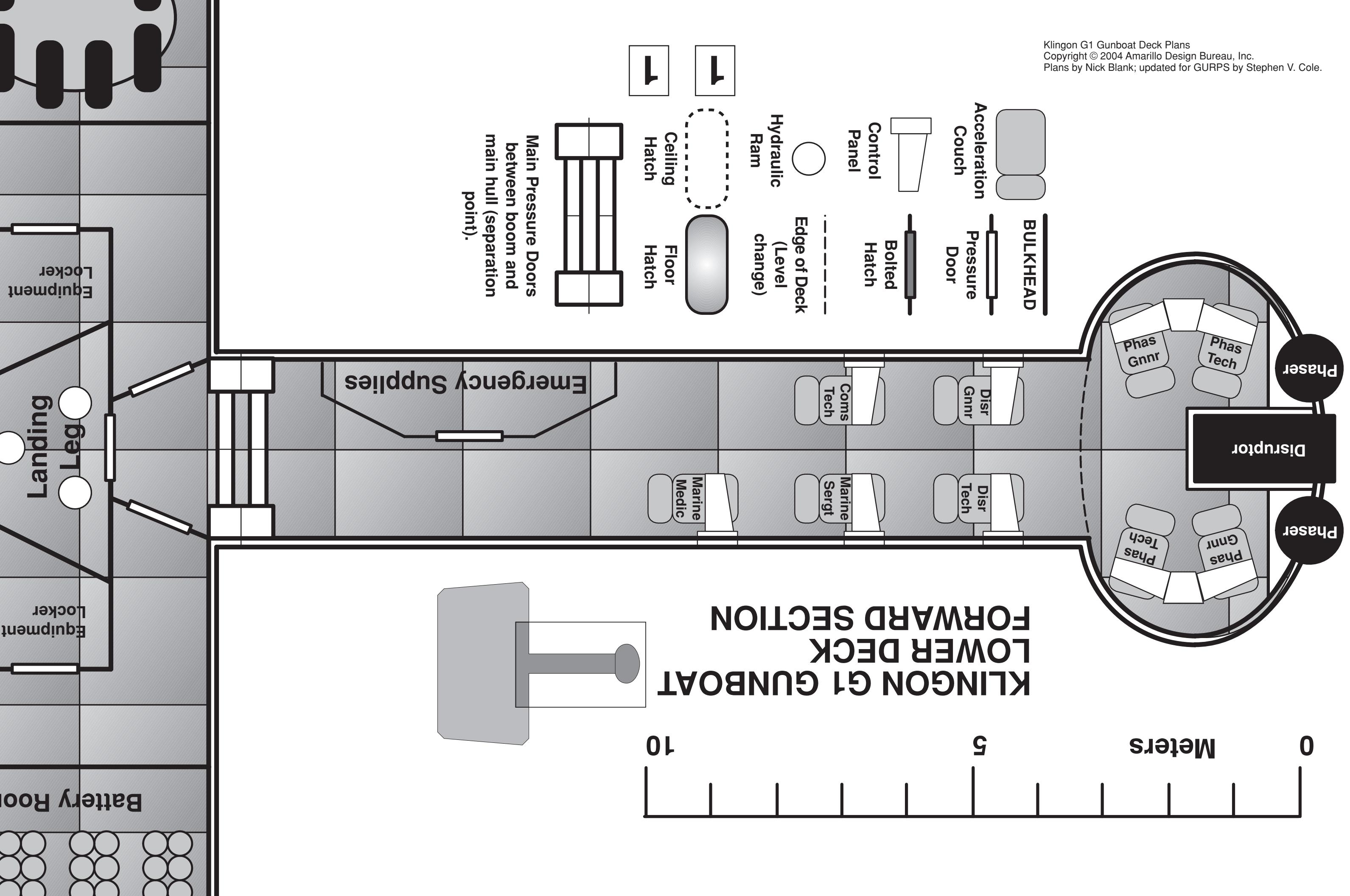
Phaser-2
Gunner

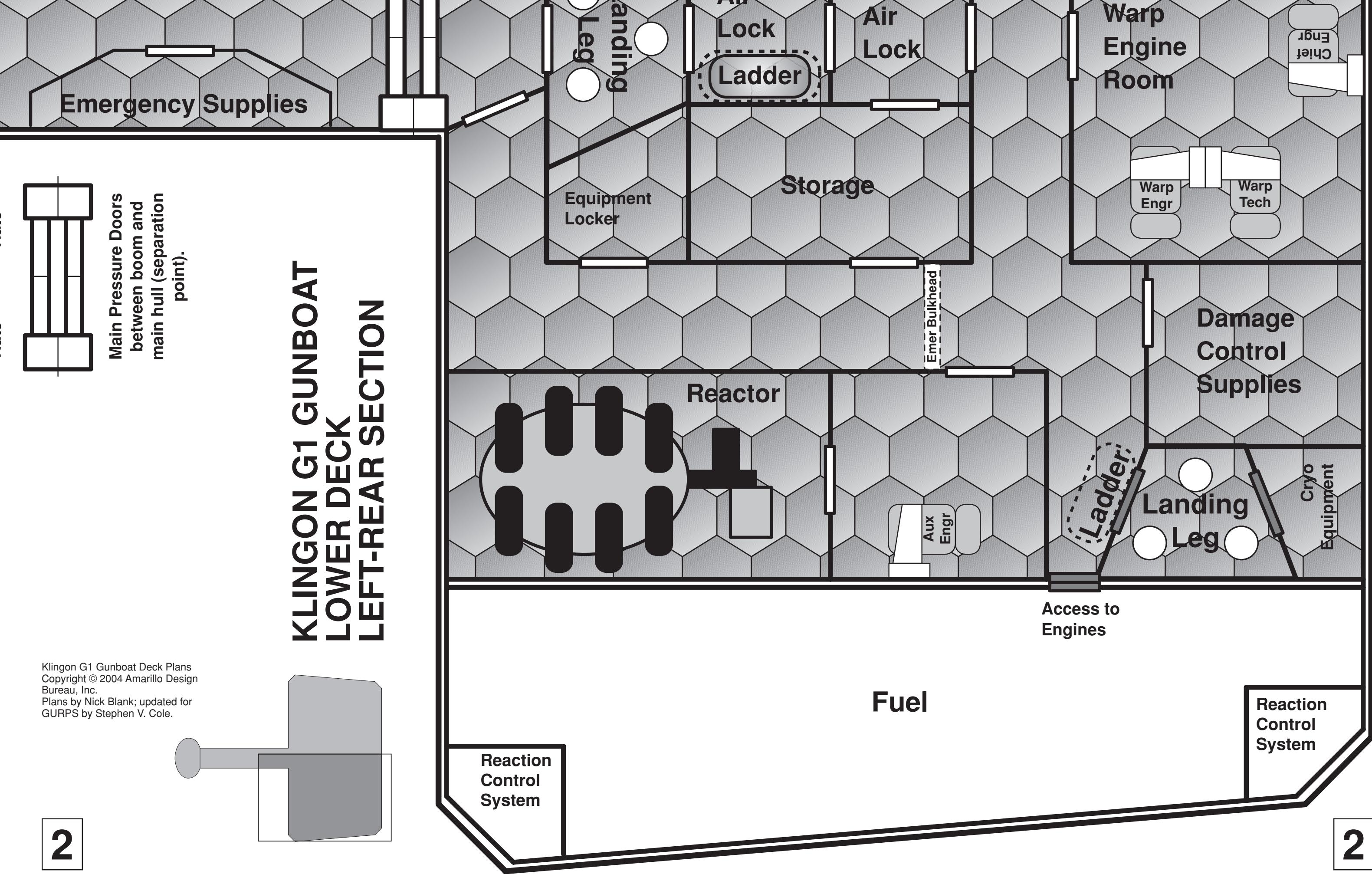
The Klingon G1 gunboat is a workhorse of the Deep Space Fleet. Used during the General War as a patrol ship, and for base and planet defense, it found a second lifetime of service after the war. Thousands of these were sold off (most without their weapons) for use as survey, asteroid mining, or planetary prospecting craft as the galactic economy boomed and the demand for new resources escalated. This pack includes complete 22x35: plans for the upper and lower deck (with both square and hex-based playing areas) plus a third sheet showing variants and special purpose models of the basic G1 design. Completely compatible with all forms of *Traveller* including *GURPS Traveller*.

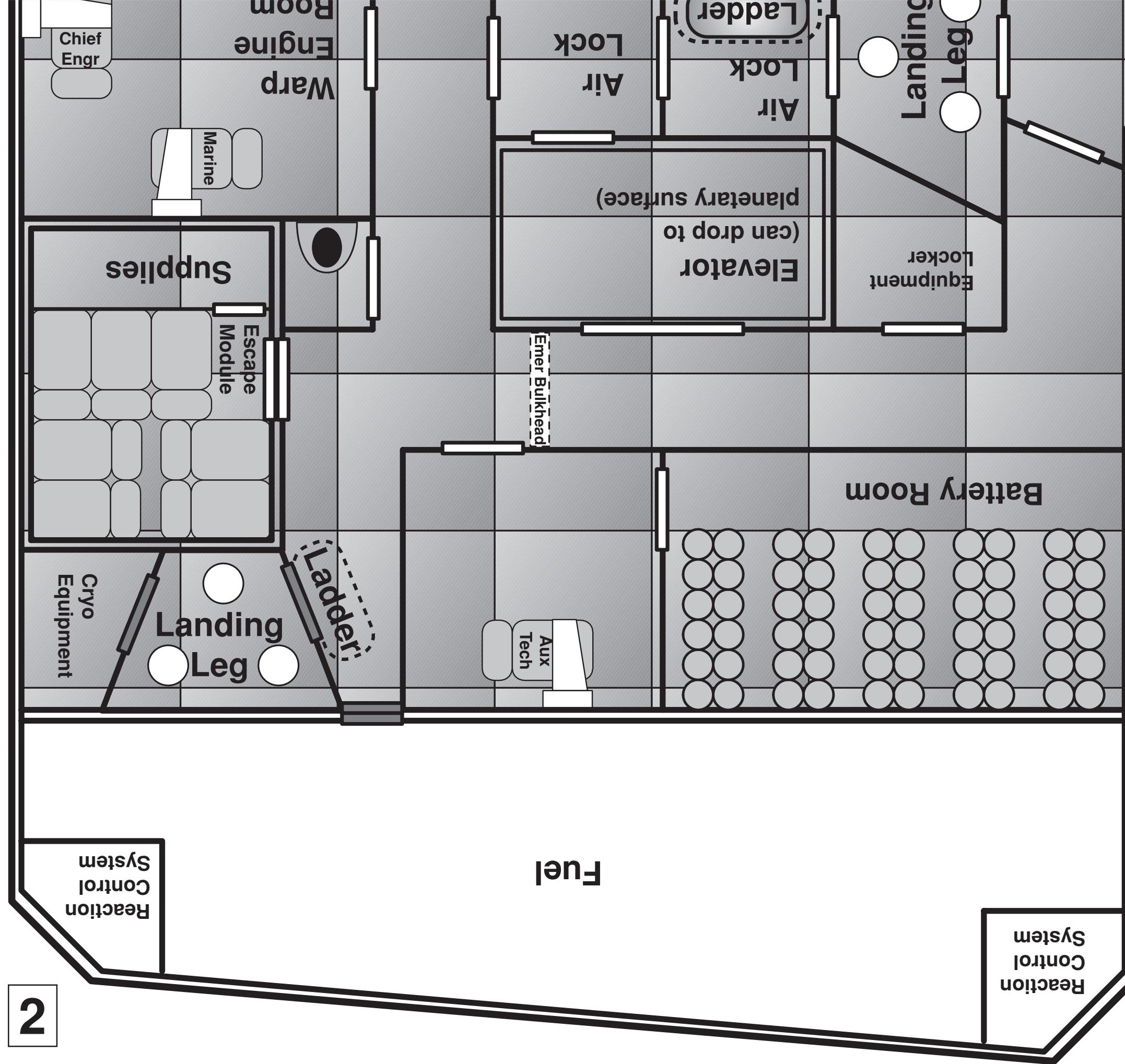


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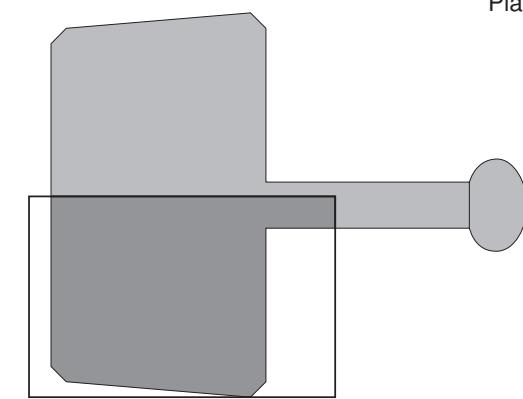


