

## Starships D6 / Mesens Corporation De

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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