

Ship Printout		Name Viscount												Cost	80	ID
Primary Stats		1	2	3	4	5	6	7	8	9	10	11	12			
Cannons	5	<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"/>										Light Cruiser		
Bays	0															
Defense	7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>						Type:		
Move	2	<input type="checkbox"/>	<input type="checkbox"/>											Assault		
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	0															
Add-ons																
Repair	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>									Registry:		
Boosters	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>										8732-61		
Sensors	0															
Warp Drive	0															
Cargo	0															
Passenger	0															

Ship Printout		Name Excelsior												Cost	80	ID
Primary Stats		1	2	3	4	5	6	7	8	9	10	11	12			
Cannons	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>										Class:		
Launchers	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>								Light Cruiser		
Bays	0															
Defense	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							Type:		
Move	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>										Balanced		
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"/>	<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"/>	<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"/>	<input type="checkbox"/>	<input type="checkbox"/>	30		
		<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"/>	<input type="checkbox"/>	<input type="checkbox"/>	40		
Fighters	0															
Add-ons																
Repair	0													Registry:		
Boosters	0													E145N3		
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.