

Ship Printout

Name

Century

Cost 40

Primary Stats**1 2 3 4 5 6 7 8 9 10 11 12**

Cannons	2	<input type="checkbox"/>	<input type="checkbox"/>									
Launchers	1	<input type="checkbox"/>										
Bays	0											
Defense	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>						
Move	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							

Munitions

		<input type="checkbox"/>	<input type="checkbox"/>										
Missiles	2												10 20 30 40
Fighters	0												

Add-ons

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

Ship Printout

Name

Samson

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	1	<input type="checkbox"/>										
Bays	1	<input type="checkbox"/>										
Defense	4	<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"/>								
Missiles	4												10 20 30 40
Fighters	2	<input type="checkbox"/>	<input type="checkbox"/>										

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.