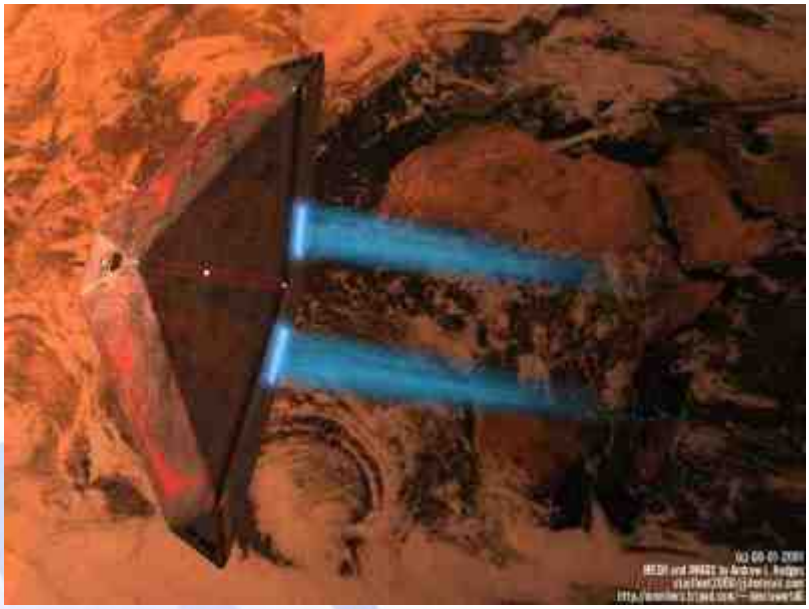
Starships D6 / Bell-Braben Shipyards Cobra M



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 manuevers 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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