2015 Northman Gaming Club Firestorm Armada Campaign

Based on the "The Man Battlestations Firestorm Armada Campaign System"

1. **Introduction.** The Firestorm universe is one fraught with peril, as massive fleets belonging to the major powers of the Zenian League and Kurak Alliance wage deadly battle back and forth across the Storm Zone in an epic war of annihilation that will shape the future of this quadrant of the galaxy. And if this wasn't enough, countless other factions are joining the fray for reasons of their own; some are mere criminals, pirates and marauders who are motivated by greed. Others are ideologues and fanatics, who see this war as a golden opportunity to influence events and remake the galaxy to their liking. Whatever their cause, the net effect is that the regions surrounding the Storm Zone are being plunged ever further into chaos.

   This campaign system is designed to allow a group of players to play a campaign that tells its own story inside the exciting Firestorm setting. Inside, you will find rules that allow you to create legendary commanders, renowned vessels of war, and a series of scenarios that will enable you to wage war and carve out your own empire!

2. **New Concepts.** The MBS Campaign System introduces a few new concepts that are not found in the Firestorm Armada rulebook:

   Renown – This is a measure of the level of esteem with which your commander character is viewed by their respective High Command. Renown can be gained or lost depending on your battle performance. The higher your renown, the more resources and reinforcements a player will be able to obtain. At the end of the campaign, the commander with the highest Renown wins!

   Proficiency – This is a measure of how skilled a vessel's crew is in combat, normally abbreviated as "Pf". All models medium sized and above are given a proficiency rating; for small ships, a single proficiency rating is given to the entire squadron. The higher a ship or squadron's proficiency rating, the better it will perform in battle. These ratings can range between a minimum of 5, indicating a Green crew, all the way to a maximum of 10, indicating a Veteran ship that has seen much action and whose crew functions like a well-oiled machine (perhaps literally in some cases!).

   Re-rolls – Many famous commanders possess an "X-factor." This might be the seemingly miraculous ability to make the right decision in chaotic situation, or perhaps a charismatic leadership style that inspires their crews to amazing feats of arms. To represent this, your Commander will be granted a number of re-rolls, depending on their rank. A re-roll is exactly what it sounds like; you pick up all the dice that you have just rolled for any check or attack, and re-roll them. However, if you execute a re-roll, the second roll stands. Additionally, in the case of attacks, the re-roll can only apply to the initial dice roll, before any additional dice gained from exploding 6's are rolled. The re-roll does NOT apply to those additional D6's. Re-rolls can only be used in the **Fight!** step of a campaign activation. A commander's re-rolls can only be used once per game; following the game, they "re-charge" and are available again.

3. **Campaign Set-up**

   a. **Faction Selection.** At least two players are required to start the campaign; one player must belong to the Kurak Alliance (KA), and the other to the Zenian League (ZL). Each player should choose one of the 3 Major Factions for their respective side, i.e. the Terrans, Sorylians, or Aquans for the KA and the Dindrenzi, Relthoza, or Directorate for the ZL. Any number of additional players can join in, either fielding one of the 6 Major Factions or one of the smaller Alliance or Marauder factions.

   b. **Fleet Roster Creation.** Each player now creates their starting fleet roster. The Major Faction players will build their rosters using the Battle Fleet construction list from their respective fleet guides. It is recommended that each Major Faction player start with at least 1,000 points worth of models. Minor Factions and Marauder Factions will create Patrol Fleet lists using their respective faction guides. Each model in the starting roster must be taken "as-is," with no hard point modifications or upgrades installed. These modifications and upgrades will become available as the campaign progresses and ships are fitted with new technology being raced to the front line! Each model and squadron will need a name and will have a separate entry on the roster for tracking the ship's proficiency, damage, crew status, upgrades, etc. This should be done on this campaign's fleet roster spreadsheet (found on the Event page of NGC Facebook) and updated after each battle. An analog version is also provided as Appendix A.

