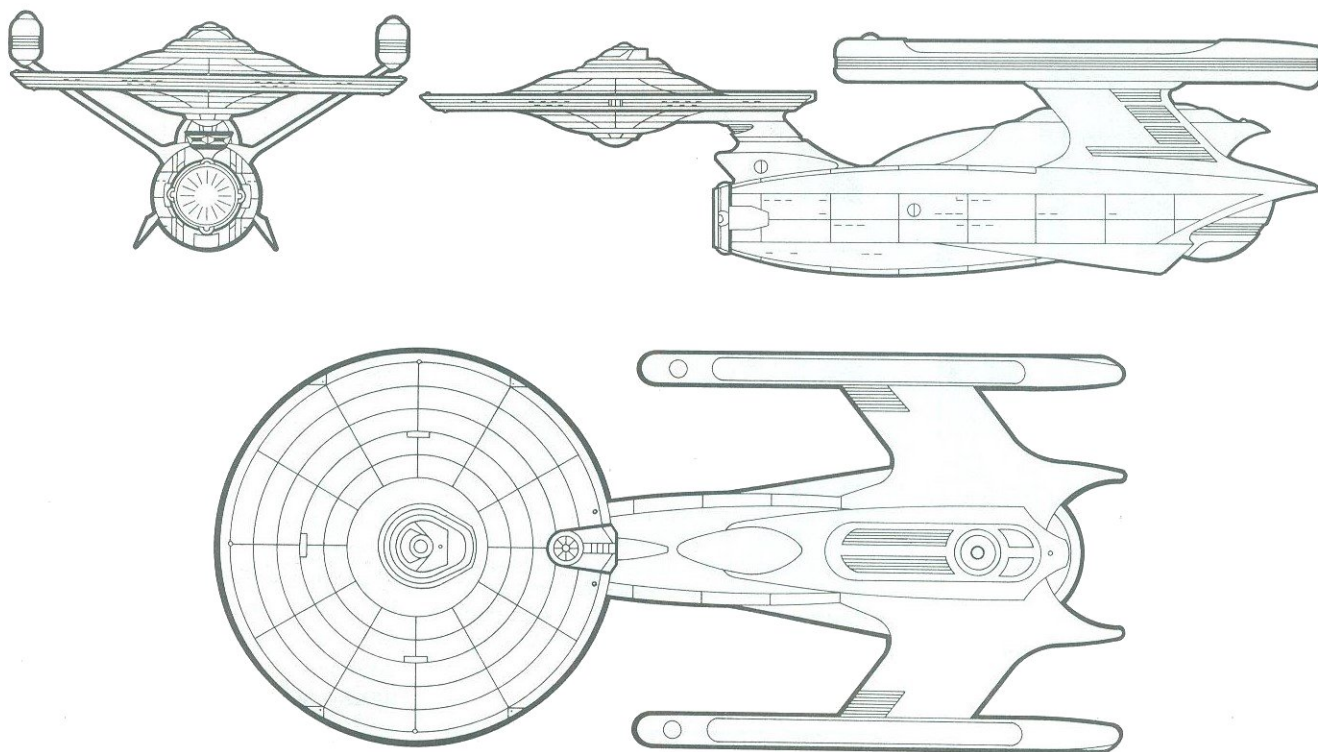


JAYNZ SHIPS OF THE GALAXY

Federation KOLM-AN Class VIII Assault Ship



Construction Data:

Model Numbers
Date Entering Service
Number Constructed

Mk.I
2/2003
39

Hull Data:

Superstructure Points
Damage Chart

19
C

Size:

Length
Width
Height
Mass Displacement

212m
93m
54m
117,838mt

Cargo:

Cargo Units
Cargo Capacity
Landing Capability

350 SCU
17,500mt
None

Equipment Data:

Control Computer Type

M-3

Transporters

standard 6-person
combat 20-person
emergency 22-person
cargo, small
cargo, large

4
4
2
2
4

Other Data:

Crew

30

Troops

350

Shuttlecraft

4 20-person

Engines And Power Data:

Total Power Units Available

48

Movement Point Radio

3/1

Warp Engine Type

FWE-2

Number

2

Power Units Available

26

Stress Charts

G/K

Maximum 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 (3 banks of 2)
Firing Arcs	1 f, 1 fp, 1 fs
Firing Chart	R
Maximum Power	6
Damage Modifiers:	
+2	1-9
+1	10-16
Missile Weapon Type	FP-7
Number	4
Firing Arcs	fwd
Firing Chart	R
Power To Arm	1
Damage	8
Shields Data:	
Deflector Shield Type	FSI
Shield Point Ratio	1/2
Maximum Shield Power	13
Combat Efficiency:	
WDF	67.8
D	86.4
CE	58.5

