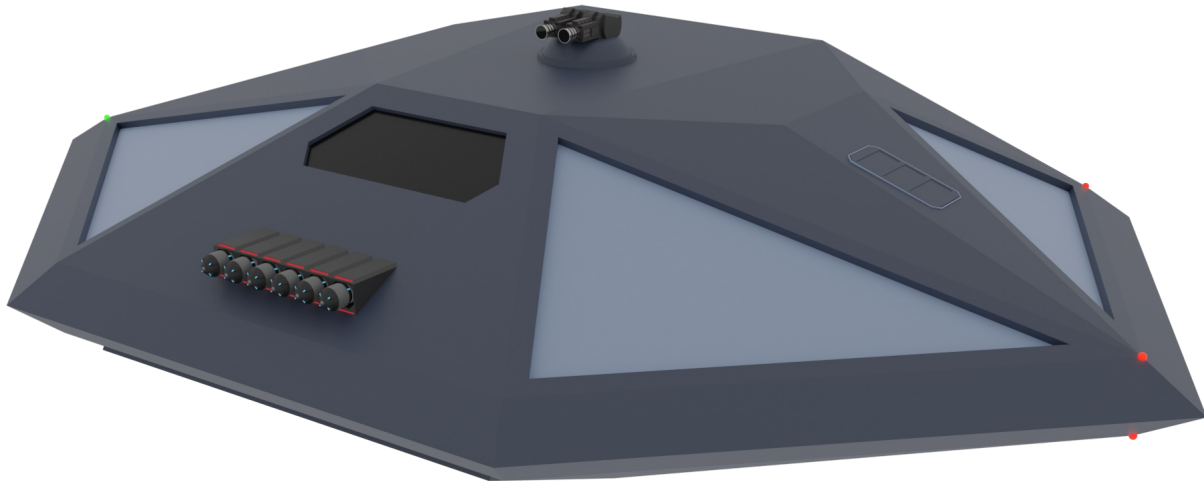


Cobra Free Trader 1

TECHNICAL BRIEFING



The Cobra is an ageing version of the classic free trader. For its time, it was fast, capable and reliable. Designed to be flown by a single pilot, it was the ship dreamt of by young would-be pilots.

Overview

The Cobra is a heavily armed and armoured 200t free trader. It was a favourite of lone traders for a long time, especially those operating on the borders of civilisation.

The rumour is that this was initially a military design, but Paynou, Prossett and Salem lost the military contract whilst the Cobra was still in the prototyping phase. Not willing to give up on a good design, it was remarketed to lonewolf traders who wanted something a bit tougher than what was normally available at that time.

Twice the size of an Adder, with a cargo capacity of 70t, it is more than capable of filling the role of small trader.

The Cobra is heavily armoured, capable of withstanding heavy punishment. By default it comes with a fixed missile rack and a double pulse laser turret.

Crew

The Cobra was designed to be flyable by a single pilot. The use of missiles on a fixed mount is easy for a single operator to use. The turret can also be switched to a fixed mount configuration, which always fires straight ahead. This allows a single pilot to use point and shoot

rather than needing a second gunner.

However, despite what the marketing says, extra crew for operating the turret and a sensor operator are definitely advantageous.

Common Roles

Trader

The Cobra is most commonly seen as a free trader. Capable of longer jumps than the Adder, with a bigger cargo hold, it was quickly considered the favoured ship of the small time trader.

Though the missiles provide a definite advantage in combat, many civilian traders replace them with true fixed pulse lasers, since the cost of actually using the missiles is considerable.

The Cobra is not designed to take passengers. Though it has one spare passenger stateroom on the mid-deck, there is no security between the staterooms on the upper deck and the bridge, making them less suitable for carrying strangers.

Pirate

The Cobra makes for an excellent pirate ship. Indeed, it was almost banned from some markets without a rigorous background check for the owner because it

Source: Elite (1984)
Company: Paynou, Prossett and Salem
Technology Level: 12
Total Tonnage: 200t
In Service Date: 755
Cost: MCr68.265

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TECHNICAL BRIEFING

TL 12	Cobra	TONS	COST
Hull	200t Streamlined hull	-	12
	Crystal iron armour 4	12	1.2
M-Drive	Thrust 3	6	12
J-Drive	Jump 2	15	22.5
Power Plant	TL12 Fusion Power Plant, 120	8	8
Fuel	2 Parsec Jump	40	-
	4 weeks operation	1	-
Bridge	Bridge	10	1
	Sensor Station	1	0.5
Computer	TL 12, Computer/20	-	5
Sensors	Military sensors	2	4.1
Weapons	Double pulse laser turret	1	3
	Missile rack fixed mount	-	0.85
Systems	Staterooms x4	16	2
	Low Berth x2	1	0.1
	Common areas	11	1.1
	Fuel Processor (120t/day, 5t/hour)	6	0.3
	Fuel Scoop	-	-
Software	Manoeuvre, Intellect, Library	-	-
	Jump Control/2 [10]	-	0.2
	Virtual Crew/0 [5]	-	1
	Virtual Gunner/0 [5]	-	1
Cargo		70	-

