
II. TIE Advanced X1 Info

Lord Vader's personal fighter belonged to this class of long-range (hyperdrive-capable) fighters. It is sometimes regarded as a custom or deluxe design, but this may be just a figment of hindsight, since this class became a source of inspiration for the later, famous Interceptor and Avenger models. This heavy fighter may actually have been a commonplace long-range fighter design used throughout much of the history of the Empire: according to blueprints, the star destroyer Imperator (the first of its class) originally carried a number of unipod bent-wing "TIE assault craft".

In any case, this fighter is significantly faster and more manoeuvrable than its mass would suggest. Four thruster nozzles are placed in two pairs above and below the extended tail of the fighter. This section, containing a shield and hyperdrive units, blocks the usual cockpit rear viewport. Therefore a realistic holographic viewscreen is mounted behind pilot seat to mimic the rear window found in ordinary TIE starfighters. Judging by cockpit interior details, the main hatch is still at the rear of the ship, but the mechanism by which it opens must be more complex than for TIEs with a simple unadorned hull pod.

Full name: Sienar Fleet Systems TIE Advanced X1 Starfighter

Type: Starfighter

Length: 6.3 meters

Weapons:

2 laser cannons*

Cluster Missile Launcher*

How to unlock:

for missions 2, 5, 6, 8, and 9: Get a gold medal on all 15 missions, including Endurance

for bonus mission 3 and 4: just unlock the mission. It is the default ship.

III. FAQ/Walkthrough for the TIE Advanced X1

I am assuming that you have the following upgrades:

Advanced Cluster Missiles (found: Prisons of the Maw)

Homing Cluster Missiles (found: Battle of Endor)

*****OPTIONAL*****

Advanced shields (found: Death Star Attack)

Advanced Lasers (found: Battle of Hoth)

Advanced targeting computer (found: Strike at the Core)

Advanced Proton Bombs (found: Razor Rendezvous)

Spread Proton Bombs (found: Imperial Academy Heist-night)

--3.01: Ison Corridor Ambush--

Objective: Get the caravan safely through the Ison Corridor

*****THIS STRATEGY CAN BE USED TO GET THE GOLD MEDAL*****

OH YEAH!!! THIS IS GONNA BE EASY!!!!!! Anyways, fly forward until you hear about the TIEs. Now, look around. When you see a group of TIEs, fire off a cluster missile. This will take them all out. Repeat this process for the rest of this wave, and for the second wave. In the nebula, just fire off your cluster missiles in different directions, and you'll beat this mission. Too easy!!!

--3.02: Razor Rendezvous--

Objective: Rescue the Razor by taking out the Star Destroyer

*****THIS STRATEGY CAN BE USED TO GET THE GOLD MEDAL*****

MWAHAHA!!! ANOTHER EASY ONE!!! As you are flying toward the shield generator, fire off some cluster missiles. Now, hammer both shield generators with lasers and clusters. Kill yourself. Once you are back, speed toward the bottom shield generator. Unload all of your clusters on it, as well as your lasers. Now, get in range of the command deck, and ram it. This won't count as a death, and the mission will end.

--3.03: Vengeance on Kothlis--

Objective: Provide cover for the commandos as they attempt to rescue the stolen data from the Razor

*****THIS STRATEGY CAN BE USED TO GET A GOLD MEDAL*****

At the beginning, keep your eye out for TIEs. If there are 2 or less, destroy them with lasers. Otherwise, use your clusters. Once the transport begins its final approach, shoot the rest of your clusters off in the direction of the Star Destroyer. Once the transport has landed, you'll be prompted to get in to a Speeder. Once you are in the Speeder, take down the AT-ATs starting with the closest one. Once all of THEM are taken down, you'll have to get in to a Y-Wing. Start out by bombing (this is much easier if you have the two bomb upgrades) the beach and part of the Star Destroyer near the water (where all of the E-Webs are set up). Then, bomb the large part of the ship (the hull) that seems to stick out (it is yellow on the targeting computer). Now, go back to the transport, and start taking out AT-PTs. If you took out a lot of guns (from the Star Destroyer, either by bomb or proton torpedo) and troops, the commando team should have no trouble, and the mission will be complete.

