

Ship Printout		Name												Cost	90	ID
Primary Stats		1	2	3	4	5	6	7	8	9	10	11	12			
Cannons	2	<input type="checkbox"/>	<input type="checkbox"/>											Class:		
Launchers	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>									Cruiser		
Bays	1	<input type="checkbox"/>												Type:		
Defense	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>									Raider		
Move	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>											
Munitions																
Missiles	12	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			10		
														20		
														30		
														40		
Fighters	2	<input type="checkbox"/>	<input type="checkbox"/>													
Add-ons																
Repair	1	<input type="checkbox"/>												Registry:		
Boosters	2	<input type="checkbox"/>	<input type="checkbox"/>											STL8		
Sensors	1	<input type="checkbox"/>														
Warp Drive	0															
Cargo	0															
Passenger	0															

Ship Printout		Name												Cost	90	ID
Primary Stats		1	2	3	4	5	6	7	8	9	10	11	12			
Cannons	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							Class:		
Launchers	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>										Cruiser		
Bays	1	<input type="checkbox"/>												Type:		
Defense	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							Escort		
Move	2	<input type="checkbox"/>	<input type="checkbox"/>													
Munitions																
Missiles	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							10		
														20		
														30		
														40		
Fighters	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>												
Add-ons																
Repair	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>										Registry:		
Boosters	2	<input type="checkbox"/>	<input type="checkbox"/>											N77098		
Sensors	0															
Warp Drive	0															
Cargo	0															
Passenger	0															

If the cost shows up as reverse (red/blue or black with white letters) then the ship has been illegally costed. Modify the Ship's Move stat or change its Projected Cost to fix it.