

Cobra-Class Strike Frigate

The Cobra-class Strike Frigate was designed for transporting one to two mobile suite squadrons to a target area, hitting the target, and then either holding the area until reinforcements arrive, or jumping into hyperspace. These ships are entirely capable of operating alone, but can also be integrated into a larger fleet. The first 9 of these ships formed the 45th Independent Strike Group. So far, 3 other Strike Groups have been formed, based on the success of the original. Wreaking havoc amongst the enemy in the Aldereenia system, these Groups are now being move to other areas of concern.

Craft: Sienar Fleet Systems Cobra-class Strike Frigate Type: Autonomous strike ship Scale: Capital Length: 500m Skill: Capital Ship Piloting: Cobra Crew: 4,516 Gunners: 132 Skeleton: 1542/51+ Crew Skill: Astrogation 5D; Capital Ship Piloting 6D; Capital Ship Shields 5D+1; Capital Ship Gunnery 5D+2; Sensors 5D. Passengers: 94 (troops) Cargo Capacity: 1236 metric tons Consumables: 1 year Hyperdrive Multiplier: x .7 Hyperdrive Backup: x5 NavComputer: Yes Manueverability: 3D Space: 10 Hull: 3D+1 Shields: 4D+2 Sensors: Passive: 60D/0D Scan: 95D/1D+1 Search: 130D/2D+2 Focus: 165D/4D+1 Weapons: 40 Turbolaser Batteries Fire Arc: 12 front, left, right, 4 rear Crew: 2 Skill: Capital Ship Gunnery

Fire Control: 1D Space/Orbit Range: 3-15/35/75; 6-30/70/150 km Damage: 7D 16 Quad Laser Cannons Fire Arc: 4 front, left, right, rear Crew: 2 Skill: Capital Ship Gunnery Fire Control: 3D Space/Orbit Range: 2-10/25/50; 4-20/50/100 km Damage: 5D 2 Tractor Beam Emplacements Fire Arc: 1 front, 1 rear Crew: 4 Skill: Capital Ship Gunnery Fire Control: 3D+2 Space/Orbit Range: 1-5/15/30, 2-10/30/60 km Damage: 6D 4 Concussion Missile Launchers Fire Arc: 2 left, 2 right Crew: 3 Skill: Capital Ship Gunnery Fire Control: 4D+1 Space/Orbit Range: 1-8/16/35, 2-16/32/70 km Damage: 9D

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