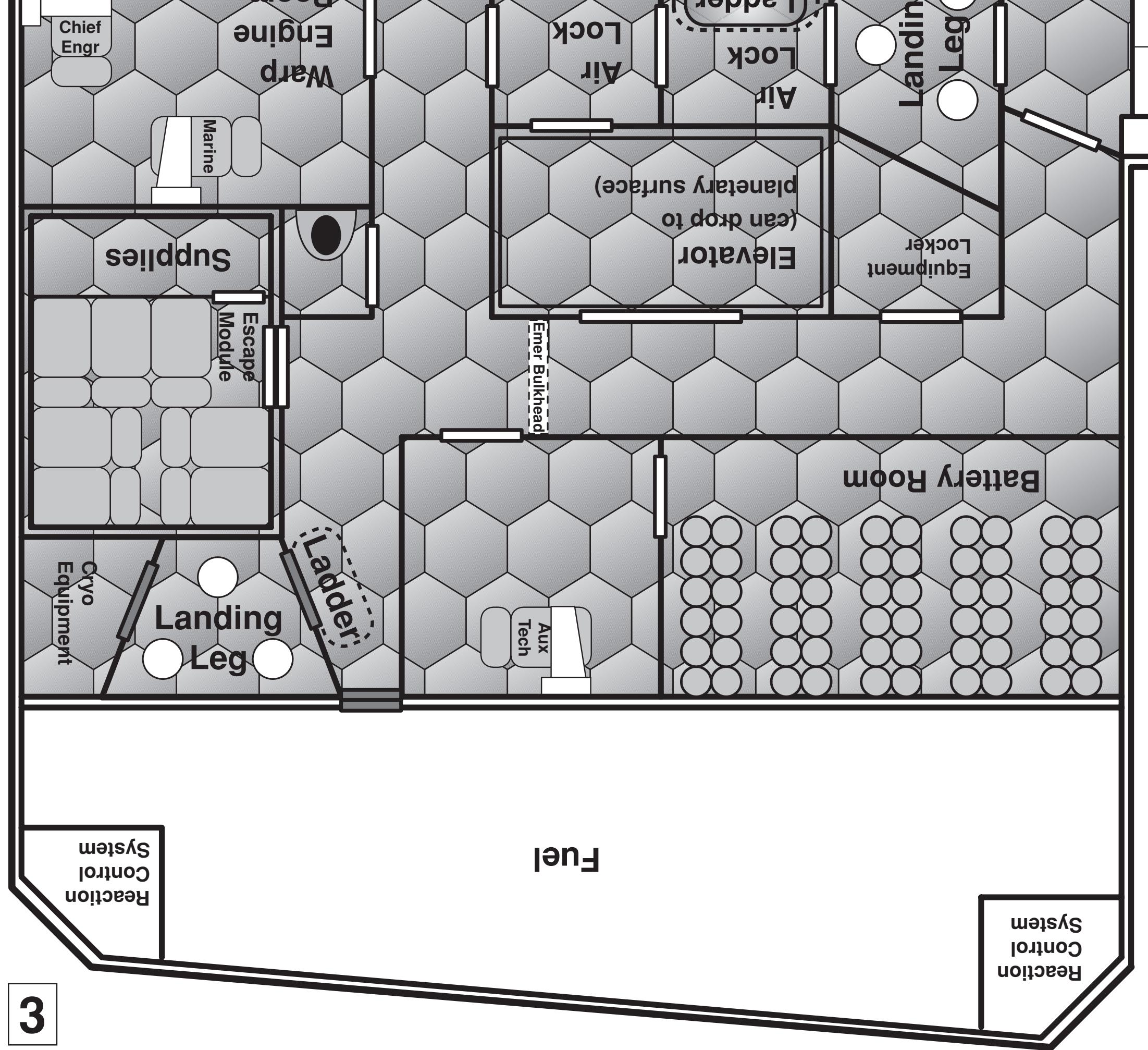




KLINGON G1 GUNBOAT LOWER DECK RIGHT-REAR SECTION

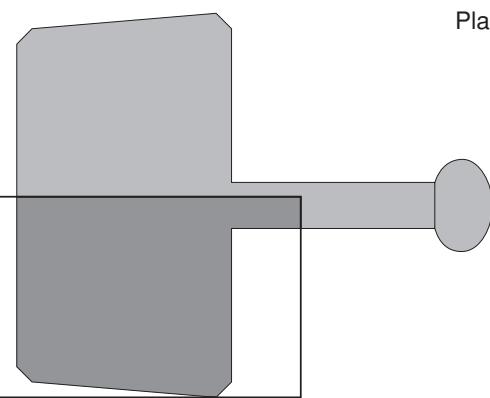
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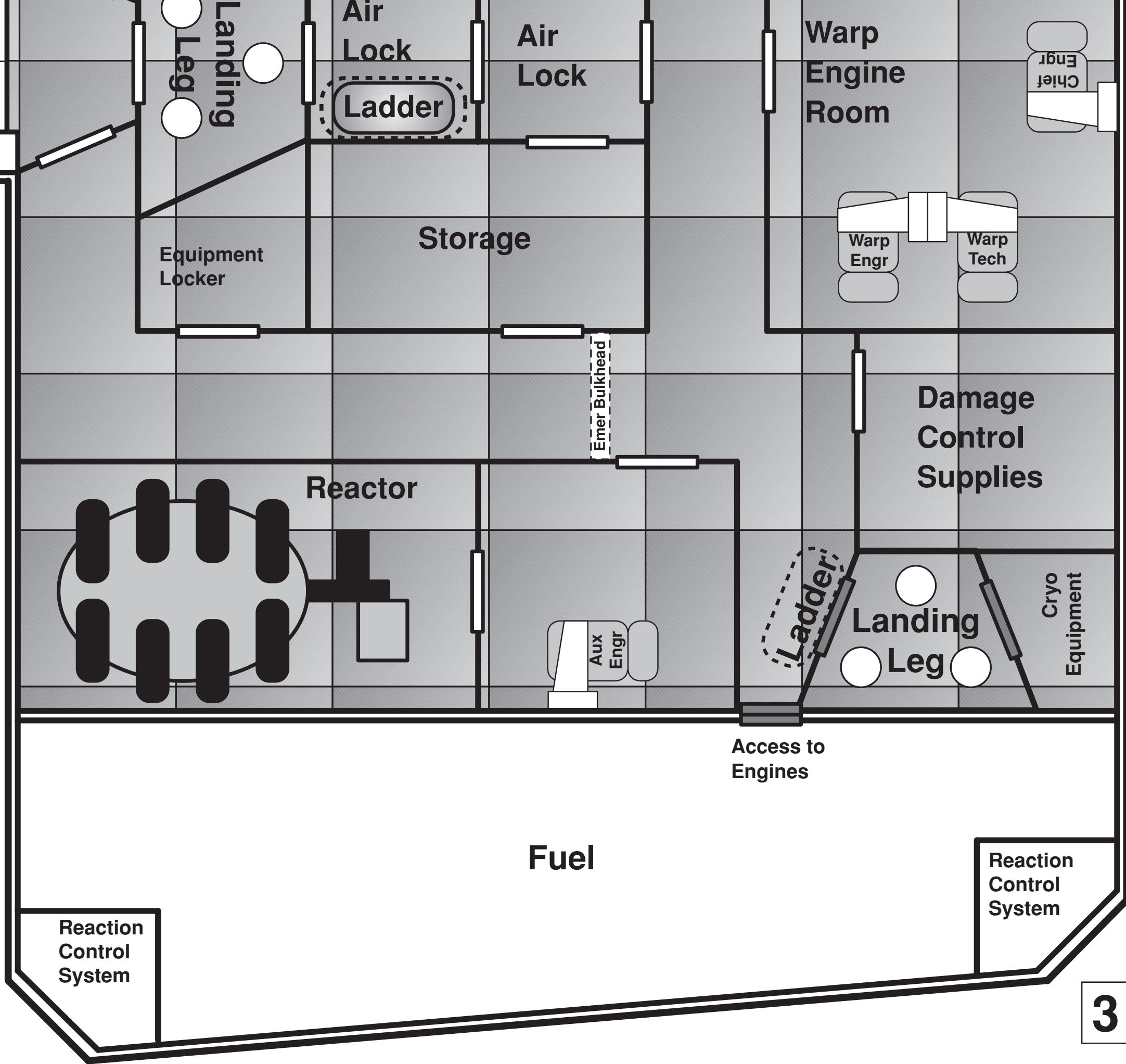
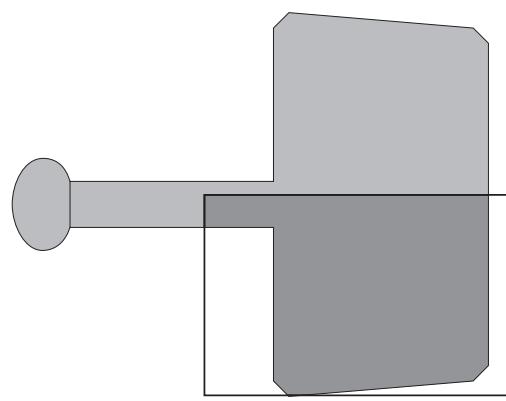
KLINGON G1 GUNBOAT LOWER DECK RIGHT-REAR SECTION

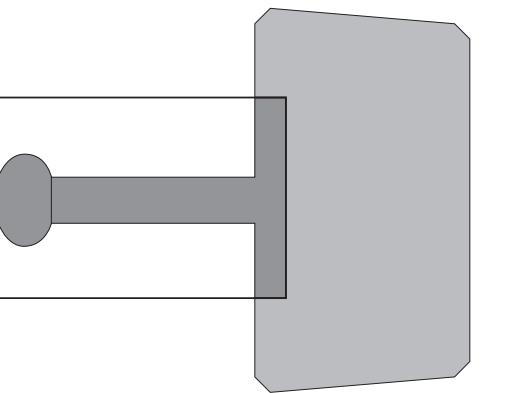
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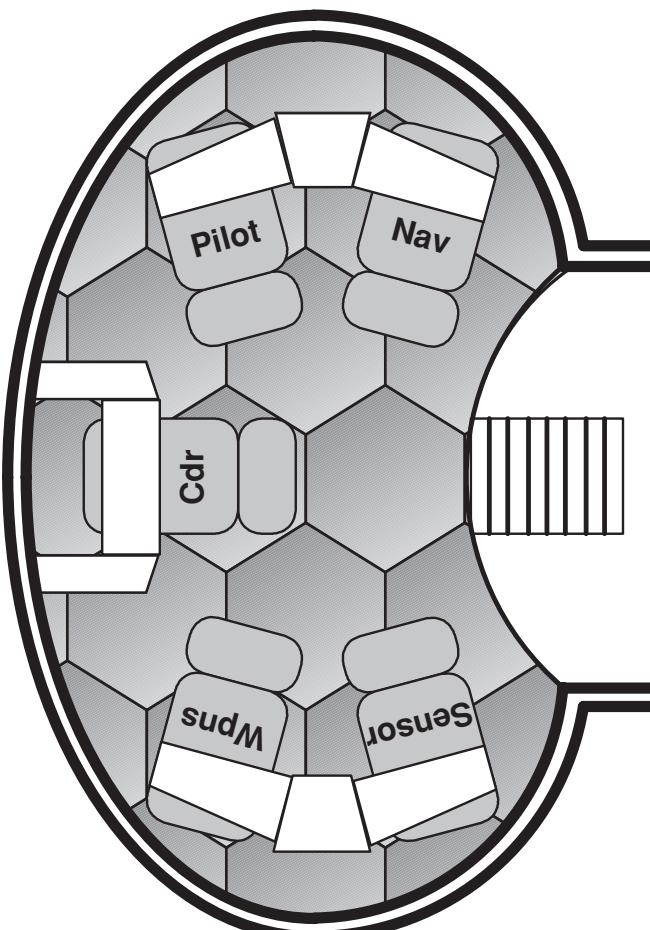
KLINGON G1 GUNBOAT LOWER DECK LEFT-REAR SECTION

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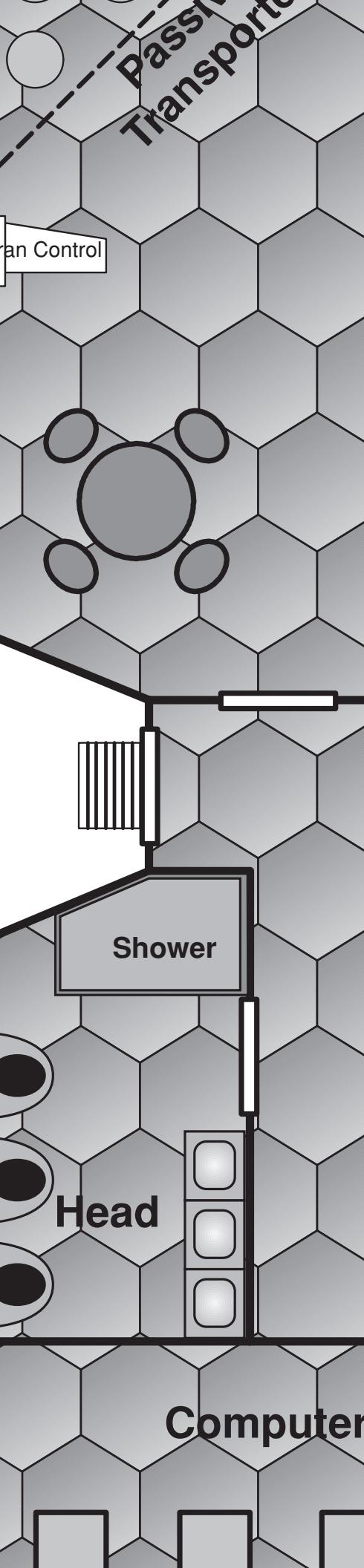


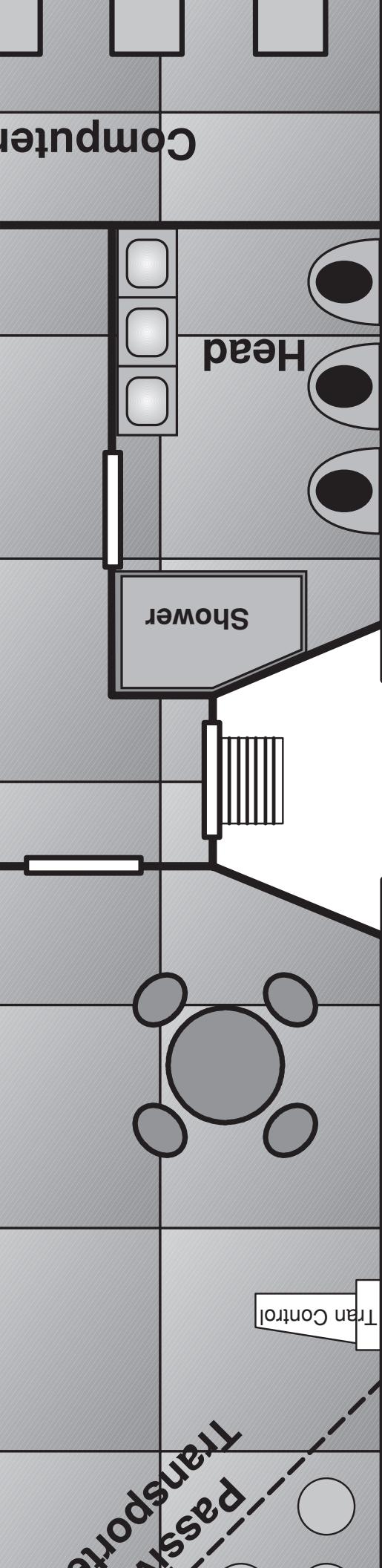
KLINGON G1 GUNBOAT UPPER DECK FORWARD SECTION



Boom is one
deck high.
See lower deck.

