

# Nepleslian Squadron

Based upon the archaic organization of fightercraft, squadrons refer to organizations of multiple craft capable of flight within Nepleslia. Throughout the [Nepleslian Star Navy](#), the squadron formation is used at all levels from fightercraft to battleships.

Squadrons can consist of anywhere between six to twelve (6-12) craft of similar-sized ships; although primarily used for coordination warships, the formation sees use by [Central Corps](#) and Nepleslian-originated fleets. The exact number and composition of a Squadron can be changed based upon its purpose or however best to coordinate within their assigned fleets/roles.

As an exception, a Squadron can be “heavy-loaded” when utilizing fighters; this formation bolsters the maximum from twelve to a max count of thirty-six (36), tripling organized combat power or utilizing additional drone-based craft to supplement the formation. Squadrons are primarily led by [Commanders](#) or – more rarely – [Captains](#), generally answering directly to their maiden ship's primary officer or directly to the fleet's [Admiral](#) depending upon their importance in an operation.

## OOC Notes

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