   Once the fleet's composition is decided, players will need to determine the starting Proficiency (Pf) level of each ship in their fleet. These values might well vary across a fleet, representing the fact that various ships have been pulled from different sectors and might have differing levels of experience, better or worse officers, etc. To find a ship's starting proficiency roll 1D6, consult the table below, and note the resultant proficiency level on the roster entry for the ship:

D6 Roll	Proficiency Level
1*	Untried (Pf 6)
2-3	Battle-Tested (Pf 7)
4-5	Battle-Hardened (Pf 8)
6	Veteran (Pf 9)

   * fully painted squadrons re-roll 1s—fully equipped squadrons would not be Untried.

   Note that it is not possible to achieve Crack (Pf 10) status at the start of the campaign. No matter how experienced a ship is, it will be new to this theater of war, and that will cause at least some consternation with the crew as they adapt to their surroundings. Likewise, no ship will start at the bottom level of Green (Pf 5); no matter how desperate the war has gotten, a high command isn't going to send a ship that poorly trained to the front lines!

c. **Map & Home System Selection.** The next step is to consult the campaign map for the sector of the Storm Zone you will be fighting in (see attached). The campaign's system map will be appended to this document. This map will be used to keep track of the systems controlled by the players as the campaign progresses. Once the map has been chosen, each of the Major Faction players will need to select their starting systems from those available on the map, up to a total of three starting systems. Starting with the fleet with the lowest points total picks one system first, then, the next lowest picks second, etc. (this order represents smaller fleets being more "nimble" and moving quicker/sooner than the larger fleets).

Second system picking then occurs in reverse order (largest fleet first). All selected systems by a player must have no more than one neutral system between their starting systems.

Third system picking then occurs again starting with the lowest point fleets.

Minor powers select their home systems in the same way after all Major Factions have chosen their home systems.

Marauder Factions go last, and select their home systems are secret. This represents their hidden Pirate lair!

d. **The Commander.** Each player's fleet has a commander that represents the player on the table. Over the course of the campaign, the commander will collect renown points and receive promotions as a result. At the end of the campaign, the commander with the highest renown is the winner! Once your fleet roster is in order, you will "assign" your commander by giving him or her a name and recording their starting Renown value of "1." You track this on Fleet Commander Service Jacket which is included as part of your Fleet Roster in the campaign's spreadsheet   An analog version is also provided as Appendix A. . The commander must also be assigned to a specific ship that will serve as that officer's flag ship. For this purpose, not any ship will do. You must select a Medium or Large Capital class ship. Non-capital ships lack the proper command and control facilities that your fleet commander will require to effectively lead your force, to say nothing of their lack of grandeur! If the commander's flagship is present at a battle, then "you" are there, and are able to make use of any special commander abilities. If the flagship is not taking part in a battle, then the commander's abilities will be unavailable. If the flagship is Lost, it is assumed that the commander manages to escape. They can do no more to influence that battle, but you may assign them to a new flagship once the game is over.

4. **Fighting the Campaign**

   a. **Phases.** Each Campaign Turn consists of two phases, as described below:
      i. Strategic Phase
      ii. Operational Phase

   b. **Strategic Phase.** During the strategic phase, the initiative order for that Campaign Turn will be determined by the lowest current points total picks first, then, the next lowest picks second, etc. Ties will be resolved by highest Renown choosing first.

   Example: Four players have total fleet values of 870, 910, 910, and 1100pts. The player with 870pt fleet will go first in the Operational Phase. The two players with fleet value of 910 will compare Renown (one had Renown of 4, the other 6) with the highest Renown going first. These two players will then go 3rd and 2nd, respectively. The player with a fleet of 1100 on the goes 4th.

   c. **Operational Phase.** During the operational phase, each player activates in sequence and completes a Campaign Activation. A Campaign Activation is divided into the following steps:

      i. <u>Select Systems To Attack.</u> Players can select up to two systems to attack per turn[1]. The player can only attack a system that is connected to one they already control by a Fold Space Channel. If the system is Neutral, the player may challenge any player in the campaign. Otherwise, they will be fighting the player that already controls the system.

      ii. <u>Determine Orders.</u> Roll 1D6 and consult the table below:

1D6 Roll	Orders
1-2	Raid (350-500 pts)
4-6	Battle (500-1000 pts)

      If the player whose activation it is has 21 or more Renown, then they may choose to play either a Raid or Battle instead of rolling on the chart.

      iii. <u>Decide Scenario.</u> Roll 1D6 to select one of the scenarios from the FA rulebook. The player whose activation it is will always be the Attacker for scenario purposes. If both players agree, a scenario can be chosen from the list in the book instead of rolled for. Additionally, feel free to substitute your own scenarios!

      iv. <u>Determine Size of Game.</u> Once the scenario has been chosen, the two players involved agree on the point limit for the game, within the limits of the Orders table. If one player holds more systems than the other player, their forces will be spread more thinly. This gives the player with fewer systems an advantage. Thus, the player with more systems must reduce the size of their fleet by 10 points for every additional system held over his opponent.

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[1] Players can have "bonus" games each turn beyond those define in the Operations Phase. These are ad hoc or pick-up games that can add to the players' Renown. All bonus games are Raids, but confer all of the campaign benefits of a normal Raid order.

v. <u>Pick Fleets</u>. Players now choose forces from their fleet roster to play the game. These fleets are still subject to the fleet composition rules found in the applicable faction guide. *Note that players can take reduced-size squadrons in order to reduce the number of fleet points to meet the game size restrictions. This may mean taking less than full squadrons in some instances.*

vi. <u>Fight!</u> The two players now play the selected scenario with the fleets they have chosen from their rosters. The victory conditions are in accordance with the scenario rules listed in the rule book.

vii. <u>Aftermath</u>. Once the game is over, a series of steps must be completed to determine how the outcome has affected the course of the campaign. The Aftermath should be conducted immediately after the battle and the opponents should observe each other's Aftermath. These steps are:

    1. Spoils of War
        a. Whenever an attacker wins a battle, that player claims control of the system. If an attacker wins a raid, the raided system counts as being under that player's control for the rest of that Campaign Activation. That means the system's resources will be available for the attacker's use during the Repair Step, as described below.

    2. Narrow Escape Checks
        a. When a ship is reduced to 0 HP, it is considered lost for the purposes of that game. However, this does not mean that a ship has been destroyed. It is possible that it has taken such heavy punishment that all of its major systems and power plants have been knocked off-line, making it all but invisible to most sensors at common combat ranges. A crafty crew will bide their time until the battle has subsided, then make emergency repairs and escape. It is not uncommon for heavily damaged ships to limp back to a friendly base days or even weeks after they were presumed "lost" in battle!

           Therefore, any destroyed Medium-sized or larger ship may make a Narrow Escape roll following the game. On a 4+, the ship actually survives the battle, and is returned to a player's roster with 1 HP and 1 CP. Ships that make a successful Narrow Escape check do not count as Lost for the purposes of Renown adjustment. Ships that were lost due to Reactor Overloads, Collisions, or being captured in a Boarding Action cannot make Narrow Escape checks; the enemy is not going to politely hand their prizes back to their enemies, and ships that blow up tend to stay blown up! Likewise, Small models cannot make NarrowEscape rolls since ships that small simply do not have the ability to take the punishment a larger vessel can.

3. Adjust Renown

a. As discussed earlier, Renown is a measure of the fame or infamy enjoyed by a player's commander. A commander starts with a Renown score of 1, and gains or loses additional points of Renown per the table below (this table assumes you are using the Battle Log in your games to determine Margin of Victory). In this step, both the Attacker and Defender adjust their commander's Renown. A commander's renown score is extremely important, as it will decide the winner at the end of the campaign. Note that you gain or lose renown regardless if the commander's flagship took part in the battle. Also note that you can never have less than 1 Renown point; you may be renowned as a bad commander, but you will be renowned nonetheless!