Emergency Supplies





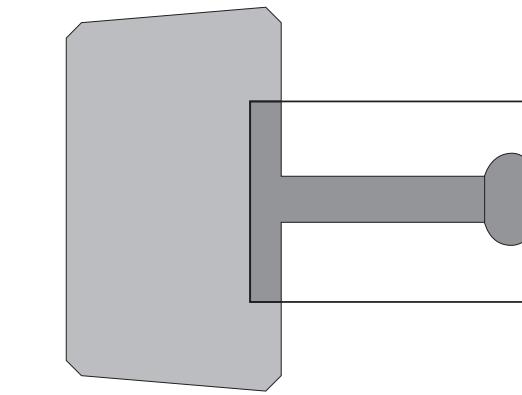
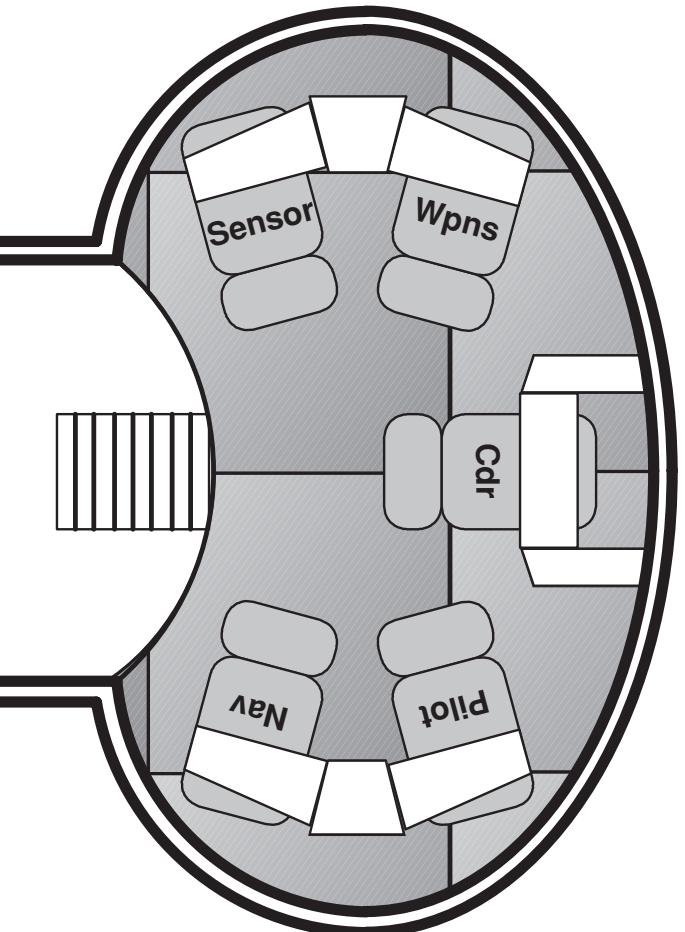
KLINGON G1 GUNBOAT

UPPER DECK

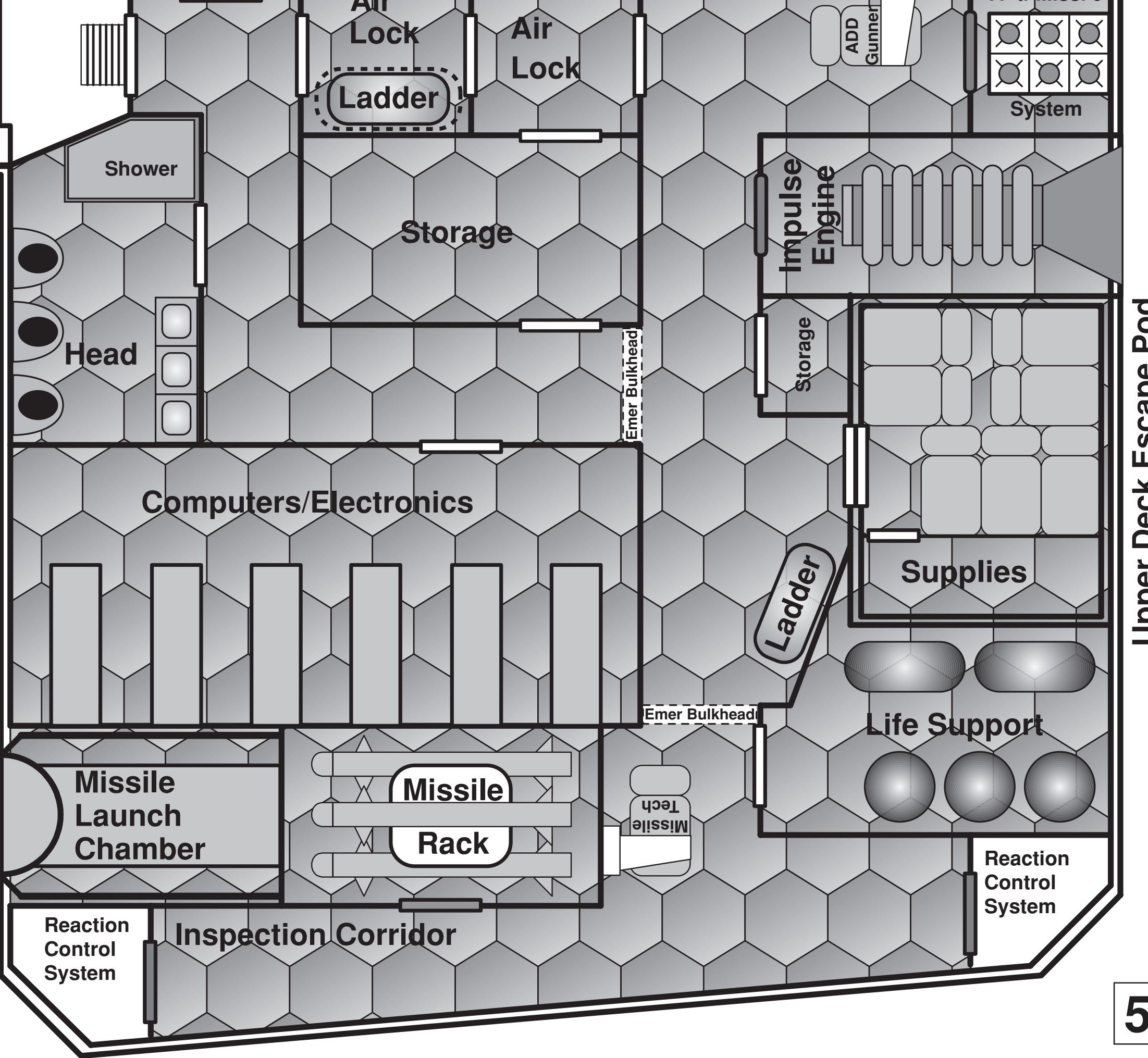
FORWARD SECTION

Boom is one deck high. See lower deck.

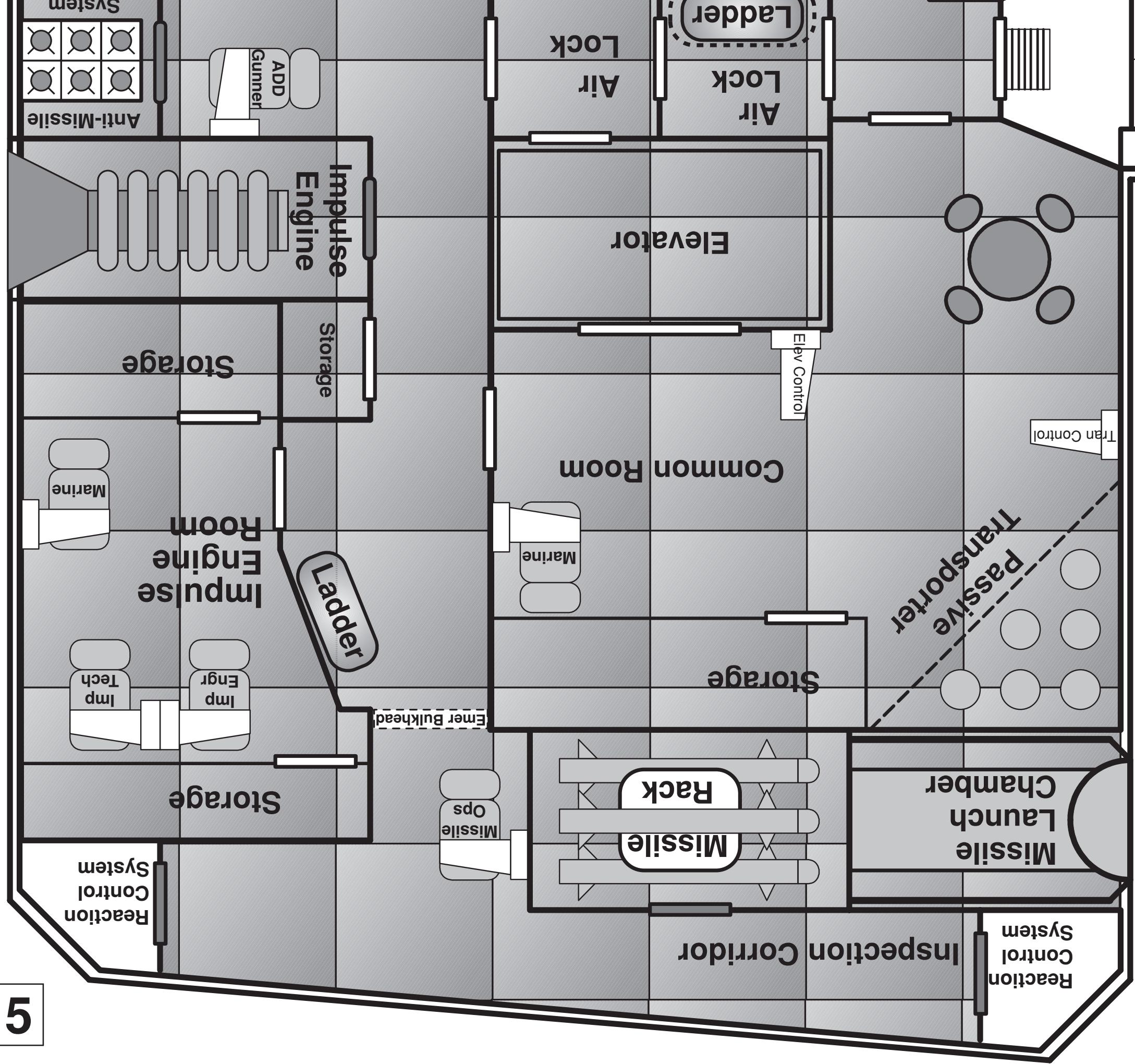
4 4



KLINGON G1 GUNBOAT UPPER DECK LEFT-REAR SECTION

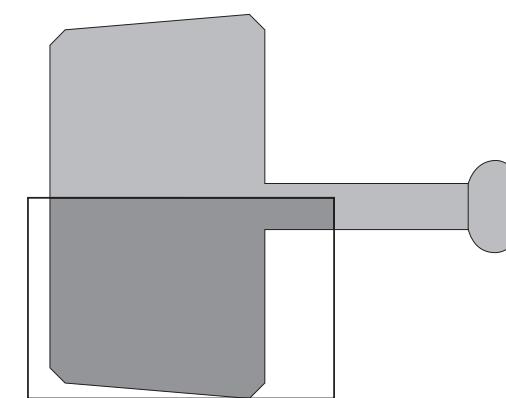


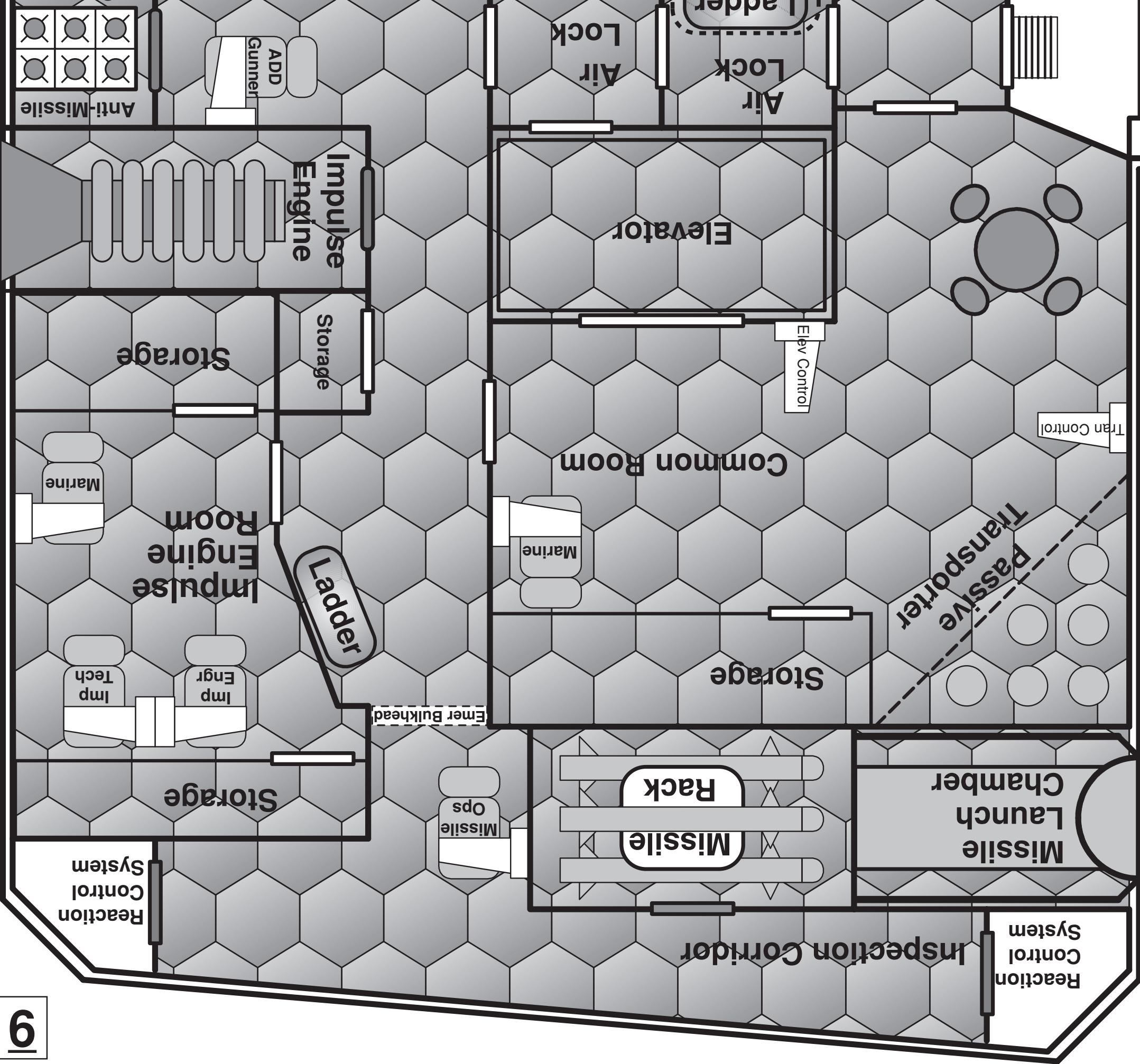
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KLINGON G1 GUNBOAT UPPER DECK RIGHT-REAR SECTION

