

# COBRA-CLASS TL12 200-TON CORSAIR VESSEL

Medium Starship

**Note:** This is a T20 conversion of the original TNE starship design of the same name, found in Challenge #75 in the adventure "Operation: Wolf Snare" by Marc Lucas. No challenge to the original copyright is intended with this conversion, nor to those of the creator of the deck plans image that has been included.

The *Cobra*-class "Corsair" was originally designed during the closing stages of the Second Civil War as a low-tech, dependable courier. Most surviving ships of this class have found their way into the hands of corsairs, although numerous pocket empires have begun to build ships of a similar design as they begin to extend their reach into the Wilds about them.

This cylindrical vessel is built within a 200-ton hull. It carries a Maneuver drive capable of 3-G acceleration, as well as a Jump-2 drive, and the fuel capacity for one two-parsec jump. The power plant provides enough energy to power both the Jump drive and the Maneuver drive simultaneously, with sufficient excess energy to provide a moderate agility (only +1) should both be functioning at once. With only one of the two drives operating, the corsair has the maximum agility for its maneuver drives (as detailed below). The *Cobra*-class is typically armed with one battery of beam lasers and one battery of missile racks. This Corsair vessel carries six staterooms: four for the ship's crew, and two for ship's troops. This vessel typically carries an air/raft. The *Cobra*-Class's 19.4-ton cargo hold is primarily used for emergency supplies, salvage and the occasional speculative cargo venture.

The *Cobra*-Class Corsair Vessel requires a crew of six: one pilot/astrogator, two engineers, one medic, and two gunners. In addition, the vessel often carries ship's troops. The *Cobra*-Class starship costs MCr136.35456 new, and takes 11 months to build.

## TL12 200-TON CORSAIR VESSEL

<b>Class:</b> Spacecraft, <i>Cobra</i> (Type CK)	<b>EP Output:</b> 20 (6 excess)	<b>Battery:</b> One triple turret; 3 beam lasers; +3 attack bonus (+3 USP); Damage 3d8. <b>Battery:</b> One triple turret; 3 missile racks; +2 attack bonus (+2 USP); Damage 2d6.
<b>Tech Level:</b> 12	<b>Agility:</b> 3 (+6 EP)	
<b>Size:</b> Medium (200 tons)	<b>Initiative:</b> +3 (+3 agility)	
<b>Streamlining:</b> Streamlined	<b>AC:</b> 16 (+3 agility, +3 AR)	
<b>Jump Range:</b> 2	<b>Repulsors:</b> None	
<b>Acceleration:</b> 3-G	<b>Nuclear Dampers:</b> None	
<b>Fuel:</b> 60 tons	<b>Meson Screens:</b> None	
<b>Duration:</b> 4 weeks	<b>Black Globes:</b> None	
<b>Crew:</b> 6	<b>AR:</b> 3	
<b>Staterooms:</b> 6	<b>SI:</b> 115	
<b>Small Cabins:</b> 0	<b>Main Computer:</b> Model/3 (300 CPU)	
<b>Bunks:</b> 0	<b>Sensor Range:</b> Medium (Model/3)	
<b>Couches:</b> 0	<b>Comm. Range:</b> Medium (Model/3)	
<b>Low Berths:</b> 0		
<b>Cargo Space:</b> 19.4 tons	<b>Cost:</b> MCr136.35456 (new)	
<b>Atmospheric Speeds:</b>	NoE = 1325kph	
Cruising = 3975kph	Maximum = 5300kph	
<b>Other Equipment:</b> TL12 fuel purification plant (2.4 hours to purify and refuel completely), fuel scoops, air/raft, three missile magazines, sixty missiles.		

## TAS Form 3.1 (Condensed)

### Design Specifications

Installed Components	Tonnage (dTons)	Cost (MCr)	EP
200-ton hull (Cylinder)	200	20	
Streamlining		1	
TL12 Armor (AR: 3)	-16	1.9	
Bridge	-20	0.1	
Computer (Model/3)	-0.3	31.8	-1
Flight Avionics (Model/2)	-0.8	(5.4)	
Sensors (Model/3)	-0.9	(14.4)	
Communications (Model/3)	-0.6	(12)	
Jump Drive 2	-6	24	-4
Jump Fuel	-40		
Maneuver Drive 3	-16	8	-6
TL9 Power Plant	-24	72	16
Power Plant Fuel	-16		
TL12 Fuel Purification Plant	-6	0.32	
2 Hardpoints		0.2	
2 Triple Turrets	-2	2	
3 Beam Lasers		3	-3
3 Missile Racks		2.25	
3 Missile Magazines	-3	0.3	
60 Missiles		0.3	

6 Staterooms	-24	3	
Air/Raft	-5	0.2732	
Cargo	-19.4		
<b>Totals</b>	<b>0</b>	<b>MCR170.4432</b>	<b>(MCR136.35456 with 20% standard design discount)</b>

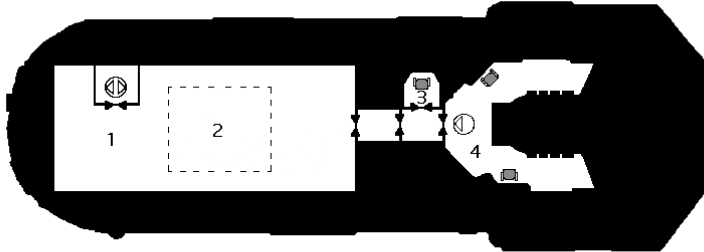
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**Deckplans**

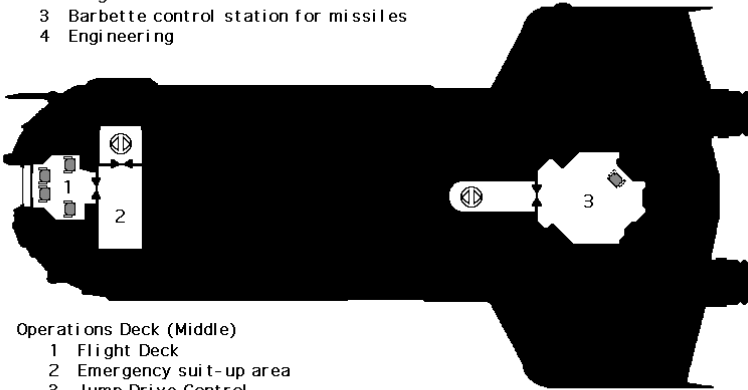
These deckplans, part of the original article mentioned above, were found on the Internet here:  
<http://www.btinternet.com/~pattipat/patsite/pbem/tne/corsair.gif>

**200-Ton Cobra Class Corsair**



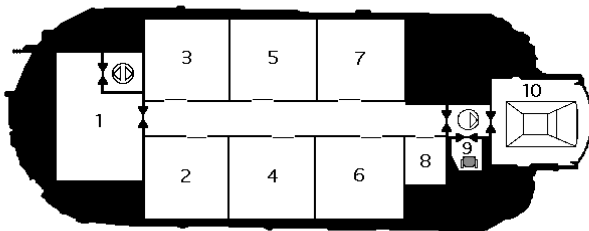
Hold Deck (Bottom)

- 1 Hold
- 2 Cargo Elevator
- 3 Barbette control station for missiles
- 4 Engineering



Operations Deck (Middle)

- 1 Flight Deck
- 2 Emergency suit-up area
- 3 Jump Drive Control



Quarters Deck (Top)

- 1 Lounge
- 2-7 Large Staterooms
- 8 Locker/Armory
- 9 Barbette Central Station (Laser)
- 10 Air-raft Hanger

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