

- 7C. Luke Mission 1 - Defiance on Dantooine
- 7D. Luke Mission 2 - Defenders of Ralhtiir
- 7E. Luke Mission 3 - Extraction from Ralhtiir
- 7F. Luke Mission 4 - Battlefield Hoth
- 7G. Luke Mission 5 - Trials of a Jedi
- 7H. Luke Mission 6 - The Sarlacc Pit
- 7I. Wedge Mission 1 - Raid at Bakura
- 7J. Wedge Mission 2 - Relics of Geonosis
- 7K. Wedge Mission 3 - Deception at Destrillion
- 7L. Wedge Mission 4 - Guns of Dubrillion
- 7M. Wedge Mission 5 - Fondor Shipyard Assault
- 7N. Endor Mission 1 - Speeder Bike Pursuit
- 7O. Endor Mission 2 - Triumph of the Rebellion
- 7P. Secret Mission 1
- 7Q. Secret Mission 2
- 7R. Secret Mission 3
- 7S. Secret Mission 4
- 7T. Secret Mission 5

8. Cooperative

- 8A. Mission 1 - Death Star Attack
- 8B. Mission 2 - Ison Corridor Ambush
- 8C. Mission 3 - Battle of Hoth
- 8D. Mission 4 - Prisons of the Maw
- 8E. Mission 5 - Razor Rendezvous
- 8F. Mission 6 - Vengeance on Kothlis
- 8G. Mission 7 - Imperial Academy Heist
- 8H. Mission 8 - Raid on Bespin
- 8I. Mission 9 - Battle of Endor
- 8J. Mission 10 - Strike at the Core
- 8K. Secret Mission 1
- 8L. Secret Mission 2
- 8M. Secret Mission 3 *INCOMPLETE*

9. Versus

- 9A. Dogfight
- 9B. Rampage
- 9C. Tag and Defend
- 9D. Special

10. Secrets

- 10A. Special Features
- 10B. Bonus Tech Upgrades
- 10C. Secret Ships
- 10D. Passcodes
- 10E. Arcade Mini-Guide

11. Standard Guide Stuff

- 11A. Legal
- 11B. E-mail Guidelines
- 11C. Credits
- 11D. Version Updates
- 11E. The Final Word

1. INTRODUCTION

Hiya and welcome to my FAQ for Rebel Strike, Factor 5's latest foray into the Rogue Squadron franchise. Like the previous installments, Rebel Strike follows the footsteps of Luke Skywalker and Wedge Antilles as they continue the struggle against the Galactic Empire. Unlike the other installments, this game has you climbing out of your cockpit for the first time and engaging your enemies on the ground as well as the air and space.

2. FAQ

Q: What is Rebel Strike?

A: This is the newest arcade-style flight sim by Factor 5 and Lucasarts, following the other installments of the Rogue Squadron series.

Q: How many blocks on a Memory Card does this game take?

A: This game takes five blocks.

Q: Does this game cover the movies or books?

A: Most of what's going on is either related to the movies or completely new stuff that fills in gaps. There are a few references to characters and places that have appeared in the books, but no direct connections.

Q: How much of the game is spent on the ground?

A: Over two-thirds of the game is spent in a craft of some sort, and nearly half of the game is in flight.

Q: How do I unlock bonus missions?

A: Every time you earn a medal for beating missions, you get points for that medal. Bronze Medals get you three points, Silver Medals give you six, and Gold Medals give you ten. Now, medals don't stack, so if you get a Gold Medal in a mission you already got a Silver on, you'll only get the extra four points. Use these points to purchase bonus missions on the mission tree.

Q: Are there Platinum Medals in this game?

A: Yes, sorta. They are still Ace Medals, in the sense that they look just like the old Ace Medals from Rogue Leader, but you get them for attaining the "Best Ever" stats, that have been set for you, following obtaining a Gold Medal. They're not nearly the astronomical undertaking that they were in Battle for Naboo.

Q: So, what's the deal with these "Best Ever"s?

A: If you pass the stats for a Best Medal, you will replace those stats with your own, so that you can try and top it. You don't get any points from Best Medals, but you can get other medals at the same time (usually Gold), so if you suddenly finish a mission with a Best, then you probably got the Gold, too.

Q: Does this game have GBA connectivity?

A: Yep. When in Versus play, you can attach GBAs to sockets 3 or 4 (for the first and second player respectively), which you can use to secretly command your wingmen.

3. BASICS

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3A. Menus/Displays = =====

The Main Menu comprises of four selections:

Single Player: Accesses the single player missions

Cooperative: Accesses the two-player cooperative missions

Versus: Accesses the versus game menu

Options: Brings you to the Options Menu

Options Menu

Rogue Heroes: Displays a sort of Top Ten players list. It displays the player's initials, what mission they last completed, the player's Alliance Navy rank, and how many medals they have.

Passcodes: Enter your super secret passcodes here...

Game Settings:

- Cockpit Auto-Switch: With this on, your camera will shift while you're tying up an AT-AT with a tow cable.
- Enemy Camera: With this on, the camera will pull back if an enemy is chasing you so that you can see it.
- Auto Roll: Turn this on and your craft will automatically right itself when you roll your craft on its side.
- Auto Level: Turn this on and your craft will automatically right itself when you pitch it up or down.
- Crosshairs: This toggles the crosshairs in front of your ship.
- Rumble: This toggles whether or not your GCN controller will rumble.
- Language: Chooses what language text is displayed in.
- Restore Default Settings: Puts all settings back to their original settings.
- Back: Return to the Option Menu.

Video Settings: This will allow you to switch between Interlacing and Progressive Scan if you have a Progressive Scan capable TV. Don't worry about it if you don't.

Sound Settings:

- Music Volume: |
- Sound FX Volume: }- Changes the respective volumes
- Speech Volume: |
- Stereo/Mono: Allows you to switch between the two sound types.
- Restore Default Settings: Puts all settings back to their original settings.
- Back: Return to the Option Menu.

Language Settings:

- Subtitles: Set them to Off or any of the available languages.
- Speech: Set to English or French.

Special Features:

- Audio Test: Gives you a quick test of a TIE flying around. Good for determining how well your speakers work.
- Arcade: You can access this after completing specific missions to enjoy

some old Atari Star Wars arcade games.

- Teaser Trailer: This lets you view the trailer released for Rebel Strike that was released before E3 this past year.
- Documentary: This lets you view the Making of Rogue Leader. It's available after you beat the game.
- Credits: You'll be able to view the game credits at any point after you complete the game once.
- Audio Commentary: Once this is enabled, you can hear background voice from the design team about developing Rebel Strike. It's enabled after you get Bronze Medals on all non-bonus missions.
- Back: Return to the Option Menu.

Back: Takes you back to the Main Menu.

In-flight Display

Upper Left Corner: This is where your Command Cross is. When your wingmen ask for orders, tap the Control Pad in a direction to issue them that order. Orders are explained in the next section under D-Pad.

Upper Right Corner: This is the new 3-D map. Blips at the top mean the craft is ahead of you. If blips are "above" or "below" the map, they're above or below you spatially. Red blips indicate enemies. Green blips mean allies. Blue blips mean neutral craft or structures. If you're distant from your current objective, an orange cone will appear to guide you to it. Also, any time your objective direction changes, you'll get a marker at the top of the screen that moves onto the radar.

Lower Left Corner: This is your shield indicator. The color goes from green to red (and the bars shorten) as you take damage. When you're in serious trouble, your wireframe craft will flash red and yellow. Also, this monitors your craft's speed boost, if it has one. There's a hazy yellow circle behind your craft's wireframe that slowly refills after you use your boost.

Lower Right Corner: This area points out how to use the A and B buttons. In the A button area, you may see an orange haze. If it fully fills up, your craft can fire its lasers linked. In the B button area, you can see how many secondary weapons you have. If you have an ion cannon, this area gradually fills up with blue as it charges up.

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3B. Controls =
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Flight Controls:

Control Stick: Moves your craft. Forward pitches you down and Back pitches you up. Left and right apply the etheric rudder to turn you.

A Button: Fires your primary weapon (lasers). Hold down for fully automatic fire. Note that when you stop firing, the area under the A Button on screen will progressively fill up. Once it's fully lit, you can release a fully linked blast. In some cases, tapping the A button will fire a partially linked blast on craft with more than two lasers.

B Button: Activates/Fires your secondary weapon:

Proton Torpedoes: Fires the warhead. If your craft has homing torps, pressing B will bring up the lock-on reticle. Press B again to fire.

Concussion Missiles: Fires the warhead. If your craft has homing

missiles, hold down B to bring up the lock-on. Pass it over enemies to lock-on. You can lock-on to multiple enemies. Let go of B to fire the missiles.

Tow Cable: Press B near an object you can attach the cable to, like a bomb or an AT-AT's leg.

Ion Cannon: Hold the B Button to charge the cannon. Note the blue meter next to your secondary weapon in the lower right corner. Release to fire.

Proton Bombs: Tap once to bring up the bombing reticle, and tap again to let 'er fly. Bombs will regenerate (for some reason).

Cluster Missiles: A missile splits into six.

X Button: This button will switch camera views from chase view to cockpit view and back again.

Y Button: Use this button to bring up the targeting computer. Potential targets are highlighted in red, essential targets are highlighted in yellow, and friendlies are highlighted in green. If your craft has bombs, using this when the bombing reticle is up will give you a semi-top-down view. You'll still be able to see ahead of you, but any bombable targets below you will appear over that. Kind of tough to explain. Best way to explain is to try it yourself in Tatooine Training.

L Button: The L analog button is used for deceleration. Push it down gently to decelerate. Push it past the click for a heavy brake.

R Button: The R analog button is used for acceleration. Push it down gently to accelerate. Push it past the click for a momentary speed boost on some craft. With a B-Wing or X-Wing, this will close the S-foils. (Open them again by tapping A or B, or clicking R or L)

Z Button: Hold this button to be able to roll your craft by pulling Left or Right on the stick.

C Stick: Use it to look around when in the cockpit view.

D-Pad: Use this for assigning commands to your wingmen. Use Form to have them get on either side of you and fire when there are enemies in front to give you a bit of extra power in your shots. Use Flee to get rid of them if they're "stealing" kills from you, and use the different things that come up for Left and Right to have them attack certain enemies (Guns, TIEs, AT-STs).

Start: Pauses the game. From the Pause Menu you can abort the mission, or adjust the Game and Sound Settings.

Foot Controls

Control Stick: Moves you around the screen.

A Button: Fires your blaster, or swings your lightsaber.

B Button: Tosses a thermal detonator if you have one. If you have a lightsaber, hold it to assume blocking stance.

X Button: This button makes you jump.

Y Button: This button pulls up your electrobinoculars. It's used the same way as the targeting computer.

L Button: When you get close to targets, you'll see a green cross. Hold L to lock onto the target. You can strafe around while locked-on.

R Button: Use R to crouch. While crouched, use the Control Stick to roll.

Z Button: Use this button to dive and roll in the direction you're travelling.

C Stick: This has no specific use, but as you come to certain objects, tapping it in any direction will perform a special action, such as opening a door, or manning an E-Web Heavy Blaster.

D-Pad: Use this for assigning commands to anyone around you. The usual commands are Form to get them to follow you, and Stay to make them stay where they are.

Start: Pauses the game. From the Pause Menu you can abort the mission, or adjust the Game and Sound Settings.

Speeder Controls (for Landspeeder, Speeder Bike, or Swoop)

Control Stick: Left and Right turn you in that direction.

A Button: Fires the blasters on your craft, if a Speeder Bike.

B Button: No specific use, but if you come upon an enemy also on a bike. You can use B to ram into them.

X Button: Cockpit view, just like flight.

Y Button: Targeting Computer, just like flight.

L Button: Slows down craft.

R Button: Accelerates the craft. Pushing all the way down will give you a massive speed boost.

C Stick: Use it to look around when in the cockpit view.

Start: Pauses the game. From the Pause Menu you can abort the mission, or adjust the Game and Sound Settings.

Walker Controls (AT-ST and AT-PT)

Control Stick: The stick controls the command cabin of the walker. Up pitches the head forward and Down pulls it back. Use this to aim your weapons. If your crosshair reaches the edge of the screen, you'll turn.

A Button: Fires the walker's twin blasters.

B Button: If driving an AT-ST, this arms your Concussion Grenade Launcher. Hold B and pass your crosshair over enemies bigger than troopers and you can lock onto multiple enemies. Release B to fire your missiles.

X Button: Cockpit view, just like flight.

Y Button: Targeting Computer, just like flight.

L Button: Use this to hold your head still, so you can strafe enemies and turn more quickly.

R Button: Moves your walker forward. Push further to move faster.

C Stick: Use it to look around when in the cockpit view.

Start: Pauses the game. From the Pause Menu you can abort the mission, or adjust the Game and Sound Settings.

4. REBEL ALLIANCE FORCES

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4A. Basic Rebel Craft =

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Incom Corporation T-65 Space Superiority Fighter

"X-Wing"

The X-Wing was the last fighter developed by Incom before its seizure by the Empire. Its most famous feature is its four wings that folded out to form the signature X shape. There's also this little matter of some guy who blew up this big space station with one.

In this game, the X-Wing has the best balance of speed and power. Its S-foils can be closed (using an R-click) to increase speed in both vacuum and atmosphere. It also has an R2 unit aboard that will repair your shields as long as it holds out. If you get hit really hard, you may see the directional

pad pop up with "Repair" in all directions. Hit it, and you'll be restored to full green for one time only.

Primary Weapon: Quad Lasers

Secondary Weapon: 6 Proton Torpedoes

Koensayr BTL-S3 Attack Starfighter

"Y-Wing"

The former flagship fighter of the Alliance before the introduction of the X-Wing, this combination fighter/bomber vehicle has two engine nacelles extending from its cockpit, giving it a Y shape.

The Y-Wing's quite slow, but it can take serious punishment. There is no speed boost available for it, so you won't get anywhere fast. It also has an R2 unit that will repair your shields as long as it holds out. If you get hit really hard, you may see the directional pad pop up with "Repair" in all directions. Hit it, and you'll be restored to full green for one time only. Remember, Proton Bombs regenerate, so don't be afraid to use them.

Primary Weapon: Dual Lasers

Secondary Weapons: 20 Proton Bombs and Ion Cannon

Dodonna/Blissex RZ-1 Fighter/Interceptor

"A-Wing"

One of the fastest fighters in the galaxy, the A-Wing can leave other ships in the dust. It was developed in a joint venture with General Jan Dodonna, and Rebel engineer Walex Blissex specifically for the type of hit-and-run tactics that the Alliance became so fond of. It is recognized by its sleek wedge-shaped design.

