

Ship Printout		Name Rhino												Cost	150	ID
Primary Stats		1	2	3	4	5	6	7	8	9	10	11	12			
Cannons	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"/>					Class:		
Launchers	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							Battleship		
Bays	1	<input type="checkbox"/>														
Defense	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"/>				Type:		
Move	2	<input type="checkbox"/>	<input type="checkbox"/>											Cannon		
Munitions																
Missiles	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"/>			10		
														20		
														30		
														40		
Fighters	1	<input type="checkbox"/>														
Add-ons																
Repair	0													Registry:		
Boosters	0													RN-8829-K		
Sensors	0															
Warp Drive	0															
Cargo	0															
Passenger	0															

Ship Printout		Name Furious												Cost	130	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	2	<input type="checkbox"/>	<input type="checkbox"/>											Carrier		
Bays	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>											
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"/>					Type:		
Move	2	<input type="checkbox"/>	<input type="checkbox"/>											Armored Carrier		
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	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"/>						
Add-ons																
Repair	2	<input type="checkbox"/>	<input type="checkbox"/>											Registry:		
Boosters	1	<input type="checkbox"/>												TS3391K6		
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.