

Star Wars Rogue Leader: Rogue Squadron 2 Enemy FAQ

by Talon 1

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STAR WARS Rogue Leader: Rogue Squadron II

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-----Enemy FAQ-----
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[-----Version 2.4-----]

[-----Written by Talon 1-----]

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I. Introduction/Overview

Welcome to the Rogue Squadron II Enemy FAQ. This FAQ is designed for nothing more than to tell you information about the enemies that you will face in this game, and is designed mostly for people who don't know what different things are in the Star Wars Universe, but any veteran of Star Wars may pick up a thing or two in here also.

*Please note that this is an "Enemy" FAQ. I have people e-mailing me about the Imperial Landing Craft (or Imperial Loader) being in Prisons of the Maw. I'm sorry to say, you're PROTECTING it. It is NOT your enemy in any mission except for Battle of Hoth. Get it right.

*One thing I don't like about this game is the way things die and live. It's just like in the Descent Series. You run out of shields, and you die, even if you're hull doesn't get touched. With a shielded craft, you run out of shields, you're done, no matter what. With the "Shields/Armor" stats, shielded craft will not have an armor rating, and un-shielded craft will not have a Shield Rating. Ground troops and forces do not have any ratings at all.

Discussed in this FAQ is the following information about your enemies:

- 1) Their Names.
- 2) Their Descriptions.
- 3) Their threat to you.
- 4) Their threat to friendly forces.
- 5) Their Shields/Armor Ratings
- 6) What missions they are found in.
- 7) Tactics.

This FAQ does NOT:

- 1) Tell you how to complete ANY missions
- 2) Tell you how to get medals.
- 3) Tell you how to unlock the bonus missions.
- 4) Tell you how to unlock the hidden craft.
- 5) Tell you the passcodes.
- 6) Go outside of the game.

If you need those things, then look at another FAQ. They're all pretty much good at telling you what to do. Most of them, anyway.

Version History

Date	Version	What was Added/Changed
2/09/02	1.0	-FAQ was created.
2/10/02	1.1	-Grammar corrected.
2/11/02	1.2	-Corrected AT-PT intelligence. -Fixed 'Revenge' on Kothlis :)
2/12/02	1.3	-Changed AT-AT data. A few people e-mailed me about this, but I had already fixed it before you mailed me. Thanks anyway: Dave, David, and Wendy.
2/12/02	1.4	-Forgot that there is an Imperial Star Destroyer in "The Asteroid Field". Fixed it. -Added things that you probably won't notice. -Added misc. starfighter info/statistics. -Added stuff to Ending/Credits/Legal Stuff.
2/17/02	1.5	-Fixed AT-AT "problem". -Added a "Special Thanks" Section.
2/22/02	1.6	-Added a few things. -Some grammar corrected. -Added "Imperial Pilot" to list of enemies. It technically is one in IAH. Whatever ;-) -Found out that there are Probe Droids in IAH. Well, the daytime anyway. Added that.
3/06/02	1.7	-Corrected a few things. Sentences cleared up.

-Added "Shields/Armor" stats to the Enemies.
-Added "Rebel Pilot" to list of enemies. If Imperial Pilot is one, I'll include the Rebel Pilot too, just for kicks.

3/18/02 1.8 -Added misc. information to the FAQ.

4/04/02 1.9 -Changed some things at the bottom. New section about contacting me and/or contributing was added to end confusion.

4/10/02 2.0 -Added maneuverability stats to each fighter.
-Corrected some information.

4/17/02 2.1 -Updated my contact information.
-Fixed a few grammar mistakes.

7/18/02 2.2 -Fixed MANY gameplay errors.

7/20/02 2.3 -Fixed an error in the A-Wing section.

8/01/02 2.4 -Thanks to my new SW Ship Guide, I put the full, proper names for some of the ships.

II. Imperial Starfighters

Sienar Fleet Systems TIE/Ln Space Superiority Fighter

The first starfighter in a series of Twin Ion Engine fighters. The TIE Fighter is easily recognizable by a ball cockpit attached to two hexagonal wings on either side. It has two chin-mounted laser cannons, and sports no shields. This fighter has minimal armor and no life-support. Though no real threat by itself, TIEs generally attack in swarms.

