

SILHOUETTE **3** SPEED **5** CURRENT **+** HANDLING **1**

ARMOR **3**

HULL TRAMA **10** THRESHOLD CURRENT


SYSTEM STRAIN **10** THRESHOLD CURRENT


DEFENSE

FORE

AFT

**WEAPONS**

**MEDIUM LASERS** (Close Range)  
Arc = Forward, Damage = 6,  
Crit = , Special: Linked 3

**PROTON TORPEDOS** (Short Range)  
Arc = Forward, Damage = 8,  
Crit = , Special: Blast 6, Guided 2,  
Linked 1, Slow-Firing 1, Limited Amo 6

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HULL TRAMA **10** THRESHOLD CURRENT


SYSTEM STRAIN **10** THRESHOLD CURRENT


DEFENSE

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

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**1 CREATE A SQUADRON**



- Easy (♦) **Leadership** check as a maneuver.
- May redirect wounds to a minion in squad.
  - Can disband anytime as an incidental, or if a  or  is rolled.
  - Squadron silhouette is 1 higher than that of largest member

Wound Tracker

Gunner Skill

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Minion 11	● ● ● ● ● ● ● ● ● ●
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Minion 10	● ● ● ● ● ● ● ● ● ●
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Minion 9	● ● ● ● ● ● ● ● ● ●
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Minion 8	● ● ● ● ● ● ● ● ● ●
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Minion 7	● ● ● ● ● ● ● ● ● ●
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Minion 6	● ● ● ● ● ● ● ● ● ●
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Minion 5	● ● ● ● ● ● ● ● ● ●
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Minion 4	● ● ● ● ● ● ● ● ● ●
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Minion 3	● ● ● ● ● ● ● ● ● ●
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Minion 2	● ● ● ● ● ● ● ● ● ●
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Minion 1	● ● ● ● ● ● ● ● ● ●

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○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Minion 10	● ● ● ● ● ● ● ● ● ●
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Minion 9	● ● ● ● ● ● ● ● ● ●
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Minion 8	● ● ● ● ● ● ● ● ● ●
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Minion 7	● ● ● ● ● ● ● ● ● ●
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Minion 6	● ● ● ● ● ● ● ● ● ●
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Minion 5	● ● ● ● ● ● ● ● ● ●
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Minion 4	● ● ● ● ● ● ● ● ● ●
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Minion 3	● ● ● ● ● ● ● ● ● ●
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**2 ORDER SQUADRON INTO A NEW FORMATION**

Average (♦♦) **Leadership** check as a maneuver forms a new formation and receives bonus listed below.

**ATTACK FORMATION (AF)**  
Punching through a defense  
● Add  to an attack

**SENSOR SWEEP (SS)**  
Directs visual scanning  
● Add  to Vigilance, Computers, or Perception checks.

**EVASIVE MANEUVERS (EM)**  
Make the ship hard to hit  
● Add  to attempts to gain the advantage.  
● Add  to enemy attempts to gain the advantage.  
● Enemies must spend an additional  to activate *Auto-Fire* or *Blast*.


**SKILLED NAVIGATOR (SN)**  
Navigator helps squadron  
● Squad leader can use Leadership skill to perform a single *Astrogation*, *Computers*, *Mechanic*, or *Knowledge* check.  
● Leader can only to this the number of times equal to ranks in *Leadership* skill per session.


**RUNNING DARK (RD)**  
Decrease visibility of squadron  
● Downgrade difficulty of *Leadership* checks.




**SCREEN FORMATION (SF)**  
Tight formation to utilize shields  
● Add 1 ship defense in all zones.

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