Crew

1 Pilot, 1 Gunner,
1 Sensor Operator

Hull: 80 Armour: 4

Costs

Maintenance Cost

Cr 5,689 / month

Purchase Cost

MCr 68.265

Power 120

Basic Systems

40

Manoeuvre Drive

60

Jump Drive

40

Weapons

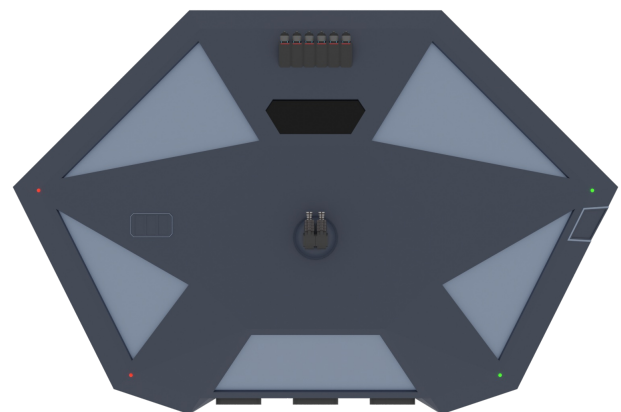
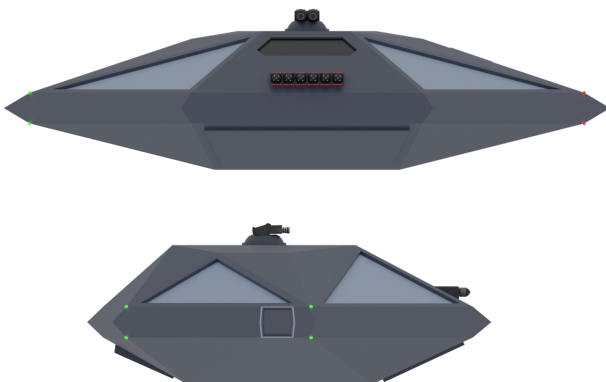
9

Sensors

2

Low Berths

1



was considered to be so obviously designed for pirating.

However, any pirate ship is also a good anti-pirate ship. On the borders of civilised space, it can be difficult to tell the two apart. Some honest traders use hull markings and ship names to make themselves look like a pirate.

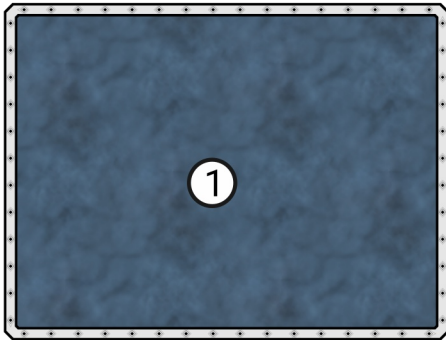
This hopefully dissuades other pirates from attacking.

The downside of the Cobra as a pirate ship is that it doesn't carry many crew, putting a limit on the effectiveness of boarding actions. This has meant that lone Cobras are more likely to blast their prey apart and