"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 heavier load of shipborne weaponry, the better to provide its 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 transporters and/or assault shuttlecraft, to provide all their support needs for up to 30 standard solar days without resupply, 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-*

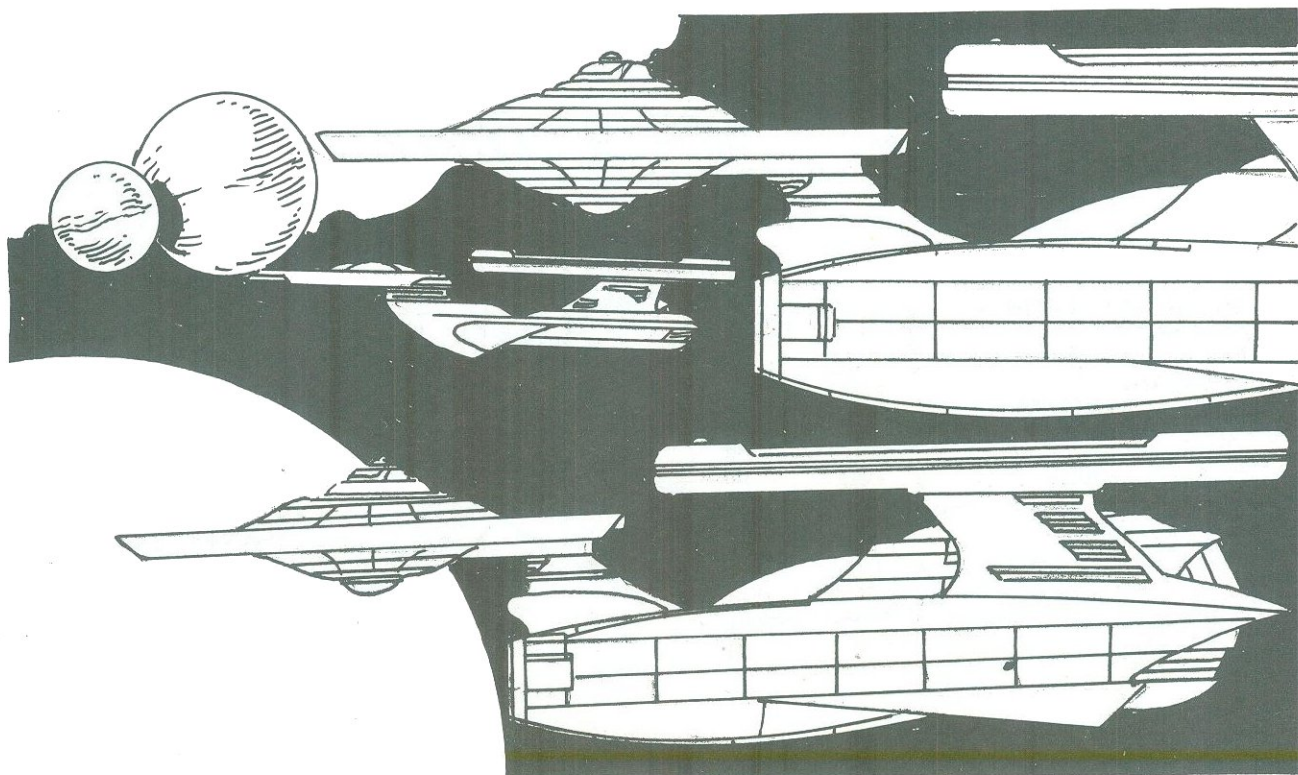
An class to provide swift deployment of needed defensive forces at short notice along the congested Klingon and Romulan Neutral Zones. Unlike the larger assault ships, *Kolm-An* need not be based or restricted to limited patrol routes, or provided with extensive escort and support ships, all of which 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 seconds from the 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 carries 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 grant Marine commanders the option to retreat from too large a threat, only once has a *Kolm-An* retreated before landing its forces. Apparently the Marines can adapt to fighting for extended periods with only sporadic orbital support.