*Threat To You ---> Medium/High (Depends on mission, and ACE mode)
*Threat To Friendlies ---> Medium/High (Depends on mission, and ACE mode)

*Armor Rating ---> Low
*Maneuverability ---> Moderate/High

-Found in the following missions:

Death Star Attack, Ison Corridor Ambush, Battle of Hoth, Prisons of the Maw, Razor Rendezvous, Vengeance on Kothlis, Imperial Academy Heist, Raid on Bespin, Battle of Endor, Strike at the Core, Death Star Escape, The Asteroid Field, Endurance.

Tactics:

The TIE Fighter's biggest downfall are the solar wings. It is easy to clip a TIE fighter in the wings. If a TIE Fighter is in front of you, just hold down the brake, and follow him. If behind you, hit the brakes, speed up, juke your fighter, and it should pass you.

Sienar Fleet Systems "TIE Interceptor"

An updated and far deadlier version of the Sienar Fleet Systems TIE Fighter. The TIE Interceptor shares with the TIE fighter, a ball cockpit, but has four sleek, dagger-like wings on each side, which sport a laser cannon each. In addition to four laser cannons, the Interceptor was given slightly better armor, but still lacks a deflector shield. The biggest improvement was the speed. The speeds of an Interceptor far surpass an Alliance X-Wing and skilled Interceptor pilots can fly loops around Rebel fighters. The TIE Interceptor has no to minimal life-support systems.

*In this game, the Interceptor fires lasers from its cockpit. Not from the wingtips. I neglected this before, but I might as well add it now.

*Threat To You ---> Medium/Very High (Depends on mission, ACE mode)

*Threat To Friendlies ---> Medium/Very High (Depends on mission, ACE mode)

*Armor Rating ---> Low/Medium

*Manueverability ---> High

-Found in the following missions:

Ison Corridor Ambush, Prisons of the Maw, Vengeance on Kothlis, Imperial Academy Heist, Raid on Bespin, Battle of Endor, Strike At the Core, Endurance.

Tactics:

Same as TIE, even though the Interceptor will be harder to shake than the TIE fighter.

Sienar Fleet Systems "TIE Bomber"

The Sienar Fleet Systems TIE Bomber is a pure bomber and nothing more than that. When the Imperial Navy needed a starfighter that could level ground structures, Sienar Fleet Systems designed the TIE Bomber. It looks like a double TIE fighter, basically. From the front it looks like it has two cockpits with large curved wings. The left section is where the cockpit is, as well as the cargo area. The right section is actually where the warheads and bombs are stored. TIE Bombers do have two lasers, one mounted on the middle of each wing section, but that is just a backup. TIE Bombers can use Proton Torpedoes or Proton Bombs, depending on the mission profile. They have ejection seats, because they usually bomb in atmosphere.

*Threat to You ---> None/Low

*Threat to Friendlies ---> High

*Armor Rating ---> High

*Manueverability ---> Low/Medium

-Found in the following missions:

Battle of Hoth, Raid on Bespin, Battle of Endor.

Tactics:

They don't attack you. BUT, they do bomb the heck out of transports or troops that are on the ground. Take them out as soon as possible.

On Battle of Endor, they are equipped with Proton Torpedoes. They will try to take out the Medical Frigate: Redemption. When they are incoming, they all mass together heading towards the frigate. When they volley their warheads, get out of the way. They will track you and most likely kill you. Then from there it's clean to take them out.

Sienar Fleet Systems "TIE Advanced X1" Prototype

A prototype starfighter designed for Lord Vader's use. This TIE sports deflector shields, and a hyperdrive. It has two modified chin-mounted lasers that are quite powerful and are rapid-firing. It is recognizable in the fact that it's basically a bulky TIE Interceptor with shields. You only see it in two missions, and you hear Vader talk before being attacked by it, anyway.

*Threat to You ---> High (on DSA if you don't brake)
*Threat to Friendlies ---> None

*Shield Rating ---> Medium
*Manueverability ---> Medium

-Found in the following missions:

Death Star Attack, Endurance.

Tactics:

At the end of the trench in Death Star Attack, simply brake when you hear Vader talk. Do it again the next time he attacks. The third time simply close your S-foils (X-Wing) and go blow up the Death Star.

On the 100th wave of Endurance, simply fire two advanced homing torpedoes into him. He doesn't really attack you, even.

III. Imperial Transports

Sienar Fleet Systems Lambda-class Shuttle

The Lambda-class shuttle is a passenger and/or cargo ferry that swiftly transports those items across the galaxy. The shuttle has low/medium shields, and can't turn all too well, but it has the second most powerful lasers in the game* (see end of FAQ). It's white and has three wings, 120 degrees apart, and looks really cool. In the movies, the shuttle doesn't have a rear tracking laser, but in the game it does, and lucky for you, it doesn't use it.

