

# Circasian Kolanis Cruiser

## SPECS

Class: Capital Ship  
 In Service: 1963  
 Point Value: 400  
 Ramming Factor: 210  
 Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 15  
 Stb/Port Defense: 17  
 Engine Efficiency: 3/1  
 Extra Power: 0  
 Initiative Bonus: +0

## WEAPON DATA

**Light Particle Cannon**  
 Class: Particle  
 Modes: Raking  
 Damage: 2d10+8  
 Range Penalty: -1 per hex  
 Fire Control: +4/+2/+0  
 Intercept Rating: -2  
 Rate of Fire: 1 per 2 turns

**Light Particle Beam**  
 Class: Particle  
 Modes: Standard  
 Damage: 1d10+4  
 Range Penalty: -2 per hex  
 Fire Control: +3/+3/+3  
 Intercept Rating: -2  
 Rate of Fire: 1 per turn

**Light Plasma Cannon**  
 Class: Plasma  
 Modes: Standard  
 Dmg: 2d10+2 (-1 per 2 hexes)  
 Range Penalty: -1 per hex  
 Fire Control: +3/+1/-5  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

**Rocket Launcher**  
 Class: Ballistic  
 Modes: Standard  
 Damage: 2d6+2  
 Range Penalty: None  
 Max Range: 15 hexes  
 Fire Control: +1/+1/+1  
 Intercept Rating: n/a  
 Rate of Fire: 1 per turn

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

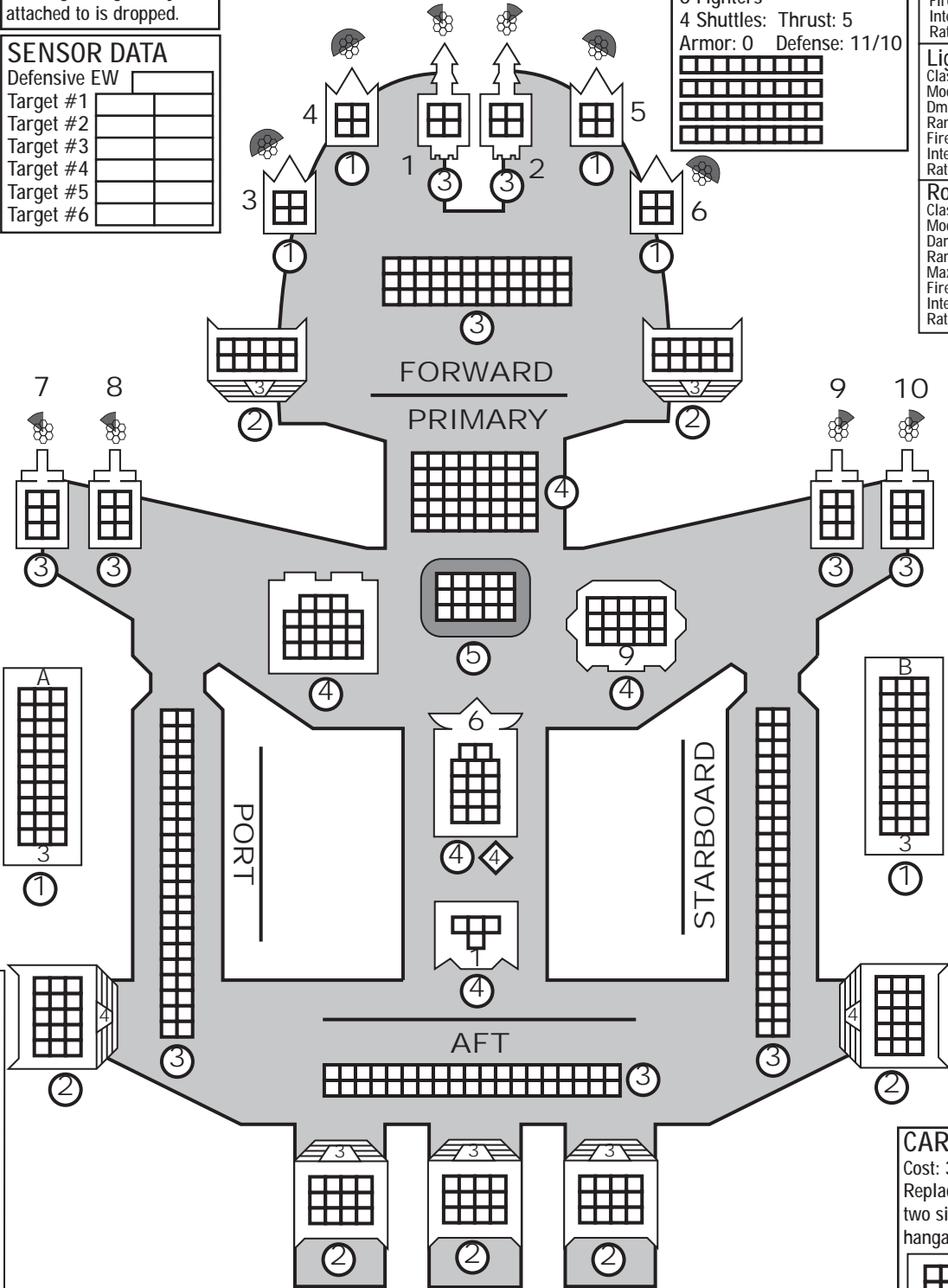
- FORWARD HITS**  
 1-4: Retro Thrust  
 5-6: Rocket Launcher  
 7-10: Lt. Plasma Cannon  
 11-18: Forward Structure  
 19-20: PRIMARY Hit
- SIDE HITS**  
 1-5: Port/Stb Thrust  
 6-7: Lt Particle Cannon  
 8-9: Lt Particle Beam  
 10-12: Cargo  
 13-18: Port/Stb Structure  
 19-20: PRIMARY Hit
- AFT HITS**  
 1-8: Main Thrust  
 9-18: Aft Structure  
 19-20: PRIMARY Hit
- PRIMARY HITS**  
 1-10: Primary Structure  
 11-13: Sensors  
 14-15: Engine  
 16-17: Hangar  
 18-19: Reactor  
 20: C&C

**SPECIAL NOTES**  
 Particle beams are lost if the cargo/hangar they are attached to is dropped.

**SENSOR DATA**  
 Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

**HANGAR**  
 0 Fighters  
 4 Shuttles: Thrust: 5  
 Armor: 0 Defense: 11/10



- ICON RECOGNITION**
- Thruster
  - C & C
  - Sensors
  - Engine
  - Reactor
  - Hangar
  - Cargo
  - Lt Particle Cannon
  - Lt Particle Beam
  - Lt Plasma Cannon
  - Rocket Launcher

**CARRIER VARIANT**  
 Cost: 375  
 Replaces Cargo A & B with two six-medium fighter side hangars.