

Squadron Data Sheet

Squadron Name:

Point Value:

Command CR:

Used CR:

Morale Checks Table

(based on lost structure)

Roll a d12 when morale is reduced to indicated levels.
Roll only once per level.
Starting Level



Morale Damage



11-12:

9-12:

7-12:

5-12:

3-12:

ELINT Levels Available:

Lend Offensive Support:

Lend Defensive Support:

Jam Enemy Command Network:

Jam Enemy ELINT:

Jam Enemy Fire Control:

Squadron Commander:

Class	ID	Fighter Loadout	CR	Point Value
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Commander Abilities

ELINT Priority Support: <input type="text"/>	Rapid Net Change: <input type="text"/>	Standard: <input type="text"/>
Superior Strat Planner: <input type="text"/>	Improved Command Net: <input type="text"/>	Defensive: <input type="text"/>
Superior Tactical Planner: <input type="text"/>	Command Reorg: <input type="text"/>	Offensive: <input type="text"/>
Clout: <input type="text"/>	Stubborn: <input type="text"/>	
Other Ability: <input type="text"/>	Ex-Fighter Ops: <input type="text"/>	

Squadron Ship Assignments

Squadron Complement:

Class	ID	Fighter Loadout	CC	Point Value
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Squadron Notes:

Maneuver Style:

Speed:

Squadron
Movement Orders