RENOWN TABLE	
Winning a Landslide Victory	+3
Winning a Major Triumph	+2
Winning a Marginal Success	+1
Each Capital Class model captured	+1
Fought Commander With Higher Renown	+1
Fought Fleet with higher points value and Lost	+1
Fought Fleet with higher points value and won	+2
Fleet Painted Bonus[2]	+1
"Blitzkrieg Bonus" Game completed in under 2.5 hrs (time starts from start of deployment)	+1
Losing a Battle or Raid	-1
Each Large Capital Class model lost	-1

Results of the battle, including the renowned adjustment should be posted in the campaign's online form. It is recommended that photographic evidence of the battle is posted on the Facebook event page.

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[2] Fleet Painting Bonus will escalate each monthly Campaign Turn as follows:

Turn 1 – at minimum, all models in battle are assembled and primed

Turn 2 – all models in battle are primed and at least 1 squadron is painted

Turn 3 - all models in battle are primed and at least 2 squadrons are painted

Turn 4 - all models in battle are primed and at least 3 squadrons are painted

Turn 5 - all models in battle are primed and at least 4 squadrons are painted

Turn 6 - all models in battle are painted or at least 5 squadrons are painted

Definition of "Painted" = at least three colours plus either highlighted or shaded/washed.

4. Promotions & Demotions

    a. Your commander will receive promotions according to their renown as shown on the tables below. It is also possible to be demoted to the next lower rank if you lose too much renown and no longer qualify for your lofty title! The higher a commander's rank, the more perks and Fleet Re-rolls they will be granted. These perks represent your commander's improving abilities, the growth of a personal espionage network, or even the assignment of an elite body guard to keep their lofty personage safe!

Renown	Perks
1-5	• 1 Re-Roll
6-10	• 2 Re-Rolls
11-20	• 2 Re-Rolls • Free "Intel Gained" TAC
21-30	• 3 Re-Rolls • Free "Intel Gained" TAC
31-50	• 3 Re-Rolls • Free "Intel Gained" TAC • Flagship gains "Special Forces" MAR
51+	• 4 Re-Rolls • Free "Intel Gained" TAC • Flagship gains "Special Forces" MAR

Along with these benefits, your commander will also gain titles to go along with their rank, depending on their faction:

Kurak Alliance Titles			
Renown	Terran	Sorylian	Aquan
1-5	Captain	Master Scout	Spawn Guardian
6-10	Commodore	Sky Hunter	Shoal Guardian
11-20	Rear Admiral	Master Sky Hunter	Shoal Protector
21-30	Vice Admiral	Sky Predator	Guardian of the Sebrutan
31-50	Fleet Admiral	Master Predator	Protector of the Sebrutan
51+	Star Admiral	Warlord	Grand Admiral of the Sebrutan

Zenian League Titles			
Renown	Dindrenzi	Directorate	Relthoza
1-5	Lieutenant-Captain	Associate Fleet Manager	Brood Leader
6-10	Captain	Fleet Manager	Brood Master
11-20	Senior Captain	General Fleet Manager	Swarm Leader
21-30	Admiral	Deputy Director, Fleet Operations	Swarm Master
31-50	General Admiral	Director, Fleet Operations	Hive Leader
51+	Grand Admiral	Vice President of Fleet Operations	Hive Master

5. **Ship Experience.** As the campaign progresses, the crew of veteran ships will gradually learn what it takes to survive in battle. As their teamwork improves and confidence grows, these experienced crews will become more and more effective; this is represented by increasing their Proficiency characteristic. However, ships that take heavy crew losses will end up losing some of their finely honed edge, as they absorb large numbers of new replacements to round out their decimated crews.

   a. **Gaining Experience:** Roll 2D6 for each Medium and larger ship that fought in the battle and was not destroyed. If the roll is higher than that ship's current Pf rating, then its Pf rating is increased by 1.

   b. **Narrow Escapes**: Even a successful Narrow Escape is hard on a ship and crew; any vessel that passes a Narrow Escape check also suffers -1 to its Pf rating, to a minimum of 5.

   c. **Small Class Vessels:** Squadrons of small class vessels gain and lose Pf in a similar manner to their larger brethren; in their case, the Pf rating applies to the entire squadron, instead of each individual ship.

