

Wild Hunt

K (ANIMAL-CLASS)

Although at first appearance uniquely specialised, the safari ship is relatively common throughout the galaxy. It is primarily designed as an excursion vessel, capable of conducting trophy-taking expeditions (photographic or real) to distant worlds, all in a high degree of comfort. Indeed, some owners will outfit their safari ship to higher standards of luxury than many yachts. Included are two eight-ton holding tanks with variable environments for live specimens and a trophy lounge that makes for a very comfortable mess area for passengers and crew. While the ship is streamlined and can land on the surface of a planet, a launch and ATV enable expeditions without requiring the whole vessel to leave orbit. Additional crew, such as a steward and a medic, are often brought along to facilitate safaris but are not needed for basic ship operation. Descriptions of the ATV and air/raft can be found in the Vehicle Handbook.

TL12

	Tons	Cost (MCr)
Hull 200 tons, Streamlined	—	12
M-Drive Thrust 1	2	4
J-Drive Jump 2	15	22.5
Power Plant Fusion (TL12), Power 105	7	7
Fuel Tanks J-2, 4 weeks	41	—
Bridge Bridge	10	1
Computer Computer/5bis	—	0.045
Sensors Civilian Grade	1	3
Weapons Double Turret: empty x0	1	0.5
Systems Docking Space (27 tons), Launch (ATV) (20 tons, Cr2,785,000), Fuel Processor (40 tons/day), Fuel Scoop, Air/Raft, Multi-Environment (16 tons)	45.8	7.5
Software Manoeuvre, Intellect, Library, Jump Control/2	—	0.2
Staterooms Standard x11	44	5.5
Common Areas	20	2
Cargo	13.2	—
Total	MCr68.03	

Crew	Actual Crew: 5
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Captain, Pilot, Astrogator, Engineer, Maintenance, Steward, Administrator, Sensor Operator, Medic

Required specialist roles (Step 10) — official rosters are often shorter, since one Traveller can fill several roles on a small ship.