*Threat to You ---> Minimal
*Threat to Friendlies ---> Very low

*Shield Rating ---> Minimal

*Manueverability ---> Low/Medium

-Found in the following missions:

Razor Rendezvous, Prisons of the Maw, Battle of Endor, Endurance.

Tactics: The shuttle is so big that you can kill it before it harms you. It is also very easy to cripple a shuttle with an ion cannon blast.

Imperial Tanker/Freighter

Designed to carry cargo and fuel, this tanker featured in the game looks like a hotdog with one end bigger than the other, due to it having the three engines. It is unarmed, and can give you accuracy.

*Threat to You ---> None

*Threat to Friendlies ---> None

*Shield Rating ---> Moderate

-Found in the following missions:

Prisons of the Maw, Raid on Bespin.

Tactics: Just destroy it. It improves your accuracy and can't harm you unless you run into it or something. On Bespin, if you shoot it when it's close to the Tibanna gas platform, the gas containers blow up and pretty much screw your chance for gold.

Sienar Fleet Systems/Cygnus Spaceworks Sentinel-class Landing Craft

The Sentenial-class Shuttle is an updated version of the Lambda-class shuttle. The Imperial Landing Craft has improved armor, shields, weapons, and can carry far more cargo and passengers. In the game, it doesn't shoot at you, but drops off boxes that deploy troops and AT-STs. In the Strategy Guide, it's called an Imperial Loader, although the guide is full of crap if you ask me.

*Threat to You ---> None

*Threat to Friendlies ---> None

*Shield Rating ---> Low

-Found in the following mission:

Battle of Hoth.

Tactics: Shoot them in Hoth if you need kills. They don't fight back.

IV. Imperial Capital Ships

Kuat Drive Yards "Imperial Star Destroyer"

The Imperial-class Star Destroyer Mark I is the ultimate sign of Imperial supremacy. Just the look of the large white dagger in space sends fear to all who oppose the Empire. Armed with eight heavy turbolasers, and numerous laser cannons, taking down a Star Destroyer is no easy task.

*Threat to You ---> Extremely High

*Threat to Friendlies ---> Extremely High

*Shield Rating ---> Very High

-Found in the following missions:

Razor Rendezvous, Vengeance on Kothlis (crashed), Battle of Endor, The Asteroid Field.

Tactics: You must take out the three shield generators first. The first two are the two golf balls on the top. The third is not a shield generator, but actually is the reactor. Factor 5 messed up, but the bump on the bottom is what you need to kill. Then fly to the top, and destroy the window on the command deck. Use your targeting computer if you need help.

Heavy Turbolaser: Large circular cannons mounted four on a side of the Destroyer. They have two needles coming out of them, and shoot large blue energy beams. Easy to avoid yourself, but devastating to a cruiser or frigate you're trying to protect.

Laser Cannon: Small box like thing with needle coming out. Not much a threat by itself, but with all of them, they can kill you in one pass.

V. Imperial Ground Forces

Stormtrooper/Snowtrooper

Fiercly loyal troops that will sacrafice themselves to achieve victory for the Empire. They're white guys running around the place, and on Hoth, they are Snowtroopers. They don't count as kills, or accuracy, so just leave them alone unless you think they'll harm your troops.

*Threat to You ---> Very Low

*Threat to Friendlies ---> Low

-Found on the following missions:

Vengeance on Kothlis, Battle of Hoth, Raid on Bespin.

Tactics: One laser bolt will vaporize them. Shoot them in Kothlis to help your ground troops if you want to. It's not needed.

E-Web Heavy Tri-pod Gun

Stormtrooper squads usually carry one of these around. These powerful guns can be set up in minutes, and is a disaster for ground troops. They are manned by two stormtroopers, and look like black wedges on the ground. Not much of a threat to you, though.

*Threat to You ---> Minimal
*Threat to Friendlies ---> Very High (ground troops)

-Found in the following mission:

Battle of Hoth, Vengeance on Kothlis

Tactics: One good shot is all it takes. These guns are devastating to your ground forces so kill them if you can. Someone e-mailed me and said that they're found on Hoth, too. I didn't notice, but whatever.

