

Ship PrintoutName **Triarii**

Cost 40

Primary Stats

		1	2	3	4	5	6	7	8	9	10	11	12
Cannons	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>								
Launchers	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>									
Bays	0												
Defense	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Move	2	<input type="checkbox"/>	<input type="checkbox"/>										

Munitions

		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>						
Missiles	6												10 20 30 40
Fighters	0												

Add-ons

Repair	0
Boosters	0
Sensors	0
Warp Drive	0
Cargo	0
Passenger	0

Ship PrintoutName **Crossbow**

Cost 40

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"/>									
Launchers	2	<input type="checkbox"/>	<input type="checkbox"/>										
Bays	0												
Defense	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Move	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>									B

Munitions

		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Missiles	8												10 20 30 40
Fighters	0												

Add-ons

Repair	0
Boosters	0
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.