It's fragility can be a liability, but it has incredible speed, and the ability to have an even bigger speed boost if you jam the accelerator. Also, the A-Wing's been given a big boon in this game with the addition of Homing Concussion Missiles (see Controls for how to use them).

Primary Weapon: Dual Lasers

Secondary Weapon: 12 Homing Concussion Missiles (rechargeable)

Slayn & Korpil B-51 Fighter/Bomber

"B-Wing"

Developed after the Battle of Yavin, the B-Wing fighter was created by then-Commander Ackbar with the help of the Slayn & Korpil Verpine colonies. It looks like a large wing with a cockpit at one end, with two airfoils extended.

The B-Wing is superior to the Y-Wing in most every way. It's faster, but still not as fast as an X-Wing, even with S-foils closed. It has more lasers, with a wide spread to hit fighters more effectively, and the most

Torpedoes of any craft. It's only a little less durable than the Y-Wing.

Primary Weapon: Triple Lasers

Secondary Weapons: 12 Proton Torpedoes and Ion Cannon

Modified Incom Corporation T-47 Airspeeder

"Snowspeeder"

This repulsor craft was turned from a workhorse speeder to a combat vehicle for air strikes on planetside engagements.

It's the only craft that can tie up those pesky AT-ATs with its tow cable. It has the ability to engage a respectable speed boost if you jam the accelerator. You're told there are no shields, but the craft has thick armor plating, which makes it more durable than an A-Wing, but not as much as an X-Wing. In this game, if you're near an object you can use the tow cable on, you'll see a B Button prompt.

Primary Weapon: Dual Lasers

Secondary Weapon: Tow Cable

Tauntaun

Appearance: A bipedal horned mammal

These indigenous natives of Hoth were domesticated when the Rebellion moved there, and used as mounts that could easily adjust to the cold.

You only use this bugger in one area on Hoth. Although you can fire with A Button as normally, you can also use the C-Stick to fire in any direction in the forward arc in front of you, regardless of which way you're moving.

Primary Weapon: Repeater Rifle

Aratech 74-Z Military Speeder Bike

Mobquet Flare-S Swoop Bike

"Speeder Bike" and "Swoop"

Appearance: Basically engines with handles for holding on.

The first is a military patrol craft often used by both Rebel and Imperial forces for scouting and basically getting one guy from one place to another. The second is a pleasure vehicle that's been the source of much entertainment for generations. Han Solo himself was known to be a hot hand in a swoop bike.

Naturally, there are times when you have to use one, so it's not really a choice. It's worth pointing out that these things have blinding speed, but really poor turning. Don't fly into anything at high speed or you're bantha fodder. While you can't link the single blaster on the Speeder Bike, letting it charge will allow you to fire a short barrage of blasts at once.

Primary Weapon: Repeating Blaster Cannon

Secondary Weapon: Lateral Push (only when you get bikes next to you)

Modified Corellian Engineering Corporation YT-1300 Light Freighter

"Millennium Falcon"

Appearance: Flat, disc-like ship with an extended cockpit.

One of the more famous ships in the galaxy, this craft has been illegally modified from a simple freighter to one of the greatest smuggling ships ever made. Incredibly fast hyperdrive, amplified deflector shields, and twin quad laser cannons make this ship quite a piece of work.

The fastest hunk of junk in the galaxy is an okay ship. It can take a lot of punishment and it has decent firepower. Its maneuverability isn't too hot, but it has a really nice top speed, second only to the A-Wing. You can use the A Button to fire the lasers forward, as normal, or you have the option of using the C-Stick to point the turrets to your side or behind you.

Primary Weapon: Two Quad-Laser Turrets

Secondary Weapon: 20 Concussion Missiles

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4B. Special Craft =

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These aren't official Rebel craft, but you'll hop into them at least once in the course of the missions.

Sorosuub X-34 Landspeeder

"Luke's Speeder"

Luke bought his old landspeeder some time before leaving Tatooine. Designed more for speed than comfort, the X-34 was Luke's personal transport for travelling between vaporators and to Tosche Station. The manual incorrectly labels this speeder as the V-35 Courier. The V-35 is actually the more practical landspeeder owned by Luke's uncle and aunt when they were young.

The only real point to this speeder is to get comfortable with ground craft. All it can do is boost and float. It has no weapons, and you only use it in Tatooine Training.

Incom Coporation T-16 Skyhopper

"Skyhopper"

A pleasure craft that stymies Luke's desire to ride the spacelanes until he can find a way off Tatooine. It's a personal transport that found much favor in the young circles for its maneuverability and speed.

This craft can only be used in Tatooine Training in the single player

missions, and can be used in Versus areas on the ground. It's a good craft, but not much compared to the flashy starfighters.

Primary Weapon: Dual Targeting Lasers

Secondary Weapon: Changes depending on what you're doing in Training

Bespin Motors Storm IV Twin Pod Patrol Craft

"Cloud Car"

A patrol craft, mainly, this ship is made for upper atmosphere work. Lando Calrissian maintains a good number of these for patrolling his latest investment, Cloud City.

The Cloud Car isn't the most flashy craft ever, but helpful in Bespin if your primary ship is getting hammered. It's has decent maneuverability and speed, but it can't take too many hits. Besides the Bespin co-op mission, you can only use this ship in Versus mode in atmosphere.

Primary Weapon: Dual Lasers

Kuat Systems Engineering Delta-7 "Aethersprite"-Class Light Interceptor

"Jedi Starfighter"

Just prior to the beginning of the Clone Wars, the Jedi Council sent out a commission for a bolstering of their motor pool, which until then had been merely requisitioned ships. KSE responded with this craft, which ended up being the signature craft of the Jedi throughout the Clone Wars. Sleek and simple in design, this craft was designed as a medium-range fighter, and requires an external hyperspace module to travel in deep-space.

You'll find an abandoned relic on the dusty plains of Geonosis. Factor 5 has this thing where all the old craft have to be super-awesome, and the Jedi Starfighter doesn't disappoint. This particular fighter has had its weapons augmented. In addition to the standard lasers, this one also carries a payload of seismic charges. That's right. Seismic charges. You'll have much fun with this one. Oh, and it's quite speedy, has boost capabilities, and your astromech unit will help you with repairs.

Primary Weapon: Dual Lasers

Secondary Weapon: 6 Seismic Charges (rechargeable)

AT-ST

I'll describe the walker further in the next section, but suffice to say that, several times, you'll hop into one of these puppies. The controls take some getting used to, but you'll appreciate its powerful warheads. If you have to turn, I suggest using the L button to hold your head in place, because turning takes a lot longer just using the Control Stick.

Primary Weapon: Dual Blaster Cannons

Secondary Weapon: 12 Homing Concussion Grenades (rechargeable)

AT-AT

Well, don't get TOO excited. The walker does all the walking for you. You just get control of the heavy blaster cannons. However, they're NICE heavy blaster cannons!

Primary Weapon: Dual Heavy Blaster Cannons

AT-PT

You can't use this in the normal game, but it's available as a craft in Versus mode. It's faster than the AT-ST, but it has no secondary.

Primary Weapon: Dual Blaster Cannons

Sienar Fleet Systems Lambda-Class Shuttle

"Imperial Shuttle"

The shuttle is a general-purpose passenger and cargo transport originally employed by the Empire. The feature that makes this craft recognizable are the three wings, the bottom two of which fold up when the shuttle makes a landing.

Since the shuttle's not meant for combat, it has lousy speed, maneuverability, and durability. If you push L all the way down, you'll close the shuttle's wings. One good thing about the Shuttle is its secondary weapon, which your partner in Versus will use to deter pursuers.

Primary Weapon: Quad Lasers

Secondary Weapon: Rear Single Laser

TIE Fighter

Even though I also included the Fighter in the Imperial section, you do have a chance to hop into a TIE Fighter during the co-op missions. You won't be doing much combat in this, as you'll be using it to sneak into a base.

The Empire's frontline fighter isn't all that swell, but it's nice if you want to step into the shoes of the bad guys for a while. It's not all that fast and it really can't take very many hits at all, but it's quite maneuverable and has insanely fast lasers.

Primary Weapon: Dual Lasers

TIE Interceptor

Described later in the Enemies section. It's faster and more maneuverable than the TIE Fighter, and that's about it. So far as I can tell, you can

only use this in the Versus mode. Oddly enough, it's supposed to have four lasers, but not here...

Primary Weapon: Dual Lasers

TIE Bomber

Finally, you get a chance to pilot one, and it's quite cool, actually. It's slower than your average TIE, but a little tougher. It's biggest change from your average craft is that it has no lasers, but two separate warhead payloads. Both regenerate, so don't spare them.

Primary Weapon: 20 Homing Concussion Missiles

Secondary Weapon: 12 Proton Bombs

TIE Advanced

AKA Vader's TIE, this is a better piece of work than your standard TIE. It's available from the get-go in Versus mode. Clusters can really make short work of your enemies.

Primary Weapon: Dual Lasers

Secondary Weapon: Cluster Missiles

TIE Hunter

There's a section later for this, but you will use this as your primary craft in the mission Fondor Shipyard Assault. Its only real weakness is its potential to be hammered quickly, but it's really fast, and has a lot of torps. Also, it has S-foils similar to an X-Wing's.

Primary Weapon: Dual Lasers

Secondary Weapon: 12 Proton Torpedoes and Ion Cannon

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4C. Support Forces =

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You're not alone in your fight against the Empire. Besides your own wingmen, you'll have other forms of support as well.

Rebel Trooper/Commandos

Famous Characters

Appearance: Little guy running around

These ground troops are specialized for many types of missions in many types of environments. They can be very useful if used properly. You may find some of these guys tagging along when you're on foot, providing support fire in addition to your own. Some will be nameless Rebels, and some will be familiar faces like Han Solo, Chewbacca, Jan Dodonna, and Lando Calrissian.

Ewoks

Appearance: Little furry guy running around

No, you can't blast them. This species, indigenous to the forest moon of Endor, has achieved sentience, but no technology greater than sticks and stones. The Rebellion is accepted into their tribe prior to the Battle of Endor, and they will provide support when you try to take the shield generator. During the battle, if your Command Cross comes up, be sure to activate their traps to ease your time in the forest.

Atgar 1.4 FD P-Tower

Golan Arms DF.9 Anti-Infantry Battery

Appearance: Small dish-shaped gun / Small cylindrical emplacement

These two weapons emplacements are used during the Battle of Hoth to hold back the advancing troops. They're not all that effective on the nasty walkers.

Kuat Drive Yards v-150 Planet Defender

"Ion Cannon"

Appearance: Medium-sized globe with the firing barrel on top

The ion cannon covers the escape of the Rebels from Hoth by disabling the Imperial Star Destroyers orbiting Hoth long enough for the Transports to get by.

Gallofree Yards Medium Transport

"Rebel Transport"

Appearance: Long, rounded craft

This ovular-shaped craft isn't the best transport in the galaxy. Sporting no armaments, it's quite vulnerable. The Rebel Alliance, always strapped for funds, bought a number of these transports at a greatly reduced price.

Corellian Engineering Corporation Corvette

"Corvette" or "Rebel Blockade Runner"

Appearance: Medium-sized thin ship with large engines on the back

The Corvette has a common modular design which can be used for cargo, passenger ferrying, and even military duty. For a cruiser, it's small and fast, but only carries light armament. Popular Corvettes are the

"Tantive IV" and the "Razor".

Kuat Drive Yards Nebulon-B Frigate

"Rebel Frigate"

Appearance: Tall decks in the front, connected by a shaft to engines on the back

Several of these odd-looking ships have been stolen by the Rebel Alliance for use as medium capital ships. They sport several turbolaser and laser batteries for use against other starships. One popular Frigate is the medical frigate "Redemption".

Mon Calamari MC80a Star Cruiser

"Calamari Cruiser"

Appearance: Large, rounded Rebel starship

These large ships compose the heaviest firepower in the Rebel Alliance fleet. Developed by the aquatic Mon Calamari, who never knew of war until the Imperials made them slaves, these once pleasure craft were converted into ships of war. No two of these ships are alike, as each captain prefers an organic look to his or her own ship. Every cruiser sports many turbolaser batteries and are well-suited for slugging it out with Imperial capital ships. Popular Calamari Cruisers include "Home One", the "Liberty", and the "Defiance".

5. ENEMY FORCES

In the Alliance's push for freedom from the tyranny of the Empire, they'll find that the Empire's more than capable of pushing back. Here are the impliments with which they'll do so.

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5A. Enemies in Flight =

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While cruising the air, or in deep-space, you'll find several obstacles try to blast you down.

Arakyd Industries Viper Probe Droid

"Probe Droid"

Appearance: Small, floating, black, ball-type droid with legs.

The Probe Droid is sent to the far reaches of the galaxy to find whatever the Imperial overseers wish. Its main purpose, of course, is search and discover, but it can also be used for light defense. It's easily taken out with a couple of laser shots.

Sienar Fleet Systems TIE/ln Space Superiority Starfighter

"TIE Fighter"

Appearance: Spherical cockpit with hexagonal solar panels perpendicular to it.

One of the most recognizable symbols of the Empire, the alien-looking TIE Fighter consists of a ball cockpit with two hexagonal solar array wings on the port and starboard sides. Twin chin-mounted lasers are its armament. A lack of shields makes the craft quite vulnerable, so the pilot must rely on maneuverability to stay alive. Rebels refer to these craft as "eyeballs".

Sienar Fleet Systems TIE Interceptor

"TIE Interceptor"

Appearance: Spherical cockpit with angled solar panels that extend to points.

Developed using improvements on Darth Vader's TIE Advanced, this fighter is far faster, more powerful, and more maneuverable than the standard TIE Fighter. It is recognizable by its bent solar wings, with dagger-like protrusions. Quad-laser cannons and a slightly stronger hull make this craft superior to the standard TIE Fighter in every way. The Rebel slang for this craft is "squint".

Sienar Fleet Systems TIE Bomber

"TIE Bomber"

Appearance: Double cylindrical hull with angled solar panels.

The Empire's prime assault bomber, this craft is recognized by its double hull, one for the cockpit, and one for its payload of warheads. Although slower than other TIE starfighters, it has a well-armored hull to compensate. For warheads, Bombers, or "dupes" to the Rebels, can carry proton torpedoes or proton bombs, if in atmosphere.

Sienar Fleet Systems TIE Advanced x1 Prototype

"TIE Advanced"

Appearance: Cylindrical hull with angled solar panels

This specialized TIE was customized by Sienar Fleet Systems as the next generation of Imperial Starfighters. Its most obvious difference is the angular solar panels. More important differences involve deflector shields and a hyperdrive. Darth Vader is the only one who flies one, and, if you remember the movies, you'll remember that you don't end up destroying it.