Kolm-An are being built at the rate of 16 per year at the 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



DECKPLAN LEGEND

Federat

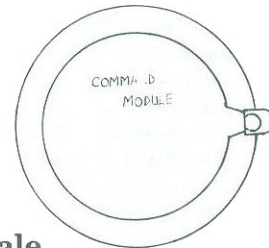
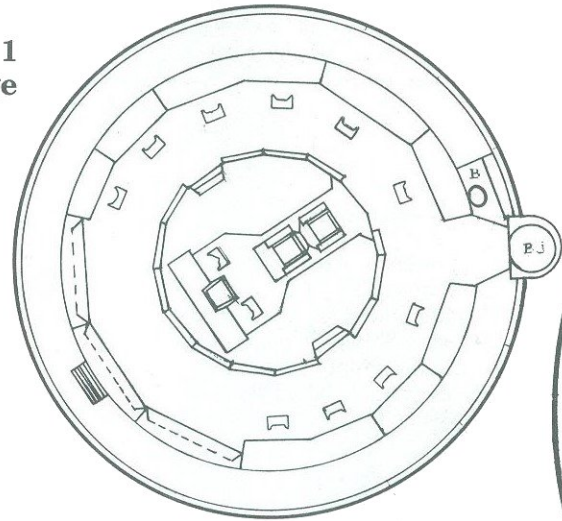
ITEM NAME

SYMBOL

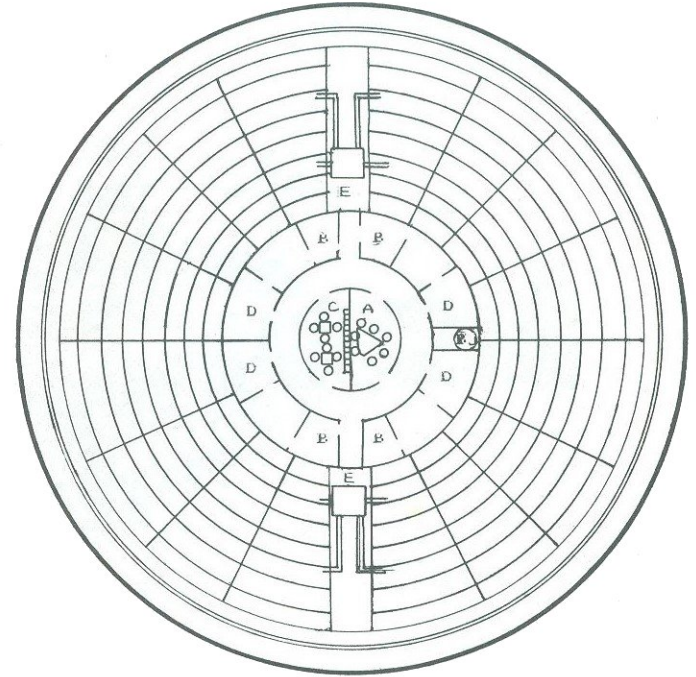
Briefing Room
Head
Officer's Lounge
Officer's Single Stateroom
Water Pumping Station
Single Stateroom
Double Stateroom
Storage
Enlisted Lounge
Emergency Standard Gases Room
Air-Conditioning Machinery Room
Circuit Breaker and Switching Room
Forward Phaser Bank
Fire Control Station
Emergency Battery Room
Auxiliary Machinery Room
Mess Room
Power and Wiring Trunk
Gym
Recreation Area
Privacy Room
Food Processing Station
Vid-Phone Booth
Chapel
Six-Person Transporter
Library
Medical Operating Room
Medical Lab
Intensive Care Unit
Medical Research Lab
Medical Observation Units
General Utility Room
Doctor's Office
Chief Medical Officer's Office
Captain's Office
First Officer's Office
Chief Navigator's Office
Convalescent Rooms
Ship's Computer and Emergency Bridge
Engineering Compartments
Engineering Maintenance Shops
Engineering Computer
Elevator Maintenance
Cargo Hold
Ship's Computer
Ship's Laundry
Basic Food Processing Facility
Supply Conveyor
Emergency 25-Person Transporter
Cargo/Troop Vehicle Transporter
Cargo Elevator
Brig Area
Marine Squad Bay
Squad/Small Arms Armory
Main/Heavy Weapons Armory
Security Area/Security Checkpoint
Chief of Security's Office
Weapons Maintenance Shop
Weapons Cargo Hold
Landing Pad
Shuttle
Elevator/Elevator Shafts
Chaplin's Office
Observation Deck

A
B
C
D
E
F
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H
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B1

