

Ship Printout		Name Kodiak										Cost	100	ID
Primary Stats		1	2	3	4	5	6	7	8	9	10			
Cannons	7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>					Class:	
Launchers	2	<input type="text"/>	<input type="text"/>										Cruiser	
Bays	0													
Defense	8	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>				Type:	
Move	3	<input type="text"/>	<input type="text"/>	<input type="text"/>									Cannon	
Munitions														
Missiles	6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>						10 20 30 40	
Fighters	0													
Add-ons														
Repair	0												Registry:	
Boosters	0												K1110	
Sensors	0													
Warp Drive	0													
Cargo	0													
Passenger	0													

Ship Printout		Name Ballista										Cost	100	ID
Primary Stats		1	2	3	4	5	6	7	8	9	10			
Cannons	1	<input type="text"/>											Class:	
Launchers	7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>					Cruiser	
Bays	0													
Defense	7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>					Type:	
Move	3	<input type="text"/>	<input type="text"/>	<input type="text"/>									Missile	
Munitions														
Missiles	26	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	10 20 30 40	
Fighters	0													
Add-ons														
Repair	0												Registry:	
Boosters	0												BL21e	
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.