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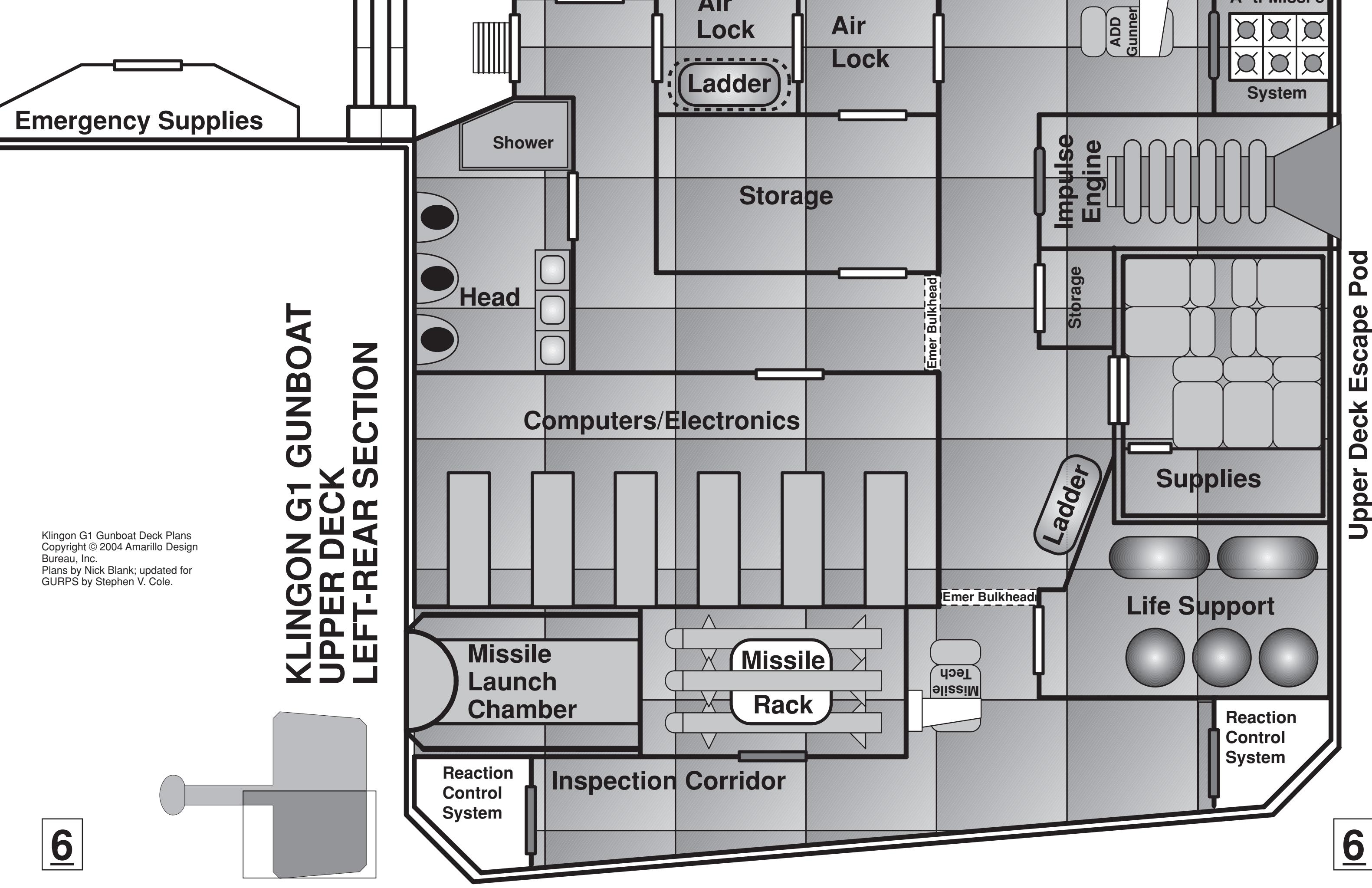


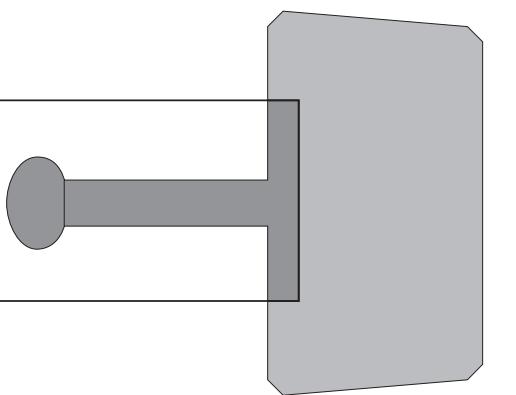


KLINGON G1 GUNBOAT UPPER DECK RIGHT-REAR SECTION

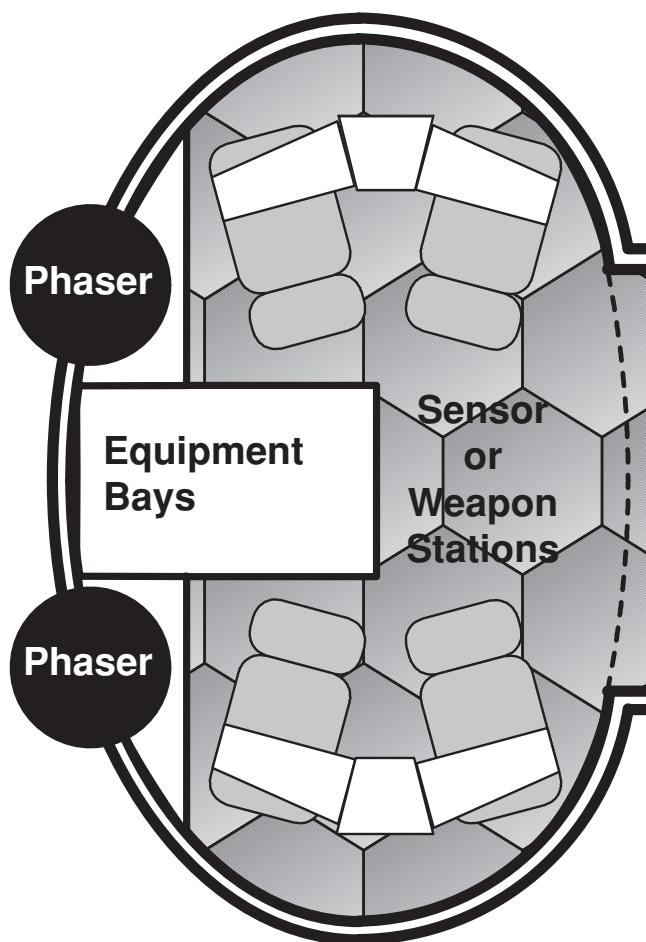
Klingon G1 gunboat
Upper deck
right-rear section
hexes.

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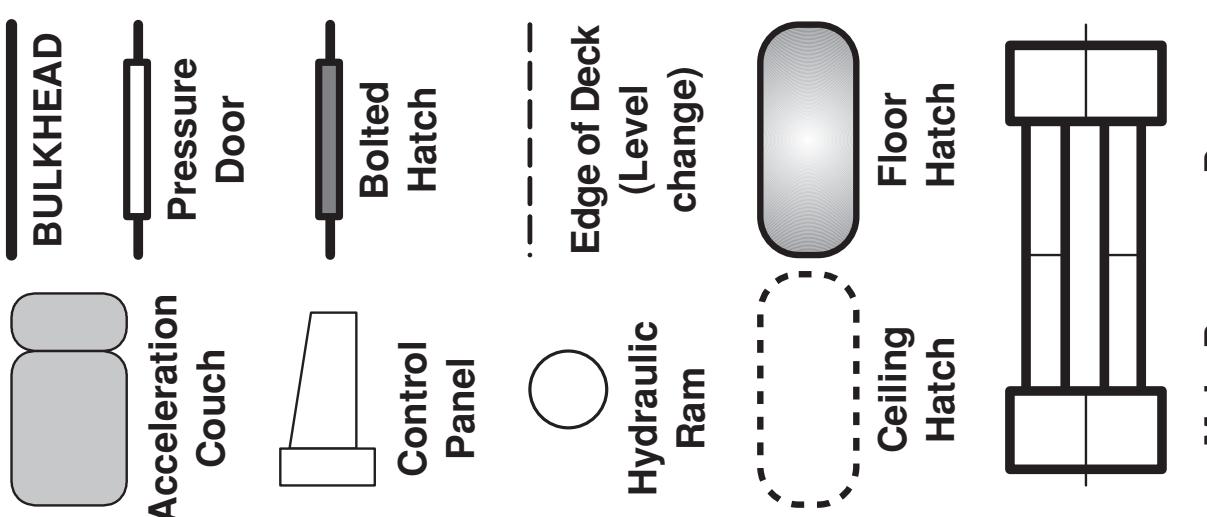




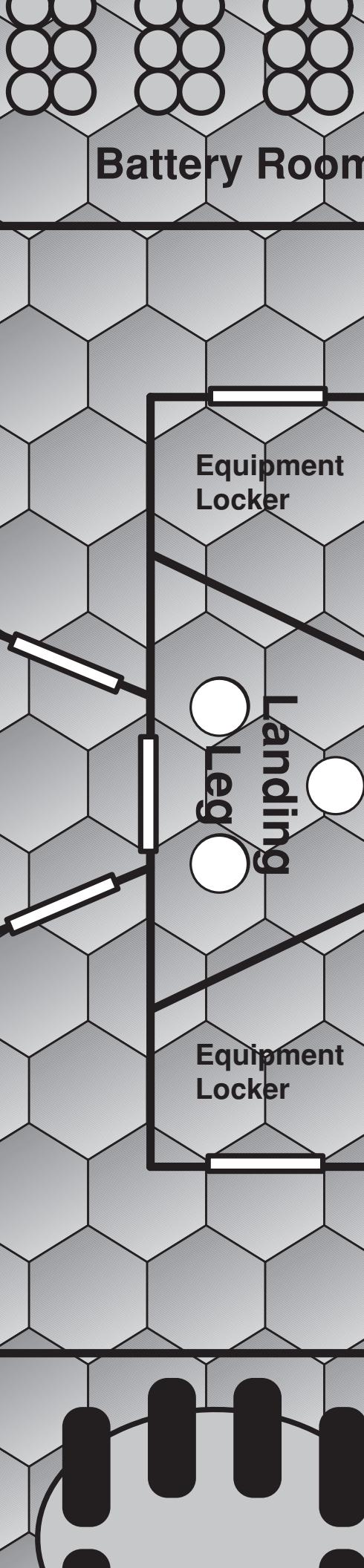
KLINGON U1 WORK BOAT LOWER DECK FORWARD SECTION