Sienar Fleet Systems TIE Hunter

"TIE Hunter"

Appearance: Spherical cockpit with x-shaped wings

This experimental TIE never saw much combat in the Galactic Civil War. The craft was produced in limited quantities and performed relatively well, but was pulled from the lines, due to the Empire's arrogance against using a weapon improved with the enemy's designs. In combat, you'll find that this performs relatively similarly to the TIE Interceptor.

Missile Droid

Appearance: T-shaped droid that fires missiles at you

Don't know much about these little dealies, but their warheads aren't a big deal to a well-armored ship.

Sienar Fleet Systems/Cygnus Spaceworks Sentinel-Class Landing Craft

"Imperial Landing Craft"

Appearance: Larger variation of the Imperial Shuttle

This large craft, derived from the Lambda shuttle, has the same signature up-folding lower wings. Its main use is as an armed troop or vehicle transport. Some, such as the infamous Moff Seerdon, have Landing Craft that are more well-developed for combat, since the heavy armor plating allows them to take a decent amount of hits. In this game, you'll find they're largely used to deposit containers with AT-STs inside.

Kuat Drive Yards Stormtrooper Transport

"Imperial Transport"

Appearance: Medium-sized boxy spacecraft

These unarmed transports are generally brought in under covering fire, unloading ground forces to help capture Rebel bases. They're easily destroyed with sustained laser fire.

Imperial Armored Personnel Carrier

"APC"

Appearance: Short tank-like weapon with two forward guns

These ground-bound transports are armed with forward-facing guns. They can

dish out good punishment, especially to someone you're trying to protect, but they can be destroyed under sustained laser fire.

SedriMotors Ltd. Amphibion

"SUB"

Appearance: Small black craft in the water

These waterborne vehicles are good for stealth missions, as they run virtually silent. These particular craft have been upgraded from the standard armament to carry concussion grenades. Be wary near the waves.

Space Mine

Appearance: Small, star-shaped vessel

These mines can be arranged together to form a barrier. You're in trouble if you get too close.

Space Weapon Emplacement

Appearance: Small, flat, black emplacement

These space-borne emplacements have several laser cannons on them, and they can eat right through your shields. If you have them, I suggest using Ion Cannons to disable them outright, because they can take several laser hits before going down.

Prison Guard Tower

Appearance: Thin black tower with a sphere on top

These towers can dish out many hits at once. They're pretty heavily shielded, but can't stand up to a well-placed bomb.

Laser Turret

Appearance: Many different appearances

Many emplacements and ships employ small laser turrets for starfighter defense. Most of them aren't all that durable.

Balloon Turret

Appearance: Large balloon structure with guns on the bottom

In the skies above Bospin, several guns are attached to a hot air balloon.

This weapon can easily be destroyed by shooting the gas tanks that keep it afloat.

Missile Turret

Appearance: Short turret that belts out missiles

You'll only find these on Bakura. Taking them out with warheads is the best bet, which you'll have in spades. Just dont get to close

Imperial All-Terrain Armored Transport Walker

"AT-AT"

Appearance: Massive four-legged metallic behemoth

The AT-AT is a fearsome sight on the battlefield. It lumbers towards its target on four massive legs. For its cumbersome appearance, it's actually faster than it looks, reaching speeds of up to 40 miles per hour on stable terrain. Two heavy blasters are positioned under its "chin". It's as much a psychological weapon as it is a military weapon.

Imperial All-Terrain Personal Transport

"AT-PT"

Appearance: Short two-legged walker

This small armed transport is meant to allow a soldier to handle a squad of ground troops. It's as fast at maximum speed as an AT-AT. It has twin chin-mounted blasters.

Imperial All-Terrain Scout Transport Walker

"AT-ST"

Appearance: Relatively tall two-legged walker

The AT-ST is used as a scout vehicle, or as support for the AT-AT. It's faster than the AT-AT, capable of reaching 60 miles per hour speeds on its twin legs on even terrain. It's head-mounted blasters can hit with decent power.

Experimental Imperial Escort Carrier

"Escort Carrier"

This is a light cruiser employed by Imperial Special Forces group, the Storm Commandos. It is relatively fast and has armament to defend itself, in the form of two bow-mounted laser cannons, two dorsal-mounted turrets, and

two ventral-mounted turrets. Despite this, they can be brought down with some effort by warhead-carrying starfighters, especially if the guns are targeted first.

Kuat Drive Yards "Imperial I"-Class Star Destroyer

"Imperial Star Destroyer"

Appearance: Large dagger-shaped cruiser

The Imperial Star Destroyer will forever be a reminder of the awesome might of the Empire. The wedge-shaped capital ship is a mile long and half as wide at its aft. It can hold six squadrons of TIEs, and boasts eight heavy turbolasers and a large amount of smaller laser turrets for starfighter defense. Popular Star Destroyers include "Devastator", "Avenger", and "Chimaera".

Kuat Drive Yards "Executor"-Class Star Destroyer

"Super Star Destroyer"

Appearance: A REALLY large dagger-shaped cruiser

At several miles long, the Super Star Destroyer is the largest "traditional" battle cruiser that the Empire developed. There were four created after Battle of Yavin, but several more were rumored to be in development. It's unclear just how many exist following the Battle of Endor. The SSD can hold two full wings of starfighters, for a total of 144. It's also bristling with over a thousand weapons, and has thousands of ground support vehicles and troops. Popular SSDs include "Executor", "Lusankya", and "Iron Fist".

Custom Deep-Space Battle Station - Code Name: "Death Star"

Appearance: One freakin' huge ball

Designed by the genius engineer Bevel Lemelisk, this station was to be the representation of the Empire throughout the galaxy, and the embodiment of Grand Moff Tarkin's "rule through fear" doctrine. The craft is approximately 120 kilometers in diameter, making it roughly the size of a small moon. Its signature weapon is an unbelievably powerful superlaser, which has enough power to vaporize a planet. On the surface of the Death Star are many Laser Turrets and Deflection Towers for defense.

Custom Deep-Space Battle Station - Code Name: "Death Star II"

Appearance: Like the first one, but it's missing pieces

Bevel Lemelisk corrected many of his past mistakes in this new Death Star. The vulnerable exhaust ports that brought the downfall of the first were replaced by millimeter-wide vents. The superlaser's power was increased, and recharge time took far less time. It could also be adjusted to attack capital ships as well as planets. This new Death Star would have been invincible.

The only way to destroy it would have been while it was under construction.

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5B. Enemies on the Ground =
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These are the enemies you'll face while in speeders or on foot.

Tusken Raider

Appearance: Human-like enemy completely covered in brown cloth

A rather belligerent native species of Tatooine. They're armed with crude antiquated blaster rifles and gaffi sticks for weapons. You'll only face them on Tatooine Training, and they'll be no match for your modern blaster.

Stormtrooper/Scout Trooper/Snowtrooper/Officer/Imperial Guard

Appearance: Little guy running around

Trained intensively on military planets to remove all individuality or willingness to reconsider orders, these soldiers are fiercely loyal to the New Order. They shoot at you, so shoot first.

Storm Commando

Appearance: Guy in black armor

This specialized troupe is charged with seeking out new technologies and sabotaging the Rebels at every chance they get. They take a few more hits than your average trooper, and are a bit smarter, what with their dodging ability. Some also have thermal detonators that they'll toss at you.

Mercenary

Appearance: Guy in desert outfit

Jabba's hired mercs are about as tough as your average trooper. You'll only go up against them on Jabba's sail barge. One saber swing will drop them like a bad habit.

Battle Droid

Appearance: Ruddy-colored humanoid droid

These malfunctioning relics fire at anything not them, so they're as much of a danger to the stormies as you. They're about the same as a trooper.

White Spiders

Appearance: Little bugs running around Dagobah

While they don't look all that white, these being are actually the seedlings of the gnarltree you'll see dotted all around Dagobah. To you, they're enemies worth kills. Swat them with your saber, then bust up their nest to end the threat.

Blastech E-Web Repeating Blaster

"E-Web Blaster"

Appearance: A small tripod gun manned by a trooper.

This heavy repeating blaster is mounted on a tripod. Be sure to take it out first if on foot, and relatively quickly if in an AT-ST.

Biker Scouts

Appearance: Trooper on a Speeder Bike

You'll find that it's not easy to shoot down these speedy guys, but they're not much of a danger to you, either, unless they're tailing you through the forests of Endor.

IT-O Interrogator

"Interrogator Droid"

Appearance: Small, black ball droid

Used to wring information out of captives, the Empire is quite familiar with this diabolical device. For your purposes, it just hovers towards you, firing a small blaster.

Probe Droid

While on the ground, the Probe Droid takes several hits with a normal blaster, but isn't a big threat unless you let it hit you a lot.

TIE Fighter

You'll mostly see eyeballs in passing as they make low sweeps. If in an AT-ST, you will find yourself able to drop them, but don't go out of your way.

Missile Droid

Dubrillion has a high stock of these droids. Be sure to keep your eyes open for them, as they're tough to spot, but their missiles will hurt.

APC

While on the ground, these will be more of a pain to you personally. AT-STs can take them down in several hits, but on foot, you'll have to find some extra firepower.

AT-ST

Probably the biggest pain you'll find on the ground. Most of the time, you'll be facing them off on equal ground, so fire up a grenade, then follow up with lasers.

Rothana Heavy Engineering Low-Altitude Assault Transport/Infantry
Repulsorlift Gunship

"Republic Gunship"

Created just prior to the Clone Wars, this gunship was used to ferry in clone troopers and give them backup air support. They're armed with pinpoint lasers and concussion grenade launchers.

This is a "boss" fight, kinda. The lasers rain down on you, as well as grenades, so grab a nearby E-Web and start shooting up its weapons.

Boba Fett

The galaxy's most fearsome bounty hunter. He is the clone son of Jango Fett, and like him in every way, except for a lack of desire to be attached to anyone. He was thought to be killed on Tatooine by the Sarlacc, but rumors abound of him appearing in the galactic scene following that incident.

6. GAME TIPS

Here are some basic tips to keep in mind when you're out there in the thick of battle.

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6A. Flight Tips =
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You start every mission with three lives, which may not seem like much, but it's more than most people get, with the possible exception of Han Solo and Nom Anor. With those three lives, you must complete the mission objectives. The mission will end if you fail an objective, or if you run out of all of your lives.

I see a lot of people post on message boards saying they don't know what to do in a mission. It's very easy, in essence. First, check your radar for an objective cone. If it's pointing at something, chances are you need to kill it, or keep it from being killed. If you don't have a clue even then, just press START to see your mission objectives.

Know the craft you have picked for your mission. Know its limitations and its strengths. For instance, don't chase speedy TIEs in the sluggish Y-Wing, and don't go for risky head-on rushes in the flimsy A-Wing.

The targeting computer can be a mission saver. Bring it up when looking for those tiny little TIEs that are harrasing your mission critical ships.

Your wingmen are there for a reason. If you find yourself being dogged by the bad guys as you're trying to kill something, assign them to the TIEs to get them off your back. Have them Form up on you if you need a little extra firepower to take out a strong bad guy. If you need to take out two different types of enemies, send them after one type while you go after the other.

Warheads. Sure. You wanna save them for an emergency, but those just don't happen too often. I say, save them for that TIE that's just a little too out of range, or that pesky gun that'd take several laser hits and you want dead now. Once you get the homing upgrades, all that becomes so much easier.

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6B. Ground Tips =
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When you're on the ground and slow, you're a lot more vulnerable. Take advantage of any kind of cover you can get to present yourself to less enemies, allowing you to pick them off at your leisure.

While flight is usually straightforward blowing things up, ground combat can require a lot more improvising, especially if you're not in a vehicle. If on foot, look for blaster rifles and bacta canisters. The latter can restore your precious health, while the former will allow you to fire rapid shots for a bit, as opposed to straight blaster shots.

Also, look out for E-Webs. If one's nearby, chances are you'll want to use it, whether it's to take down some heavy bad guy, or a whole bunch of stormies.

Don't forget that you have evasive diving and jumping manuevers. When dogged by blaster fire, these will make you a much harder target to hit.

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6C. Medal Tips =
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After completing a mission, you'll see a background Rebel insignia, either standing alone, or in the form of a medal. In front of that will be your mission stats, and how close you are to the next medal. Here are some tips for those elusive Gold and Best Medals.

First and foremost: Get the tech upgrades, especially Advanced Lasers and Shields. The former makes the Enemies and Time count improve, and the latter makes the Lives Lost count improve.

Now, for each part of your stats to improve medals...

Time: Naturally, this will improve as you repeatedly perform the mission. For flight, this is a matter of completing your mission objectives as quickly as possible, with little time breaking off to engage TIEs. When on foot, this means hitting the gas and stopping for almost nothing as you get to the end of your path.

Enemies: This and Time are constantly in a duel with each other. Your real goal out of your medalling is to find the perfect balance between these two. To help with this, focus on groups of enemies for quick kills. Use homing warheads to fire and forget. If you're on your way to a mission objective, and a TIE gets in your way, vape it real quick, then move on.

Accuracy: This is something that only gets better with practice. Your biggest threat to this are the TIEs. Practice, practice, practice to find more efficient ways to remove TIEs. Particularly, linked fire works wonders, as it's one shot to your accuracy, but two to four laser bolts to your enemy. An X-Wing's spread, in particular, is great.

Friendly Lost: This isn't as much of an issue in this game as in Rogue Leader. The targets to protect are usually very obvious, and critical to the mission anyway. There are a couple of missions, though, that require you to be the super-protector.

Lives Lost: As I said earlier, Advanced Shields will be the biggest help here. After that, it's the simple matter of getting better and "killing him before he kills you". Look out for enemies that fire multiple times, or that are harrasing you directly, as they don't give up to easily.

Targeting Computer Efficiency: This is a simple matter of just not using the Targeting Computer, as your Efficiency goes down as you use it. Most missions require 100% for their Golds, but be on the lookout for some that don't. That way, you can flip it up for the barest of seconds to find those hard to spot enemies, like in Battlefield Hoth.

7. SINGLE PLAYER

Each section contains the following:

Overview: The basic gist of the mission, and some thoughts about it.

Available Starting Craft: The craft you can pick in the hangar to fly initially. If you don't have a choice at all, or ever, I won't supply this.

Craft Succession: These are the craft you use in this mission, in the order you them.

Enemies: These are targets that shoot back. Note that sometimes you may be required to take out something that doesn't shoot back. Those things aren't included under Enemies.

Survival Walkthrough: How to go about completing the mission. These generally assume you don't have a lot of the tech upgrades.

Medal Strategies: Basically, this is my way to get the higher Medals, the Gold and Best, but I'm sure there are others, and if you can find a better one, go right ahead and let me know and I'll consider it.

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7A. Tatooine Training =

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Overview: Here, you will learn the basics of the game, for both flight and ground combat, including foot, speeder, and walker training. You'll also take part in some tests to measure your abilities.

