

"You're going to form a new squadron? Just like that? Wave your hand and it appears?"

"Well, I thought I'd tell High Command so they'll know what they need to give me."

-Wes Janson and Wedge Antilles on the idea of Wraith Squadron

Wedge Antilles was so impressed by the guerilla tactics and methods employed by Rogue Squadron during the liberation of Coruscant and the Bacta War against Ysanne Isard that he wanted to continue it in a new squadron. He met with Admiral Ackbar to make the proposal.

"I'll make a bet with you, Commander. You get your chance at forming this squadron. If, three months after it goes operational, it has proven its worth - in my sole estimation - you can do as you please. Continue with the new squadron, go back to command Rogue Squadron, whichever you choose."

"And if I lose?"

"You accept promotion to the rank of general and join my command staff."

*Ackbar ground out a laugh. "In a sense, you've already lost, Commander Antilles. You're wagering your career for the good of the New Republic. You're creating new tactics, new weapons for the New Republic, not just for your squadron. You're already a general...you just don't know it yet."*¹

Wedge then took Wes Janson and established the Wraith's first base on Folor, a moon of Commenor. It is here where the real task began - establishing Wraith Squadron as something more than the bad idea that Ackbar, and others, believed it was. The commander of Folor Base, General Edor Crespin, highly disapproved of the idea. He saw the prospective members of Wraith Squadron as misfits and therefore poor representatives of the New Republic. Wedge countered that a successful Wraith Squadron would be hailed as unlikely heroes, or underdogs, and that the Wraiths would make a broader definition of what a defender of the New Republic is than merely hologenic pilots with clean backgrounds. Crespin relented, but stuck to his opinion that the Wraiths were going to fail.

Wedge and Wes now had to face the job of selecting the first batch of Wraiths. The candidates were as varied as their reasons for coming to Wedge's attention:

- Falynn Sandskimmer, of Tatooine, a Y-Wing ace with a record of insubordination
- Voort saBinring, a Gamorrean male with implants that give him superhuman intelligence
- Myn Donos, sole survivor of Talon Squadron
- Kell Tainer, a jack of all trades with a dark secret involving Wes
- Hohass Ekwesh, a Thakwaash male with "multiple minds"

¹ Wraith Squadron, Aaron Allston, 1998(ISBN-13 978-0553578942)

Others, such as a kleptomaniac who stole a holo off Wedge's desk during an interview, a mentally-unstable Talz who couldn't come to grips with the violence involved in being a starfighter pilot, were drummed out of consideration.

Candidates were drilled first on simulations, defending launching transports from oncoming TIE fighters and TIE interceptors. The TIEs were screening a capital ship. Janson changed different parameters of the simulation, once by adding an ambush, and another time by crediting kills scored by pilots to their wingmen.

It was during one of these drills that Kell Tainer, "Runt" Ekwesh, Tyria Sarkin, and "Piggy" saBinring engaged fighters, destroyed them all, and escaped to hyperspace with the exception of Runt, who was destroyed due to reckless flying and erratic tactics. However, Janson's scoring system transferred Kell's five kills to Runt, and Kell scored zero. Runt explained to Kell that his species, the Thakwaash, have access to multiple personalities or "minds," and that his "pilot mind" was known to cause problems and errors in the past.