

# Sidewinder Scout 1

## TECHNICAL BRIEFING



*The 20t Sidewinder is a fast scout craft designed for patrolling and scouting a star system. It carries up to two crew, and has a 7G thrust with a maximum scouting radius of over 160AU.*

*Equipped with a high tech sensor suite and a single Intellarms pulse laser, it is ideal for anti-pirate patrols, system defence and exploratin of unknown systems.*

*Coming in at under Cr20 million credits, it is a high tech craft well suited to both scout and interceptor roles.*

## Overview

Though it is marketed as a scout, the Sidewinder is often viewed (and used) as a heavy fighter. The addition of a full stateroom, which greatly extends the practical operating duration, has been seen as a benefit by organisations who wanted to deploy fighter groups on long term patrol.

However, many pilots still dislike being stuck in such a small craft for multiple weeks. it is loved for its ability to be more comfortable for missions that last days. It is not loved because planners assume that it is okay to stuff pilots into one for four weeks.

It is claimed that sales have been helped by designating it as a scout rather than a long range fighter. It is apparently easier for some organisations to get purchase licenses for Sidewinders rather than dedicated fighters - which are seen as only having a military

application. The fact that the Sidewinder has heavier armour than many fighters, and comes equipped with a top of the range pulse laser as standard equipment isn't the point.

It is fast and manouevrable, with good anti-missile defence systems, full self-piloting automation and a deep range sensor system.

It has been used for long range patrols, anti-pirate work, ground attack, convoy protection and even, sometimes, as a small scout craft by research teams looking for something cheaper and more flexible than larger vessels.

Downsides include the fact that it can be cramped for long patrols. The choice is between being on your own for four weeks, or cramped in with another person for four weeks. Different crew members have different preferences for which is the least bad.

It has no airlock. If you need to open an external hatch, then you are opening the whole craft to vacuum. Internal doors are only rated to remain airtight in vacuum conditions for a few minutes. Long enough to get into a vacc suit. If you can find somewhere to fit one.

Access to the cargo hold from the interior is via a small hatch which is normally hidden under the bunk beds.

**Source:** Elite (1984)

**Company:** Faulcon de Lacy

**Technology Level:** 13

**Total Tonnage:** 20t

**In Service Date:** 1055

**Cost:** MCr19.4

# 2 Sidewinder Scout

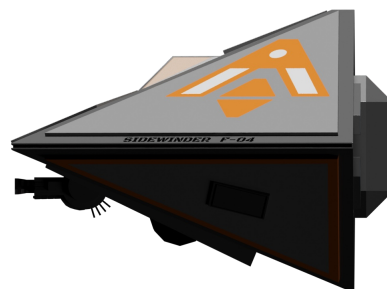
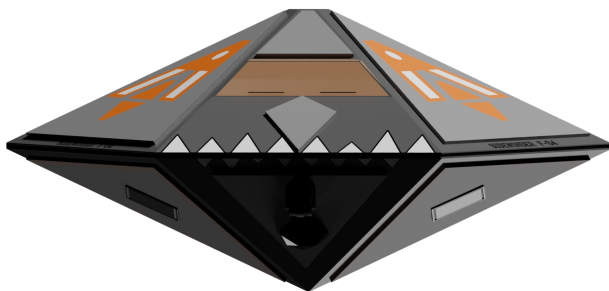
## TECHNICAL BRIEFING

TL 13		TONS	COST
Hull	20t Streamlined hull, Armour (Crystaliron) 5	4.5	1.6
M-Drive	Thrust 7	1.4	2.8
Power Plant	Fusion Power Planet, 30	2	2
Fuel	1t, 4 weeks operation	1	-
Bridge		3	0.5
Computer	Computer/20 (TL12)	-	5
Sensors	Improved Sensors	3	4.3
Weapons	Fixed mount pulse laser Very High Yield, Intense Focus	-	1.5
Staterooms	Standard x1	4	0.5
	Common areas	0.8	0.2
Software	Virtual Crew/0	-	1
	Intellect/2	-	0.05
Cargo		0.3	-