Craft Succession:

Foot -> Landspeeder -> AT-ST -> Swoop -> Foot
-> T-16 Skyhopper -> Foot

Enemies:

Tusken Raiders

Survival Walkthrough:

You have 40 minutes to complete the entirety of the Training. You also have a total of five lives at your disposal, which you may need...

You begin in the Lars homestead. First, head for the red marker pointed out to you. Hitting it will trigger four more markers. Touch each of them to learn how to jump, duck, roll, and access the START screen. Once all those are tagged, another marker will appear up by the door. Touch it to learn how to open the door. Once outside, you'll find your two craft: the Landspeeder, and the T-16 Skyhopper. Taking the Landspeeder will take you on the ground course, while the Skyhopper will take you to the air course.

Ground Course:

As you ride along the Jundland Wastes, you'll get tips on how to get a speed boost, brake, and to change the camera view. Keep riding along the canyon floor, avoiding holes and walls and you'll eventually reach Tosche Station.

Well, looks like the local recruiting crew has shown up today. You'll have the opportunity to test your skills in an AT-ST here, so demonstrate your ability to move forward and fire, then you'll engage the test of shooting up droids (poor little buggers). Shoot down ten in a minute to complete the Easy test. After completion, step into the red marker to fire it up again, this time on Medium for 45 seconds. Do it one more time on Hard for 30 seconds, and you'll complete this test and "unlock the Landspeeder". This means that you'll be able to select the Landspeeder for the ride back in addition to the Swoop.

After leaving the testing grounds, you'll find you can take a Swoop bike. Grab the Swoop and head back into the Jundland Wastes. Now, you have the task of passing through seven red markers in the area. For most of them, you'll have to get a jump start, and you do this by jamming the accelerator as you go up a little hill. Doing this will send you flying over it for quite a distance. All seven markers are in plain sight on the main path, but only five can be hit from the main path itself. If you look at the radar, you'll notice that there are black paths branching from the left and right of the main path at certain points. Take those paths and use them as higher points

to make the jumps. Be careful turning around in the Swoop, because you really can't slow down all that much. Hitting all seven jumps will "unlock the T-16 Skyhopper". This means that you can use the T-16 on your ground runs.

Once you hit all seven jumps (or give up), head along the main path to reach the Jawa Sandcrawler. You'll get off your bike as you reach it. Follow the instructions on the electrobinoculars, then drop off into the trench to get a reminder about jumping.

GLITCH NOTE: Make sure you fall into the trench to learn about jumping, because if you make the hop in your first try, the game won't let you move forward (the red markers won't appear, and you can't get back on your vehicle).

Next, you'll learn about your blaster, so fire it. Doing so, will activate three red markers in the area. Pass over each of them to learn about thermal detonators, lock-ons, and bacta canisters. Also, make sure you take a trip to the E-Web blaster overlooking the Sandcrawler area. You're not in any big danger here, as the Sandpeople are more interested in gunning down the Jawas than you. Once you complete all tasks, run back to your Swoop and you'll end up back at the homestead.

Air Course:

Once you take to the air, hit the first red marker, and you'll activate a bunch more. These will teach you about speed boosts, braking, rolling the craft, changing the camera, the command cross, lasers, proton bombs, lock-on missiles, the ion cannon, and the targeting computer. Take care of all these lessons.

Once that's done, your pal Windy will show up and you'll head to Beggar's Canyon. On the way, you'll see Fixer, who'll challenge you to a race through the canyon (like we haven't had enough of those). Watch the black path to make sure you stay in the canyon's course, and watch for the shortcut that breaks left just before the end. After beating Fixer, he'll want to fight for a bit. Shoot him up for a bit and he'll concede. Now, you can go back to Beggar's Canyon and try the race two more times. Each time will be harder, and the last race will be real close (be sure to use speed boosts and the shortcut). Once you beat all three races, you'll "unlock the Swoop bike", which you'll be able to use on your ground ride to Tosche Station.

Lastly, follow your objective cone in this main area to explore the map and discover certain things. You'll find C-3P0 next to some krayt dragon bones, two bantha herds, Tosche Station, Jabba's Palace, Mos Eisley, and the Sandcrawler. Use linked lasers or a proton torpedo to bust open the crawler and find R2-D2. Those are all the things you can find out here.

So, you can choose to quit training at any time, or it will stop automatically if the time runs up, or you run out of lives. Also, if you find absolutely everything, the training will end and you'll get credit for full completion.

So, if you remember Rogue Leader, you got the Naboo Starfighter for fully completing Tatooine Training on all times of the day. Guess what? It's the same in Rebel Strike. There are four separate "times" of day, which go by your GameCube's internal clock. There's "sunrise", "daytime", "sunset", and "night". All four are very distinct. If you don't feel like getting up early just to play this, just go to your GameCube's menu and change the internal clock. Once you beat the training on all four time-frames, you will receive the Naboo Starfighter.

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7B. Revenge of the Empire =
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Overview: The Death Star is kaput, and the Emperor isn't too happy. A massive landing force is storming the Temple area, and it's time for the Rebels to leave the jungles of Yavin. Luke, Wedge, and Lieutenant Sarkli will have their hands full as General Dodonna hands out orders.

Available Starting Craft:

X-Wing

Y-Wing (after completion)

Craft Succession:

Starting Craft -> Foot

Enemies:

TIE Fighter

TIE Bomber

Imperial Transport

Imperial Landing Craft

AT-ST

Stormtrooper

Officer

Survival Walkthrough:

Dodonna asks you to destroy Imperial Transports deploying ground troops. Take your buds and make sure he gets his wish. Transports take several hits from your lasers. Best way to pack on the hurt is repeatedly tapping the fire button to let out double shots as opposed to just holding. Keep your guys Formed on you to add their firepower. TIE Fighters buzz around you, but will largely ignore you as you blow up the eight Transports.

UPGRADE ALERT: Don't be so hasty to vape all the Transports so quickly. Take about four of them out (including the one high in the air that only takes a few laser blasts) that are lined up straight ahead of you, but don't take out the fifth one. Instead, let it open and deploy. You can fly through Transports when they're on the ground, so manuever around to the front or back and fly through it to grab ADVANCED SHIELDS.

Once all Transports are down, you'll be called over to the Great Temple. You need to protect the Rebel Transport Luminous as it takes off. Threatening it are six Imperial Landing Craft. They're flying in groups of three, and each carries a container with an AT-ST inside. As you start, you'll be facing one group, but actually, you should turn around and take out the other group, because it's far closer to deployment. If you can't shoot down the Landing Craft in the air, they'll drop off their payload and boogie out of there.

Your target at that point is the AT-ST it's dropped. Once all are vaped, it'll be time to land and help the General out. You'll take Wedge into the Great Temple, much to the frustration of Sarkli...

Now, you're on foot. This is all pretty basic. Head straight into the base, taking out stormies as you move. You can take a right turn in the first room and grab a bacta canister, but your way forward is straight ahead. Ascend some stairs, blasting more stormies, then follow the path into the Briefing Room. Take out all opposition, then leave by the door to your far left. Another corridor, then you'll reach the Comms Room. Don't be afraid to shoot out the comm screens that are in your way. Leave this room by the far door. A few stairs later, and you'll reach a door that needs to be opened with the C Stick, and you'll find yourself in the Great Hall, with a ton of stormies. Slowly make your way through the hall, picking them off while hiding behind cover. Once they're all on the ground, a new door will open, and you'll take General Dodonna and his bodyguard through the last corridors and you'll reach the hangar. Take out all the stormies here, and the mission will end, with Sarkli bailing you out from facing some AT-STs.

Medal Strategies:

Requirements:

	Gold	Best
Time:	4:00	3:55
Enemies:	60	64
Accuracy:	65%	67%
Friendlys Lost:	0	0
Lives Lost:	0	0
TC Efficiency:	100%	0%

Pick up a few TIEs as you clean up the Transports, but don't chase them too much, or your Accuracy will drop, and really, after you figure out how to complete this level quickly, that'll be your biggest problem. Lives is no issue, especially after you find Advanced Shields. Those few TIEs you pick up in the beginning are just insurance, because you do have enough for a Gold between the Transports and stormies, and will just put you over for the Best.

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7C. Luke Mission 1 - Defiance on Dantooine =

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Overview: Tycho Celchu, a native Alderaanian, has had enough with Empire and wants out. You're to pick him up on Dantooine as he makes his defection. Naturally, this mission will go pear-shaped and Tycho will be captured. You'll have to find his captors, beat them down, and get Tycho out. Expect a lot of fast and dangerous speeding.

Craft Succession:

Speeder Bike -> Foot -> Speeder Bike

Enemies:

Probe Droid
Scout Trooper
Stormtrooper
Storm Commando
E-Web Blaster
Biker Scout
TIE Bomber
APC

Survival Walkthrough:

As you make your landing, you'll take out two Scout Troopers in the cutscene. You'll take one of their Speeder Bikes and tell Sarkli to stay behind, again, much to his frustration.

Your first objective is to get to the Imperial landing zone. You'll follow a canyon river to get there. This is a rather easy run. The canyon's wide, and there are only a few rocks that are quite visible before you come upon them. Soon, Sarkli will call in about Probe Droids in the area. These are unique ones that explode if you get too close. You'll be able to spot them pretty easily by the searchlight they use to scan the canyon, so take them out at your leisure. Don't try to knock yourself into a wall killing them, though. It's just not worth it. Later on in the canyon, you'll see some TIE Bombers dropping proton bombs. It shouldn't be too hard to avoid them.

After a few clicks of this, you'll eventually arrive at the landing zone. You'll hop off your bike and find Tycho being marched into an Imperial APC. You'll have to destroy the APC to free him, and the only thing you have to do it with is E-Web Blasters. They're stationed at strategic points on the hill. Take out the nearest trooper manning one and use the repeating blaster to hammer the APC. When the APC moves out of range, move to the next E-Web, and so on. I believe you have about six or seven chances to do it, but you should be done in four or five. It's worth it to point out that every time the APC reaches the next E-Web, it stops and unloads a few troopers. These can be Scouts, regular stormies, or Storm Commandos. Take them all out with the E-Web you're currently manning. Also, be careful of Probe Droids and Biker Scouts in the area.

Once the APC is dead, Tycho will hop out and the two of you will grab Speeder Bikes for the ride back. Now, you won't be going back the same way you got in. Oh no, that'd be too easy. You'll be returning to the drop point by use of an elevated causeway that runs the length of the river canyon. This causeway has several jumps, where you'll have to use your speed boost, so be sure to save it for when Luke or Tycho tell you to use the boost (not that you'd want to be boosting around on such a narrow causeway anyway). Also, be watchful of the causeway splitting into two paths. You'll have to take a path, not the middle, to survive. Enemies you'll see on your ride back will include Biker Scouts, TIE Bombers, APCs, and Probe Droids. Really, the only ones you should be even trying to take out should be the Probe Droids and maybe a Biker Scout or two. You're just going too fast to take out the heavier dupes and APCs.

UPGRADE ALERT: As I said before, the path splits on this causeway. At the second point where it splits, you'll see a couple of APCs on the left path. Sneak past them and ride the left path. You'll pass over the ADVANCED LASERS.

After several enemies and jumps, you'll finally make it back to the river

canyon for the home stretch. There are a few Probe Droids here, as well as a few APCs to avoid. Less than a klick down the river, and you'll reach the end, finding only Sarkli surviving from the landing party. The three of you will take off in X-Wings and head back to the fleet.

Medal Strategies:

Requirements:

	Gold	Best
Time:	4:10	4:05
Enemies:	38	40
Accuracy:	42%	56%
Friendlys Lost:	0	0
Lives Lost:	0	0
TC Efficiency:	100%	100%

In both Speeder Bike runs, only use Probe Droids for your kills. Nothing else is weak enough to be downed by your blaster cannon. Naturally, make sure you only fire when you've got a target lined up.

While on foot, take out all troopers that pile out of the APC and all Probe Droids floating around. The Biker Scouts are too tough to hit and will only waste Accuracy. Most of your enemies will come from this area, so I'd say go to at least four E-Webs. Even with Advanced Lasers, it should still take about that many anyway, unless you're really fast.

As I said before, on the second bike run, only use Probe Droids for your kills. However, APCs are nice big targets, so don't be afraid to slap a few shots on them to improve your Accuracy. Once you know how the level goes (minimizing crashes), this Gold isn't too hard, and the Best isn't too far beyond it.

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7D. Luke Mission 2 - Defenders of Ralltiir =
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Overview: Defected officer Tycho Celchu, eager to prove his worth, has pointed the Rebellion to a group of scientists on Ralltiir being harrassed by the Imps, so that they'll hand over their shielding technology. The scientists are protecting themselves from orbital bombardment with a shield of their own, and a Rebel strike force is being sent in to get the scientists out.

This mission is pure planetside combat. Bust down all the bad guys pounding on the shield and you're done.

Craft Succession:

Snowspeeder

Enemies:

AT-PT
APC

AT-AT

Imperial Transport

Survival Walkthrough:

The long and the short of this battle is to destroy everything threatening the shield. You can still win the fight even if the shield goes down, but not before the city is destroyed, so keep an ear out for their complaints.

UPGRADE ALERT: We'll cover this now. You start on your approach to the main island by following a suspension bridge. Fly to the left around the island and you'll come upon another bridge. On the far side of this bridge is a Transport. Break it open and take the TARGETING COMPUTER UPGRADE.

The first thing you'll hear is that the scientists created some bombs for you. They're dotted all around outside the shield. Fly past one and hit B to snag it with your tow cable. You can then run the bomb into any of your enemies to make it go boom. Of course, you'll have to fly pretty close to it, so it's kinda risky.

Anyway, your biggest problem comes in the form of three AT-ATs already on the island. You can wrap them up with your tow cables, or you can run a bomb into one, but you have to hit the "head" to bring it down. To do this effectively, slow down as much as possible and fly as close to the top of its head as possible.

So, take out all three AT-ATs (don't worry about the one on the other side of the first bridge). After they're all down, mow down the APCs and AT-PTs. After taking down most of them, you'll land in the ruined city and meet with the scientists, ready for the next mission.

Several people have brought to my attention the fact that the bridges are destroyable. Fly a bomb into the bridge and you'll blow it up, along with everything on the bridge. This will clean up the area quickly.

Medal Strategies:

Requirements:

	Gold	Best
Time:	3:30	2:55
Enemies:	25	100
Accuracy:	49%	60%
Friendlys Lost:	0	0
Lives Lost:	0	0
TC Efficiency:	100%	100%

Enemies shouldn't be a problem at all, as, for some reason, APCs and AT-PTs count for multiple kills. There are no friendlys to protect, besides your wingmen, and they'll be fine on their own. Accuracy is easily accomplished due to the targets taking multiple hits.

