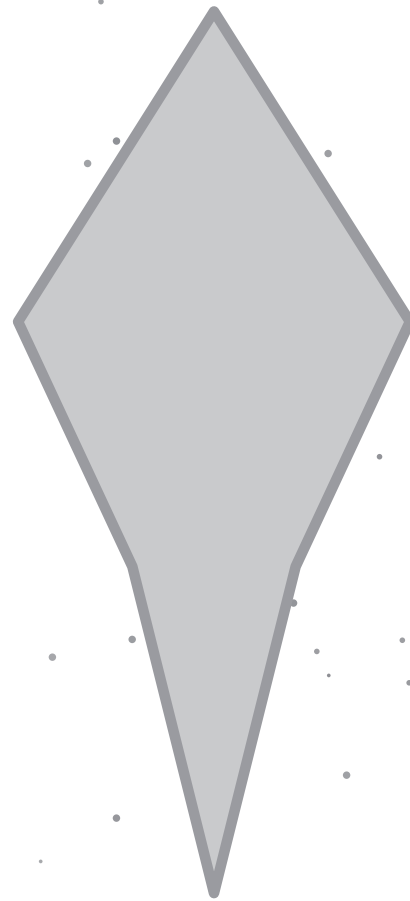


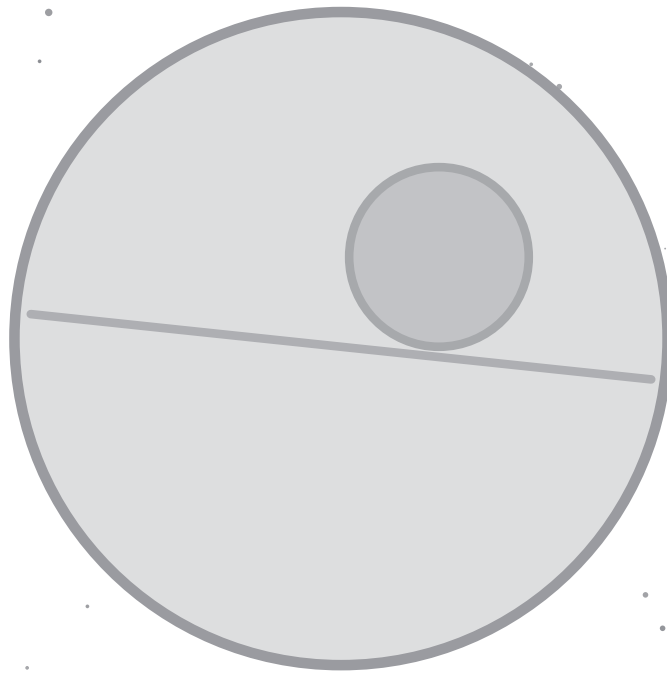
**INTEL**

**The rebel base is within one space of a star destroyer.**



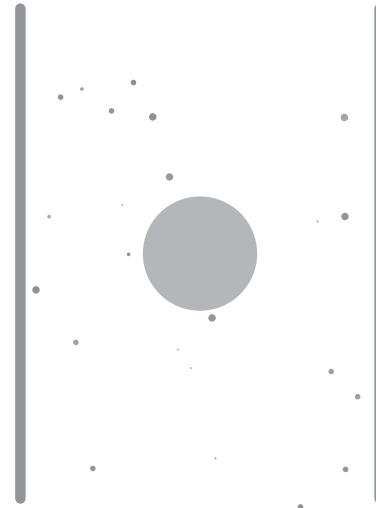
**INTEL**

**The rebel base is not within one space of a super star  
destroyer.**



**INTEL**

**The rebel base is not within two spaces of the death star.**

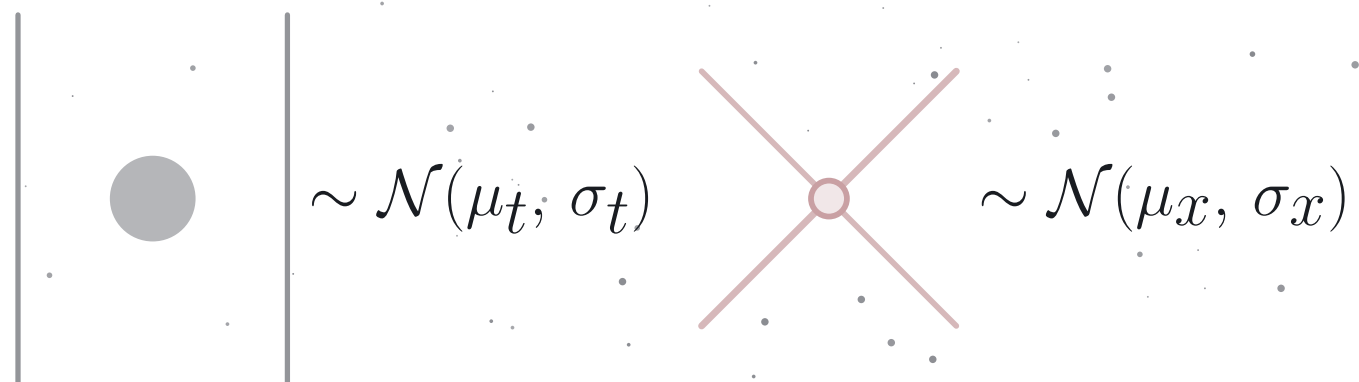


**INTEL**

**The rebel base does not share a space with imperial ships  
or stations.**

# SPECIFICATION

Fleet command models individual TIE-fighter and X-Wing fighter competencies using Normal distributions.



$$P\left(\left|\cdot\right| < 6\right) = 0.5000$$

$$P\left(\left|\cdot\right| < 7\right) = 0.8413$$

$$P(\times < 11) = 0.6915$$



$$P(\text{✕} < 13) = 0.9332$$

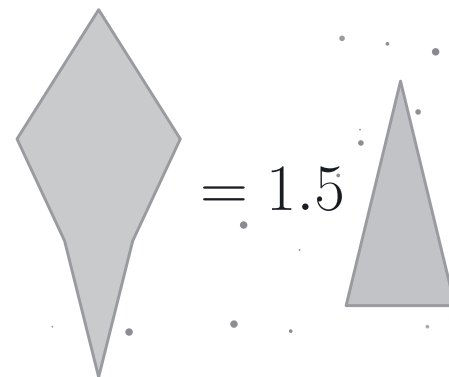