Deck 1
Bridge

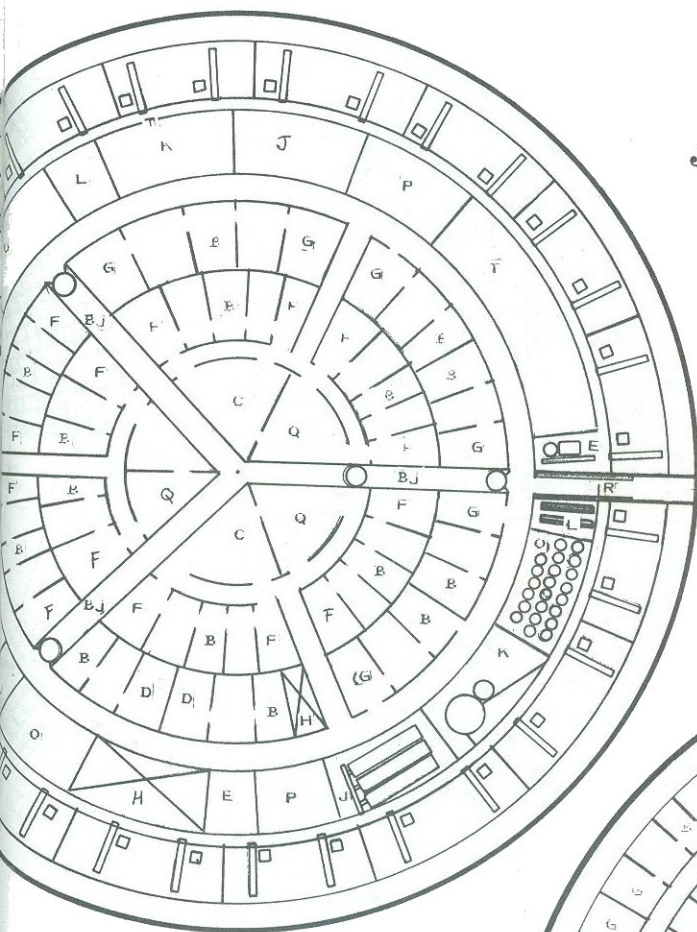


Bridge To Scale



Sr. 00

On KOLM-AN Class VII Assault Ship

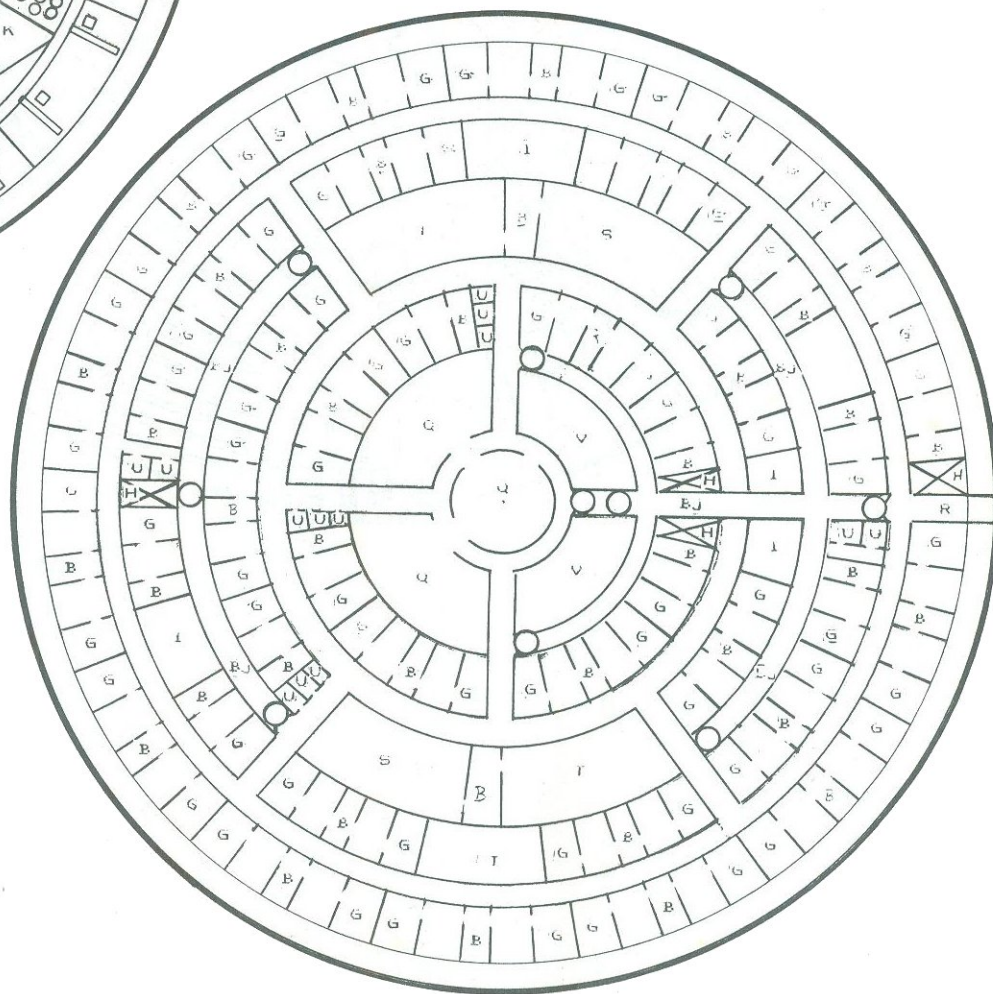