So, your major issues are time and lives. Taking down the AT-ATs as fast as possible will ensure time is not an issue. The only other problem is staying alive, which is tough when you're flying inches from AT-ATs. If you can manage taking them all down, your only other problem is APCs. Their guns are pretty accurate and painful, so take them out from behind.

=====
7E. Luke Mission 3 - Extraction from Ralltiir =
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Overview: Now, it's time to get your scientists out. You'll commandeer an AT-ST for the first part of the mission, and later will be on foot running through the corridors of a Corvette.

Craft Succession:

AT-ST -> Foot

Enemies:

Stormtrooper
Officer
Storm Commando
E-Web Blaster
Probe Droid
AT-ST
APC

Survival Walkthrough:

You'll begin this mission by hopping into an AT-ST. As soon as you get going, Sarkli will decide he's had it with the Rebellion and take off. Jerk.

Anyway, the important part is to protect your scientists. That means moving as forward as fast as possible and taking out everyone in the way. So, head forward and turn left. The first thing you should take out is the APC. Try to shoot the forward guns first to minimize return fire. Stormies will also pile out of it, but if you hammer the APC into scrap, the explosion will take out the bad guys. Also swat the Probe Droid here. Turn right at the corner, taking out the E-Web behind the rock. Ahead of you is an AT-ST and a Probe Droid. Take them out with grenades and lasers.

UPGRADE ALERT: As you walk down this path, bear to the right. They're in plain sight, but even if you're not looking for them, you'll probably stumble right across the HOMING PROTON TORPEDOES.

Turn right at the end of this path. You'll reach a wider path with an AT-ST, a Probe Droid, several stormtroopers, and a couple of E-Webs. Take out all the really dangerous guys first with your grenades, then clean up the rest. Move along the path and, as you pass the corner, you'll find another APC and an AT-ST. As you make the left turn, you'll find another two AT-STs, an E-Web, and a Probe Droid. Move on as the path bears left. Take out the stormies lined up, and the APC, then proceed to the last clearing, where you'll find a total of four AT-STs, a Probe Droid, and two E-Webs. Move into this area slowly to take them on without exposing yourself too much. Once they're all rubble, you'll head into a nearby Corellian Corvette, which you'll need to capture to make it out.

You'll be thrust into the thick of the battle to secure the Corvette. Take

out any Stormtroopers and Officers in your way, and proceed along the corridors. The radar will point you in the proper direction to go, but don't be afraid to explore to see if you can find some bacta canisters or rifles. Keep moving and shooting. Eventually, through a rather roundabout path, you'll find a few stormies guarding an E-Web Blaster. Blast all those in your way and jump on the E-Web. You'll be glad you did this, because from both corridors will come about ten stormies. Once all of them are in that big Imp Training Facility in the sky, the mission will end and you'll escape from the planet (conveniently waltzing right by the Star Destroyers).

Medal Strategies:

Requirements:

	Gold	Best
Time:	4:00	3:50
Enemies:	100	105
Accuracy:	45%	55%
Friendlyes Lost:	0	0
Lives Lost:	0	0
TC Efficiency:	100%	100%

As long as you have the proper upgrades, Time and Enemies should be no problem. While Accuracy isn't a big issue, you should watch where you're shooting, because the AT-ST's lasers aren't completely accurate. To boost it, opt for pummelling the APCs with laserfire instead of grenades.

Friendlyes is an issue here, considering you have to protect the scientists. Just make sure that there are no red dots behind you as you move on. Easiest thing to miss is a stray E-Web.

Of course, you shouldn't be so forwardly reckless that you get killed by your enemies, so make sure to find cover where it exists in both sections of the mission, and you should be able to Gold this without too much trouble.

For the Best, Accuracy is more stringent, as are Kills. Leave no enemies behind, and look for extra ones in the Corvette. There are two in particular that aren't in your way. In the Corvette, you have stormies on your left, but a passage to your right. Take that to find two more.

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7F. Luke Mission 4 - Battlefield Hoth =

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Overview: Last game, you took the Battle of Hoth from (largely), Wedge's point of view, safe and cozy in his Snowspeeder, and later, X-Wing. Well, now you'll play entirely as Luke just after he gets shot down by an AT-AT. You'll have to make your way back to the Rebel side of the battle and into an X-Wing so you can cover the escape of the Transports.

Craft Succession:

Foot -> Tauntaun -> Foot -> X-Wing

Enemies:

Snowtrooper
AT-AT
AT-ST
Probe Droid
E-Web Blaster
Imperial Landing Craft
TIE Fighter
TIE Interceptor
TIE Bomber

Survival Walkthrough:

So, you crashed your Snowspeeder. Head straight for the walker that's right next to you. Watch its rear-left foot so it doesn't step on you. As you get under the AT-AT, hold the C-Stick to set your grappling hook onto it and ride up. Hit A to swing your saber and bust open a hole. Then, press B to ready your bomb, aim for the hole, then tap B again to toss it. Boom!

Now, head towards the second AT-AT, shooting up snowtroopers in your way. Get under the walker, and destroy it the same way as the last one. Once it's in flames, head towards the nearby outpost. Shoot up the troopers and Probe Droids in your way, and hit the blue marker to hop on your faithful animal friend.

Follow the base commander, using the C-Stick or the A Button to blast up the troopers in the area as you follow. Watch out for falling walkers...

As you reach the end, you'll hop off your Tauntaun. Run over to the nearby E-Web Blaster, blasting all the troopers nearby. Shoot the guy manning the E-Web and grab it. Five Imperial Landing Craft will swoop in and land. Three will drop off containers with AT-STs, while the other two will drop off troops.

UPGRADE ALERT: Bust up the two nearest AT-STs, and the nearby troops, then take out the rightmost container. Now, dismount off the E-Web and run over to where the container used to be to pick up the ADVANCED CLUSTER MISSILES.

Once all the AT-STs are scrap, you'll complete this portion of the mission, and hop into your X-Wing to take off.

Now, it's time to cover the last three Transports as they make their getaway. You'll be set upon by a whole crapload of TIEs of all variety. The TIEs that you should make your primary targets are the Bombers, because they'll hammer your Transports. Use your Targeting Computer if you feel the need, because you'll be flying through cloud layers to make your escape. Focus on the Bombers. If you picked up the Homing Proton Torps from the last mission, then by all means, use them, because you'll lose the mission if all the Transports are shot down. After a couple of minutes of fighting, the Transports will make their escape and the mission will be complete.

Medal Strategies:

Requirements:

	Gold	Best
Time:	5:30	5:20

Enemies:	60	70
Accuracy:	20%	29%
Friendlys Lost:	0	0
Lives Lost:	0	0
TC Efficiency:	90%	100%

Time isn't a big issue, unless you take super-long in the first area (which you shouldn't anyway), so just move at a relatively brisk pace, taking out as many enemies as you feel comfortable with. The last part of the mission is timed, anyway, so you won't have to worry about hurrying.

As for Enemies, make sure you take out as many troops on the ground as you can, since it's far easier to do that than dogfight TIEs. Even so, you'll want to take out some eyeballs and squints in addition to the dupes while in the air to keep yourself pushing towards the goal.

The Accuracy requirement is pretty low, but it's still high enough that you shouldn't spray repeated fire at TIEs hoping to hit them. Line up your shots and you should satisfy the goal here.

Your friendlys are the Transports. Lose one and your Gold is a wash. As for your own lives, the place you have the greatest chance of dying is at the end of the foot portion, because you'll probably already be shot up a little from before, and AT-ST fire hurts a lot.

Note that your Efficiency isn't 100% for the Gold, so take full advantage and flip it up when you're deep in the clouds in the flight portion.

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7G. Luke Mission 5 - Trials of a Jedi =
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Overview: Obi-Wan Kenobi came to Luke in a vision on Hoth, instructing him to find Yoda, the ancient Jedi Master. This mission will teach you how to be a Jedi and give you some platform-style action to deal with.

Craft Succession:

Jedi

Enemies:

White Spider

Survival Walkthrough:

At this point, all you can do with your saber is swing it, which is okay, since the only enemies you'll be facing at all are the indigenous White Spiders.

This "strange creature" will tell you to go on and meet him at his hut. Heed his advice to avoid the water. It won't immediately kill you, but it will decrease your health and deposit you back at your last point of dry ground.

So, first head for the small rock sticking over the water ahead of you. The camera will shift, enabling you to make your platform-style jumps to the right over the logs. Once you reach the next spot of land, dice up the spiders ahead and their nest. Hop onto the rock, then to the upper ledge. Walk to the rock outcropping on your right, then jump down. Watch the swamp slug until it gets level with you, then jump on it, and across to the next shore. Take out the spiders and nest here, then move to the right and cross the next two logs, and you'll reach your friend's hut.

NO WAY! This little guy really IS Yoda??!! Get outta town!

Yoda will teach you about blocking, so hold B to block a shot that the remote droid fires. Next, he'll tell you about the double jump. Press X, then press it again to double jump.

Now, to head back to your ship. You now have 8 minutes to finish the mission, so get moving. Get the bacta next to Artoo if you wish, then move past him to the rock on your left. Double jump to the log out to the left, then to the island. Continue to the left, jumping on top of the floating rocks. On this upper ledge, move to your left around the trees to find another rock. Hop across the log, then onto the island. Now, move up away from the camera down into the trench. Avoid the rocks as they come flying towards you. Once you pass this part, hop up the rocks onto the high ledge. Be careful. These rocks sink when you land on them. Artoo will have some bacta for you up here.

Now, head to the left and cross these sinking rocks, then bust up this spider nest. Head up away from the camera. Watch the radar so you don't slip off the path, then get ready for another series of jumps, this time on moving rocks. Waste some more spiders, then you'll come upon the toughest jumps of the mission, which make you go across two swamp slugs. After you hit the first one, try to steer partway down to hit the next one, then jump to solid ground. Take out the two spider nests here, then move on ahead and jump across to the area where your ship crashed.

Yoda will tell you to lift your X-Wing out of the swamp. He says to press the B Button rapidly, but there's no need to panic and wear out your fingers jamming on the button. I find that tapping the button about three times per second (which is not a stress at all) will let you pass this section with no problem. You have 20 seconds to do it, or you fail the mission (no, seriously). Once you get it high enough, you'll "give up", Yoda will pull it out for you, and you'll head off to Bespin.

Medal Strategies:

Requirements:

	Gold	Best
Time:	4:30	4:00
Enemies:	22	31
Accuracy:	100%	100%
Friendlys Lost:	0	0
Lives Lost:	0	0
TC Efficiency:	100%	100%

There are no friendlys to lose, reasons to use the TC, or Accuracy to be lost, so don't worry about those. Lives aren't an issue, either, if you don't fall in the water repeatedly. Really, your only major problem stems from time, as your enemies are lined up right in front of you as it is.

Just make the course repeatedly and perfect it. You shouldn't have too much trouble. The Best requirement requires you to kill every last White Spider, so take a cursory glance around each destroyed nest to make sure there are no stragglers.

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7H. Luke Mission 6 - The Sarlacc Pit =
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Overview: Boba Fett has taken Han Solo, encased in carbonite, to Jabba the Hutt for one fat bounty. Arriving separately, C-3P0, R2-D2, Lando Calrissian, Princess Leia, Chewbacca, and Luke come to rescue him. They bust him out of the carbonite, but Jabba captures them all and takes them to the Great Pit of Carkoon to have them executed by dropping them to the Sarlacc. Luke has decided that the Jedi diplomacy has failed. He has Artoo toss him his lightsaber...

Craft Succession:

Jedi

Enemies:

Mercenary

Survival Walkthrough:

I'll just point out here that the sand is super-poisonous (no, really) and any fall will instantly kill you.

Take out the bad guy next to you, then immediately snap up into block stance and face the sail barge. There will be much fire coming from there. Wait until the nearest skiff comes close to you, then double jump to it. Take out the guys there, or wait for the famous "blind man with a stick" cutscene and do it afterwards.

Now, you have to jump to the next skiff, but it won't stop, so time your jump carefully. You have to jump to the next skiff, which won't stop either. All this time, make sure you're blocking to deflect the laserfire. Once the last skiff comes close to the sail barge, jump onto it (you can sort of land on the side, so don't panic if you miss). Now, take out all the guys up here, and that's it. Leia will point the gun at the deck, you'll swing out on a rope connected to nothing, and we're done!

Medal Strategies:

Requirements:

	Gold	Best
Time:	1:12	1:10
Enemies:	16	18
Accuracy:	100%	100%
Friendlyes Lost:	0	0

Lives Lost: 0 0
TC Efficiency: 100% 100%

What's to say? Don't fall. Don't get shot up. Make sure you jump to the next skiff the first chance you get. A few times through this and you can have the Best very quickly.

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7I. Wedge Mission 1 - Raid at Bakura =
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Overview: Some prisoners from Hoth have been discovered on a orbital platform near the Imperial world of Bakura. You'll have to use your ion cannons to disable escaping Imperial Transports, then provide cover for the rescue Transports. You may also have a chance to commandeer an enemy craft if you're skilled enough.

Available Starting Craft:

B-Wing
Y-Wing (after completion)
TIE Hunter (once unlocked)

Craft Succession:

Starting Craft -> TIE Bomber (maybe)

Enemies:

TIE Fighter
Laser Turret
Imperial Transport
Missile Turret
Missile Droid

Survival Walkthrough:

You'll hyper in in a cutscene and will automatically disable the first Transport. Your task at this point is to provide cover for Rescue One, the Rebel Transport moving in to evacuate the prisoners. There are TIEs everywhere, but they really won't harrass you, or the transport, in groups larger than three. Oftentimes, they'll go head-to-head with you, and crafts with shields always win that fight.

Keep the TIEs off your collective butts and the Transport will eventually make its escape. Soon afterwards, a new Imperial Transport will show up. Remember to charge up the B Button and release it once your crosshair turns blue to fire the ion cannon. You need to hit it with three fully charged blasts to disable the Transport. Once it's disabled, start hitting more TIEs in the area. Before Rescue Two even shows up, though, a third Transport will head out. Pass through the station (mind the Turrets, they're nasty), and disable this Transport. Clean up more TIEs in the area, and take out

some Turrets if you're hating them. Use Homing Torps if you have them.

Rescue Two and Rescue Three will show up. Make sure to defend them, generally starting with Rescue Two. Only the TIEs will go after the Transports. The station's Turrets will only go after you, so keep that in mind. Just look for the green lasers flying and keep after them. Once both Transports load up and make it to hyperspace, mission complete.

