

<b>Ship Printout</b>		Name <b>Bee</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	2	<input type="text"/>	<input type="text"/>									Class:		
Launchers	2	<input type="text"/>	<input type="text"/>									Corvette		
Bays	0													
Defense	3	<input type="text"/>	<input type="text"/>	<input type="text"/>								Type:		
Move	3	<input type="text"/>	<input type="text"/>	<input type="text"/>								Balanced		
<b>Munitions</b>														
Missiles	4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>							10		
												20		
												30		
												40		
Fighters	0													
<b>Add-ons</b>														
Repair	0											Registry:		
Boosters	0											B19C		
Sensors	0													
Warp Drive	0													
Cargo	0													
Passenger	0													

<b>Ship Printout</b>		Name <b>Lark</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	1	<input type="text"/>										Class:		
Launchers	2	<input type="text"/>	<input type="text"/>									Corvette		
Bays	0													
Defense	2	<input type="text"/>	<input type="text"/>									Type:		
Move	4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>							Interceptor		
<b>Munitions</b>														
Missiles	6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>					10		
												20		
												30		
												40		
Fighters	0													
<b>Add-ons</b>														
Repair	0											Registry:		
Boosters	0											L690		
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.