

## 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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All text and stats by Geoff DeWitt, HTML and logos done by FreddyB

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