**Crew**  
1 Pilot, 1 Sensor Operator  
**Hull: 8 Armour: 4**

**Costs**  
**Maintenance Cost**  
Cr 1,575 / month  
**Purchase Cost**  
Mcr 19.4  
**Power 30**

**Basic Systems**  
4  
**Manoeuvre Drive**  
14  
**Weapons**  
3  
**Sensors**  
4



The lower bunk folds upwards, allowing somewhat inconvenient access to the cargo hold. This is considered non-optimal.

It has partial atmospheric capability, but given its high drive power this is more than adequate. It can drop out of orbit at a moment's notice, and quickly descend to a planet's surface on its thrusters alone.

### Crew

A Sidewinder has a minimum crew of zero, since it is capable of either self-piloting or remote piloting. Without additional software upgrades though, it is not capable of taking part in combat without at least a remote operator.

Normally it has a crew of one or two. A pilot is normally



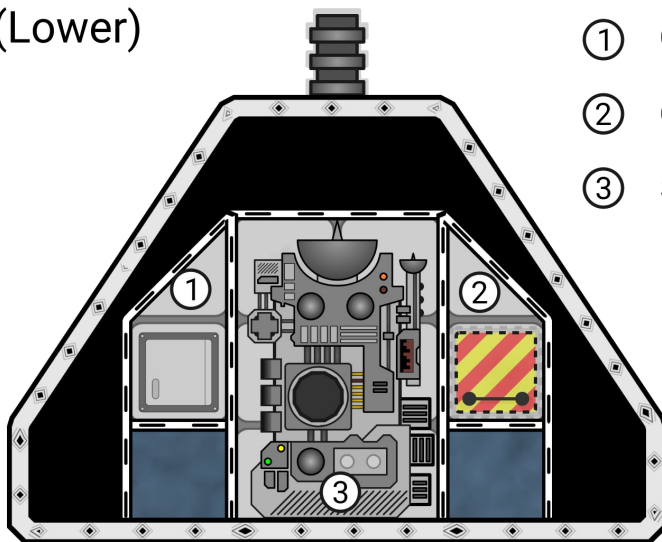
the primary crew member. It is possible to run all the ship's systems with a single pilot, though some circumstances are more efficient with a co-pilot to operate the sensors.

For long distance patrols, a crew of two is recommended.

# Sidewinder Scout 3

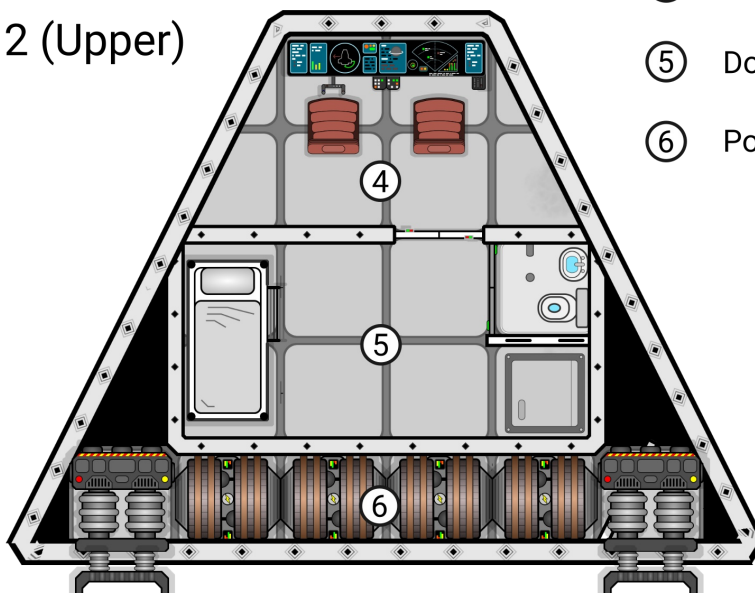
## TECHNICAL BRIEFING

Deck 1 (Lower)



- ① Cargo hold
- ② Common Area / Airlock
- ③ Sensors

Deck 2 (Upper)



- ④ Bridge
- ⑤ Double Stateroom
- ⑥ Power / Drives

# 4 Sidewinder Scout

## TECHNICAL BRIEFING

### Common Roles

#### Scout

It's exceedingly long theoretical range and good sensor systems makes it useful as a scout craft. They are cheap to deploy, often being carried by a mother ship which will drop them off whilst it refuels.