Deck 3

Jr. Officer's/Sr. NCO Quarters

Deck 4

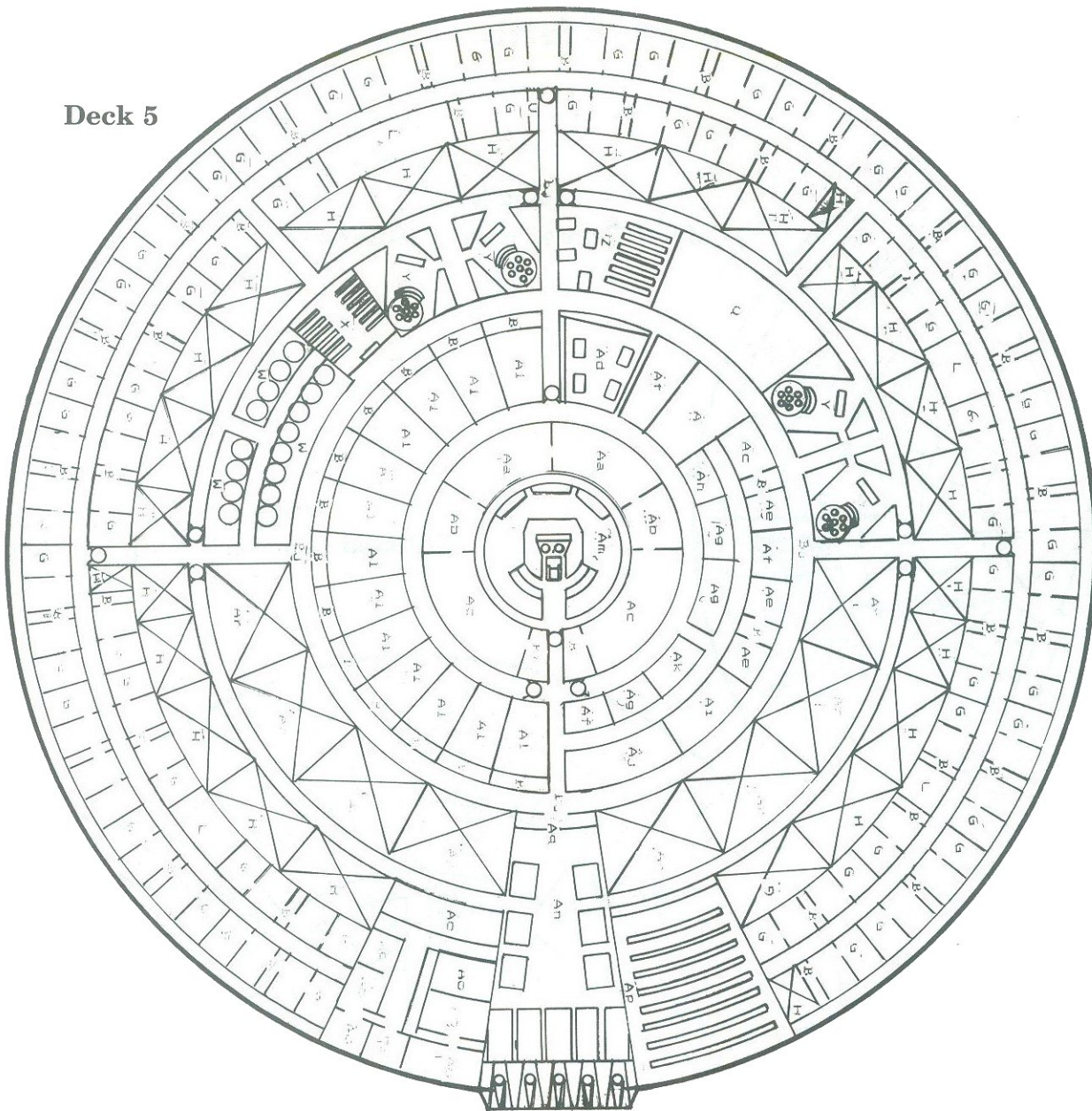
Enlisted Quarter's/Ship Services



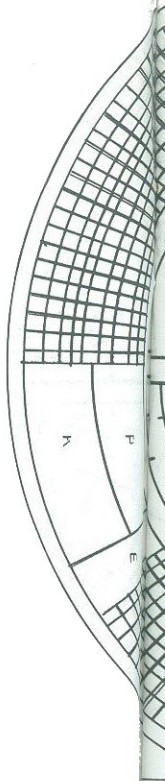
