

# Scrying Eye Shipyard



Type Y Hunting Yacht 'HMIS Dragon Cat'

1" Square = 5'

**TRAVELLER**

Compatible Product



# Scrying Eye Shipyard

## Traveller Deckplans Plans Freebie 2: Ship design stats for Type Y Hunting yacht “HMIS Dragon Cat” and her custom modular Ship’s boat

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Layout: James Miller

[www.scryingeye.com](http://www.scryingeye.com)

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### SPECIAL THANKS!

Many thanks to the staff at both Dundjinni and Profantasy, whose mapping applications and assets have made this product possible, and to Mark Miller for bringing the fantastic universe of Traveller to life for us all.

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Requires the use of the Traveller(TM) Main Rulebook, available from Mongoose Publishing.

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## TRAVELLER

Compatible Product

## Custom Type Y “Duquesne” Class Hunting Yacht

The information below is for the Scrying Eye Games product ‘Custom Type Y “Duquesne” Class Hunting Yacht’ deckplans, available either in print at <http://www.scryingeye.com> or in PDF format at <http://rpg.drivethrustuff.com/> or <http://www.rpgnow.com>.

A major contributor and alumni of a certain subsector university required a specialized starship that he could use to travel Known Space in search of new and exotic species. His grants and social status allowed him to “commission” a ship design from that university’s Department of Naval Architectural Engineering. He required a ship that could transport himself and a seasoned team for the purpose of capturing and transporting live animals for biological and zoological study. Taking a standard Type Y Yacht and Ship’s Boat, the university customized the Duquesne Class, listed below.

Since the ship was designed using grant money, the contributor had the Duquesne Class blueprints granted the legal classification of Imperial Creative Common, hence classifying them as a “Standard Design” for all Imperial citizens at the usual 10% off standard shipyard production costs.

Yacht, Duquesne Class			Tons	Price (MCr.)
Hull	200 tons	Structure 4		8 MCr.
Armor	None		0	0 MCr.
Self seal	Yes		0	2 MCr.
Jump	A	Jump 1	10	10 MCr.
Maneuver	A	Thrust 1	2	4 MCr.
Power Plant	A		4	5 MCr.
Bridge			10	1 MCr.
Computer	Mod1	Rating 5	0	.03 MCr.
Electronics	Standard Sensors	-4 DM	0	0 MCr.
Weapons	None		0	0 MCr.
Fuel		44 Two Jump–1s and four weeks of operation	44	0 MCr.
Cargo		Designed to accept a 12 ton module in bay	24	0 MCr.
Staterooms		15 Two are combined into a suite, one is converted into sealed vivarium with separate atmospheric controls.	60	7.5 MCr.
Cold berths		2	1	.1 MCr.
Extras	Luxuries		1	.1 MCr.
	Air/raft		4	.6 MCr.
	Ship’s Locker		0	0 MCr.
	Ship’s Boat (Custom)		30	10.6 MCr.
	ATV		10	.3 MCr.
Software	J-1			.1 MCr.
	Manoeuvre/0			0 MCr.
	Library-1	Extensive university-level library		.1 MCr.
<b>Total Tonnage and Cost</b>				<b>49.43 MCr.</b>
<b>Maintenance Cost (monthly)</b>				<b>4120 CR</b>
<b>Life Support Cost (monthly)</b>				<b>12,000 CR</b>

Ship's Boat, custom 30 ton with 12 ton module.

Ship's Boat, custom modular			Tons	Price (MCR)
Hull	Streamlined	Hull 0	30	1.30 MCr.
		Structure 1		
Modular	10 ton		12	0.52 MCr.
Armor	None		0	0.00 MCr.
Fuel			2	0.00 MCr.
Self seal			0	0.00 MCr.
Maneuver	sC	Thrust 2	1.5	3.00 MCr.
Power Plant	sC		1.8	4.00 MCr.
Weapons	none		0	0.00 MCr.
Cabin		2 crew and 1 passenger	6	0.25 MCr.
Computer	Mod1	Rating 5	0	0.03 MCr.
Electronics	standard	-4 DM	0	0.00 MCr.
Extras	grapple arm		2	1.00 MCr.
	Acceleration Couches	5	2.5	0.15 MCr.
	Ship's locker			
Software	Manoeuvre/0			0.00 MCr.
	Library/1	Extensive university-level library		0.10 MCr.
Cargo			2.2	0.00 MCr.
<b>Total Cost</b>				10.35 MCr.
<b>Maintenance Cost (monthly)</b>				863 Cr.
<b>Life Support Cost (monthly)</b>				3000 Cr.

### Custom Modular Ship's Boat's modules

#### General Cargo Module (520,000 Cr.)

A generally empty pressurized module which can be used for anything necessary.

#### ATV Module (1 MCr)

Custom pressurized module designed to carry a standard ATV and 2 tons of cargo.

#### Fuel Module (1.02 MCr.)

Utilizing the built-in scoops of the streamlined Ship's Boat, this allows 11 tons of fuel to be processed in around half a day.

#### Natural Habitat Module (2.2 MCr.)

Sealed, self-contained open module designed with separate atmospheric and gravity controls. Perfect for transport of live captured prey.

#### Modular Lodge (4.15 MCr.)

The ultimate "camping trip", this module allows for up to 8 people to live in total luxury. Self contained, power supply and fuel for 2 weeks, fuel processing to process water found on-site for extended trips, all in a state of luxury.