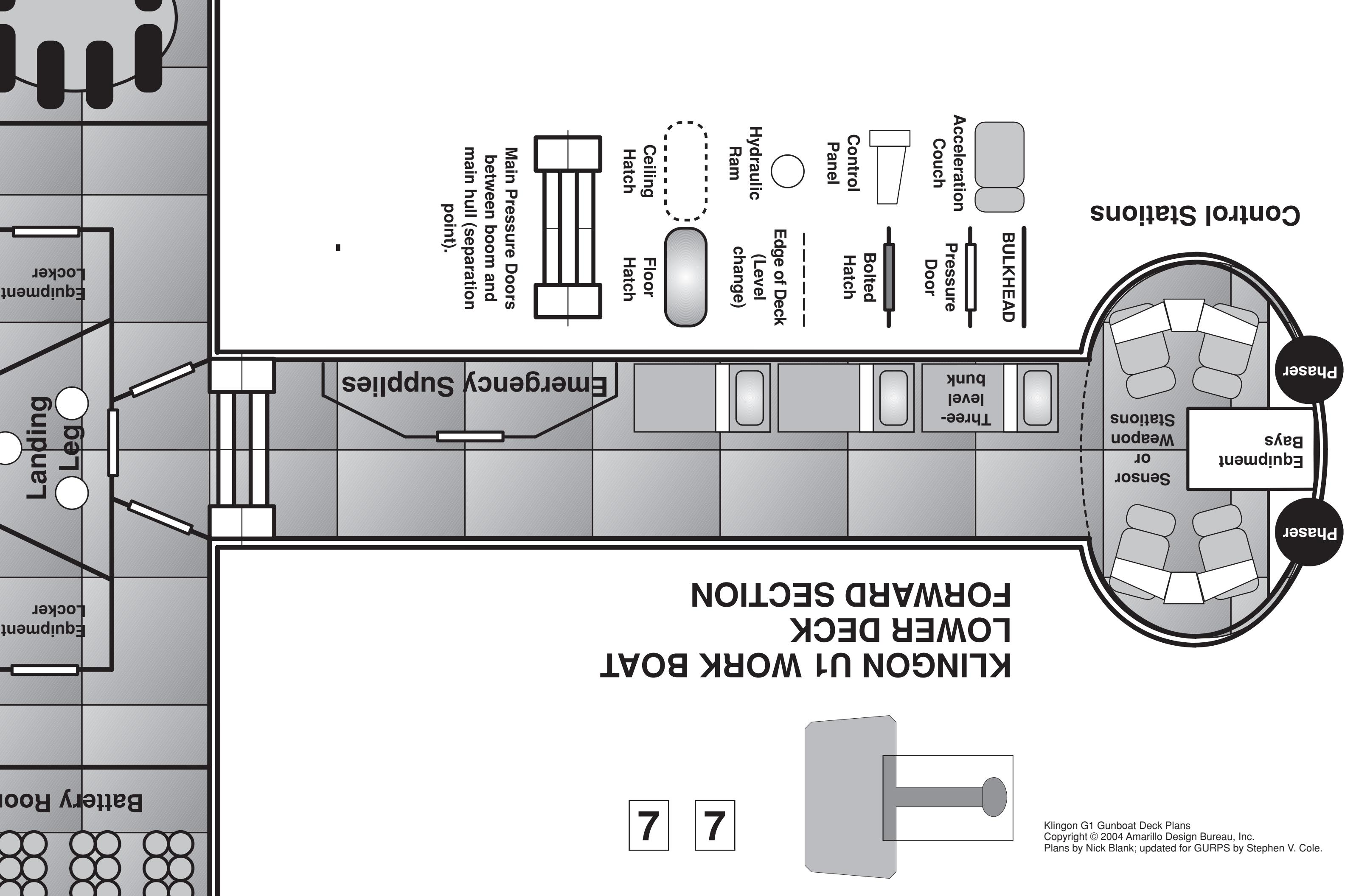
Control Stations

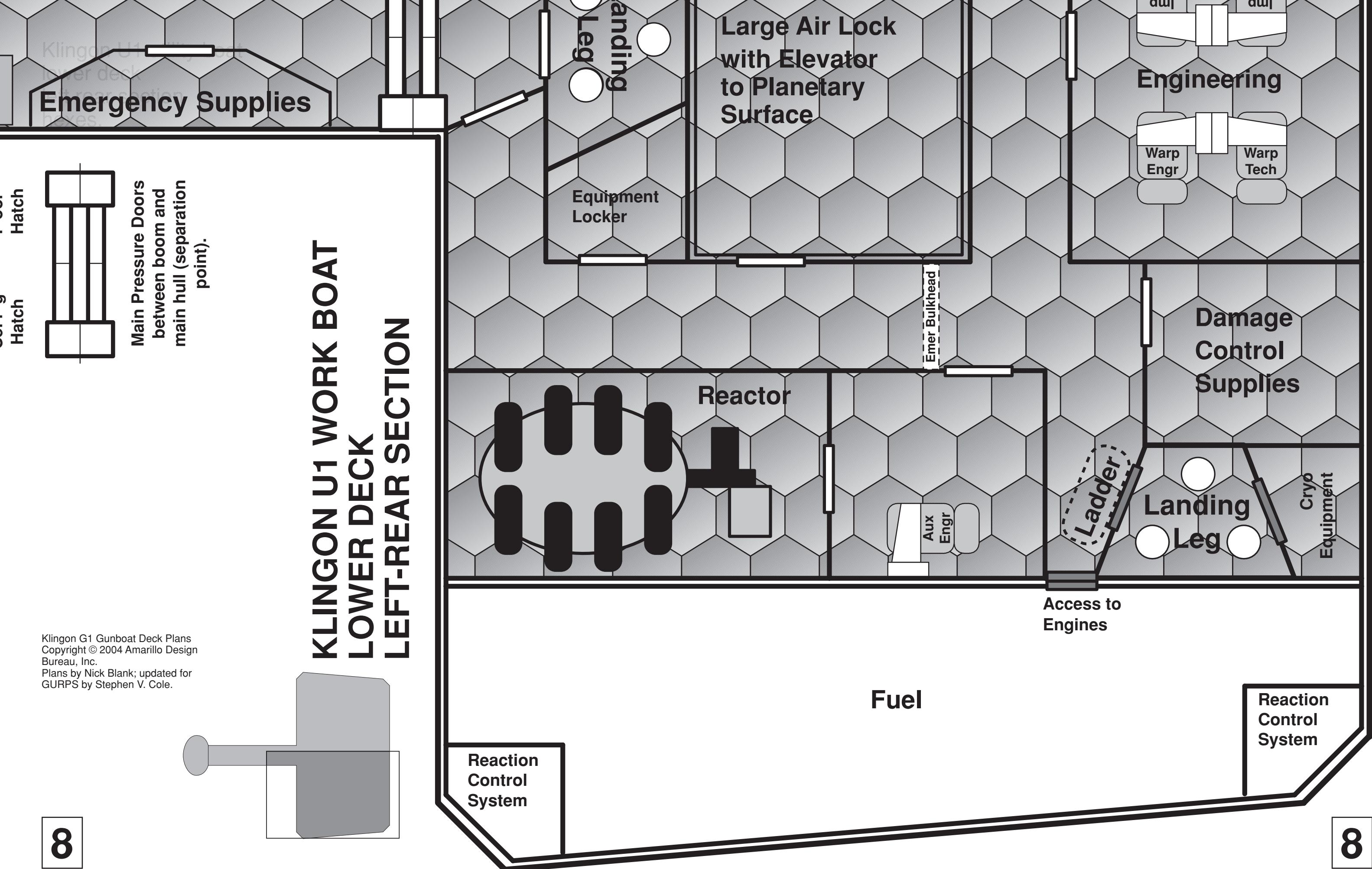


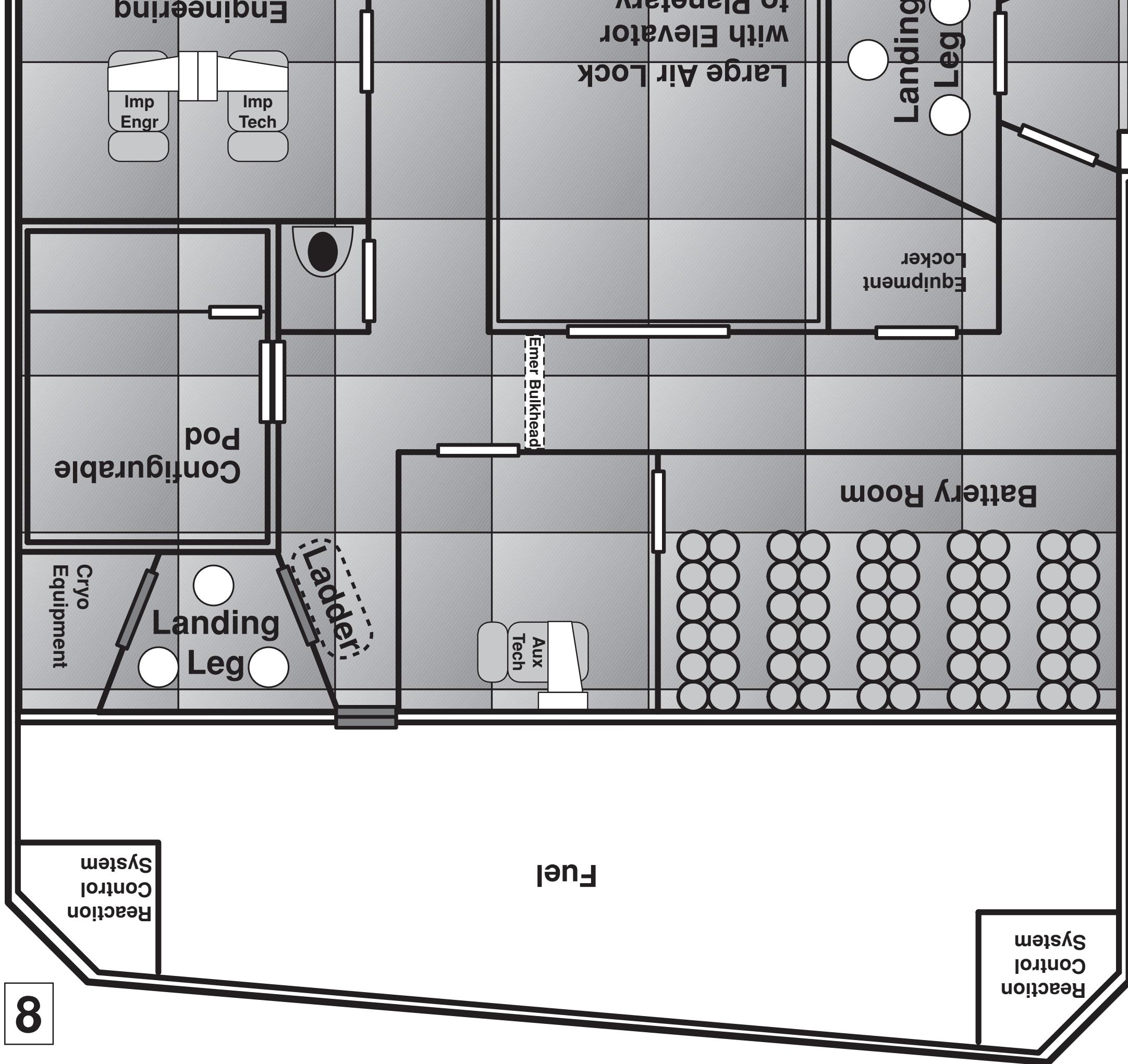
Main Pressure Doors
between boom and
main hull (separation
point).



KLINGON U1 WORK BOAT LOWER DECK FORWARD SECTION





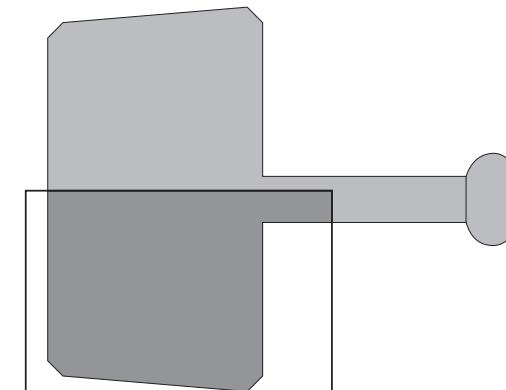


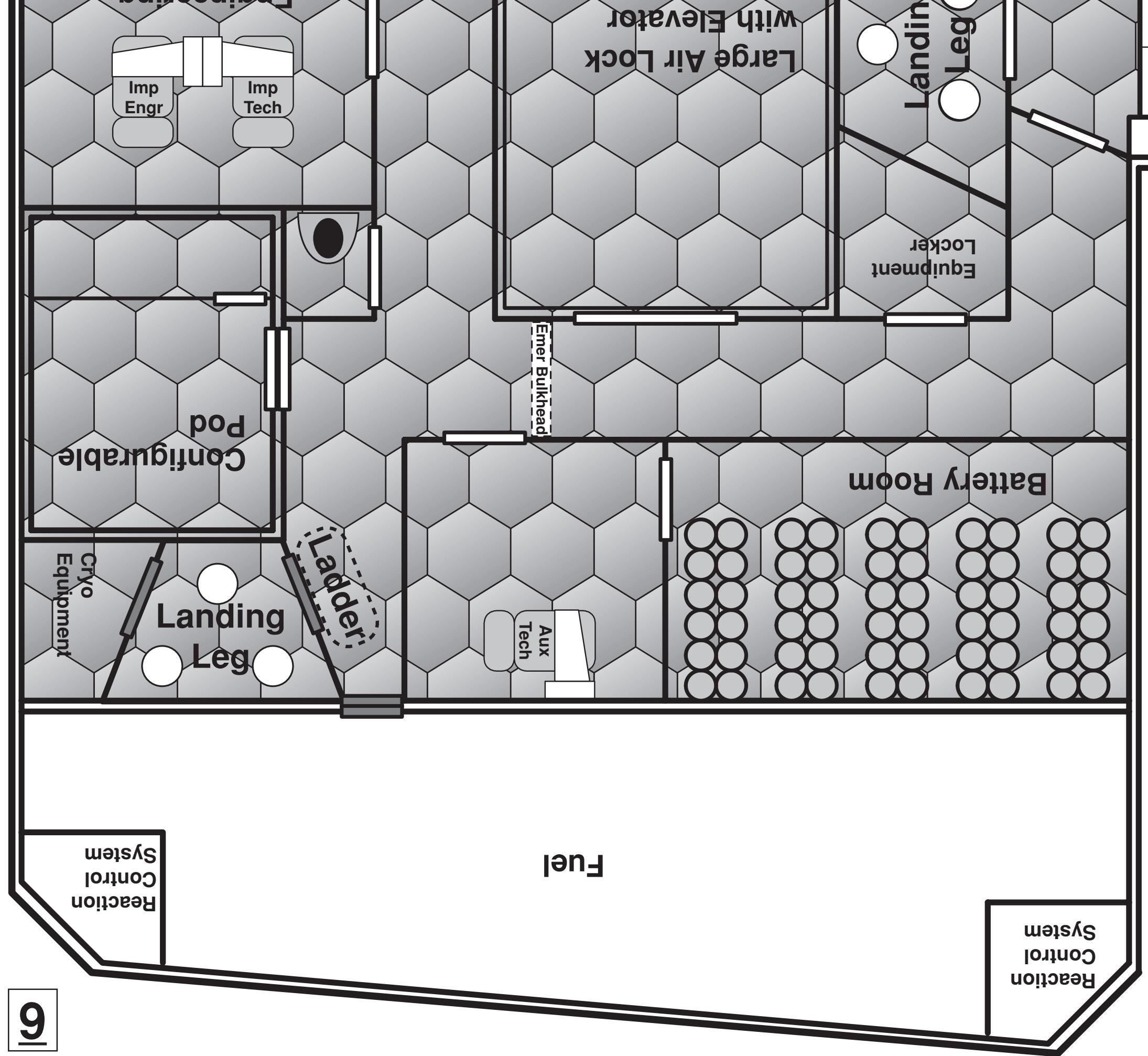
KLINGON U1 WORK BOAT

LOWER DECK

RIGHT-REAR SECTION

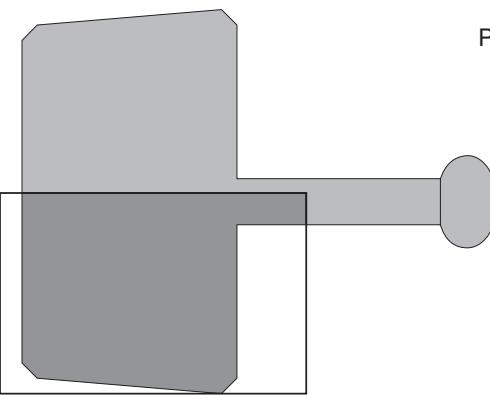
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KLINGON U1 WORK BOAT LOWER DECK RIGHT-REAR SECTION

