

# Squadron Record Sheet

<b>NAME:</b>	
<b>CRAFT TYPE:</b>	
<b>PILOT QUALITY:</b>	
<b>PILOT SKILLS</b>	
DEXTERITY	
Blaster	
Missile weapons	
KNOWLEDGE	
Survival	
MECHANICAL	
Powersuit operation	
Space transports	
Starfighter piloting	
Starship gunnery	
Starship shields	
PERCEPTION	
Command	
<b>BASE CREW COST:</b>	
<b>CRAFT SPECS</b>	
Maneuverability	
Space	
Hull	
Shields	
<b>BASE CRAFT COST:</b>	

Attack Speed  Full Throttle  # of Turns  Turn Distance   
 Command  # in Squadron  Dodge  Damage Resistance  
 Shielded  Unshielded

		CRAFT & PILOT COST (total from first column):					
Weapon systems/Fire Code	Damage	Fire Arc	Fire Control	Short	Medium	Long	
1.	<input type="text"/>						
2.	<input type="text"/>						
3.	<input type="text"/>						
4.	<input type="text"/>						

Point cost per fighter:		
Number in Squadron:		x
<b>BASE SQUADRON COST:</b>		
ID: __LEADER, command: __		
ID: __HOT SHOT, starship gunnery: __		
ID: __HOT SHOT, starship gunnery: __		
<b>SQUADRON COST:</b>		

**Morale Level**

9	8	7	6	5	4	3	2	1	0
Steady		E	V	A	Shaken		Dem.		Broken

**Squadron Status**

<b>1</b> Leader	<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>	<b>11</b>	<b>12</b>