

Ship Printout		Name <b>Pauldron</b>												Cost	15	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	1	<input type="checkbox"/>												Corvette		
Bays	0															
Defense	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>										Type:		
Move	2	<input type="checkbox"/>	<input type="checkbox"/>											Escort		
Munitions																
Missiles	2	<input type="checkbox"/>	<input type="checkbox"/>											10		
														20		
														30		
														40		
Fighters	0															
Add-ons																
Repair	0													Registry:		
Boosters	1	<input type="checkbox"/>												8362i8		
Sensors	0															
Warp Drive	0															
Cargo	0															
Passenger	0															

Ship Printout		Name <b>Hornet</b>												Cost	15	ID
Primary Stats		1	2	3	4	5	6	7	8	9	10	11	12			
Cannons	0													Class:		
Launchers	2	<input type="checkbox"/>	<input type="checkbox"/>											Corvette		
Bays	0															
Defense	1	<input type="checkbox"/>												Type:		
Move	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>									Interceptor		
Munitions																
Missiles	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>									10		
														20		
														30		
														40		
Fighters	0															
Add-ons																
Repair	0													Registry:		
Boosters	1	<input type="checkbox"/>												H7161a9		
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.