

Ship PrintoutName **Typhoon**

Cost 80

Primary Stats

		1	2	3	4	5	6	7	8	9	10	11	12
Cannons	5	<input type="checkbox"/>											
Launchers	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>									Lig
Bays	0												
Defense	5	<input type="checkbox"/>											
Move	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>								In

Munitions

Missiles	8	<input type="checkbox"/>					10 20 30 40						
Fighters	0												

Add-ons

Repair	0												
Boosters	0												
Sensors	0												
Warp Drive	0												
Cargo	0												
Passenger	0												

Ship PrintoutName **Ajax**

Cost 80

Primary Stats

		1	2	3	4	5	6	7	8	9	10	11	12
Cannons	5	<input type="checkbox"/>											
Launchers	2	<input type="checkbox"/>	<input type="checkbox"/>										Lig
Bays	1	<input type="checkbox"/>											
Defense	8	<input type="checkbox"/>											
Move	2	<input type="checkbox"/>	<input type="checkbox"/>										

Munitions

Missiles	6	<input type="checkbox"/>						10 20 30 40					
Fighters	2	<input type="checkbox"/>	<input type="checkbox"/>										

Add-ons

Repair	0												
Boosters	0												
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.