

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.