   d. **Proficiency Perks:** A crew's Pf level confers certain advantages and disadvantages. At the low end, a crew may find it hard to survive the same adversity a veteran crew can. On the high end, crack crews gain the benefit of MARs that represent the hard-won experience of their many battles. Crews gain certain perks based on their Pf level per the table below:

Pf Level	Perks
Untried (Pf 6)	Model suffers -1 to its D6 rolls for Narrow Escape checks
Battle-Tested (Pf 7)	No Bonus
Battle-Hardened (Pf 8)	Model Gains "Experienced Engineers" MAR
Veteran (Pf 9)	Model Gains "Experienced Engineers" and "Elite Crew" MARs
Crack (Pf 10)	Model Gains "Experienced Engineers" and "Elite Crew" MARs, and +1 to its D6 rolls for Narrow Escape checks.

6. **Repairs & Withdrawals.** In a campaign, ships that have suffered damage must be repaired, and lost crew must be replaced. The number of systems a player controls determines just how much damage can be fixed and how many new spacers can be recruited to replace lost crew. It is entirely possible that your fledgling empire will not generate enough resources to repair all the damage and crew loss your fleet has suffered. In that case, you can let such undermanned and damaged ships limp on until such time they can be repaired, or they can be sent back to a rear area for repair at a major fleet base.

   a. **Repairs:** A player repairs HP and CP damage from a pool of points generated by the planets they control. Each type of planet generates a different number of CP and HP per turn; these values also vary with a Commander's Renown. Renown is important because it helps with recruiting/press-ganging new crew, claiming resources and dockyard space, etc. Note that all Critical Effects are repaired automatically after a battle. Also remember that if the attacker won a raid he may count the system where the raid took place as his own for this activation. You can also use HP and CP repair points to restore Small ship squadrons to full strength; each ship costs its HP and CP value to replace. To determine your commander's HP and CP pool, look up the numbers for each planet you control for your commander's current Renown using the table below. Note that any CP or HP not used during a player's activation is lost; you cannot "bank" CP and HP from turn to turn!

Renown	Uninhabited	Settled	Developed	Civilized	Industrialized
1-5	1 HP/0 CP	1 HP/1 CP	1 HP/0 CP	1 HP/2 CP	4 HP/1 CP
6-10	1 HP/0 CP	1 HP/1 CP	1 HP/0 CP	2 HP/2 CP	4 HP/2 CP
11-20	1 HP/0 CP	1 HP/1 CP	1 HP/0 CP	3 HP/3 CP	5 HP/2 CP
21-30	1 HP/0 CP	2 HP/2 CP	1 HP/0 CP	4 HP/4 CP	6 HP/3 CP
31-50	1 HP/0 CP	2 HP/2 CP	1 HP/0 CP	5 HP/6 CP	8 HP/3 CP
51+	1 HP/0 CP	3 HP/2 CP	1 HP/0 CP	6 HP/8 CP	10 HP/4 CP

   b. **Withdrawing Ships:** A player may choose to withdraw ships to get them fully repaired at a major base. Mark the fact they have been withdrawn on the fleet register. Ships which are withdrawn are unavailable until the beginning of the player's next Strategic Phase, at which they return to the fleet with full HP and CP. Squadrons of Small models return at full health and their starting number of ships. If, for any reason, a ship is reduced to Pf 5, it is automatically withdrawn, having been deemed as combat-ineffective due to the poor quality of its crew. Ships withdrawn for this reason will return with full HP, CP, and Pf 6.

