

Name:

Deep Space Scout

Type: Mesens Corporation Deep Space Scout

Scale: Starfighter

Length: 75m

Skill: Space Transports - Mesens Scout

Crew: 2 + 2 Gunners

Crew Skill: varies

Passengers: 8

Consumables: 4 Years

Cargo Capacity: 190 Tonnes

Cost: 250,000 (new); 55,000 (used)

Hyperdrive Multiplier: X1

Hyperdrive Backup: X12

Nav Computer: Yes

Space: 5

Atmosphere: 520;900kmh

Maneuverability: 1D+2

Hull: 5D

Shields: 2D

Sensors:

Passive: 50/1D

Scan: 100/2D

Search: 150/3D

Focus: 4/4D+2

Weapons:

2 * Twin Medium Laser Cannons

Fire Arc: Turret

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/15/25

Atmosphere Range: 100-300/1.5/2.5km

Damage: 6D



Description: The Mesens Scout is a common and popular long range deep space scout craft, capable of travelling for years at a time exploring space and mapping out hyperspace routes. The vessel is equipped with powerful sensors and reasonable weaponry, meaning that it is also often used as a patrol craft, however it is not designed with this role in mind so doesn't excel at this task. As it is equipped with a large cargo bay to carry probes, samples and equipment to aid the crew in their exploration, the Mesens

Scout is also sometimes found as a transport vessel, and although expensive for a craft of this type, its high speed, large cargo capacity and tough hull allow it to perform magnificently in this role. The Empire used this design in small numbers before Sienar manufactured their own scout craft, but the Rebel Alliance, and later the New Republic has purchased this vessel in large quantities and use it for both patrol and scouting missions, removing the Laser Cannon turrets and replacing them with more powerful turbolasers to allow the vessel to defend itself against hostile Imperial vessels.

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