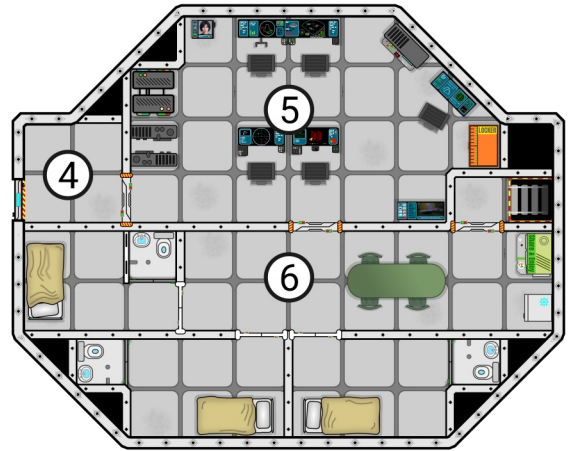
Cobra Free Trader 3

TECHNICAL BRIEFING

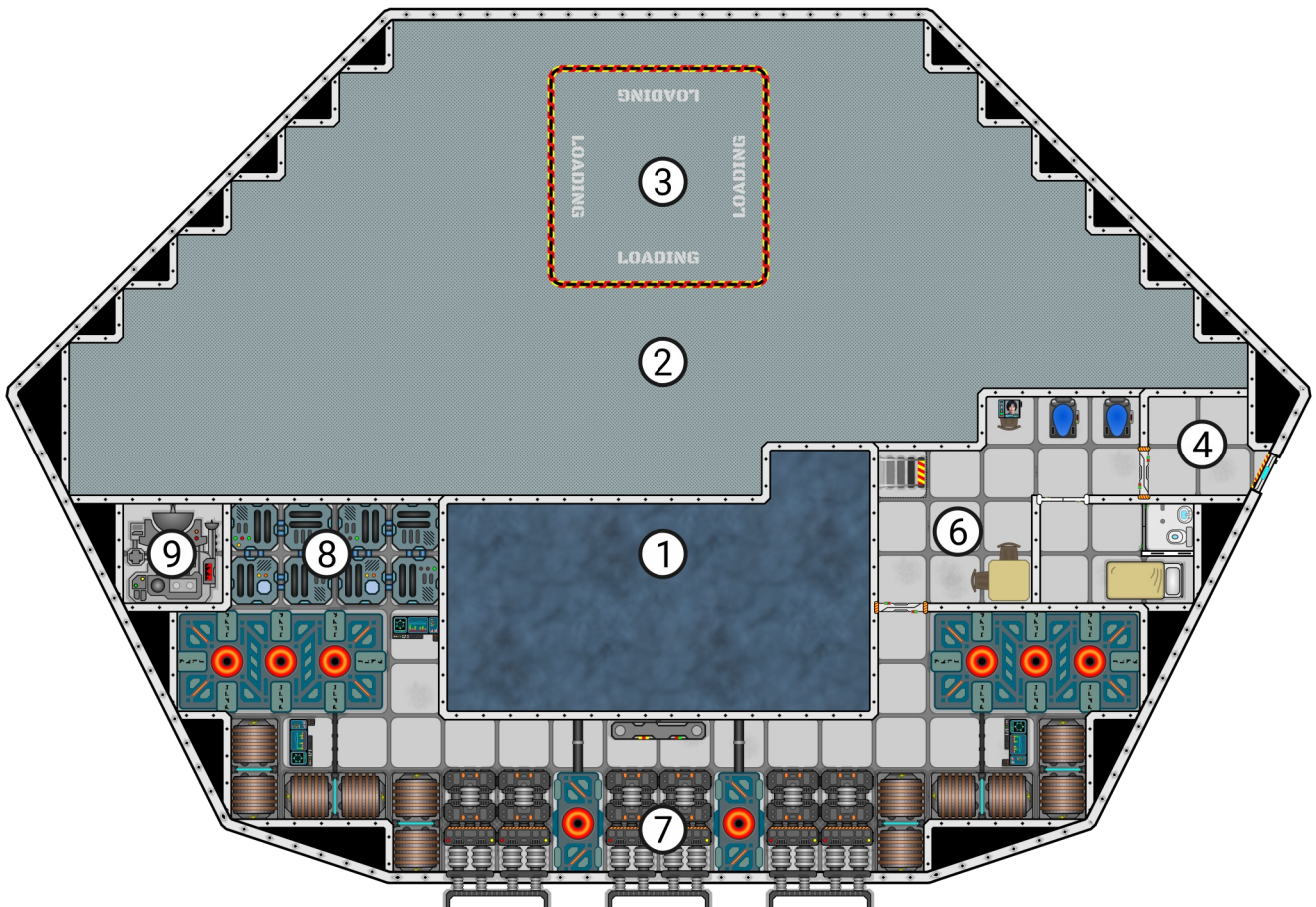
Deck 1 (Lower)



Deck 3 (Upper)



Deck 2



- ① Fuel
- ② Cargo Holds
- ③ Cargo Hatch/Ramp
- ④ Airlocks
- ⑤ Bridge
- ⑥ Living Quarters
- ⑦ Engineering
- ⑧ Fuel Processors
- ⑨ Sensors

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TECHNICAL BRIEFING

pick up the pieces if they don't surrender quickly and dump their cargo.

Smuggler

The Cobra is also a decent craft for smugglers. With a 3G acceleration, and streamlined hull, it can land on a planet, exchange goods, and be gone before local authorities are able to react.

The fuel processors can process a full tank of fuel in about eight hours, which also helps in getting away quickly. Landing, refuelling from a local water supply and then making a fast getaway as the processors churn through the unrefined hydrogen is a common tactic for smugglers.

Deck Layout

The Cobra has a three deck arrangement, though the first deck is entirely taken up with fuel tanks. Decks two and three contain crew habitable space.

Deck 1

The lowest deck is simply extra fuel storage for the jump drives. It has been criticised that it can suffer from damage during a heavy landing, leading to loss of fuel. However, the design also means that the cargo hold can be a single large area.

Deck 2

The middle deck is the largest, and is mostly taken up by the cargo bay and engineering. The second half of the jump fuel is stored here, as well as the sensors.

On the starboard side is the main airlock and some limited living quarters. There is a single stateroom here, as well as two cold berths. This stateroom is often the first to be used for any passengers.

There is access to both engineering and the cargo hold from here, as well as stairs up to the flight deck. With the exception of the stateroom door, all doors and hatches have vacuum rated seals.

Deck 3

The upper deck contains the bridge and bulk of the living quarters. The bridge includes five positions, including a gunner station, sensor station and pilot and co-pilot. There are no real bridge windows, instead virtualised displays show what is outside of the ship.

There is a smaller secondary airlock on the port side, which in practise tends to be used the most since it leads directly onto the bridge.

Weapons

As standard, a Cobra comes with a double pulse laser mounted on a dorsal turret. This is controlled from the gunnery station on the bridge.

There is a fixed mount on the front, which is equipped with a missile rack of 12 missiles. There is no spare space for carrying reloads of the missiles, but 12 is normally considered to be enough.

The missiles can be controlled from the main pilot's console, or the gunner's console.