

# Circasian Kolanis Siege Cruiser

<b>SPECS</b> Class: Capital Ship In Service: 1972 Point Value: 525 Ramming Factor: 210 Jump Delay: N/A	<b>MANEUVERING</b> Turn Cost: 1 x Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 3+3 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 15 Stb/Port Defense: 17 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: +0	<b>WEAPON DATA</b> <b>Siege Cannon</b> Class: Particle Modes: Raking Damage: 10d10+10 Range Penalty: -1 per 3 hexes Fire Control: +5/+2/+0 Intercept Rating: n/a Rate of Fire: 1 per 10 turns Special: Can be split between up to two targets. See Rules.
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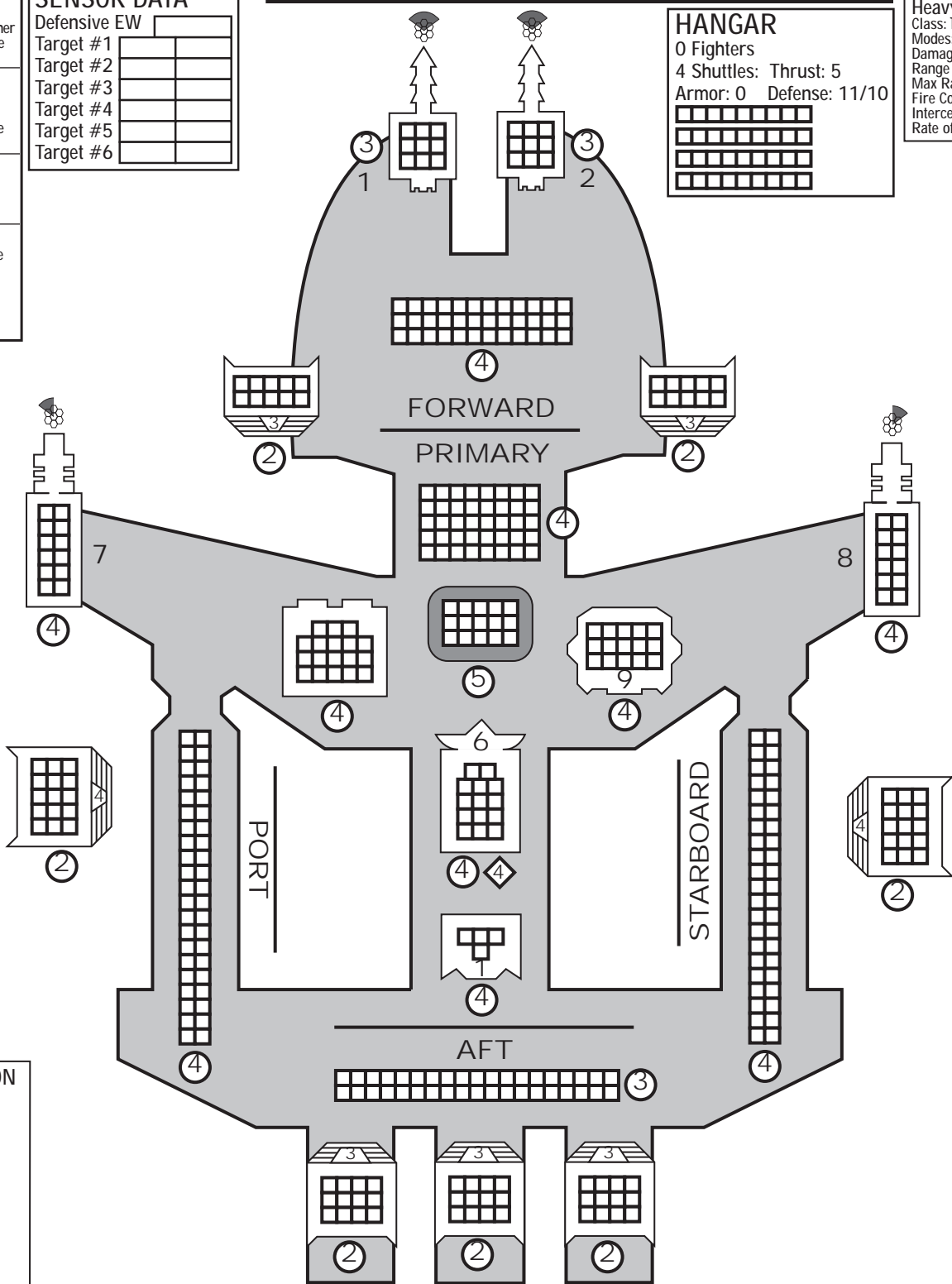
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	2	3	4	4	5	6	6	7	7	8

<b>FORWARD HITS</b> 1-4: Retro Thrust 5-8: Hvy Rocket Launcher 9-18: Forward Structure 19-20: PRIMARY Hit
<b>SIDE HITS</b> 1-5: Port/Stb Thrust 5-8: Siege Cannon 9-18: Port/Stb Structure 19-20: PRIMARY Hit
<b>AFT HITS</b> 1-8: Main Thrust 9-18: Structure 19-20: PRIMARY Hit
<b>PRIMARY HITS</b> 1-10: Primary Structure 11-13: Sensors 14-15: Engine 16-17: Hangar 18-19: Reactor 20: C&C

<b>SENSOR DATA</b> Defensive EW Target #1 Target #2 Target #3 Target #4 Target #5 Target #6
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<b>HANGAR</b> 0 Fighters 4 Shuttles: Thrust: 5 Armor: 0 Defense: 11/10
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<b>Heavy Rocket Launcher</b> Class: Ballistic Modes: Standard Damage: 2d10+4 Range Penalty: None Max Range: 30 hexes Fire Control: +2/+1/-3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
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	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Siege Cannon
	Heavy Rocket Launcher