

Botanical Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1x Speed	Fwd/Aft Defense: 15
In Service: 1990	Turn Delay: 2x Speed	Stb/Port Defense: 16
Point Value: 330	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 210	Pivot Cost: 3+3 Thrust	Extra Power: 0
FTL Delay: 25 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +0

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

SENSOR DATA

Defensive EW

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

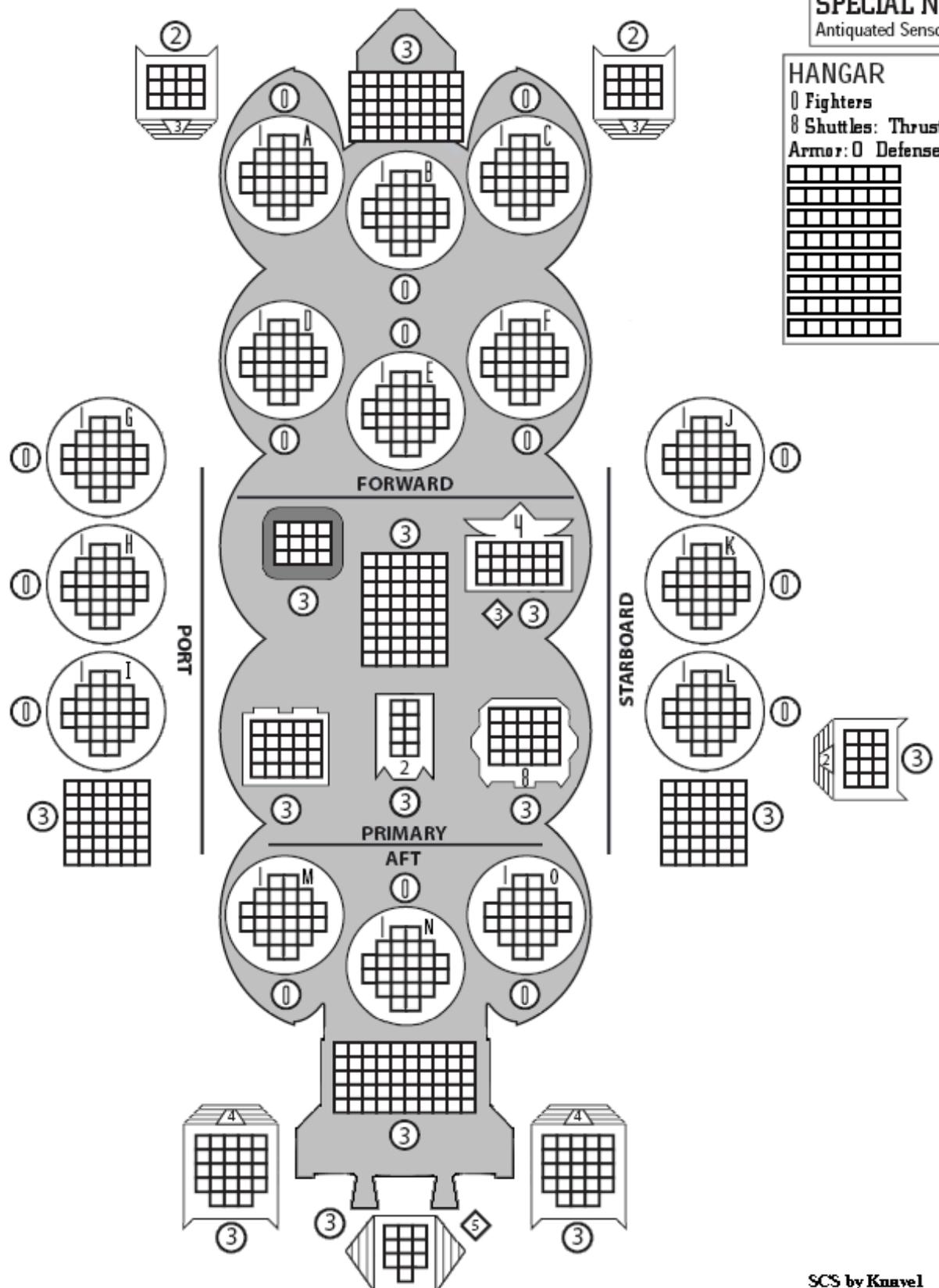
SPECIAL NOTES

Antiquated Sensors

HANGAR

0 Fighters
 8 Shuttles: Thrust: 2
 Armor: 0 Defense: 13/13

- FORWARD HITS**
 1-3: RETRO THRUST
 4-5: GREENHOUSE A
 6-7: GREENHOUSE B
 8-9: GREENHOUSE C
 10-11: GREENHOUSE D
 12-13: GREENHOUSE E
 14-15: GREENHOUSE F
 16-18: STRUCTURE
 19-20: PRIMARY HIT
- SIDE HITS**
 1-4: RETRO THRUST
 5-7: GREENHOUSE G/J
 8-10: GREENHOUSE H/K
 11-13: GREENHOUSE I/L
 14-18: STRUCTURE
 19-20: PRIMARY HIT
- AFT HITS**
 1-5: MAIN THRUST
 6-7: GREENHOUSE M
 8-9: GREENHOUSE N
 10-11: GREENHOUSE O
 12-14: FTL Drive
 15-18: STRUCTURE
 19-20: PRIMARY HIT
- PRIMARY HITS**
 1-12: PORT/STB THRUST
 13-14: SENSORS
 15-16: ENGINE
 17: HANGAR
 18-19: REACTOR
 20: C&C



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	FTL Drive
	GREENHOUSE