

Botanical Cruiser

SPECS

Class: Capital Ship
In Service: 1990
Point Value: 330
Ramming Factor: 210
FTL Delay: 25 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 16
Engine Efficiency: 2/1
Extra Power: 0
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

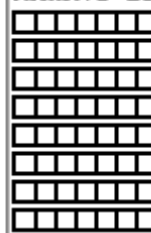
Antiquated Sensors

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

