



Federation Kolm-An Assault Cruiser

SPECS

Class: Hvy Combat Vsl
 In Service: 2270
 Point Value: 360
 Ramming Factor: 80
 Warp Delay: 6 Turns

MANEUVERING

Turn Cost: 1/2 Speed
 Turn Delay: 1/2 Speed
 Accel/Decel Cost: 2 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 16
 Engine Efficiency: 2/1
 Extra Power: 0
 Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Medium Phaser Bank
 Class: Molecular
 Mode: R, S
 Damage: 3d10+5
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+3/+2
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns
 Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4

Early Photon Torpedo
 Class: Ballistic + Antimatter
 Mode: Standard
 Damage: X+6
 Max X: 10
 Range Penalty: None
 Max Range: 30 hexes
 Fire Control: +2/+1/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Light Phaser Bank
 Class: Molecular
 Mode: Standard
 Damage: 1d10+4
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

HANGAR

0 Fighters
 4 Shuttles

FORWARD HITS

- 1-3: Deflector Shield
- 4-5: Medium Phaser
- 6-9: Early Photon Torp
- 10-18: Forward Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-4: Impulse Thruster
- 5-6: Deflector Shield
- 7-8: Light Phaser
- 9-11: Warp Engine
- 12-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-6: Primary Structure
- 7-8: Tractor Beam
- 9-10: Marine Barracks
- 11: Shield Generator
- 12-13: Sensors
- 14-15: Hangar
- 16-18: Engine
- 19: Reactor
- 20: C&C

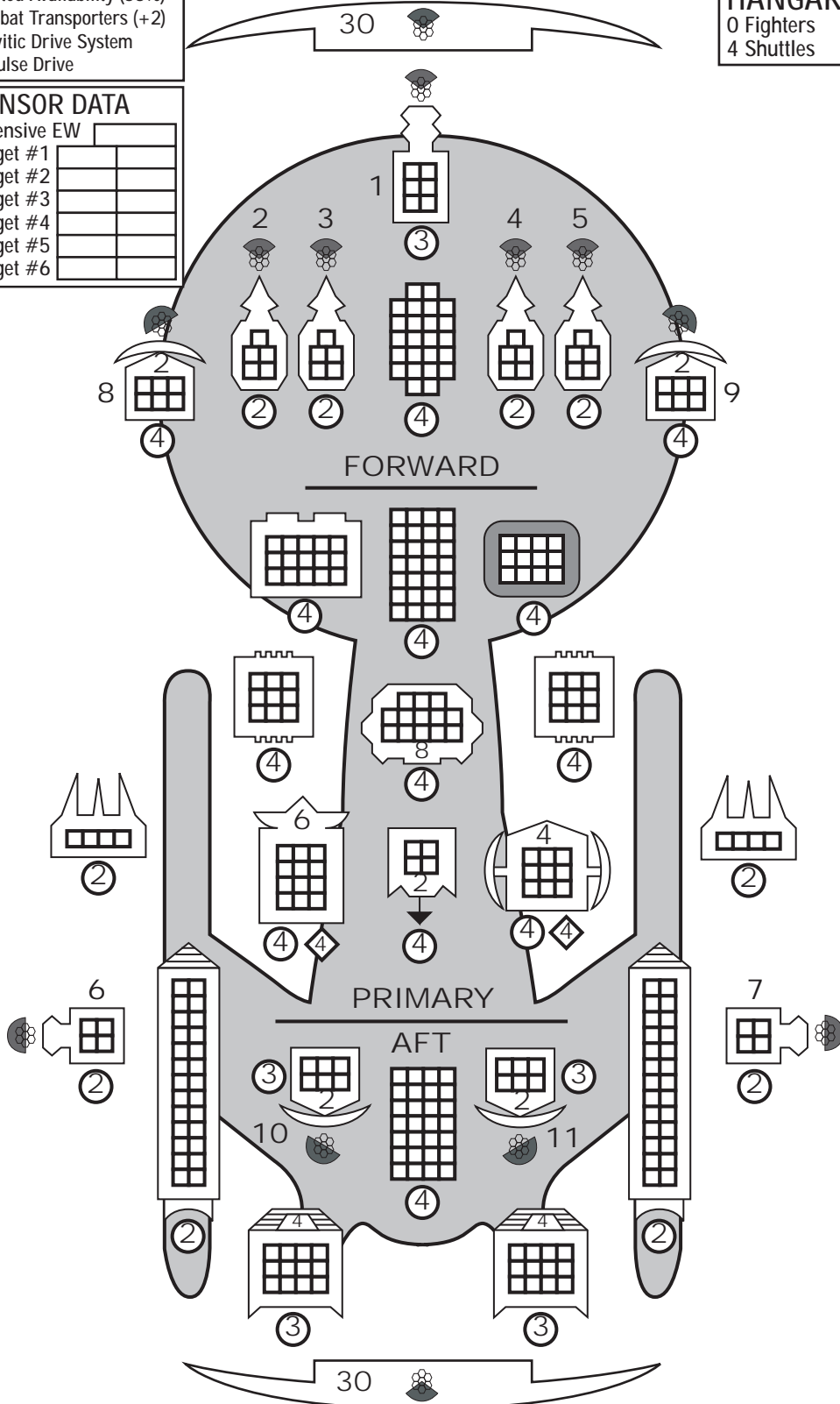
SPECIAL NOTES

Limited Availability (33%)
 Combat Transporters (+2)
 Gravitic Drive System
 Impulse Drive

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Marine Barracks
- Early Photon Torpedo
- Medium Phaser
- Light Phaser
- Point Defense Phaser

Deflector Shield
 Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.