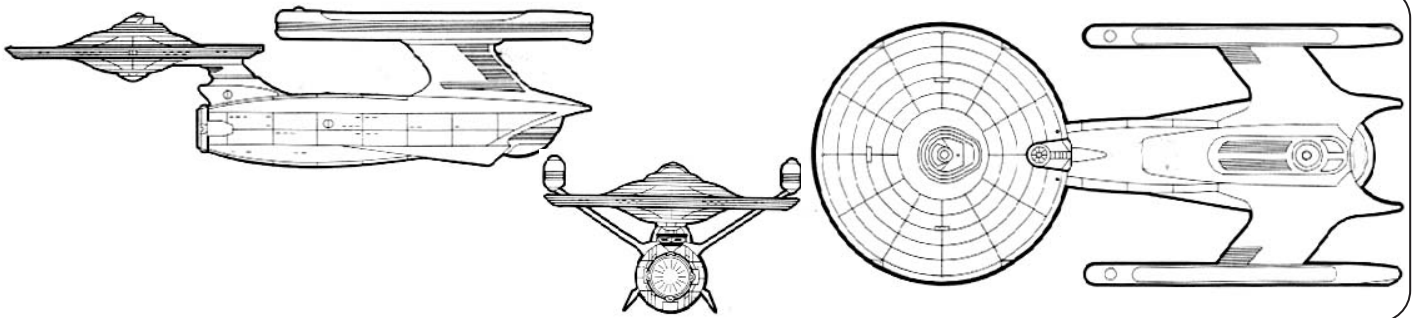


KOLM-AN CLASS VIII ASSAULT SHIP



CONSTRUCTION DATA:

Class -	VIII
Model -	Mk I
Date Entering Service -	2278
Number Constructed -	39

HULL DATA:

Superstructure Points -	19
Damage Chart -	C
Size	
Length -	212 m
Width -	93 m
Height -	54 m
Weight -	117,148 mt

Cargo

Cargo Units -	350 SCU
Cargo Capacity -	17,500 mt
Landing Capacity -	None

EQUIPMENT DATA:

Control Computer Type -	M-3
Transporters -	
Standard 6-person -	4
Combat 22-person -	4
Emergency 18-person -	2
Cargo -	4

OTHER DATA:

Crew -	50
Troops -	350
Passengers -	20
Shuttlecraft -	18

ENGINEERING:

Total Power Units Available -	38
Movement Point Ratio -	3/1
Warp Engine Type -	FWE-2
Number -	2
Power Units Available -	13 ea.
Stress Chart -	G/K
Max Safe Cruising Speed -	Warp 7
Emergency Speed -	Warp 9
Impulse Engine Type -	FIF-1
Power Units Available -	12

WEAPONS AND FIRING DATA:

Beam Weapon Type -	FH-12
Number -	6
Firing Arcs -	2 f/p, 2 f, 2 f/s
Firing Chart -	R
Maximum Power -	6
Damage Modifiers	
+3	-
+2	(1-9)
+1	(10-16)
Torpedo Weapon Type -	FP-7
Number -	4
Firing Arcs -	4 f
Firing Chart -	R
Power To Arm -	1
Damage -	8

SHIELD DATA:

Deflector Shield Type -	FSI
Shield Point Ratio -	1/3
Maximum Shield Power -	13

COMBAT EFFICIENCY:

D -	99.2
WDF -	48.6



Notes:

"Muscular" is the word used to describe the formidable Kolm-An assault ship. The Makin and Continent classes carry more men and equipment, but the Kolm-An carries a heftier load of ship borne weaponry, the better to provide it's landed troops with fire support from orbit.

The Kolm-An class was designed to transport up to a company of Federation Marines, their vehicles and equipment, to land them on a hostile world via trasporters and/or assault shuttlecraft , to provide all their support needs for up to 30 standard solar days without re-supply and to hold off minor counterattacks, all of this without aid or support from accompanying Star Fleet Vessels.

Star Fleet felt it necessary to have such ships as the Kolm-An class to provide swift deployment of needed defensive forces at short notice along the congested Klingon and Romulan Neutral Zones. Unlike the larger assault ships, Kolm-An need not be based or restricted to limited patrol routes, or provided with extensive escort and support ships, all of which increase response time. To deal with the threat of deliberate invasion or even sudden raids on Federation or neutral worlds on the frontier, the best course was to place single companies of Marines on constant combat patrol, and the best way to do that was to build a ship capable of holding its own with a minimum of external aid.

A Kolm-An can land its troops, combat-ready, in approximately ten minutes from "go". Its dual-purpose Combat Information Center on the bridge coordinates reports from the ground and monitors the space situation. The ground commander can order phaser or photon torpedo bombardment with pin-point accuracy in less than thirty second from receipt of the fire order, evaluate the overall terrain with spaceborne sensors to determine the local threat, and ensure backup communications control with the aid of the Kolm-An's sophisticated track-and-comm station.

For quick insertions and rapid extractions, the Kolm-An has no equal on either side of the frontier. But its mission profile demands that the local threat be conclusively dealt with in thirty minutes before the ship's orbit carrier it beyond the battle zone. Some Marine commanders have extended their full-combat ability time by landing as much as an orbit ahead of time and attacking the objective only as the Kolm-An arrives above the horizon (ATH). Time and circumstances do not always permit this; though standard orders always explicitly grand Marine commander the option to retreat from too large a threat, only once has a Kolm-An retreated before landing its forces.

Kolm-An's are being built at the rate of 16 per year at Salazaar, Sol II and Star Base 12 shipyards. Of the 39 Kolm-An class vessels built, 34 remain in active service. Of the remainder, 2 are used by Star Fleet Training Command, 2 have been scrapped and 1 has been destroyed.

Kolm-An class design by J.M. Kuzee and Pete Rogan.