Week 2

er's Quarters

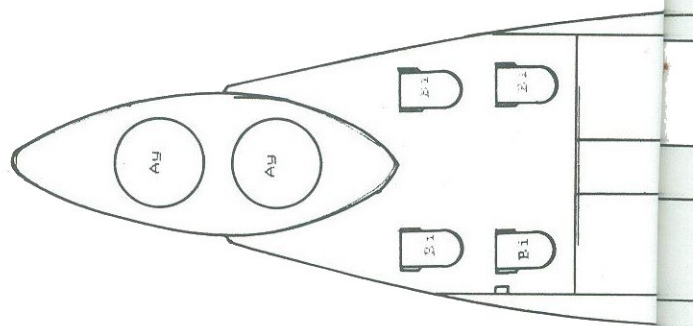
Deck 5

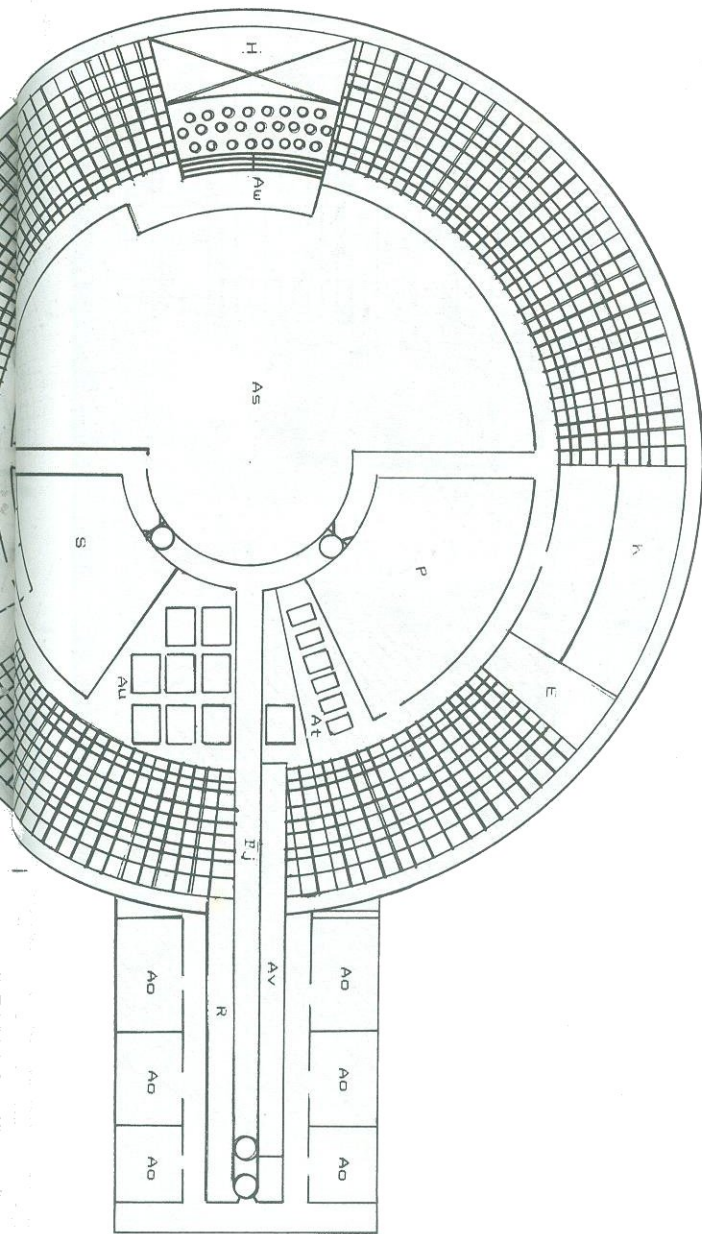


Deck 6