Arakyd Viper "Probe Droid"

Small cylinder droids that are shot across the galaxy to give the Imperials data on certain locations. Armed with blaster cannons, and high armor against blaser pistols, they can be used for light attack and/or defense, too.

*Threat to You ---> Low
*Threat to Friendlies ---> High (for ground forces)

-Found in the following missions:

Battle of Hoth, Imperial Academy Heist.

Tactics: If these aren't taken care of on Hoth, they'll kill your stuff by the X-Wings, and may prevent you from getting a gold or even silver medal. One shot from your blasters will destroy one.

I also found a few in the Academy Heist (day). They were near the south west line of fighters, and still fired red laser bolts like Hoth. Some people have said they saw it during the night portion of the mission, but I have yet to find it. I'll keep looking though.

Imperial All-Terrain Armored Transport Walker (AT-AT)

These huge walking machines are a ground troop's nightmare. Armed with laser cannons mounted on the head, it's armor is virtually invincible to blasters. You'll have to find another way to destroy them.

*Threat to You ---> Moderate
*Threat to Friendlies ---> High

*Armor Rating ---> Very High (Virtually indestructable)

-Found in the following missions:

Battle of Hoth, Vengeance on Kothlis, Imperial Academy Heist (night).

Tactics: You can only take these things down in a Speeder. Use the Speeder's

tow-cables to wrap the legs up. Make three passes and you're done. You can also blow them up if you destroy their heads when they fall.

Imperial All-Terrain Scout Transport Walker (AT-ST)

Commonly called "chicken walkers", these walkers are used for light attack and defense. They have two chin mounted heavy blasters, and have considerable armor. They will be the failure of your mission on Hoth if not taken out immediately.

*Threat to You ---> Low/Medium

*Threat to Friendlies ---> High

*Armor Rating ---> Moderate

-Found in the following missions:

Battle of Hoth, Imperial Academy Heist (day).

Tactics: A few accurate laser blasts will blow these things to pieces. On Hoth, they will attack the Ion Cannon at outpost Beta. Destroy them quickly so you don't fail the mission. At the Academy Heist, they're just there for eye candy and annoyance.

Imperial All-Terrain Personal Transport (AT-PT)

They look like chicken walkers, only they're boxier. Designed to transport troops across rough surfaces, they're not that fast, and have less armor than an AT-ST. They do have medium blaster cannons under the cockpit, though. Usually travel in squads of three.

*Threat to You ---> Minimal

*Threat to Friendlies ---> High (ground forces on Kothlis)

*Armor Rating ---> Low/Medium

-Found in the following missions:

Prisons of the Maw, Vengeance on Kothlis.

Tactics: Since they travel in packs of three, simply use your Proton Bomb to blow up all three by bombing near the middle of the pack. They don't harm you all too much, and can be taken out with a few laser blasts.

On Vengeance on Kothlis, they will emerge from the water and threaten your commandos. If they're in water, you cannot destroy them with lasers. You must bomb them. Try to bomb in the middle of their packs.

VI. Turrets/Turbolasers

Imperial Siege Balloon

Black gun emplacements mounted on a floating balloon aren't much of a threat to you. There are six on each platform, and take quite a few hits to destroy.

Bespin City Turbolaser

Same as above, only mounted on platforms throughout the city itself. Same armor, same damage.

*Threat to You ---> Low/Medium

*Threat to Friendlies ---> Low/Medium

-Found in the following mission:

Raid on Bespin.

Tactics: For the Siege Balloons, simply destroy the gas container keeping the balloon afloat. It will score you seven kills, and save your accuracy and time. The city turbolasers must be destroyed one by one.

Double Turbolaser

A large turbolaser used for protecting Imperial bases. Not all too accurate on smaller ships, but can drive them off. Two guns sit on top of a large, grey platform.

*Threat to You ---> Medium

*Threat to Friendlies ---> N/A

*Armor Rating ---> Minimal

-Found in the following mission:

Imperial Academy Heist.

Tactics: Easy to destroy with lasers. Not much of a problem in your Y-Wing or Speeder, but when you steal the Shuttle, they'll nail you. Try to take out the four guarding the shuttle platform before you steal the shuttle.

Guard Tower

A box with double heavy rapid-fire blaster cannons. The box is mounted on top of a skinny support beam, and is virtually indestructable to lasers, but not bombs ...

*Threat to You ---> Medium/High

*Threat to Friendlies ---> High

*Armor Rating ---> High (Virtually indestructable to lasers)

-Found in the following mission:

Prisons of the Maw.