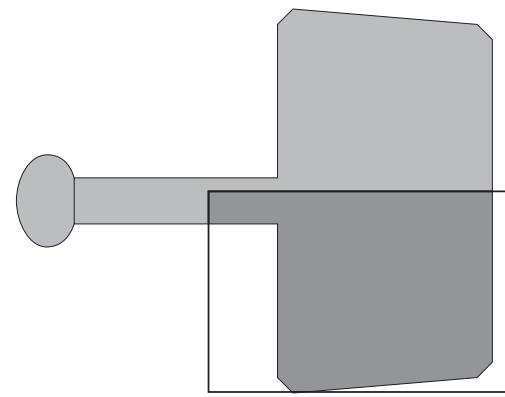
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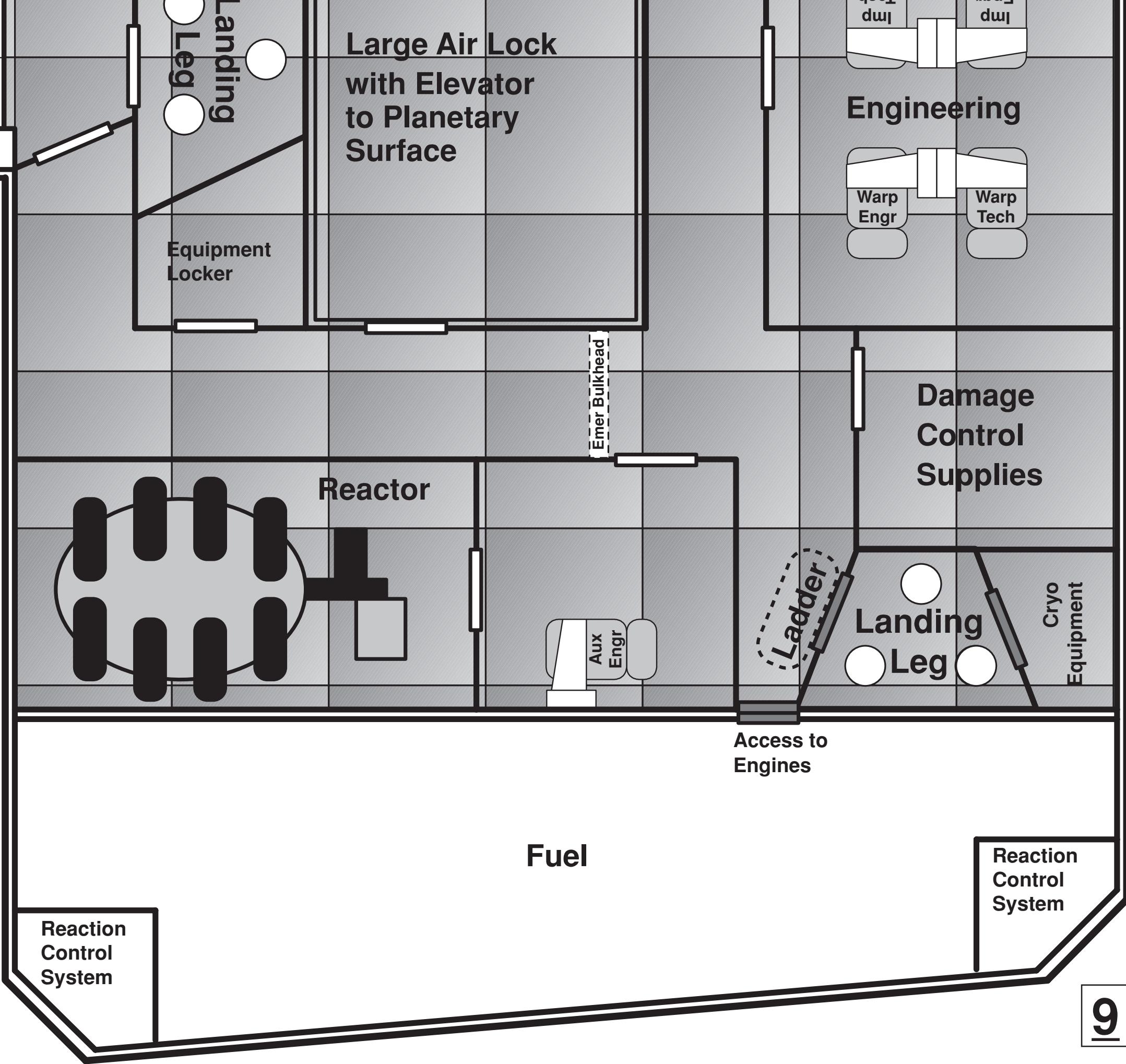
KLINGON U1 WORK BOAT LOWER DECK LEFT-BEAM SECTION

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Main Pressure Doors between boom and main hull (separation point).

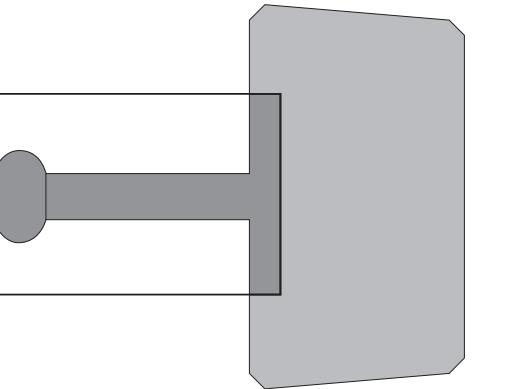


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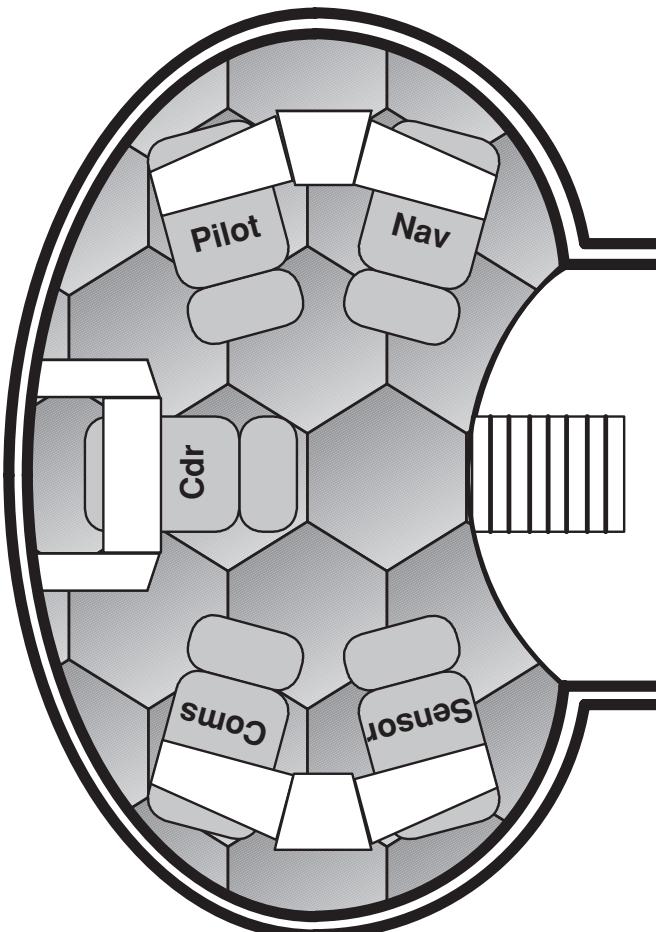


Fuel

9



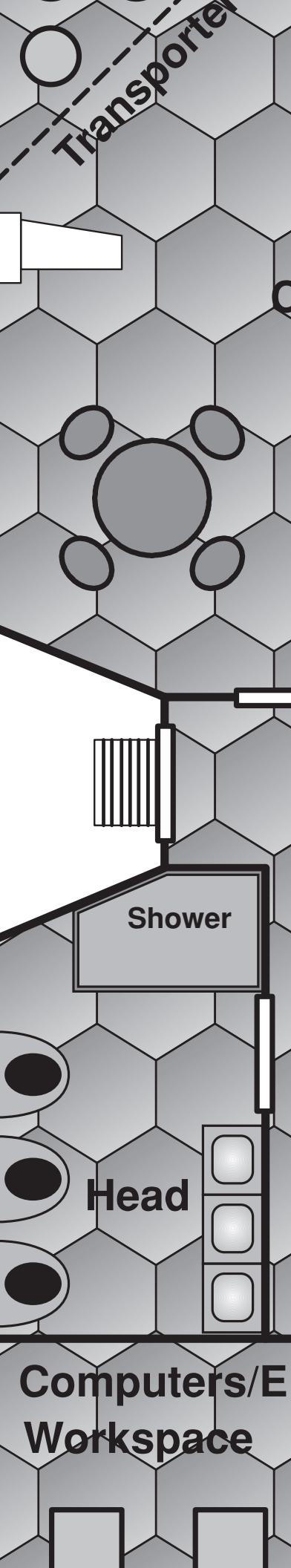
KLINGON U1 WORK BOAT UPPER DECK FORWARD SECTION



Boom is one
deck high.
See lower deck.

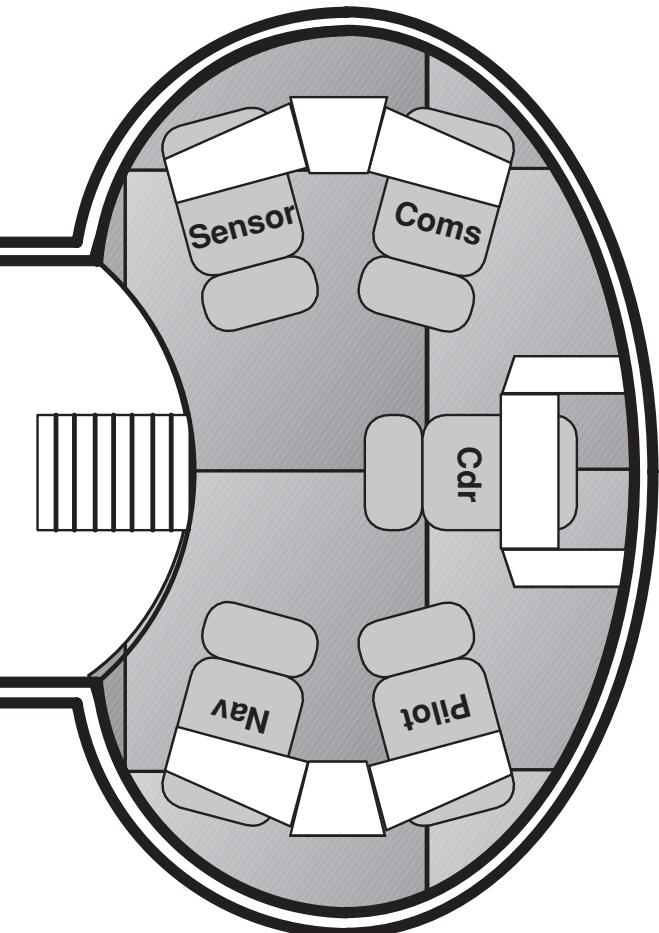
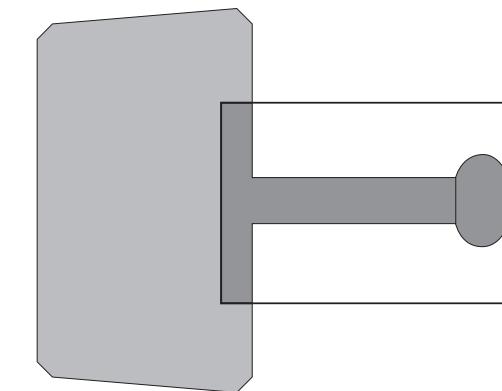
Emergency Supplies

Deck plans created by Nick Blank.
Updated for use in GURPS-Traveller by Stephen V Cole, PE.
Review by Robert Gilson, Gary Plana, Loren Knight, Thomas Tomiczek, and Eric B Smith.
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sales@starfleetgames.com; www.starfleetgames.com
Revised 8 August 2004.



KLINGON U1 WORK BOAT UPPER DECK FORWARD SECTION

Boom is one
deck high.
See lower deck



Computers/ Workspace

Head

Shower

23

A graphic featuring a grid of lines. A dashed line starts from the top right and slopes downwards to the bottom left. A solid circle is positioned in the lower right quadrant. The word "Transport" is written in a bold, black, sans-serif font, oriented diagonally from the top left towards the bottom right, crossing the dashed line.

04

01

KLINGON U1 WORK BOAT UPPER DECK LEFT-REAR SECTION

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Emergency Supplies

Shower

Head

Computers/Electronics
Workspace

Cabinet

Cabinet

Three-
level
bunks

Storage

Crew Quarters

Reaction
Control
System

Storage

Storage

Storage

Impulse
Engine

Storage

Escape
Pod

Supplies

Ladder

Backup Life Support

Reaction
Control
System

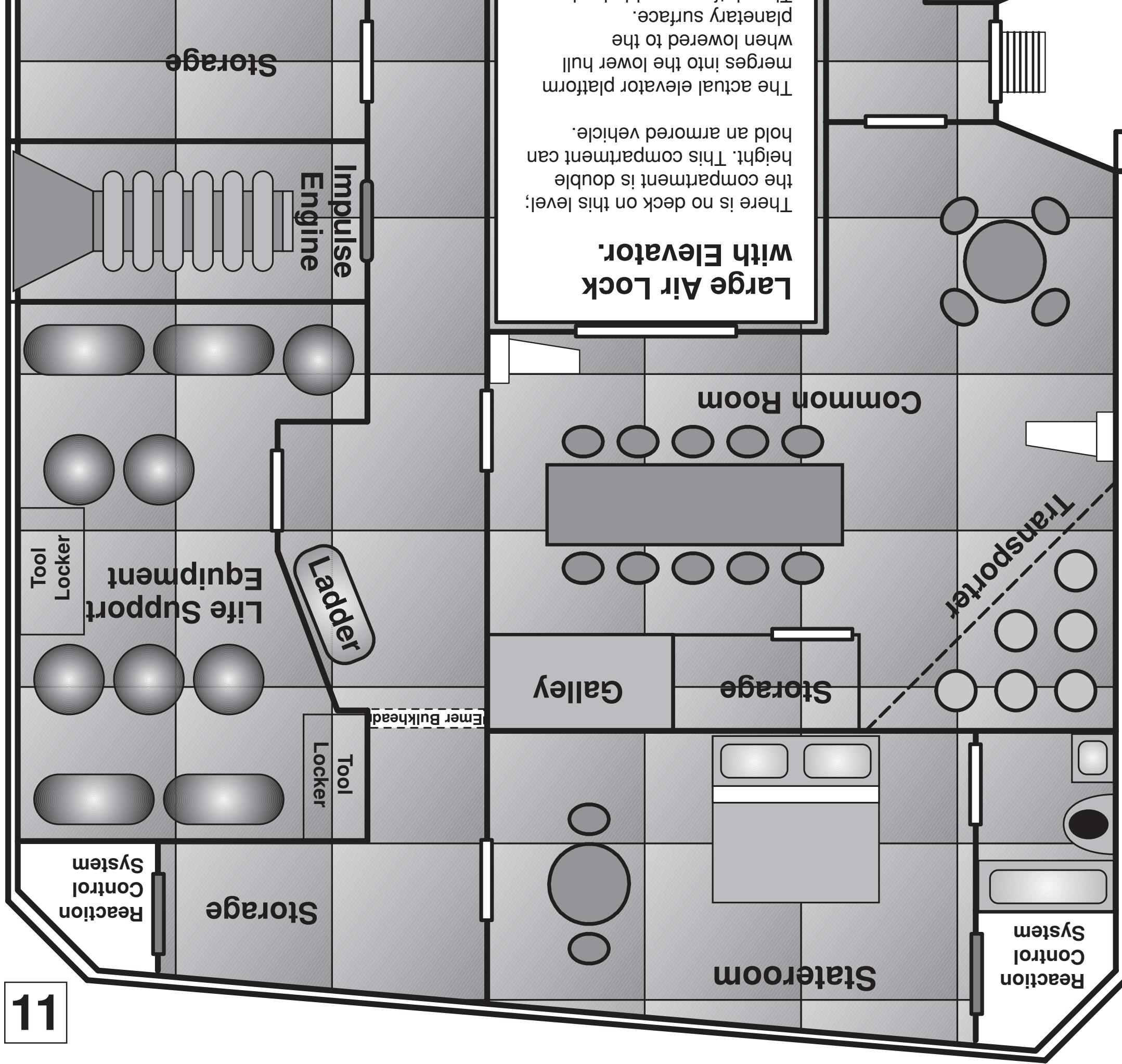
Storage

The actual elevator platform merges into the lower hull when lowered to the planetary surface. The platform could also be positioned at the level of the upper deck and locked in place, allowing both spaces to be used.

