

Name:

Cobra Mk3

Type: Bell-Braben Shipyards Cobra Mk3

Freighter

Scale: Starfighter

Length: 20 Meters Long, 80 Meters Wide, 10 Meters High

Skill: Space Transports - Cobra Mk3

Crew: 1

Passengers: 3

Crew Skill: Space Transports 5D, Starship

Gunnery 4D+2, Starship Shields 4D

Consumables: 6 Months

Cargo Capacity: 200 Tons

Price: 35,000 (used)

Hyperdrive Multiplier: X5

Hyperdrive Backup: N/A

Nav Computer: Yes

Space: 5

Atmosphere: 295;850kmh

Maneuverability: 1D

Hull: 5D

Shields: 2D

Sensors:

Passive: 20/1D

Scan: 40/2D

Search: 60/3D

Focus: 2/4D

Weapons:

4 Blaster Cannons

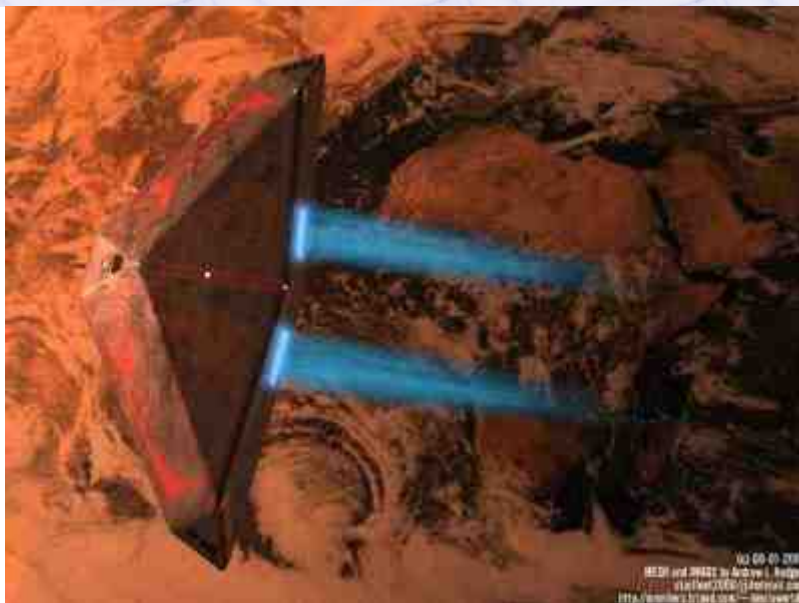
Fire Arc: 1 Front, 1 Left, 1 Right, 1 Back

Fire Control: 1D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 4D



Description: The Cobra Mk3 is a larger more popular version of the Cobra Mk1 (the Mk2 only reached prototype stages and was abandoned due to a design fault in the hull). The Cobra is much favoured with Lone Wolf traders, who wish to combine potential superior combat qualities with adequate cargo space.

The Cobra is surprisingly agile for a ship of its size, and although nearly capital scale, the Cobra Mk3 can perform maneuvers that many fighters find difficult. Owners love to modify these ships, and replacement hyperdrives and weapons are very popular, especially as the external nature of the blaster cannons allows them to be replaced at no cargo loss (as long as the blaster cannon is replaced by a single other weapon, then no cargo capacity is lost for the installation of this weapon). The Cobra sold in massive numbers before the Imperial Era, but as weapon restrictions bit into the market, the Cobra was discontinued, however rumours exist of the ship re-entering production under the less restricted reign of the New Republic.

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Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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