Passengers	
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Middle Passage	6
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Hull	
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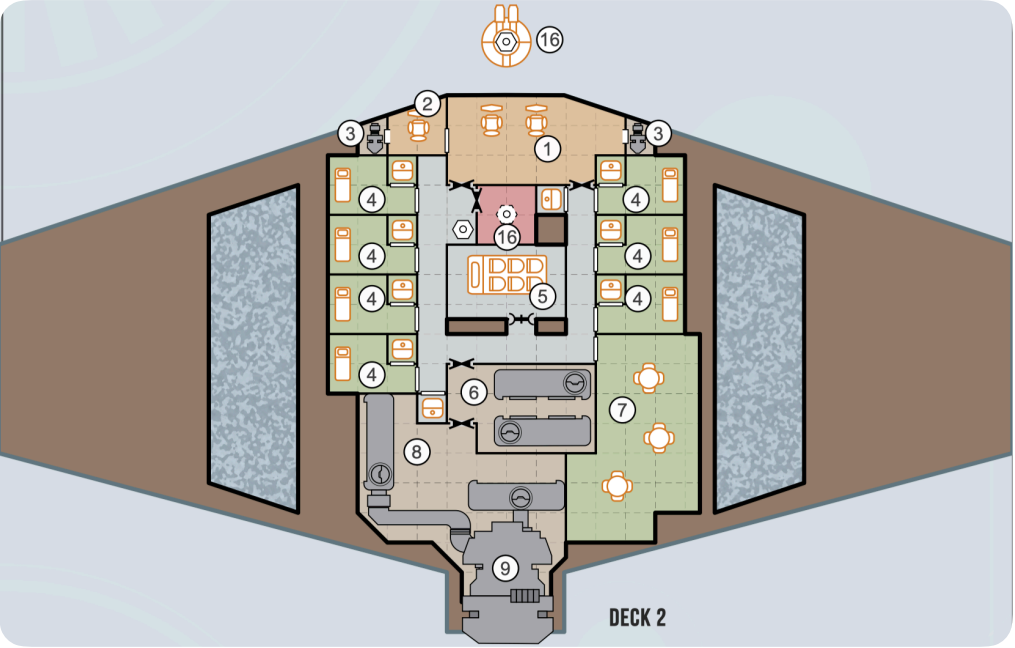
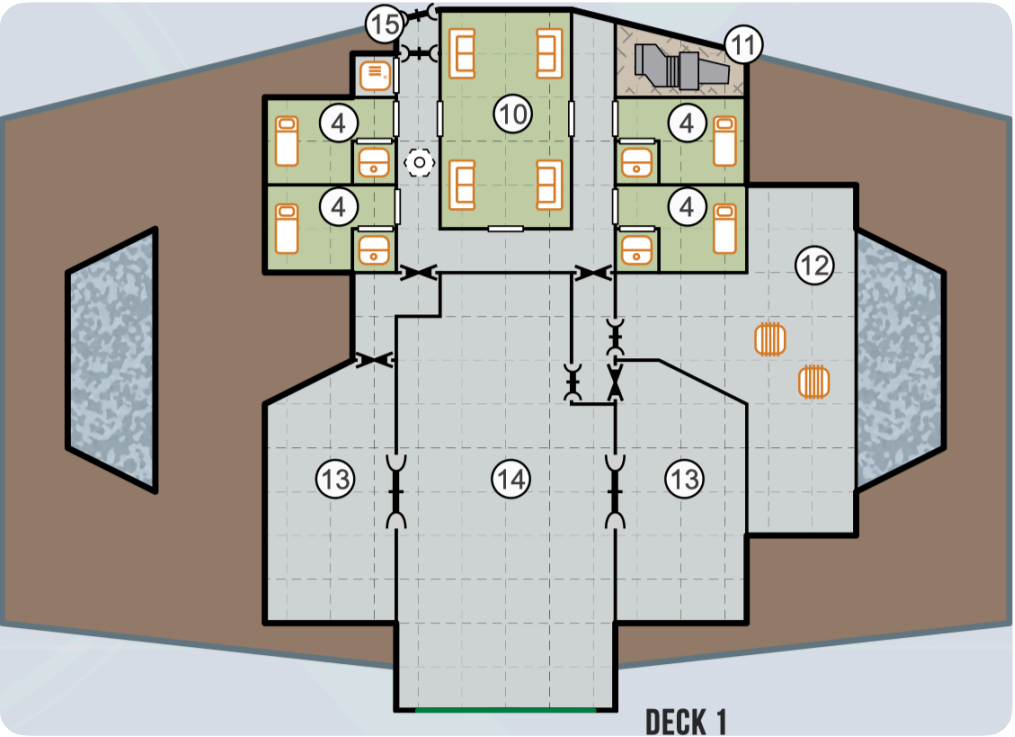
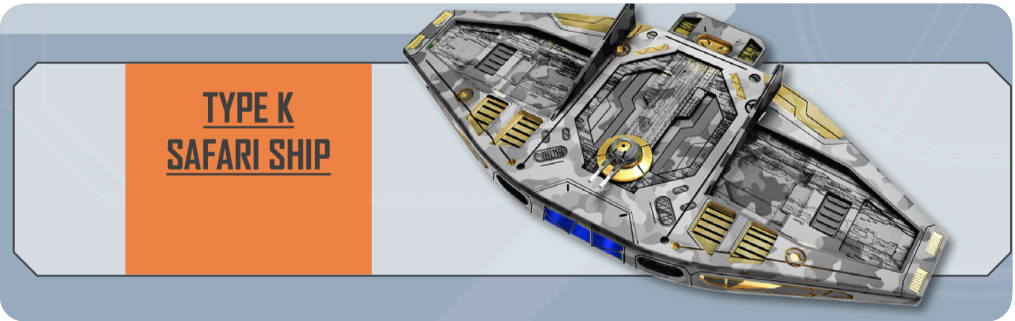
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Running Costs	
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Maintenance Cost	Cr5,102/month
Purchase Cost	MCr61.227
Life Support (Staterooms)	Cr11,000/month
Life Support (Crew & Passengers)	Cr11,000/month
Total Life Support	Cr22,000/month
Total Monthly Costs	Cr27,102/month

Power Requirements	Available: 105
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Basic Ship Systems	40
Manoeuvre Drive	20
Jump Drive	40
Sensors	1
Weapons	1
Optional Systems	2.8



LEGEND	
1. Bridge	9. Manoeuvre Drive
2. Office	10. Trophy Lounge
3. Sensors	11. Fuel Processor
4. Stateroom	12. Cargo Hold
5. Docking Space (4 tons)	13. Multi-Environment Holding Tanks
6. Power Plant	14. Docking Space (20 tons)
7. Common Area	15. Airlock
8. Jump Drive	16. Double Turret (empty)