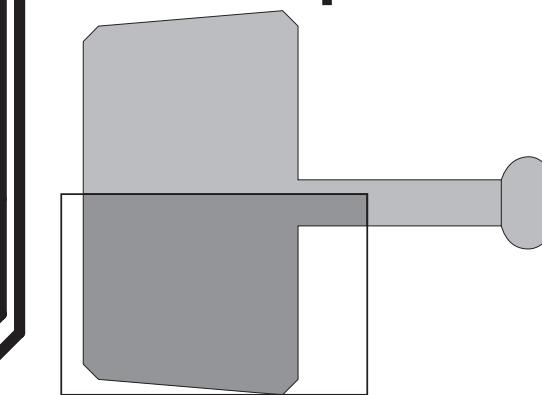
Top & bottom cargo hatches include inset personnel hatch.

Emer Bulkhead

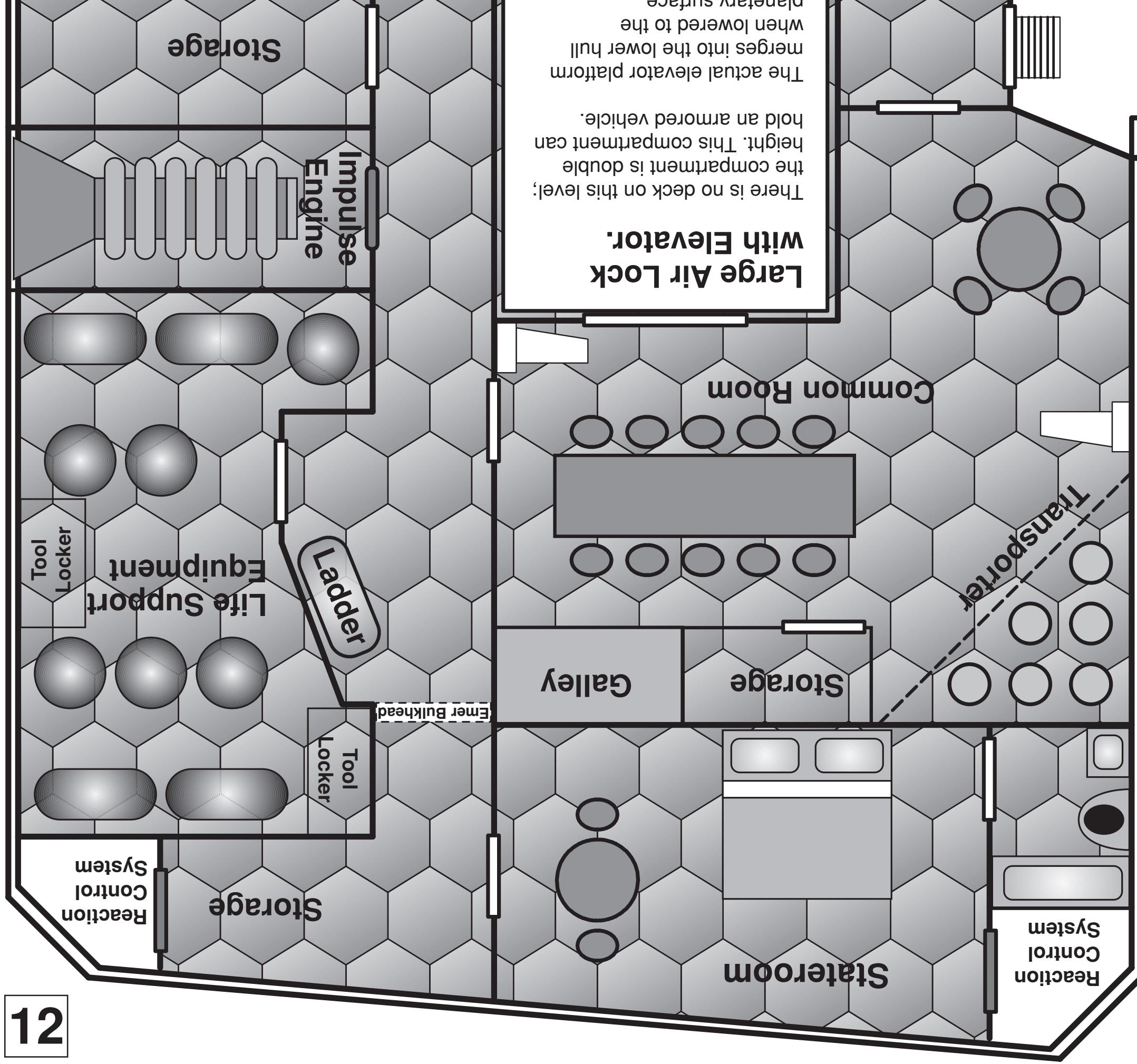
Emer Bulkhead



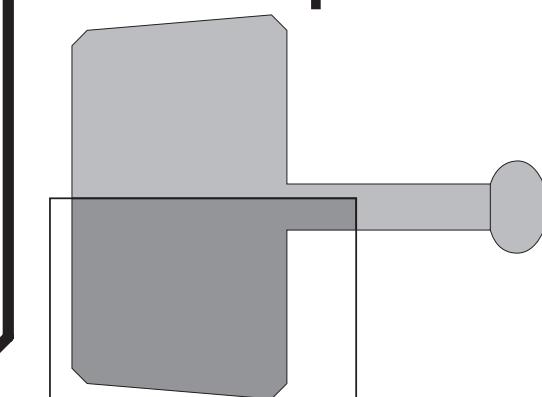
KLINGON U1 WORK BOAT UPPER DECK RIGHT-REAR SECTION



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KLINGON U1 WORK BOAT UPPER DECK RIGHT-REAR SECTION



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KLINGON U1 WORK BOAT UPPER DECK LEFT-REAR SECTION

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Emergency Supplies

Shower

Head

Computers/Electronics
Workspace

Cabinet

Cabinet

Three-
level
bunks

Storage

Crew Quarters

Reaction
Control
System

Storage

Storage

Impulse
Engine

Storage

Escape
Pod

Supplies

Ladder

Backup Life Support

Storage

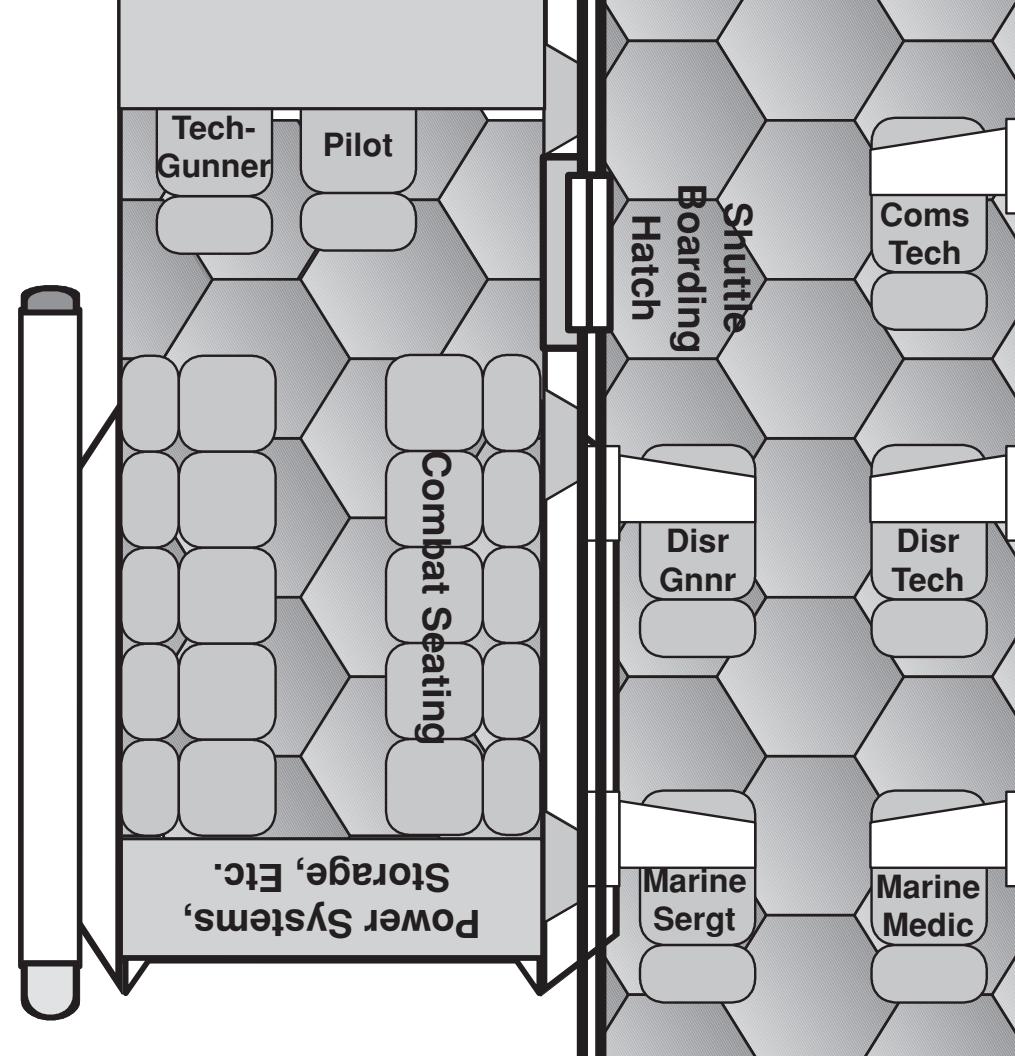
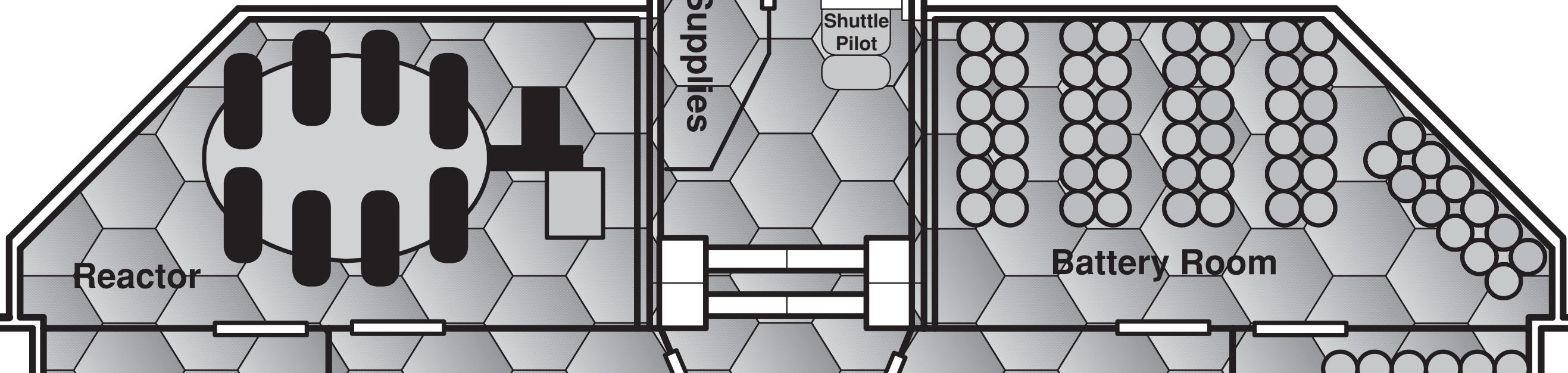
Reaction
Control
System

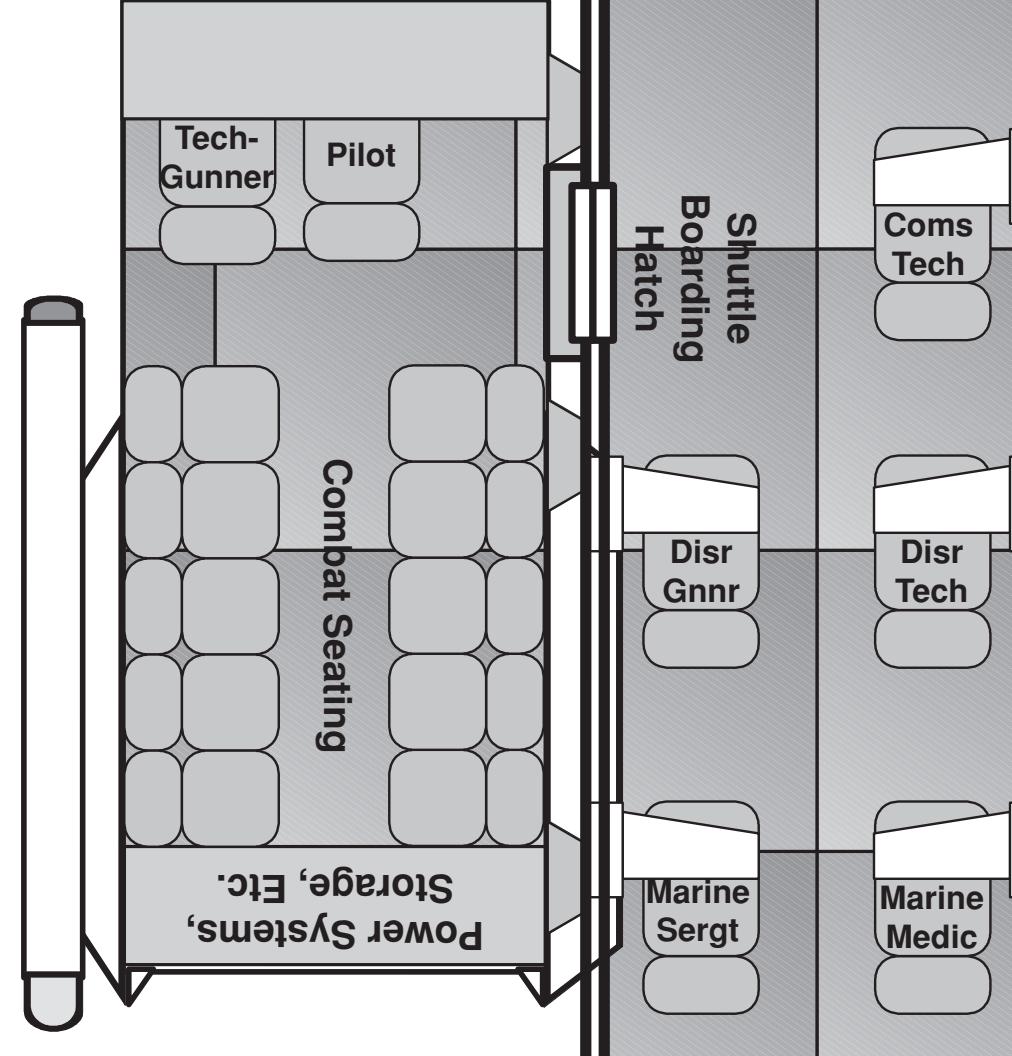
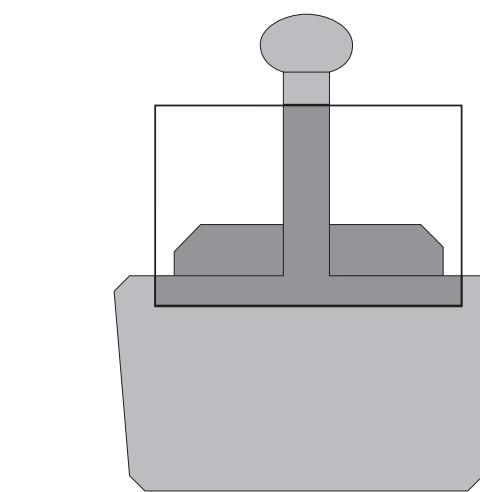
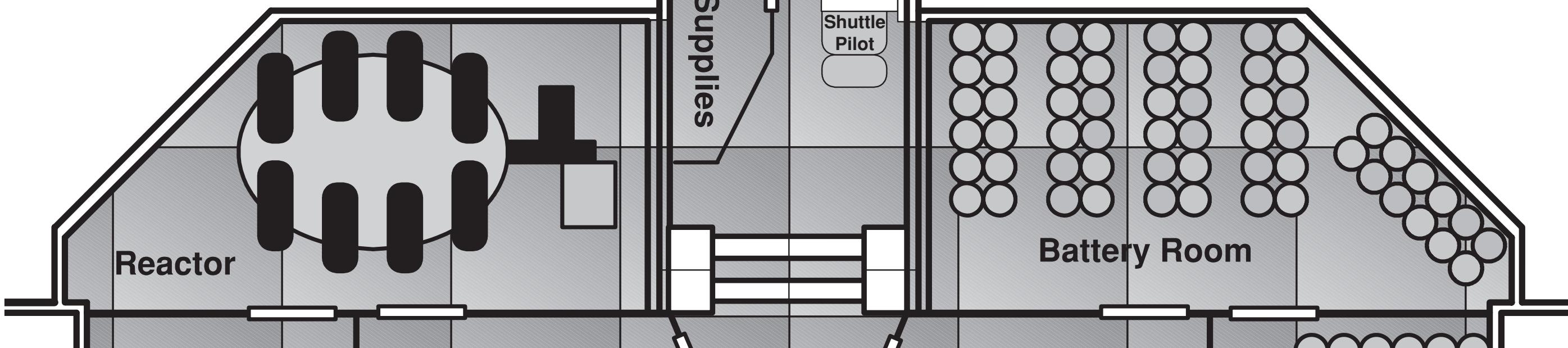
The actual elevator platform merges into the lower hull when lowered to the planetary surface. The platform could also be positioned at the level of the upper deck and locked in place, allowing both spaces to be used.

