

Ship Name: Krydanti Systems Mk. XVII scoutship (Scoutship)

Cost: 70,400 Credits

Speed: 275

Accel: Average

Turn: Good

Shields: 30

Armor: 5

Guns: Maximum of 4

Turrets: None

Space: 35 tons

Cargo: 40 tons

Fuel: 9 jumps

Length: 18 m

Mass: 50 tons

Crew: 2

Standard weapons:

2 Laser Cannons

My opinion: The scoutship is a good step up from the shuttlecraft — it's very cheap, too. While shields and armor aren't too plentiful, equipping the ship with 4 proton cannons will turn the Scoutship into a more formidable fighting machine. Still, shots should only be fired at hostile pirates and bounty hunters — you're still too weak to be picking fights. The scoutship is the ideal upgrade from a Shuttlecraft. With 9 jumps worth of fuel you'll easily be able to make it to your destination on time.

Computer controlled: The scoutship is another easy ship to disable, even a shuttlecraft can. The lack of a turret and low shields allows for easy disabling if you approach the ship from its rear.