UNLESS, you managed to get the Silver Medal requirements for this mission. These are about 45 kills, which actually isn't that hard, given the volume of TIEs in the area. Also, you can't have lost any of your Transports, so make sure you protect them. If that happens, Hobbie will get shot and will fall towards the planet. The B-Wing can't hold two (well, not this version), so you'll grab a TIE Bomber from the station and head down to the surface.

Well, it looks like Hobbie crashed himself into a canyon. The TIE Bomber has no lasers. Its primary weapon are homing missiles (which recharge). So, lock onto your targets with the A button and let the missiles fly. There are Missile Turrets on the bridges overhead, and several Laser Turrets on the bottom and walls of the canyon. There are also a few Missile Droids flying around. The Bomber has some thick skin, but no shields, so make sure you take out all you can (which you'll probably do anyway, because it's so dang fun). If missiles aren't your fancy, the dupe also has Proton Bombs with which you can wreak havoc.

UPGRADE ALERT: Near the end of the bombing run, you'll see two radar towers, followed by a wireframe dome. This dome has the upgrade in it. Bomb it open and collect the ADVANCED PROTON BOMBS.

UNLOCK TIE BOMBER: You have to use your lock-on missiles to destroy all the small laser towers on the floor of the canyon (not bothering with those on the walls). However, you have to destroy them in the proper manner. You must destroy each cluster of towers at once with one volley of missiles. Furthermore, they have to be roughly destroyed all at once. The best way to do this is to lock-on to the furthest turret first, then so on up, then let your volley fly. If you do it properly, you should get some kind of verbal confirmation from Crix Madine or Wedge. If you get ALL the clusters, the announcer will say "May the Force be with you!" and the Bomber is unlocked.

So, once you finish the canyon run, you'll find Hobbie at the end (near a spinning red marker). You'll pick him up and finish the mission.

As you reach orbit, you'll see an Imperial Escort Carrier on an exit run. Madine tells you that whoever it was, they made off with some of your scientists, and they fled to Geonosis.

Medal Strategies:

Requirements:

	Gold	Best
Time:	8:30	8:20
Enemies:	97	115
Accuracy:	28%	32%
Friendlys Lost:	0	0
Lives Lost:	0	0
TC Efficiency:	100%	100%

Kill TIEs efficiently. That's a big one. Accuracy is probably the biggest

demon here. Your Friendlies are the Transports, which aren't all that hard to defend. Don't die (easy enough, really). Time is no problem, unless you go REAL slow in the canyon when you have the Bomber.

Once down in the canyon, just kill everything in sight. You should have the Enemies count down with little issue.

For the Best, just tighten up. Don't slow down in the canyon.

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7J. Wedge Mission 2 - Relics of Geonosis =
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Overview: Over twenty years ago, this planet was the spark that ignited the Clone Wars. Now, you must follow an Imperial Escort Carrier here and find out what's going on. This mission requires both flight and foot tactics, as well as a few cool surprises tying back to the old days.

Available Starting Craft:

X-Wing
B-Wing (after completion)
A-Wing (after completion)
Y-Wing (after completion)
Millenium Falcon (after unlocking)
Other Secret Craft (after unlocking)

Craft Succession:

Starting Craft -> Foot -> Jedi Starfighter

Enemies:

TIE Fighter
TIE Interceptor
TIE Bomber
Escort Carrier
Battle Droid
Stormtrooper
E-Web Blaster
Republic Gunship

Survival Walkthrough:

You'll make your jump into the system, your Transports poised to make a rescue operation. Soon, three Escort Carriers will jump in. To quote Ackbar, it's a trap! You'll tell your Transports to get out of there while you take out the lead Escort Carrier. It can take a lot of hits, so make sure to use your torps to soften it up. Also, try to take out the guns on it to minimize return fire. Watch out for the eyeballs and squints buzzing around you, as well.

Once you destroy the Escort Carrier, it'll deploy escape pods, which will drop towards the surface. Wedge will get winged and be forced to land.

Your R5 unit will pop out of your downed ship and head off down the canyon, apparently picking up something on his sensors. You should be more worried about the stormies down here with you. Take them all out and move forward, trying to keep ahead of your droid so you can clear the path for him. Soon, you'll happen upon a couple of E-Webs. Take out their owners, and grab one. You'll need it as some shadows from the past come stalking towards you. Waste these Battle Droids and head further down the canyon. Take out the stormies and be sure to look for bacta among them (you'll need it). Keep moving down the canyon and you'll find more droids. Move ahead and you'll see that they're firing on stormtroopers. Take all of them out.

UPGRADE ALERT: To your left is one of the escape pods the Imperials took to get down here. Inside is the ADVANCED PROTON TORPEDOES upgrade.

Continue down the canyon, destroying as many droids as you can. If you come upon groups of droids, you can use your thermal detonators to bust them up as one, just be sure to lock-on before throwing.

After taking a right turn, you'll be attacked by a Republic Gunship, manned by the jerk who's been firing at you since the beginning of the mission. Run quickly ahead, and towards the end of the canyon. Blow away the stormies manning the E-Webs and grab one. Mop up the rest of the droids and start pounding on that gunship. You can aim for the lasers and launchers if you wish. He'll taunt you as you fire. Soon, you'll cause enough damage that he'll crash offscreen (so he MUST have died). Hop off the E-Web and head for the nearby abandoned ship. Why, it's a Jedi Starfighter! How convenient!

You'll head back to orbit, where your command Frigate is being fired upon by two Escort Carriers and a whole bunch of TIEs, including Bombers. Wedge will mention more firepower, and your R5 will point towards your secondary weapon. Aim at the nearest Escort Carrier, and fire.

Insert favorite expletive here.

They regenerate, too, so don't be afraid to hammer the Carriers with them. You shouldn't need more than three, combined with lasers. Once both Carriers are history, R5 will point out a hyperdrive module. Follow your objective cone and fly into it and you'll end the mission.

Medal Strategies:

Requirements:

	Gold	Best
Time:	6:40	6:15
Enemies:	135	165
Accuracy:	60%	70%
Friendlies Lost:	0	0
Lives Lost:	0	0
TC Efficiency:	100%	100%

The Gold is relatively easy. Your enemies aren't in short supply at all, as most of them are on the ground. Given that, you can go right after the Carriers in the beginning and end quickly to cut back on all-precious time. Be sure to layer your warheads with lasers to build up accuracy. Your only real problem is staying alive, especially on foot, so use cover as it

presents itself, as well as thermal detonators to take out groups. Also, the Jedi Starfighter can't take too many hits, so avoid fire from the TIEs as you waste the Carriers.

Thirty more enemies for the Best is a tall order. Use the Naboo Starfighter in the opening and use Homing Clusters on the TIEs. If you move quickly through the surface, you should have enough time to stick around and mop up extra TIEs lying around.

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7K. Wedge Mission 3 - Deception at Destrillion =
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Overview: Receiving word about an Imperial installation on the planet Destrillion, the Rebellion sends a task force to the planet to find out rumors of a research facility. This mission requires some tight speedy flying, some fierce dogfighting, and some strategic bombardments.

Available Starting Craft:

A-Wing
B-Wing (after completion)
X-Wing (after completion)
Y-Wing (after completion)
Millenium Falcon (after unlocking)
Other Secret Craft (after unlocking)

Craft Succession:

Starting Craft -> Y-Wing

Enemies:

TIE Hunter
TIE Fighter
SUB

Survival Walkthrough:

Your approach to the facility will be by the shielded gas platforms. To get there, you need to pass through energy corridors. Take it easy through the first corridor, because along the way you'll find several energy beams crossing it, which you'll have to avoid. Fly through the first corridor to find the first gas platform.

Once you arrive, you'll find it guarded by the new TIE Hunters. There are about twenty of them in the area. They'll attack you with lasers and ion cannons, which will slow you down if you get hit by them. Use your homing missiles to quickly vaporize flights of Hunters, and finish up with lasers. Once they're all history, the next corridor will open up and you can pass through.

This next corridor is a lot tougher than the first, with tons of cross beams of energy to make life miserable. Take it nice and slow and you'll live. Once you're through, you'll enter a cutscene and find that there is no Imperial research facility at all, just a supply convoy. You'll make your escape and head back to the fleet.

As the fleet makes ready to jump to hyperspace, they'll pass by the neighboring planet, Dubrillion. Suddenly, huge bolts of laserfire shoot from the planet, taking out some smaller ships. Turns out the lure of the facility was just a trap to draw the fleet close to Dubrillion, where a superlaser is poised to crush the fleet.

In a Y-Wing, you'll head for the surface of Dubrillion. TIEs will be buzzing around overhead, and there are also several SUBs in the water firing grenades. Your objective here is to look for the relay dishes. These are in relatively short rectangular structures at three equidistant points around the superlaser's dish. They look like they have water in them, but those are actually shields. Two ion blasts to the shields will lower them. After that, drop a bunch of bombs on the dishes, or repeatedly hit them with laserfire.

UPGRADE ALERT: Fly into the central superlaser structure from the top. Down at the bottom of this spherical dish is the upgrade for SPREAD PROTON BOMBS.

Take out all three of the superlaser's relay dishes, and the fleet will move to a safer spot, further from the superlaser, leaving you free to take out the superlaser itself in the next mission.

Medal Strategies:

Requirements:

	Gold	Best
Time:	4:00	3:30
Enemies:	27	32
Accuracy:	36%	50%
Friendlys Lost:	0	0
Lives Lost:	0	0
TC Efficiency:	100%	100%

You only need a few extra targets for the Gold, so take out some TIE Fighters on the surface of Dubrillion. Time shouldn't be an issue if you hurry through the first part of the mission. Don't hurry so much that you crash into the energy beams in the corridors. It's just not worth it. Build up your Accuracy by chiefly using missiles against the Hunters, and use lasers against the relay dishes. Just stay alive, and you'll get a Gold on this one.

For the Best, you really need the Naboo Starfighter with homing cluster missiles. The accuracy requirement is astronomical by dogfighting standards, and you have too little time to mess around with anything else. Just make sure you fire a cluster when you see six Hunters so you don't waste your shots. With luck, you can get almost all of them down with just the clusters.

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7L. Wedge Mission 4 - Guns of Dubrillion =
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Overview: Now that the fleet's more or less out of danger, you can head groundside and take out what's left of the superlaser. Expect plenty of

walker combat.

Craft Succession:

AT-ST -> AT-AT

Enemies:

Stormtrooper

E-Web Blaster

TIE Fighter

Imperial Landing Craft

AT-ST

Missile Droid

Survival Walkthrough:

You'll start by setting down your Y-Wing and hijacking an AT-ST. Start by melting that squad of stormies right in front of you, then proceed up the ramp. In addition to TIEs swarming overhead, you'll have your first AT-ST off to your right, then another to your left further on, then another further to your right. Blast them, then take out the two containers in front of you that the Landing Craft dropped off. The explosion of a container may kill the AT-ST there as well.

UPGRADE ALERT: There's a small path on your left that goes nowhere, where the second AT-ST is standing. At the end of that path is the ADVANCED CONCUSSION MISSILES upgrade.

Another Landing Craft will drop off another container. After that, you'll reach the end of the straight path, finding two AT-STs, one on either side of the end of the path. Take a right here to go around the facility. Take out the two E-Webs ahead of you.

As you make your way around, three Landing Craft will make their drop-offs. The first you can probably blast out of the sky. The second will probably make its drop, and the third definitely will. Take out the opposition as you trundle over to the other side of the base. You'll find stormies running up a nearby ramp, so take them out and turn right into an enclosed passage.

At the far end of this enclosed passage are three AT-STs. Take them out from long range with grenades, and move forward onto an elevator. As you ride down, you'll pass several Missile Droids, who will make strikes at you. Use a Grenade on each of them, as they're pretty small. Watch your radar as you descend for the red dots surrounding you. In this way, you can see where the droids are coming up so you can get the jump on them. After about eight or so droids, you'll reach the bottom and enter the lower passages of this facility.

Now, as you'll see in the cutscene, you'll have an additional thing to worry about. There are volatile containers moving along the rail system here. If they hit you or anything else, they'll explode, so take them out as soon as you see them to minimize the threat. You can try to blow them next to your enemies, but don't go nuts.

So, travel to the left and down this huge path. You'll face an AT-ST, then a Missile Droid, up and to your left. After that, three AT-STs in succession. Then, you get a bit of a break, so just shoot up containers. After that, you'll face several more AT-STs and a couple more Missile Droids. If you keep your B Button held down, you'll lock onto them before they get close to be a serious threat. Hit them hard from afar, then keep shooting containers. If you're lucky, you'll take out a few walkers, too. Keep your eyes on your upper left corner, as that's where the Missile Droids like to come from. Never take your finger off the R Button and keep moving forward. Eventually, you'll automatically reach the next area, and your next ride, an AT-AT.

Now, you can't drive this juggernaut, but you don't really need to. Take out any TIEs in front of you, as well as the three AT-STs on the floor below you. As you go down the lift ahead, you'll spot more TIEs making swooping runs, and you'll see more Missile Droids, too. You'll soon reach the bottom of the lift.

There are five AT-STs at some distance in front of you. Waste them, then take out the Missile Droids as they make their attack runs from straight ahead of you. In the distance, you'll see some turbines spinning around. Those are your targets. There are three of them. You can hit their wiry midsections, but the best place to hit them are the gold-capped endpieces. Wait until you get in range (blasting Missile Droids all the way), then blast the three turbines to kingdom come. Once they're down, mission accomplished.

Medal Strategies:

Requirements:

	Gold	Best
Time:	6:50	6:40
Enemies:	80	90
Accuracy:	35%	40%
Friendlys Lost:	0	0
Lives Lost:	0	0
TC Efficiency:	100%	100%

Well, there's not really much to say about this medal. Get the upgrades necessary (Concussion Missiles upgrades also apply to Grenades) and stick your finger on the R Button, not letting off for anything. Shoot down all targets with grenades if possible. For the Gold, you shouldn't have to gun down too many TIEs, so only shoot if you have a clear shot at them. If you get your targets quickly, you'll minimize return fire, and you won't die, so do that, and make sure to avoid the containers. To get the Best, just do everything a little bit better, no tricks...

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7M. Wedge Mission 5 - Fondor Shipyard Assault =
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Overview: Receiving intelligence that Kuat Drive Yards is constructing a new Super Star Destroyer fitted with cloaking devices, the Rebellion decides to stage a daring assault using captured TIE Hunters and a Transport loaded with explosives. The first part of this mission involves dogging TIEs and an Escort Carrier, then you'll be thrust to the surface of the Super Star Destroyer, which will remind you of the Death Star, only with a lot more structures...