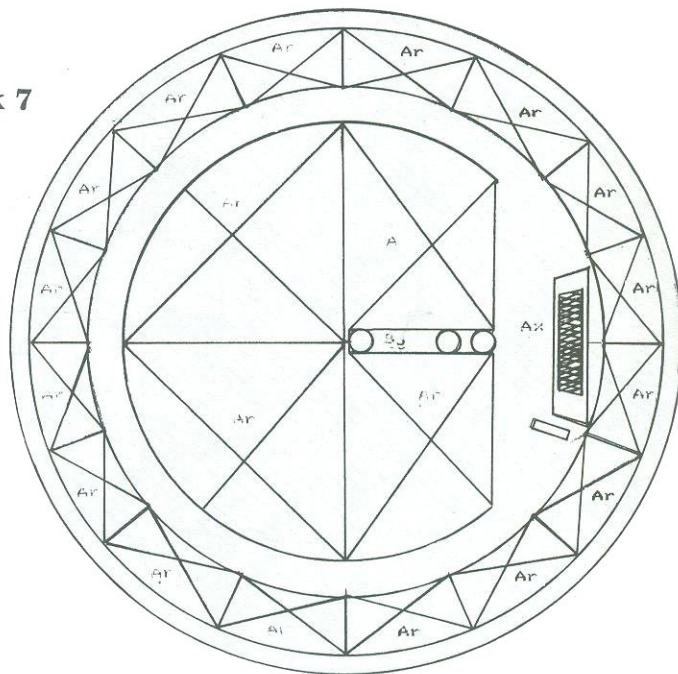


Main

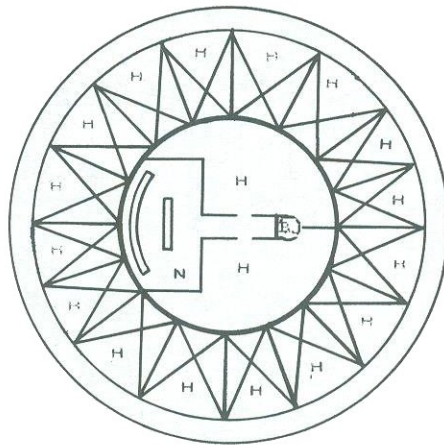




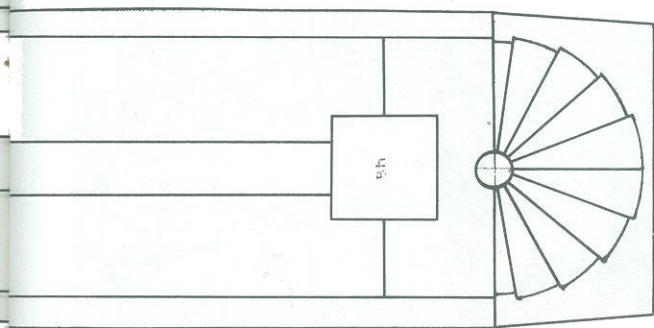
Deck 7

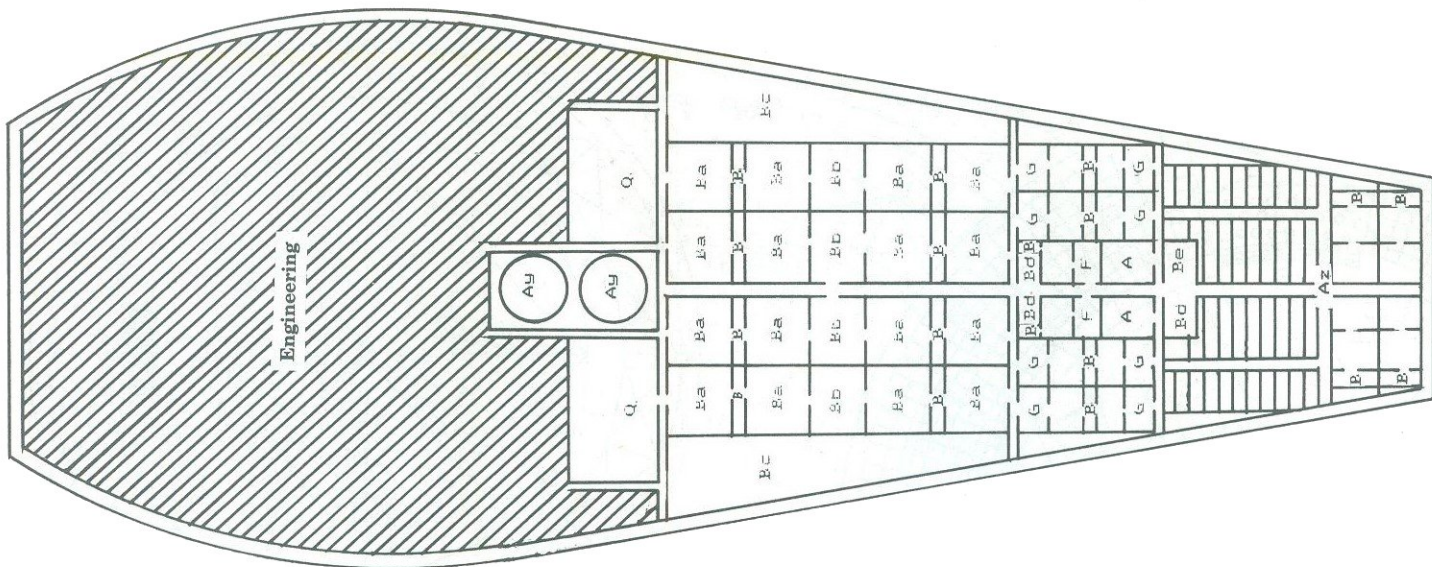


