

In Era I, the Rebellion relies on its fighter power for most of its potency and uses medium warships to shield its carriers.

| Name | Class | Tech | T.C. | CP | Cost | Maint | DV | AS | AF | CV | CR | SC | CC | Special | EPU |
|--------------------------|-------|------|------|----|------|----------|----|----|----|----|----|----|------|--------------------------------|-----|
| Y-Wing Fighters | FTH | 1 | 11 | 8 | 3 | 2 per 10 | 3 | 3 | 1 | 0 | 0 | 1 | 1.00 | Hyper-Capable, Disruptor | 8 |
| X-Wing Fighters | FTH | 1 | 11 | 8 | 2 | 2 per 10 | 3 | 2 | 3 | 0 | 0 | 0 | 1.00 | Hyper-Capable | 8 |
| A-Wing Fighters | FTH | 1 | 11 | 8 | 3 | 2 per 10 | 3 | 1 | 4 | 0 | 0 | 0 | 1.00 | Hyper-Capable | 8 |
| CR-90 "Blockade Runner" | CT | 1 | 12 | 9 | 5 | 2 per 8 | 3 | 2 | 1 | 0 | 2 | 1 | 1.00 | Atmospheric, Scout, Fast | 9 |
| GR-75 Military Transport | CT | 1 | 12 | 9 | 4 | 3 per 8 | 3 | 1 | 1 | 2 | 0 | 2 | 1.00 | Atmospheric, Transport, Supply | 9 |
| Sphyrna | DD | 1 | 16 | 13 | 6 | 1 per 6 | 4 | 3 | 2 | 0 | 3 | 1 | 1.00 | Atmospheric, Fast | 13 |
| Nebulon-B | FF | 1 | 21 | 18 | 8 | 2 per 5 | 5 | 5 | 3 | 2 | 3 | 0 | 1.00 | | 18 |
| Pelta | FF | 1 | 21 | 18 | 8 | 3 per 5 | 5 | 2 | 2 | 5 | 3 | 1 | 1.00 | Carrier | 18 |
| Quasar Fire | CL | 1 | 25 | 22 | 10 | 2 per 4 | 6 | 2 | 2 | 6 | 4 | 2 | 2.00 | Carrier | 22 |
| Profundity | BB | 1 | 39 | 35 | 14 | 2 per 2 | 10 | 9 | 4 | 3 | 6 | 3 | 3.00 | Shields | 35 |
| Rebel Irregulars | TRL | 1 | 11 | 9 | 3 | 2 per 8 | 3 | 2 | 1 | 0 | 2 | 1 | 1.00 | Scout | 9 |
| Orbital Hideout | BCT | 1 | 11 | 14 | 3 | 2 per 8 | 4 | 2 | 2 | 3 | 2 | 1 | 1.00 | Carrier | 14 |

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TL Level 0 Abilities

| Ability | Type | Fluff |
|---------------|--------|--|
| Carrier | Ship | The Rebellion focuses early on supporting its advanced fighter craft from shipboard and station launching areas. |
| Fast | Ship | Rebel ships often specialize in escaping dangerous situations and responding to new needs fast. |
| Disruptor | Flight | Some Rebel fighters specialize in ion and proton barrages to take down enemy defenses. |
| Hyper-Capable | Flight | Rebel fighters are all capable of their own independent hyperspace jumps, a crucial part of their strategy. |
| Scout | Ground | Rebel ground forces excel in lightly-armed guerilla warfare which keeps enemies on their toes. |