

<b>Ship Printout</b>		Name <b>Lynx</b>										Cost	20	ID
<b>Primary Stats</b>		<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>			
Cannons	0												Class:	
Launchers	3	<input type="checkbox"/>	<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	
<b>Munitions</b>														
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													
<b>Add-ons</b>														
Repair	0												Registry:	
Boosters	0												LX5	
Sensors	0													
Warp Drive	0													
Cargo	0													
Passenger	0													

<b>Ship Printout</b>		Name <b>Viletes</b>										Cost	20	ID
<b>Primary Stats</b>		<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>			
Cannons	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>									Class:	
Launchers	2	<input type="checkbox"/>	<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	
<b>Munitions</b>														
Missiles	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>								10 20 30 40	
Fighters	0													
<b>Add-ons</b>														
Repair	0												Registry:	
Boosters	0												V2100	
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.