--3.04: Raid on Bespin--

Objective: Liberate Cloud City, and its Tibbana gas, from the Empire. Make sure you don't destroy too many ^_^

At the beginning of this mission, send your wingman after the TIEs. I have found that you can now go forward (and up a little) to the next tank and take out all of those TIEs while your wingman handle the first. This first part is really just about destroying all of the TIEs. TAKE THEM OUT WITH LASERS ONLY. The next section is Cloud City. At first, go all around the city destroying the siege balloons by shooting the gas tanks. After they are all destroyed, go through Cloud City looking around (with your targeting computer) for the Power Generators (they will appear yellow). After you destroy two of them, you will hear about TIEs attacking the gas tanks. Find the third generator quickly, then head to the gas balloons. Now, use your clusters WHEN YOU ARE NOT FACING

THE GAS TANKS. Once all the TIEs are down, the mission is over.

--3.05: Battle of Endor--

Objective: Normally, I would talk about stalling while Solo disables the shield generator. But, since you are using a ship with clusters, BEAT THE HECK OUT OF ALL IMPERIAL FORCES!!!!!!!!!!!!

*****THIS STRATEGY IS THE BEST TO GET A GOLD MEDAL*****

MEHEHEHEHEHE. This will be fun. At the beginning, turn around until the TIEs arrive. There, unload about half of your clusters on them, and laser the rest until you hear about the bombers. Go to where the bombers come out, and take them out with your clusters. Now you're headed to the Star Destroyers. Go on the bottom left side of the screen, and use your remaining clusters on the TIE interceptors that are coming toward you. Assuming that you haven't died, ram in to the Command deck of the right Star Destroyer. It WILL be destroyed if you rammed it correctly. Now, take out the three generators of the left Star Destroyer. Shoot SOME clusters and a lot of lasers at the command deck until it is destroyed. Now, go around shooting off all of your clusters to take out the TIEs. Soon, the Death Star's shield will be down, and the mission will be complete.

--3.06: Triumph of the Empire--

Objective: Take out all of the Rebels before they take out the Death Star

*****THIS STRATEGY CAN BE USED TO GET A GOLD MEDAL*****

This first part is easy. When you see a group of Rebel fighters fly past you, hit them with your cluster missiles. If there is only one fighter, laser it. Do this until all of the Rebel ships are down. Now for the trench. Fly forward until you can see the Y-Wings. Then, hit them with a cluster missile (two if it doesn't work the first time). Now, turn around, and head back the way you came ABOVE THE TRENCH. If you want to, cluster a few rebels, but save at least four cluster missiles. Anyways, keep this up until you have taken out all three groups to complete this mission.

*****THIS STRATEGY CAN BE USED TO GET A GOLD MEDAL*****

--3.07: Revenge on Yavin--

Objective: Take out all of the Rebels that are trying to escape.

Go around Yavin taking out all of the escaping transports that you see. If you find a little clearing, go shoot some clusters at it, because there are most likely Rebel ships there. Once all of the transports are taken care of, the Great Temple will open. Fly in there. First, LASER all of the docked ships. Now, unload all of your clusters, and lasers, on the transports to win the mission. Very easy!

--3.08: Endurance--

Objective: live and destroy all Imperial forces.

The only secret here, is to die once every ten waves, and use your clusters wisely. HA

IV. Last Words

*****Revision History*****

Version 1.0: I made everything you see. I am NOT submitting this until I finish the rest of the series (I don't want to get my idea stolen, now would I?)

Version FINAL: I changed some stuff around

Version FINAL: I added some ASCII art

Version 2.0: See others

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*****Credits*****

-CJayC for making the wonderful site (my home, practically) GameFAQs, and [hopefully] posting this.

-Alex (pop), Devin (DMorgan), Colin (CMoriarty), Steve (Psycho Penguin), AstroBlue, and Matt (MHulbert) for just being such great people.

*****Conclusion*****

I honestly hope you enjoyed reading this as much as I enjoyed writing this. Also, see my other guides at GameFAQs. If you are ever on their message boards, my name there is Meowthnum1. If you want other methods of contacting me...

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