Tactics: They will take out the prisoner train if you don't bomb them

out of existence. One well placed bomb will take it out.

Death Star Turbolasers

The first Death Star's turbolasers have two different looks. The small boxy kind, and the tower emplacement. Both only take one good quad laser burst to destroy. They don't even hit you until you reach the trench, but even then it doesn't do much. If you fly out of the trench, THAT is a different story ...

*Threat to You ---> Low/Medium
*Threat to Friendlies ---> Extremely Low

*Armor Rating ---> Very Low

The second Death Star has a few different looking turbolasers, and are a little stronger, in my opinion. Just shoot at what shoots at you. They're usually boxes on top of support beams that fire at you. This time they're ALL firing at you, and they're a lot more accurate than before ...

*Threat to You ---> Very High
*Threat to Friendlies ---> Low

*Armor Rating ---> Low

Tactics: Just shoot the 1st Death Star's turbolasers. You don't even need to evade them. On Death Star II, they will hit you again and again. If you want to survive, just fly way above the Falcon, but stay close and it's a cakewalk from there.

VII. Other Imperial Enemies

Space Mines

Used to protect space bases or cargo containers, these mines are automated, and will fire at any enemy. Their lasers are weak, but they self-destruct or something, because if you get too close, you're dead.

*Threat to You ---> Medium
*Threat to Friendlies ---> Very Low

*Shield Rating ---> Fairly Strong

-Found in the following mission:

Prisons of the Maw.

Tactics: If you see that you're getting close to one, charge your ion cannon and be sure to hit it your first time. Although it can be destroyed by lasers, they take quite a few hits before they blow.

Imperial Pilot

These are the guys that pilot the TIE Fighters and such. They're black guys running around on Imperial Academy Heist, and if their TIEs are not destroyed, they will attempt to fly them and kill you. They're not too good at their job, though, and are a "renewable resource".

*Threat to You ---> None

*Threat to Friendlies ---> N/A

-Found in the following mission:

Imperial Academy Heist

Tactics: I don't know if you can kill them. The only one you can kill is at night, where the TIE Fighter to be stolen is located. Kill him, and you can now steal the TIE Fighter. Fiery loyal, and will kill themselves just to kill you (when they're in the air, of course).

VIII. Rebel Alliance Enemies

While flying for the Empire in two missions as Darth Vader, you'll be fighting the Rebels. You'll find that taking down an X-Wing is ten times harder than taking down a TIE Fighter.

Incom Corporation T-65 "X-Wing" Space Superiority Fighter

Looks just like it's name. When it's S-foils are open, the craft looks like the letter X. Armed with four laser cannons, and proton torpedoes, this craft can deal some damage. Has a perfect balance of shields and speed. Remember, this is the fighter that killed the Death Star.

*Threat to You ---> Very High

*Threat to Friendlies ---> High

*Shield Rating ---> Very Good

*Manueverability ---> Extremely Good

-Found in the following missions:

Triumph of the Empire, Revenge on Yavin.

Tactics: They will follow you until you or something else kills them. They are annoying, and hitting them with lasers is a difficult job. Simply use your cluster missiles (hopefully, you have both upgrades) to kill them in groups.

Koensayr BTL-S3 "Y-Wing" Attack Starfighter

Looks like a Y. It's slow, but has incredibly strong shields, accurate twin lasers, an ion cannon, and can use both Proton Torpedoes and Proton Bombs. Still a threat, but not as much as an X-Wing.

*Threat to You ---> High
*Threat to Friendlies ---> Medium/High

*Shield Rating ---> Very Good
*Manueverability ---> Moderate

-Found in the following missions:

Triumph of the Empire, Revenge on Yavin.

Tactics: They can't manuever all too well, so they're easy pickings for your lasers and cluster missiles. Unless you're flying as the Imperial Shuttle, you shouldn't have many problems.

Alliance "A-Wing" Fighter

Looks like a small wedge or A. See a pattern? Weak shields, fairly good lasers, but incredibly fast. When you enter the Great Temple in "Revenge on Yavin", the A-Wings will launch and give chase along with the rest of the fighters.

*Threat to You ---> Moderate
*Threat to Friendlies ---> Low

*Shield Rating ---> Low

-Found in the following mission:

Revenge on Yavin.

Tactics: Treat them like all the other fighters and kill them if you get the chance to. You can go through the mission without having to worry about them if you're fast enough, however.