Top & bottom cargo hatches include inset personnel hatch.

[Emer Bulkhead]

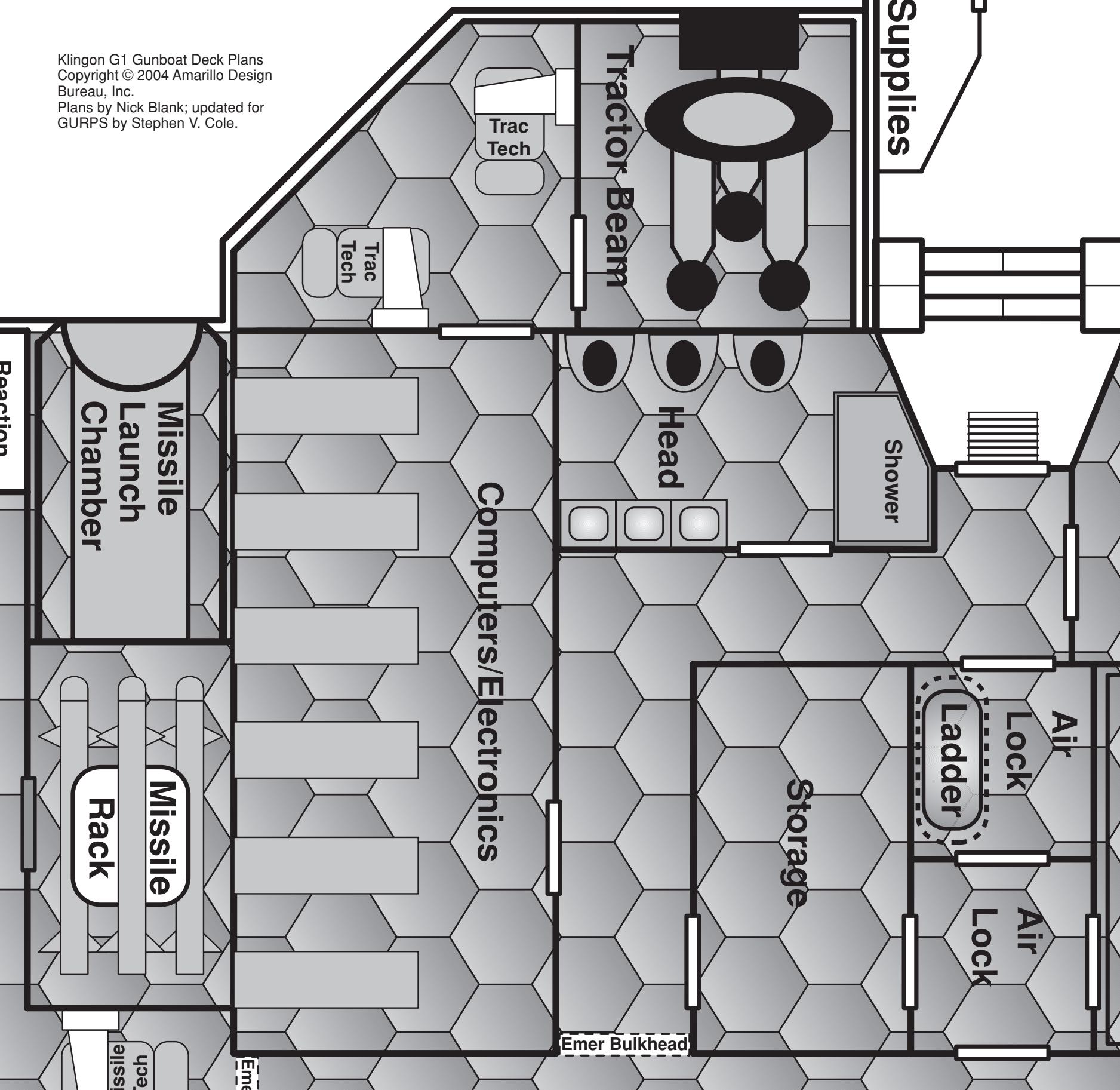
[Emer Bulkhead]

Docked Shuttlecraft**Lower Deck**

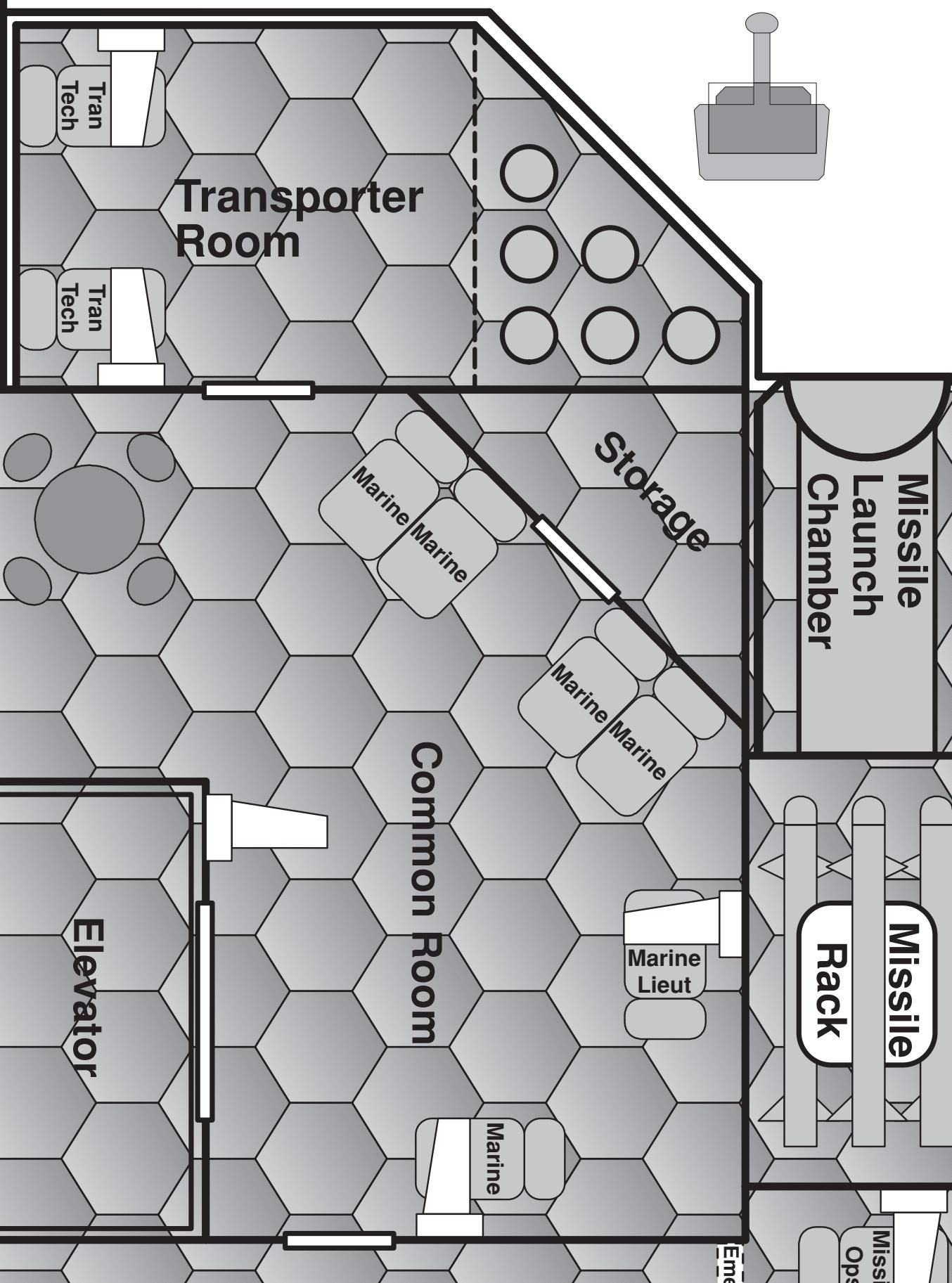
Docked Shuttlecraft**Lower Deck****Gunboat Leader**

Upper Deck

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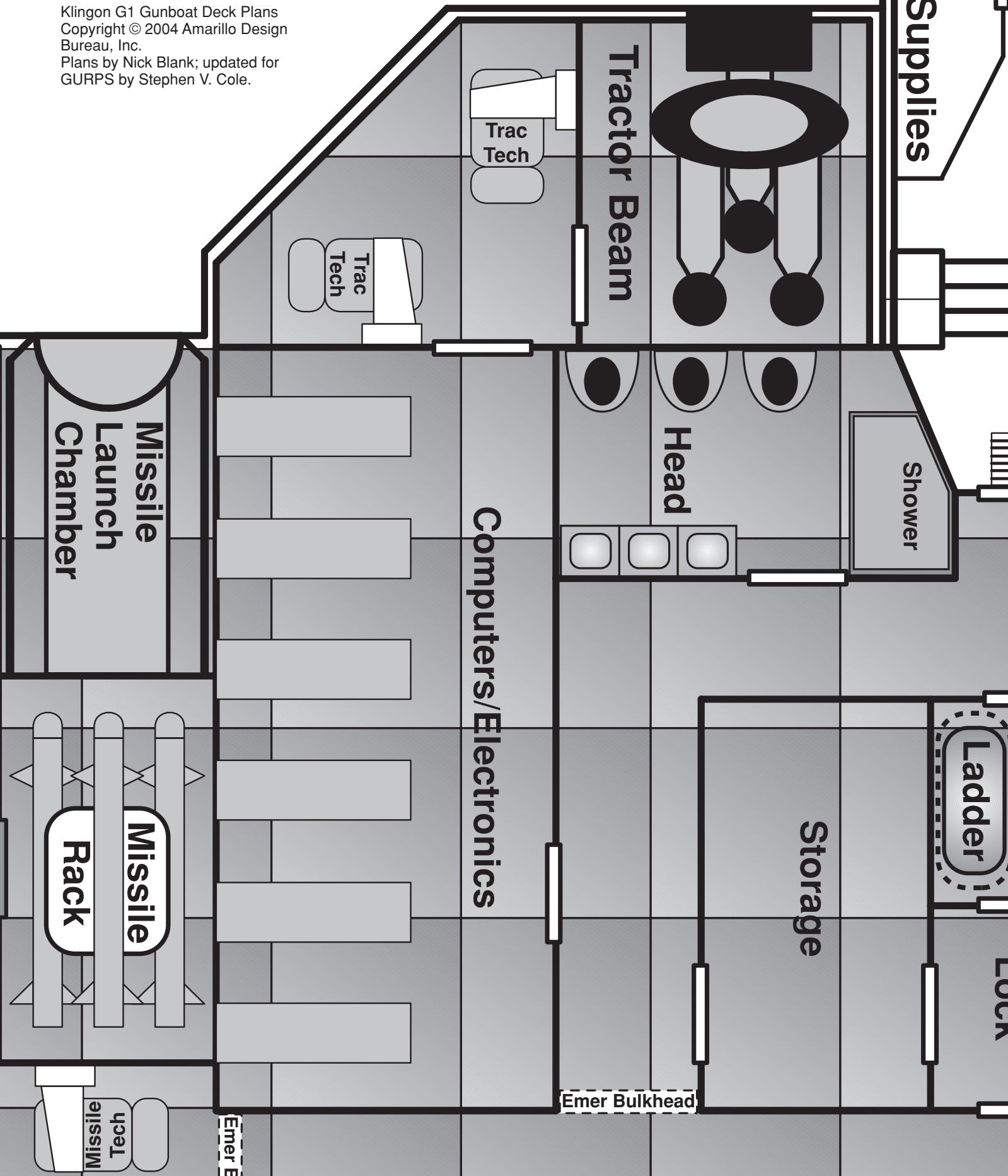


Gunboat Leader



Upper Deck

Klingon G1 Gunboat Deck Plans
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Plans by Nick Blank; updated for
GURPS by Stephen V. Cole.



Gunboat Leader

