

Ship Printout		Name Arbalest										Cost	120	ID
Primary Stats		1	2	3	4	5	6	7	8	9	10			
Cannons	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>								Class:		
Launchers	2	<input type="checkbox"/>	<input type="checkbox"/>									Heavy Cruiser		
Bays	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							Type:		
Defense	8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Carrier		
Move	2	<input type="checkbox"/>	<input type="checkbox"/>											
Munitions														
Missiles	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							10		
												20		
												30		
												40		
Fighters	9	<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"/>			
Add-ons														
Repair	0											Registry:		
Boosters	0											AR21-J9		
Sensors	0													
Warp Drive	0													
Cargo	0													
Passenger	0													

Ship Printout		Name Panama										Cost	120	ID
Primary Stats		1	2	3	4	5	6	7	8	9	10			
Cannons	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					Class:		
Launchers	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					Heavy Cruiser		
Bays	0											Type:		
Defense	7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				Balanced		
Move	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>										
Munitions														
Missiles	28	<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		
		<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"/>	20		
		<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"/>	30		
												40		
Fighters	0													
Add-ons														
Repair	0											Registry:		
Boosters	0											5537g		
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.