Starships D6 / Cobra-Class Strike Frigate

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

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
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