

# NAUSICAAAN KOLASI

## SYSTEMS

COMMS 08

ENGINES 07

STRUCTURE 07

COMPUTERS 07

SENSORS 09

WEAPONS 11

## DEPARTMENTS

COMMAND 01

SECURITY 03

SCIENCE 02

CONN 03

ENGINEERING 01

MEDICINE 01

Power: 7

SCALE: 4

RESISTANCE: 4

SHIELDS: 10

CREW: Basic (Attribute 8, Discipline 1)

### ATTACKS:

- Disruptor Banks (Energy, Range Medium, 8▲, Vicious 1)
- Disruptor Cannons (Energy, Range Close, 9▲, Vicious 1)
- Photon Torpedoes (Torpedo, Range Long, 6▲, High-yield)
- Tractor Beam (Strength 3)

### SPECIAL:

- Ablative Armour (Talent)
- Improved Impulse Drive (Talent)
- Improved Power Systems (Talent)

Traits: Nausicaan Warship

**Overview:** The *Kolasi Siege Destroyer* was built upon the relatively successful *Guramba*. Design and construction was funded by the Ferengi Alliance, who planned to use Nausicaans as a supplemental defence force of their territory in the event of a Dominion incursion.

**Capabilities:** Like the *Guramba*, the *Kolasi* was designed to appeal to Nausicaan values of strength. To the chagrin of its captains, the weapon systems were scaled back to free power for sustained fire or movement. Ostensibly, the hull of the ship was heavily reinforced to offset the reduced firepower. In actuality, this was to permit the ships to survive combat long enough for escorted Ferengi ships to withdraw.

