

Central Drawing  
900x500

# SHIP ENGINE

Engine for the new and improved Dawnchaser

## BASE BLUEPRINT STATS

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*Engineering*

**Materials:** 200g of Engineering Materials

**Difficulty:** 60%

**Inspiration:** 5%

**Completion:** 4000

## BASE ITEM STATS

---

**Materials:** 200kg of Engineering Materials

**Labor:** 120h Manual, 100h Skilled

**Requirements:** Forge

Creates an engine specifically fitted for the Dawnchaser.

Designed to consume **Fuel Cells**.

- Allows the ship to maintain an **average speed of 15kmph**.
- Consumes **20 Fuel Cells** per hour of travel.
- Has additional space for potential improvements with some portion dedicated to speed of vessel **Improvement Capacity (75/100)**.

## FINAL BLUEPRINT STATS

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**Difficulty:** 60%

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## FINAL ITEM STATS

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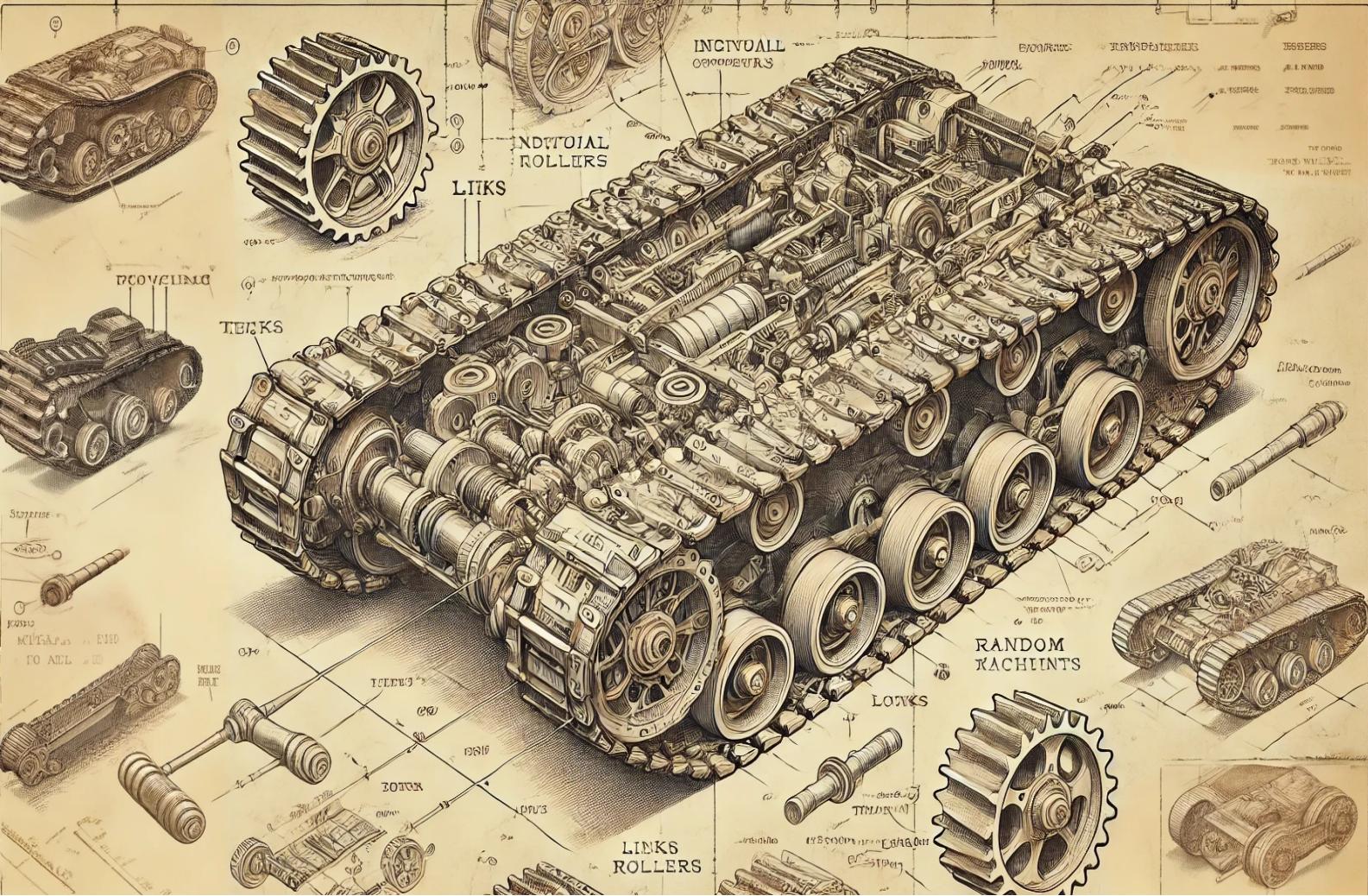
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# ALL-TRACK PALETTES

A set of wheels and tracks to turn the Dawnchaser into an all terrain, wind independant vehicle.

## BASE BLUEPRINT STATS

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### *Engineering*

**Materials:** 1500g of Engineering Materials

**Difficulty:** 65%

**Inspiration:** 1%

**Completion:** 2700

## BASE ITEM STATS

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**Materials:** 250kg Engineering Materials

**Labor:** 70h Manual, 40h Skilled

**Requirements:** Forge, Engine, Reinforced hull, Drydock

A set of wheels and tracks to turn the Dawnchaser into an all terrain, wind independant vehicle.

- Allows the ship to maintain an **average speed of 13kmph on Sand**.
- Allows the ship to maintain an **average speed of 13kmph on Flatland**.
- Speed will be modified based on the terrain difficulty.  
Treated as human travel.

## FINAL BLUEPRINT STATS

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**Difficulty:** 65%

**Inspiration:** 1%

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