

Ship Printout		Name Zulu										Cost	125	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	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>									Battlecruiser
Bays	2	<input type="checkbox"/>	<input type="checkbox"/>											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	14	<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	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>										
Add-ons														
Repair	1	<input type="checkbox"/>												Registry:
Boosters	1	<input type="checkbox"/>												JJA-6360Z
Sensors	1	<input type="checkbox"/>												
Warp Drive	0													
Cargo	0													
Passenger	0													

Ship Printout		Name Prince Arnold										Cost	170	ID
Primary Stats		1	2	3	4	5	6	7	8	9	10	11	12	
Cannons	1	<input type="checkbox"/>												Class:
Launchers	7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>						Dreadnaught
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"/>						Raider
Move	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>									
Munitions														
Missiles	26	<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	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>										Registry:
Boosters	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>										HRMPA7
Sensors	2	<input type="checkbox"/>	<input type="checkbox"/>											
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.