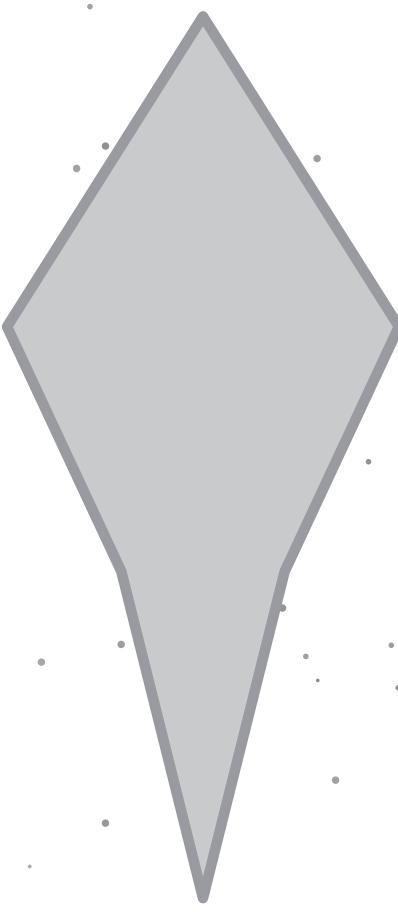


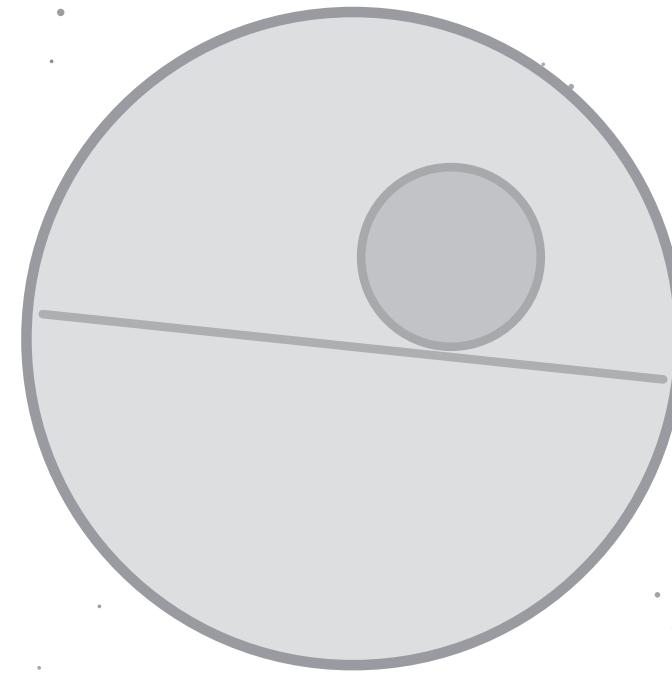
INTEL

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



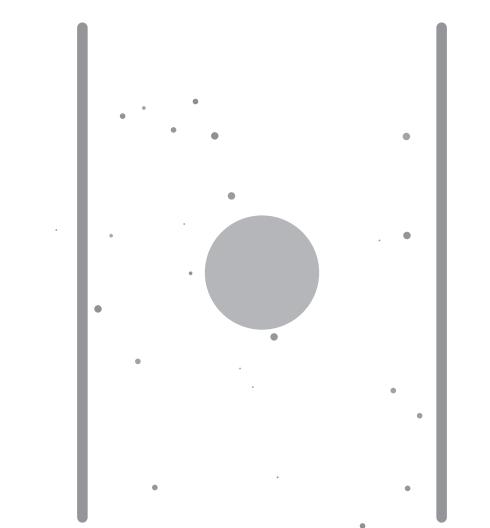
INTEL

**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.

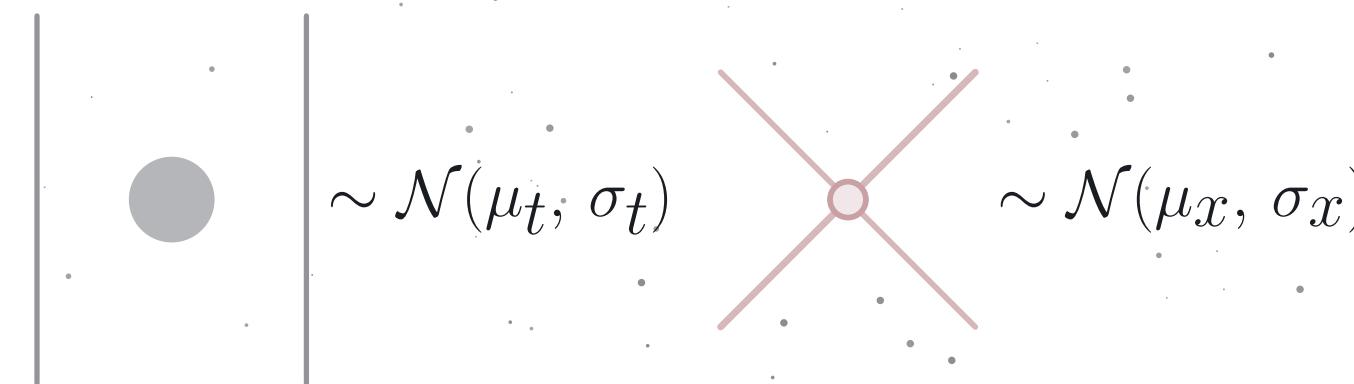


INTEL

**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.



$$P(| < 6) = 0.5000$$

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

$$P(\text{ } < 11) = 0.6915$$

$$P(\text{ } < 13) = 0.9332$$

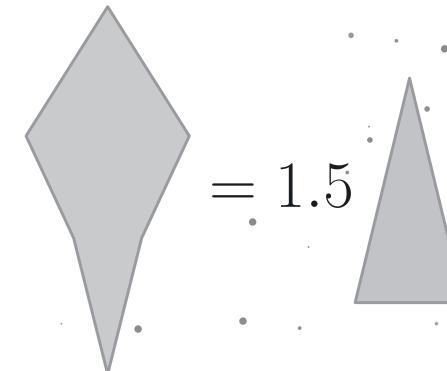
SPECIFICATION

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

$$\Delta = 8 \left| \bullet \right| + 2$$

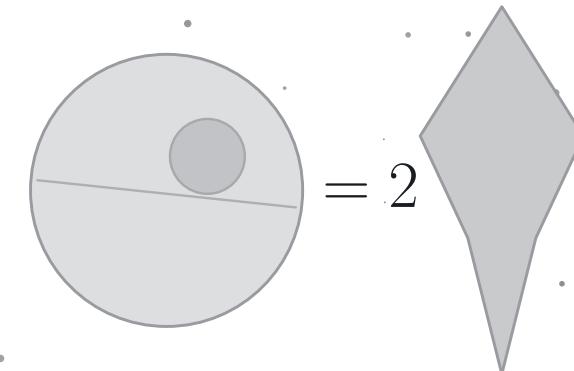
SPECIFICATION

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.



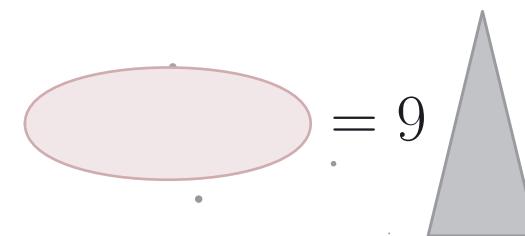
SPECIFICATION

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

$$S_I = | \bullet | + | \bullet | + | \bullet | + | \bullet | + \cdots + | \bullet | + \begin{array}{c} \text{triangle} \\ \text{triangle} \end{array} + \cdots + \begin{array}{c} \text{triangle} \\ \text{triangle} \end{array} + \begin{array}{c} \text{diamond} \\ \text{diamond} \end{array} + \cdots + \begin{array}{c} \text{diamond} \\ \text{diamond} \end{array} + \cdots + \begin{array}{c} \text{diamond} \\ \text{diamond} \end{array} + \text{circle}$$
$$S_R = \text{X} + \text{X} + \cdots + \text{X} + \text{oval} + \text{oval} + \cdots + \text{oval}$$