**Deck 8
Auxillary
Fire Control**



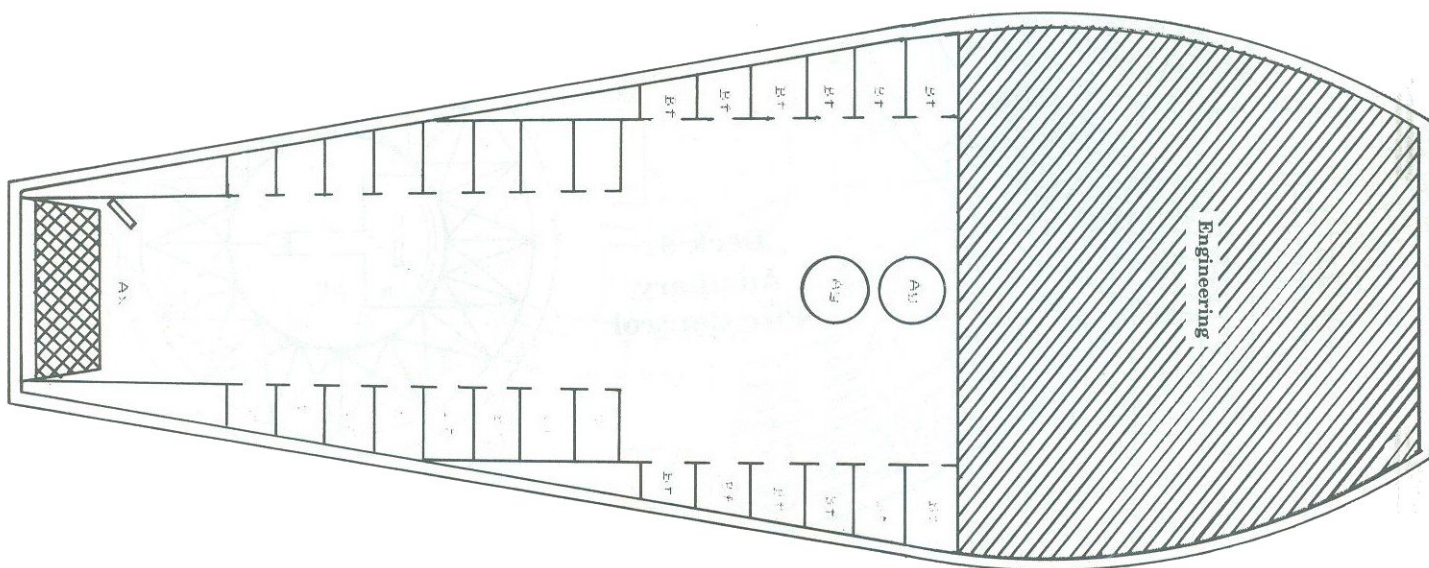
Engine Bay





Deck 9

Deck 10



Auxillary Shuttle Bay