The ability to support two crew members provides the ability to both set watches, and to have sensors being monitored at the same time as the pilot flies the ship.

They can also be used in a military role, performing long range patrols along around likely jump points, looking for pirates or other attackers.

#### Fighter

Though not specifically designed as a fighter, the Sidewinder makes for a decent one. It can out-perform most fighters of its tech level in both speed and endurance.

As standard, it is fitted with a high technology pulse laser with both greater penetration and greater power than a typical laser.

#### Ground Assault

In a ground assault role, the Sidewinder is particularly well suited. Though it has only basic support for atmospheric streamlining, it's high-thrust drive means it has a high degree of control when performing surface operations. It can drop from orbital velocities to ground stationary in under two minutes

#### Interceptor

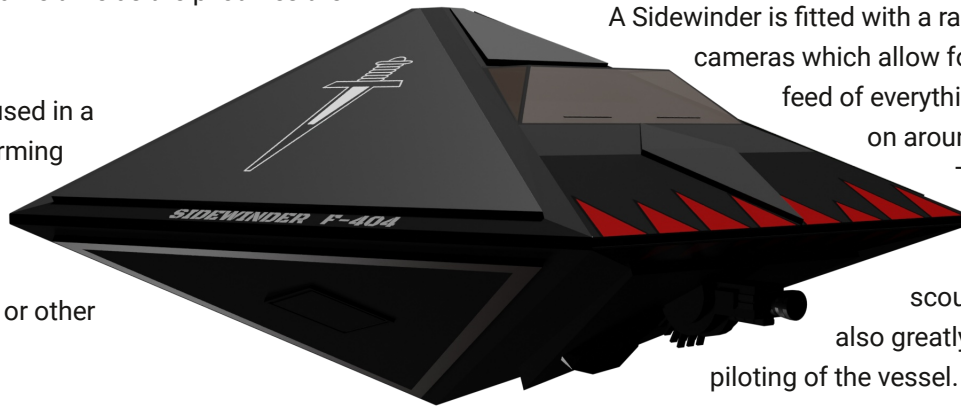
Similar to the fighter role, but specifically to intercept pirates or other troublemakers, often at the 100 diameter limit of worlds.

At 7G thrust, it can get from low orbit to 100 diameters in under 150 minutes for an intercept, or about 100

minutes for a flypast.

#### Remote Drone

The Sidewinder comes with a Virtual Crew package as standard, which also allows for remote piloting. Managing a wing of Sidewinders remotely from a mother ship is not unheard of, and allows them to be more expendable. However, the unit cost is normally considered too high to make this a good use of resources.



A Sidewinder is fitted with a range of external cameras which allow for a good visual feed of everything that is going on around the ship.

This was designed for capturing scouting data, but also greatly aids in remote piloting of the vessel.

### Variants

#### Stealth

The stealth variant is probably the most common, being equipped with an Enhanced stealth hull for an extra MCr10. This makes the Sidewinder even harder to spot, especially if located in asteroid belts or similar high noise regions of space.

#### Reflec

Similar to the Stealth variant, the Reflec variant has an updated hull design which is coated with a reflec layer. This adds MCr2 to the price of the vessel, and adds +3 to the protection rating against laser fire.

#### Leisure

With the weapon and sensor system removed, the leisure variant is useful as a fast boat for people who just want a run-around. The lower deck is opened out into a living area, to make the ship that much less cramped.