7. **Appeals.** After repairs have been completed, the player whose Campaign Activation it is can appeal to higher headquarters for additional aid. This aid could take the form of badly needed reinforcements, or the latest technologies with which to upgrade your existing fleet. A Commander with high Renown will wield great influence and be able to demand a greater share of resources from their faction's war effort. To reflect this, the number of appeals that may be made depends on the player's Renown as shown in the table below:

Renown	Number of Appeals
1-10	1
11-30	2
31-50	3
51+	4

Appeals may be made for Reinforcements or Refits. If you are allowed to make more than one appeal, you can ask for the same thing up to two times. In order to determine if the appeal is successful, roll 1D6 for each attempt. Reinforcement Appeals are successful on a 2+, while Refit Appeals are successful on a 4+. You must declare the type of appeal you are trying for before rolling.

a. **Reinforcements.** If the appeal is granted, one new squadron may be added to the player's fleet registry. Note that the models of this squadron can be of any size, small through massive. If the squadron consists of more than one ship, you can have as many ships in the squadron as you have models to represent, up to the maximum allowed squadron size. The Pf rating for this squadron is determined randomly using the same table from the Campaign Set-up rules.

b. **Refits.** If the appeal is granted, select one squadron, and select one of the Hardpoint or Upgrade selection for that squadron. That squadron now counts as having that Upgrade or Hardpoint, and its cost rises by the amount listed in the applicable fleet guide. These hardpoint installs and upgrades are permanent, meaning that the model's cost permanently increases too! This appeal cannot be applied to a model that already has all of its upgrades and all of its hard points filled.

Conclusion

There you have it! These rules will be enough to get us off and started on campaigns of conquest across the stars in the war-torn Firestorm universe. If you find something in them that is flat-out broken, or discover another method of doing something that works better, please let the organizers know!

Good Luck and Good Hunting!

MLENYR

YEFFIK

SKIRREN

DRUNI

Z-5

7-9

RAIDER SECTOR

FORT KNIZIER

NEUEMEIR

THE CRAVEN GIRDLE

Z-7

Z-8

KNIZIER YARDS

KNIZIER

FORT POHLOS

LOFTUS

L'AMBERT

FORT EAGLE

MARCH

THE MARCH
RIDGES

HERRIGANS
WORLDS

DRAMOS

DIRECTORATE

TRENTEN

FORT PILOT

BETHANY

RYUSHI RA

TRENTEN

WAY 06

AZIMUTH

WRECKAGE
FIELD

HUQUANG

AVELLAN

NEYEMEIR

RYUSHI

FRASER

HOUGHTON

FORT RADAR

BATHOS

DIRECTORATE

KILLIAN YARDS

CARANVOR

WRECKAGE

SPIRO

AZIMUTH

IRON SALVAGE

FORT HEAD

TRENTEN

VERHEIDEN

DIRECTORATE

DIRECTORATE

AMBROSE

THE THORSEN
SYSTEMS

THE THORSEN
BUFFER

MACHACH

FORT MOLE

G12

NEYEMEIR

CARSEN

RYUSHI RA

G13

OUTLAND YARDS

FORT BURMAN

NEYEMEIR

DIRECTORATE

GAMELYN

TRENTEN

FORT BOLTON

DUQUENE

U Uninhabited

S Settled

G14

D Developed

C Civilized

AZIMUTH

I Industrialized

FORT BARNES

G15

TY

Commander's Service Jacket

Firestorm Armada Campaign

Commander Name:		
Faction:		
Current Renown:	1	
Rank:		
Total Fleet Value:	0	

Battle Record					
Date	Opponent	Battle Size (pts)	System	Result*	Renown Adjustment

Notes:

Results:

Difference	Margin
-	Loss (L)
0 to 4	Draw (D)
4 to 9	Marginal Success (M)
10 to 14	Major Triumph (MT)
15+	Landslide Vicotory (LV)

Fleet Roster: Tier 1

Commander Name: 0

Squadron:			Pts:					
Ship Name	Current Proficiency (Pf)	Current HP	Current CP	Withdrawn Turn? (Y/N)				
				2	3	4	5	6
Upgrades:								
Hardpoints:								
Notes:								

Squadron:			Pts:					
Ship Name	Current Proficiency (Pf)	Current HP	Current CP	Withdrawn Turn? (Y/N)				
				2	3	4	5	6
Upgrades:								
Hardpoints:								
Notes:								

Squadron:			Pts:					
Ship Name	Current Proficiency (Pf)	Current HP	Current CP	Withdrawn Turn? (Y/N)				
				2	3	4	5	6
Upgrades:								
Hardpoints:								
Notes:								