Available Starting Craft:

TIE Hunter
A-Wing (after completion)
B-Wing (after completion)
X-Wing (after completion)
Y-Wing (after completion)
Millenium Falcon (after unlocking)
Other Secret Craft (after unlocking)

Craft Succession:

Starting Craft

Enemies:

TIE Fighter
Escort Carrier
Super Star Destroyer (Laser Turrets)

Survival Walkthrough:

The first part of this mission hinges on using the Transport to crash into the main shield station surrounding the shipyard where the SSD is docked. In the starting cutscene, the Transport is brought in with the TIE Hunters. Unfortunately, the Imperial Commander doesn't buy the "captured Transport" story, so you'll have to do this the hard way.

Your objective is to protect the Transport on its ramming run. Your first target should be that Escort Carrier dead ahead of you. Fill it with about half your torps (that's six) and finish up with laserfire. After it's toast, focus on the eyeballs buzzing around. Do NOT go after any of the Hunters in the area, because those are your wingmen. Keep busting down TIEs and eventually your Transport will crash into the Control Center of the station.

Now, to bring down the shields. In the cutscene, you'll ion the station, which will open the doors to the core. So, head straight for the core and blast it. Try to slip in between the doors so that your shots don't get spoiled by them closing and opening. If you take too long, just ion the station again to open the doors. Once the core is down, you'll begin the attack on the Super Star Destroyer.

On this final part of the mission, you need to cut across the cityscape of the SSD and find the three cloaking modules. The path moves straight ahead, but branches at several points. Take either branch, because both have plenty of Laser Turrets and structures that require fancy flying. Once you reach a cloaking module, remove all the Turrets in the area, then hit it with torps, ions, and lasers. Anything you got, give it to it. Once one's down, head for the next one, which is more of the same, then the third one, which will finish the SSD and the mission.

Medal Strategies:

Requirements:

	Gold	Best
Time:	4:00	5:00
Enemies:	50	63
Accuracy:	56%	45%
Friendlys Lost:	0	0
Lives Lost:	0	0
TC Efficiency:	100%	100%

Yes, you're reading that right, the requirements are more stringent on Gold than they are on Best, so chances are you'll get Best first. Heck, all you need is an extra 13 enemies, and the Super Star Destroyer is dotted with turrets all over, not to mention all the TIEs in the first part. Still, if you're looking for extra enemies, there are a bunch of guns on the shield station platform just itching to be shot up. Besides living through the whole thing, the only other major requirement to take note of is the Friendlys, which are your wingmen. Unfortunately, they don't last long on the surface of the Star Destroyer, so have them Flee once you get there. This isn't to say that this is an easy medal, though, as fifty enemies is still a lot, and you don't have all that much time, so take a fast ship, if you haven't decided on just the TIE Hunter.

If you have the Jedi Starfighter, you may want to go ahead and just use it to make the whole run that much easier. Use your Seismic Charges on the Escort Carrier and the station to take out all the guns, then several times across the Star Destroyer to blow turrets and weaken the cloaking modules. Using Slave I for this task is too slow, and its size makes it very tough to navigate the girder structures.

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 7N. Endor Mission 1 - Speeder Bike Pursuit =
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Overview: In a (typically) bold move, the Alliance has planned on sending a strike force to the forest moon of Endor to deactivate the shield generator covering the second Death Star. Under the command of General Solo, with Princess Leia Organa, Luke Skywalker, Chewbacca, C-3P0, and R2-D2, the team lands on Endor. Early in the infiltration, the team runs across a squad of scout troopers. Stealing Speeder Bikes, Luke and Leia chase the scout troopers in order to prevent them from alerting the base.

This is one of the tougher missions in the game, because you're moving at high speeds through a heavily forested area. There is a general path to follow, but plenty of trees in your way.

Craft Succession:

Speeder Bike -> Jedi

Enemies:

Biker Scouts

Survival Walkthrough:

Here's the lowdown. As you may be assuming, you have to shoot down some Biker Scouts, and ram others into trees. That's about all there is to the majority of this mission (until the end, which we'll get to).

Shooting them down is no big deal. They'll zoom past you and you can blast them at your leisure. You can even use the speed boost to close the gap and make the shot easier.

Ramming them is tougher. You're trying to get them into trees, which isn't hard at all. The hard part is not going into the tree yourself. You use the B Button to execute your ram. I say that when trying to ram, focus instead on keeping your bike away from trees. There are so many trees in the area that, if you're lucky, your adversary will run himself into a tree after a nasty hit from you. Try to keep away from the "walls" of the tree corridor.

So, here's the basic order of the bikers: four shooters, one rammer, one shooter, three rammers, one shooter. They may go slightly out of order, or show up two at a time. If you get a shooter and a rammer at the same time, focus on the rammer first.

If you die on your run, you'll have to face a couple more Biker Scouts, then the order is all messed up, so don't rely on what I've wrote.

UPGRADE ALERT: Yes, unfortunately, you have an upgrade to find here. After the third Biker Scout that rams you (he says "Stop, you Rebel scum!", you'll come upon a series of mid-size trees right down the middle of the path. Soon afterwards, you'll see a tiny path that curves off to the left behind some large trees. These are all landmarks to point out the major path split coming up very soon. Take the left path, and keep to the left part of the tree corridor. You should see the HOMING CONCUSSION MISSILES coming up. Get close and you'll snag it.

Now, after destroying about ten or more Biker Scouts, you'll come upon one who won't really ram you, but will stick like you to a magnet. Press B to keep yourself centered in the corridor. Don't try to push him into trees, just hold out. Eventually, you'll see the famous cutscene where Luke takes to the ground.

You'll pull out your saber. Go to block position (hold B) and wait for him to get close, then press A. He's toast. Mission complete.

Medal Strategies:

Requirements:

	Gold	Best
Time:	4:00	3:20
Enemies:	9	10
Accuracy:	9%	16%
Friendlys Lost:	0	0
Lives Lost:	0	0
TC Efficiency:	100%	100%

So, your biggest challenge is just staying alive, which is a great challenge

unto itself. For the Gold, time isn't an issue unless you're running really slow, and you'll have more than enough Enemies. Accuracy can ruin a good run if you sprayed more fire than you hit with (I know it did for me), so try to boost up to get closer to the bikes you have to shoot.

Time IS an issue for the Best, so be sure to hit the boost whenever you get a clear path, because you'll need all the shaved seconds you can get. Accuracy has nearly doubled, so be sure to boost up close to the bikers you need to hit.

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70. Endor Mission 2 - Triumph of the Rebellion =
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Overview: After becoming part of the indigenous Ewok tribe, the strike force decides to make their move to attack the shield generator. Assaulting the back door, the team finds a trap in the form of a legion of stormtroopers. They get captured, but the Ewoks attack, and the fight begins. Chewbacca, with the help of a couple of Ewoks, hijack an AT-ST, and lend what hand they can.

Craft Succession:

AT-ST -> Foot

Enemies:

Stormtrooper
Officer
Storm Commando
Imperial Guard
E-Web Blaster
Biker Scout
AT-ST

Survival Walkthrough:

The basic way to get through this is to follow the radar. Not only is there an objective cone pointing you in the direction you should be going, but there's a black outline of the area you can tromp around in. Also, note that you can shoot down or step over the thinnest trees to clear your path if necessary.

Most of the mission is shooting down AT-STs, who are your major problems. There are stormies wandering around, too, which you can pick off. Every so often, you'll also see Biker Scouts zooming by, which you can nail if you're quick.

Also, throughout this mission, you'll have a command cross which you can use to activate Ewok traps. I suppose Catapults cause some damage, but they're not too great. The Log Swing is always cool to watch, but your enemy has to get in exactly the right spot for it to work. The Log Roll works best, because it doesn't have to be right on time, but you have to be careful because you can be tripped up by it, too.

Okay, grenade the nearby AT-STs, and laugh at their attempts to get you to stand down. Gun down stormies whenever you get a break from AT-ST action. Bear left as you move down the path. Keep moving forward and you'll come to the first set of Ewok catapults. There are several AT-STs bearing down on them, so waste them.

UPGRADE ALERT: My sincere thanks to TurnDragoZeroV2G for giving me an easy way to find this upgrade. After dealing with the AT-STs in the area, walk right up to the catapult on the right. Now, turn around and scan the forest behind you (in the large bowl-shaped area as seen on the map). Look carefully, and you should be able to see a clear path straight to the HOMING CLUSTER MISSILES upgrade.

Now, your path splits here. Left is a nice clear path, but not as direct. Right is straighter, but not nearly as distinct. Head down the path, blasting AT-STs. Eventually, the paths will converge and you'll see about five AT-STs to your left bearing down on a second set of catapults. Take out all the AT-STs and turn left. The path splits here again. Both paths are good enough, so head down either one. Eventually, you'll reach a large concentration of stormtroopers, including some E-Webs. Pound through them and you'll reach the bunker.

Now, you switch to Han, inside the bunker. Head down the stairs and take out the Imperials in your way. Head down some more stairs and you'll reach the control room. That spinning red marker is where you place the charge, so walk into that spot and tap the C-Stick to set it. Now, head to the next area (in the back of the control room) and you'll find the path splits. There's an infinite number of stormtroopers behind the doors at the far ends, so don't worry about shooting, just head to the red marker on each path and place the last two charges.

Placing the last charge, you'll find an old friend has come back to give you a farewell. Chase the traitor Sarkli back through the bunker, firing all the way. Keep shooting him and he'll die near the end. Run up the rest of the way to the surface, and the mission will be over, as well as the Empire.

Medal Strategies:

Requirements:

	Gold	Best
Time:	5:20	4:40
Enemies:	80	95
Accuracy:	28%	40%
Friendlys Lost:	0	0
Lives Lost:	0	0
TC Efficiency:	100%	100%

This isn't a hard Gold if you can stay alive. Accuracy may seem a bit high, but you can make it up in the bunker. There are enemies all over the place, and a working knowledge of how the forest goes should make it easier to get there with time to spare. To beef up your enemy count quicker, employ Concussion Grenades on groups of stormtroopers (don't lock on, just aim and blast).

This mission appears above Revenge of the Empire after you beat it. It requires 10 points to unlock.

Overview: The Death Star has tractorbeamed in the Millennium Falcon. Luke, Han, and Chewie have stolen some stormtrooper armor and have made it to a control station. R2-D2 has discovered Princess Leia being held in Detention Block AA23. Luke, Han, and Chewie decide to mount a rescue.

Craft Succession:

Foot

Enemies:

Stormtrooper

Officer

Imperial Guard

Interrogator Droid

Survival Walkthrough:

Remember, you're undercover right now, so just run down the hallway without attracting attention to yourself. Get to the elevators and enter the middle one. You'll reach the detention block, and your cover will be blown.

Stormies will start coming up the elevators, so blast them as they emerge. After they're all gone, head to the passage in the back, shooting them as they emerge from hiding. The first open cell on your right has a bacta canister, if you need it. Continue on down, blasting the Interrogator Droid, and follow the radar to the Princess' cell. Use the C-Stick to open it.

Once she's following you, run back down the passage, turning and blasting bad guys as they come up on you. As you reach the front, you'll see a red marker pointing towards the grate. Shoot it up and you'll enter the cutscene that leads you down the chute. What a wonderful smell you've discovered.

Well, forgoing the whole dianoga and closing walls scene, you'll end up outside the compactor. Head down the hallway and you'll run into some troopers, which Han and Chewie will chase. Head down the other way and you'll reach the famed shaft. Give Leia some room to enter and you'll shut the door.

Now, fire across to the shaft's other three points to take out stormtroopers as they show up. Once you take down nine, you'll get a C-Stick prompt. Tap the C-Stick and you'll go first-person. Aim for the nearest... thing... hanging overhead and press A to throw your grappling hook onto it. You'll cross over and can keep moving.

In this next area, follow the radar to know which door to go through (there's no penalty for exploring, though) and you'll gun down a few more stormies

until you reach the hangar where the Falcon is. Enter and you'll see Obi-Wan Kenobi getting cut down. Shoot up the remaining stormtroopers in this area and head for the red marker in front of the Falcon to leave.

Medal Strategies:

Requirements:

	Gold	Best
Time:	3:20	3:15
Enemies:	55	59
Accuracy:	45%	50%
Friendlys Lost:	0	0
Lives Lost:	0	0
TC Efficiency:	100%	100%

You'll have to blow your cover for this one. Shoot everyone in the beginning, and you'll have a few extra targets to contend with when you reach the elevators. Once you reach the prison block, there are some targets I didn't point out in the walkthrough, and those are the laser traps and cameras along the walls. They'll come up as lock-on targets, so shoot them down. Finish the level as fast and shooting as many guys as possible. A few practice runs and you can get the Best pretty easily.

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7Q. Secret Mission 2 - Escape From Hoth =
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This mission appears to the left of Battlefield Hoth after you beat it. It requires twenty points to unlock.

Overview: The Empire has landed on Hoth. They're making their advance. The command center has been hit. Imperial troops have entered the base. Imperial troops have *kkzzzt*

Craft Succession:

Foot -> Millenium Falcon

Enemies:

Snowtrooper
E-Web Blaster
TIE Fighter
Imperial Star Destroyer

Survival Walkthrough:

Proceed down the tunnels, eliminating snowtroopers in your way. Follow the radar to make the right turns. Eventually, you'll get the drop on a trooper on an E-Web. Drop him, then grab the gun to take down the ten or so troopers

running around the corners. Once they're all gone, move on. Soon, you'll reach a cutscene where a path blocks you off from getting to the Transport. Now, you have to get to the Falcon.

Back up and head through the door to the medical area. Grab some bacta if you need it, then move on. Keep blowing away troopers and following the radar cone. You'll reach an E-Web, but just shoot the guy. There's no point in grabbing it. Soon, you'll come to an open room and witness several rocks fall and break the catwalks.

Jump over the first catwalk to the right, then again further right to the catwalk leading to the passage. Follow the radar down the passage and you'll soon reach the Falcon.

Now, you have to fend off the troopers while you make the startup. Take out all the troopers that rush the Falcon. Don't let too many past your line of sight, or they'll board you and you'll fail the mission.

Once all the troopers are down, you'll take off and head for orbit. To make your escape, you now need to take down the Star Destroyer off to your left. One of its shield generators is down, so shoot up the other one with a combined laserfire and missiles. Don't worry too much about the buzzing TIEs. If one climbs up your tail, hold the C-Stick downward to fire behind you. Once you bust up the other shield generator, hit the reactor on the bottom of the Star Destroyer. Finally, go back up top and hit the command deck, which is in the center of the bridge tower, if you didn't know (use your Targeting Computer if you're having trouble spotting the targets). Once the Star Destroyer is history, you'll head into the asteroid field. That, of course, is where that mission picks up, so you're done here.