Incom T-47 Airspeeder

You know these. Wedge like craft, used only in atmosphere, has light/medium blasters, and is a general annoyance to you in RoY.

*Threat to You ---> Medium
*Threat to Friendlies ---> Low

*Armor Rating ---> Medium
*Manueverability ---> Fairly Good

-Found in the following mission:

Revenge on Yavin.

Tactics: They trail you in RoY. They're nowhere near as much threat as an X-Wing or Y-Wing is to you, but they can still kill you. Just hit them with some cluster missiles.

Gallofree Yards "Medium Transport"

You first saw these on Ison Corridor Ambush. They're large white ovals, and are unarmed in this game, although they're supposed to have a few lasers. They can take quite a beating, and are used to transport supplies and/or troops.

*Threat to You ---> None

*Threat to Friendlies ---> None

*Shield Rating ---> Very High

-Found in the following mission:

Revenge on Yavin.

Tactics: Hit these again and again with lasers. They must be destroyed on Yavin, because that is the mission objective. You can only let two get away and still pass the mission.

Corellian Engineering Corporation "Corvette"

Looks like an ancient warhammer turned sideways. These troop carriers are fast, and feature two, double turbolasers. They take even more damage than the Medium Transport, and dish out damage as well.

*Threat to You ---> Low/Medium

*Threat to Friendlies ---> Medium

*Shield Rating ---> Extremely High

-Found in the following mission:

Revenge on Yavin.

Tactics: They fly around on Yavin providing cover for the escaping transports. They can hit you, but aren't that much of a threat.

Rebel Troopers

They're little guys running around on Yavin. They use blaster pistols, and aren't much of a threat unless you're on ACE mode.

*Threat to You ---> Low

*Threat to Friendlies ---> Low

-Found in the following mission:

Revenge on Yavin.

Tactics: One laser bolt will vaporize the lot of them. That's it.

Rebel Pilot

These are the pilots of the Rebel Alliance. They usually carry around blaster pistols, which would cause minimal damage. They don't seem to carry them in this game. They're more of eye-candy than anything.

*Threat to You ---> None

*Threat to Friendlies ---> None

-Found in the following mission:

Revenge on Yavin.

Tactics: They don't count as kills, so do what you want with them.

IX. Ending/Legal Stuff

Thank you for reading the Rogue Leader: Enemy FAQ. This FAQ will be updated when needed. If you need to contact me about the game, read the section below this one for all the information you need.

I wrote this thing myself, so don't steal it. The only site that has permission to host this FAQ is the following:

<http://www.gamefaqs.com>

If you want this on your site, well, too bad! It is free for personal use, printing, to help you with your game. Heck, give it to your friends if you want to. Just don't distribute this across the 'net and I only want this "magnificent" FAQ on well-known sites. Sorry.

Information provided by the STAR WARS: "Essential Guide to Vehicles and Vessels", the author of this FAQ, and other general Star Wars information.

Special Thanks

-Brendan (Sk8erBrendan@netscape.net) for telling me that the AT-AT meant "Armored-Transport", not "Assault-Transport".

-RogueLeader2 for making an excellent "Playable Craft FAQ", which provided a basis for the Imperial Shuttle stats, and whatever stats I may need from that FAQ in the future. Go read his FAQ ... NOW!!

-Andrew Kidd for urging me to put the Interceptor glitch in here.

-David Nq (aznlazyboi@socal.rr.com) for pretty much being responsible for there being a Version 2.2 of this FAQ. He also corrected my A-Wing section, hence there being Version 2.3 of this FAQ.

If you see that any information in this FAQ that is not fully accurate, or not accurate at all, please feel free to contact me. Below are the following ways to "contribute" to this FAQ, or to ask questions:

E-Mail Address - snow_scorpion@hotmail.com

AOL Instant Messenger (AIM) - Snow Scorpion

Please do not SPAM my e-mail, much less AIM. Spammers will get angry flames in return, and will be blocked. Be sure to have "Enemy FAQ" in your e-mail subject, otherwise it will be treated as SPAM. Which means it will be ignored and deleted immediatly.

Do not use the methods above to ask questions on how to beat the game, get Gold Medals (or any medals at all), get Passcodes, or how to unlock anything. All those can be found in other FAQs, which are designed for getting you through the game.

Once again, do NOT spam me. You will regret it. I kid you not.

-end file

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