Fleet Roster: Tier 1

Commander Name: o

Squadron:				Pts:					

Ship Name	Current Proficiency (Pf)	Current HP	Current CP	Withdrawn Turn? (Y/N)				
				2	3	4	5	6

Upgrades:
Hardpoints:
Notes:

Squadron:				Pts:					

Ship Name	Current Proficiency (Pf)	Current HP	Current CP	Withdrawn Turn? (Y/N)				
				2	3	4	5	6

Upgrades:
Hardpoints:
Notes:

Squadron:				Pts:					

Ship Name	Current Proficiency (Pf)	Current HP	Current CP	Withdrawn Turn? (Y/N)				
				2	3	4	5	6

Upgrades:
Hardpoints:
Notes:

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Fleet Roster: Tier 2

Commander Name: 0

Squadron:			Pts:					
Ship Name	Current Proficiency (Pf)	Current HP	Current CP	Withdrawn Turn? (Y/N)				
				2	3	4	5	6
Upgrades:								
Hardpoints:								
Notes:								

Squadron:			Pts:					
Ship Name	Current Proficiency (Pf)	Current HP	Current CP	Withdrawn Turn? (Y/N)				
				2	3	4	5	6
Upgrades:								
Hardpoints:								
Notes:								

Squadron:			Pts:					
Ship Name	Current Proficiency (Pf)	Current HP	Current CP	Withdrawn Turn? (Y/N)				
				2	3	4	5	6
Upgrades:								
Hardpoints:								
Notes:								

Fleet Roster: Tier 2

Commander Name: 0

Squadron:				Pts:					
Ship Name	Current Proficiency (Pf)	Current HP	Current CP	Withdrawn Turn? (Y/N)					
				2	3	4	5	6	
Upgrades:									
Hardpoints:									
Notes:									

Squadron:				Pts:					
Ship Name	Current Proficiency (Pf)	Current HP	Current CP	Withdrawn Turn? (Y/N)					
				2	3	4	5	6	
Upgrades:									
Hardpoints:									
Notes:									

Squadron:				Pts:					
Ship Name	Current Proficiency (Pf)	Current HP	Current CP	Withdrawn Turn? (Y/N)					
				2	3	4	5	6	
Upgrades:									
Hardpoints:									
Notes:									

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Fleet Roster: Tier 3

Commander Name: 0

Squadron:				Pts:					

Ship Name	Current Proficiency (Pf)	Current HP	Current CP	Withdrawn Turn? (Y/N)				
				2	3	4	5	6

Upgrades:

Hardpoints:

Notes:

Squadron: Thraex Frigates				Pts:					

Ship Name	Current Proficiency (Pf)	Current HP	Current CP	Withdrawn Turn? (Y/N)				
				2	3	4	5	6

Upgrades:

Hardpoints:

Notes:

Squadron:				Pts:					

Ship Name	Current Proficiency (Pf)	Current HP	Current CP	Withdrawn Turn? (Y/N)				
				2	3	4	5	6

Upgrades:

Hardpoints:

Notes:

Fleet Roster: Tier 3

Commander Name: 0

Squadron:				Pts:					
Ship Name	**Current Proficiency (Pf)**	**Current HP**	**Current CP**	**Withdrawn Turn? (Y/N)**					
				2	**3**	**4**	**5**	**6**	
Upgrades:									
Hardpoints:									
Notes:									

Squadron:				Pts:					
Ship Name	**Current Proficiency (Pf)**	**Current HP**	**Current CP**	**Withdrawn Turn? (Y/N)**					
				2	**3**	**4**	**5**	**6**	
Upgrades:									
Hardpoints:									
Notes:									

Squadron:				Pts:					
Ship Name	**Current Proficiency (Pf)**	**Current HP**	**Current CP**	**Withdrawn Turn? (Y/N)**					
				2	**3**	**4**	**5**	**6**	
Upgrades:									
Hardpoints:									
Notes:									