

Ship Printout		Name <b>Basinet</b>												Cost	30
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	4	<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															
Missiles	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>										10 20 30 40
Fighters	0														
Add-ons															
Repair	0														
Boosters	0														
Sensors	0														
Warp Drive	0														
Cargo	0														
Passenger	0														

Ship Printout		Name <b>Winchester</b>												Cost	30
Primary Stats		1	2	3	4	5	6	7	8	9	10	11	12		
Cannons	0														
Launchers	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>											
Bays	0														
Defense	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>											
Move	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>										In
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	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.