# SPECIFICATION

A Star Destroyer carries heavy turbolasers and coordinates full squadrons. Its competency scales with fighter threat, with extra firepower added.

$$\triangle = 8 \mid \bullet \mid + 2$$

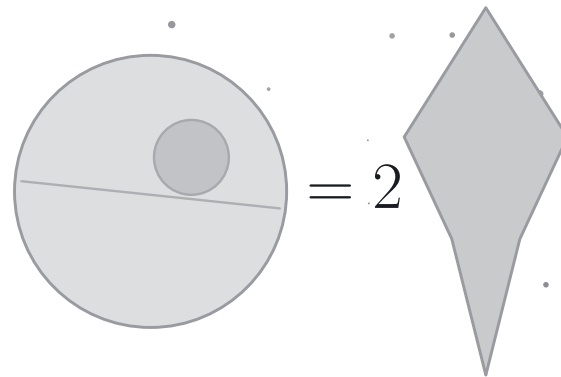
# SPECIFICATION

A Super Star Destroyer is a warship-city: more mass, more engines, more guns. Engineers rate it at fifty percent more competency than a Star Destroyer.



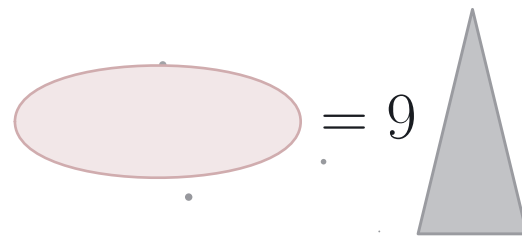
# SPECIFICATION

The Death Star is not merely a ship—it's a verdict. Its primary weapon doubles the effective competency of a Super Star Destroyer.

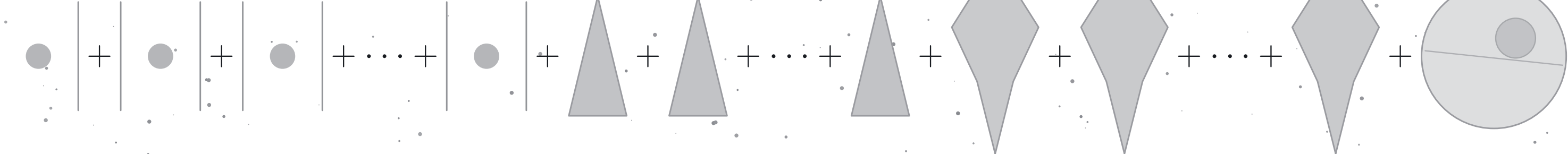


# SPECIFICATION

Mon Cal cruisers are fewer, but their shields endure. Intelligence estimates each cruiser fights like nine Star Destroyers.



# FLEET TOTALS

$S_I =$  

$S_R =$  