

Ship Printout		Name <b>Mako</b>										Cost	75	ID
Primary Stats		1	2	3	4	5	6	7	8	9	10	11	12	
Cannons	2	<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	1	<input type="checkbox"/>												Type:
Defense	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							Missile
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	1	<input type="checkbox"/>												
Add-ons														
Repair	0													Registry:
Boosters	0													MAKb4031
Sensors	0													
Warp Drive	0													
Cargo	0													
Passenger	0													

Ship Printout		Name <b>Vandal</b>										Cost	75	ID
Primary Stats		1	2	3	4	5	6	7	8	9	10	11	12	
Cannons	2	<input type="checkbox"/>	<input type="checkbox"/>											Class:
Launchers	0													Escort Carrier
Bays	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>									Type:
Defense	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>									Reserve Carrier
Move	2	<input type="checkbox"/>	<input type="checkbox"/>											
Munitions														
Missiles	0													10 20 30 40
Fighters	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"/>					
Add-ons														
Repair	0													Registry:
Boosters	0													VNA-K95
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.