Medal Strategies:

Requirements:

	Gold	Best
Time:	5:19	4:45
Enemies:	69	75
Accuracy:	30%	40%
Friendlys Lost:	0	0
Lives Lost:	0	0
TC Efficiency:	100%	100%

With all the troopers running around Echo Base, Enemies aren't an issue. You don't even need to down TIEs in orbit. A good thing, since that's an Accuracy killer. There are no Friendlys, and Time isn't a problem if you keep moving in the right direction. Just don't jump off the gantry section and die, and you should be fine.

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7R. Secret Mission 3 - Flight From Bespin =
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This mission appears to the right of Deception at Destrillion after you beat it. It's unlocked with twenty points.

Overview: The Empire arrived in Bespin before the Falcon. Boba Fett tracked you there. Darth Vader decides to freeze Luke in carbonite to capture him.

He tests it on Han Solo. Now, you, as Leia, have to chase after Boba Fett to make sure he doesn't leave with Han.

Craft Succession:

Foot -> Millenium Falcon

Enemies:

Stormtrooper

Boba Fett

TIE Fighter

Survival Walkthrough:

First, run over to the red marker next to the door and push the Control Pad up when the command cross appears to have Artoo open the door. Gun down the stormies in the area and chase after Fett. You can't beat him, so don't get too close unless you want a belly full of blasterfire. Follow the radar around the city, shooting up a few more stormtroopers. Soon, you'll chase Fett and he'll close the door behind him. Get Artoo to the door the same way as before and head towards Slave I. Fett will take off. Now, you have to get to the Falcon.

Follow the radar along the passage, through a few more stormies, and you'll reach another door. Have Artoo open it, then you can run to the Falcon.

So, while all this is going on, Luke was busy getting his hand cut off. You need to go rescue him. First things first: blow up all the TIE Fighters in the area. This is a simple matter of swooping along and picking them off. The last TIE will try to climb up your tailpipe, so use the C-Stick to point the guns behind you and take it out. Now, follow your radar to grab Luke. After you grab him, all that's left is to follow the radar to the perimeter so you can escape.

Medal Strategies:

Requirements:

	Gold	Best
Time:	5:45	5:30
Enemies:	48	52
Accuracy:	8%	9%
Friendlies Lost:	0	0
Lives Lost:	0	0
TC Efficiency:	100%	100%

The Accuracy requirement is nice and low, so you don't have to worry much when you shoot up the TIEs. Other than that, just gun down all your enemies and complete the mission as efficiently as possible. Don't die. One last thing. If you're going for the Best, take out a few extra TIEs on your way towards the perimeter. I came up with only fifty when I shot down everything except the TIEs in that area.

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7S. Secret Mission 4 - Attack on the Executor =
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This mission appears above Triumph of the Rebellion after you beat it. It needs 30 points to be unlocked.

Overview: The shield on the second Death Star is down, and Lando and Wedge are headed for the core. Your job, as Arvel Crynyd, is to buy the fighters some more time and take out the Super Star Destroyer, Executor.

Available Starting Craft:

A-Wing
B-Wing (after completion)
X-Wing (after completion)
Y-Wing (after completion)
Millenium Falcon (after unlocking)
Other Secret Craft (after unlocking)

Craft Succession:

Starting Craft

Enemies:

TIE Fighter
Imperial Star Destroyer
Super Star Destroyer (Laser Turrets)

Survival Walkthrough:

Your first task on your way to the Executor is to reduce the threat to the Calamari Cruiser making its run through. To do this, you'll need to deal with the three Star Destroyers. Now, you don't need to blow them up. You just need to remove the ion cannons threatening the Cruiser (those emplacements are supposed to be Heavy Turbolasers, but we'll ignore that for now). For the first Star Destroyer (off to your right), destroy all four ion cannons on the starboard side (your left). Use your homing missiles to lock onto the turrets, then finish with laserfire. Once all four are down, head to the next Star Destroyer off to your left. Take out all the ion cannons on the port side (your right). With those four down, head to the last Star Destroyer. This one plays dirty. It will come about, presenting its entire dorsal face to the Cruiser as it pass overhead. For this, you'll need to take out all eight ion cannons on the Star Destroyer. Once that's done, mop up as many TIEs in the area as you wish, then wait for the Cruiser to break through the line. You'll then head for the Executor's dorsal face.

You'll reach the cityscape. Now, dodge your way through the structures,

blasting Laser Turrets as you go. There are several paths there, but they all head in the same basic direction, and all have basically the same amount of danger, so you'll eventually end up at the command tower. If you're feeling lucky, try to shoot it up. Or you can just follow the movies and plow right into it. It doesn't count as a death, so don't worry about it.

Medal Strategies:

Requirements:

	Gold	Best
Time:	4:50	4:20
Enemies:	55	60
Accuracy:	35%	37%
Friendlys Lost:	0	0
Lives Lost:	0	0
TC Efficiency:	100%	100%

As I said before, crashing into the bridge doesn't count as a lost life, so feel free to do it. Your Friendlys are your wingmen, and they have a tough time once you reach the Executor, so order them to Flee once you get there.

The whole first part of the area is timed, so you can't worry about shaving seconds there. Use that opportunity to take out TIEs. The Enemy count is pretty high, so you'll need it. Once you get to the surface of the Executor, add up the kill count with guns and rocket towards the bridge.

A craft I found well-suited to this mission is the Jedi Starfighter. The Seismic Charges can make quick work of the guns on the Star Destroyers, as well as a whole bunch of Laser Turrets on the Executor with each firing.

There's a simple trick to follow if you keep getting stymied by Time for the Best: Let the opening cutscene play out completely. From the moment the cutscene starts, the Calamari Cruiser starts moving, and will be in that spot when the mission starts. Waiting for the cutscene to play out will give you a good twenty to thirty extra seconds.

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7T. Secret Mission 5 - Rebel Endurance =
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This mission appears above the Attack on the Executor mission after you beat it, and requires 30 points to unlock.

Overview: It's just you and your blaster in the Death Star's hangar. You appear to have incurred the wrath of every fighting entity on that station, because you have to fend off over fifty waves of bad guys.

Craft Succession:

Foot

Enemies:

Stormtrooper
Scout Trooper
Officer
Snowtrooper
Storm Commando
Probe Droid
Boba Fett

Survival Walkthrough:

Um... Shoot everything.

A few tips. Be sure to use the cover provided by the canisters in the hangar. Also, when a wave arrives, make real sure you're NOT in the center, as you will probably die.

Watch out for Storm Commandos, because they have bombs and know how to use them (sometimes, other times they blow themselves up).

Watch the floor carefully, because your adversaries will drop lots of bacta and rifles for you to grab and use against them.

Every time you complete ten waves, you'll get a bonus life. Use them well.

Wave 0: 3 Stormtroopers, 1 Officer
Wave 1: 6 Stormtroopers, 2 Officers
Wave 2: 1 Probe Droid
Wave 3: 8 Scout Troopers, 1 Storm Commando, 1 Probe Droid
Wave 4: 4 Probe Droids
Wave 5: 3 Stormtroopers, 1 Officer, 4 Scout Troopers, 4 Storm Commandos, 1 Probe Droid
Wave 6: 1 Storm Commando, 3 Probe Droids
Wave 7: 4 Scout Troopers, 4 Stormtroopers, 5 Storm Commandos, 1 Probe Droid
Wave 8: 8 Snowtroopers, 2 Probe Droids
Wave 9: 3 Stormtroopers, 1 Officer, 2 Storm Commandos, 1 Probe Droid
Wave 10: 6 Stormtroopers, 2 Officers, 4 Scout Troopers, 1 Storm Commando
Wave 11: 9 Stormtroopers, 3 Officers, 4 Scout Troopers, 1 Storm Commando
Wave 12:
Wave 13:
Wave 14:
Wave 15:
Wave 16: 3 Stormtroopers, 1 Officer, 8 Storm Commandos, 1 Probe Droid
Wave 17: 3 Stormtroopers, 1 Officer, 3 Storm Commandos
Wave 18: 3 Stormtroopers, 1 Officer, 4 Storm Commandos, 2 Probe Droid
Wave 19: 4 Scout Troopers, 5 Storm Commandos, 1 Probe Droid
Wave 20: 3 Stormtroopers, 1 Officer, 4 Probe Droids
Wave 21: 3 Stormtroopers, 1 Officer, 4 Scout Troopers, 4 Snowtroopers, 4 Storm Commandos
Wave 22: 6 Stormtroopers, 2 Officers, 4 Storm Commandos, 1 Probe Droid
Wave 23: 4 Scout Troopers, 3 Storm Commandos
Wave 24: 6 Stormtroopers, 2 Officers, 4 Snowtroopers, 4 Storm Commandos
Wave 25: 3 Stormtroopers, 1 Officer, 5 Storm Commandos, 1 Probe Droid
Wave 26: 3 Stormtroopers, 1 Officer, 5 Storm Commandos, 1 Probe Droid
Wave 27: 6 Stormtroopers, 2 Officers, 2 Probe Droids
Wave 28: 8 Scout Troopers, 3 Stormtroopers, 1 Officer, 4 Snowtroopers, 1 Storm Commando
Wave 29: 4 Scout Troopers, 3 Probe Droids

Wave 30: 3 Stormtroopers, 1 Officer, 3 Storm Commandos
Wave 31: 4 Storm Commandos
Wave 32: 4 Probe Droids
Wave 33: 3 Stormtroopers, 1 Officer, 4 Scout Troopers, 4 Snowtroopers,
4 Storm Commandos
Wave 34:
Wave 35: 2 Storm Commandos, 2 Probe Droids
Wave 36: 4 Scout Troopers, 2 Probe Droids, 1 Storm Commando
Wave 37: 3 Stormtroopers, 1 Officer, 4 Snowtroopers, 1 Probe Droid
Wave 38: 7 Storm Commandos
Wave 39: 3 Stormtroopers, 1 Officer, 2 Probe Droids, 5 Storm Commandos
Wave 40: 4 Probe Droids
Wave 41: 3 Stormtroopers, 1 Officer, 4 Scout Troopers, 2 Storm Commandos
Wave 42: 3 Stormtroopers, 1 Officer, 5 Storm Commandos, 1 Probe Droid
Wave 43: 4 Snowtroopers, 2 Storm Commandos, 1 Probe Droid
Wave 44: 3 Stormtroopers, 1 Officer, 4 Scout Troopers, 8 Storm Commandos
Wave 45: 3 Stormtroopers, 1 Officer, 5 Storm Commandos, 1 Probe Droid
Wave 46: 4 Probe Droids
Wave 47: 6 Stormtroopers, 2 Officers, 5 Storm Commandos
Wave 48: 4 Snowtroopers, 2 Storm Commandos, 1 Probe Droid
Wave 49: 9 Stormtrooper, 3 Officers, 1 Probe Droid
Wave 50: 4 Scout Troopers, 6 Storm Commandos
Wave 51: 3 Stormtroopers, 1 Officer, 4 Snowtroopers, 1 Storm Commando
Wave 52: Boba Fett

So, not all of these are complete, yet... You try doing them all at once.
I'll get to it eventually.

Medal Strategies:

Requirements:

	Gold	Best
Time:	30:00	16:00
Enemies:	390	460
Accuracy:	30%	55%
Waves Completed:	45	52
Lives Lost:	7	0
TC Efficiency:	100%	100%

For the Gold, all you really need to do is survive. The only remote problem is the Accuracy, which you can assure by not shooting at nothing.

The Best is a REAL BIG PAIN, though. You have to kill nearly every last enemy in the run. Seems easy, until you remember that they can sometimes kill themselves. Storm Commandos with grenades will be a problem, as well as Probe Droids, which actually self-destruct if you get too close, so hang back while pounding them.

Also, you need to not die once throughout the whole trip. Jumping around like an idiot when you want to get to a bacta tank or cover can actually help quite a bit in that regard, so use that tactic.

8. COOPERATIVE

The basic idea of cooperative is that the two players tackle the missions

from the old Rogue Leader together. This can mean attacking targets as a team, spreading out to mop up enemies more easily, or possibly completing different objectives at the same time.

Basic stuff that changes from Rogue Leader include the fact that there are far more enemies to deal with, and structures tend to take a lot more fire. Also, the two of you can lose a total of five lives before mission failure.

Also, when selecting a craft, you're limited to what the hangar can give you. There's only one Y-Wing, one B-Wing, etc. When you get secret craft that replace others, that will limit your choices further, not that you'll complain if you have cool ships.

There are medals in co-op, also. A combined score is used to determine if you get a medal:

Time is global for both players, naturally.

Enemies is totalled between the two of you.

Accuracy is averaged between the two.

Friendlies is the same for both players.

Lives Lost is added up between the two.

TC Efficiency is averaged between the two.

Upgrades also exist in this portion of the game, and are independent of the single-player upgrades. The upgrades are all in the same locations as in Rogue Leader, but I'll remind you again in the individual missions, anyway.

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8A. Mission 1 - Death Star Attack =
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Overview: Princess Leia has returned to the Alliance, with the valuable technical readouts of the Death Star, but the freighter she was rescued on carried a homing signal, allowing the Death Star to track them to the Rebel base on Yavin 4. General Dodonna has devised an incredibly farfetched plan, yet one that's just crazy enough to work. A group of thirty starfighters is to be sent past the outer defensive shield and assault the station, whereby they will maneuver down the equatorial trench and fire proton torpedoes at a vulnerable exhaust port. Only a direct hit will set off a chain reaction that will destroy the station.

Available Starting Craft:

X-Wing

Y-Wing (after completion) (Your Y-Wing will have Torpedoes)

Enemies:

Death Star (Laser Turrets)

TIE Fighter

TIE Advanced

Differences from Rogue Leader:

TIEs in the first section

Many more TIEs in the second section
More TIEs in the trench

Survival Walkthrough:

Your group of X-Wings and Y-Wings descends upon the surface of the Death Star. You won't have long before it orbits Yavin and can fire at the Rebel Base. Each part of the mission is timed, but you have plenty of it. You know you'll need to boogie when you hear Red Leader tell you you're running out of time.

The first part of the mission has you, Biggs, and Wedge taking out several Deflection Towers on the surface. You don't need to deal with the guns or the TIEs buzzing around, just the towers. They take a lot of hits, so just brake and keep pounding them. Of course, you're never told WHY you have to take out the Deflection Towers. Maybe there are guys up there telling the guns where to shoot. They certainly need all the help they can get.

Once they're all taken out, you'll switch to another part of the Death Star's surface to take down about fifty or so TIEs. For the most part, they won't actively attack, so just use the radar, line up your shots, and take them out. Obviously, they just woke up and haven't had their morning cup of caf. TIEs can be kind of tough to spot against the Death Star's gray background, so it may help to bring up your Targeting Computer every once in a while. Once they're all gone, you'll head into the world-famous equatorial trench.

UPGRADE ALERT: As soon as you enter the TIEs area, Player One should drop to the surface. If your eyes are sharp, you should be able to see the whitish cone right in front of you. Pass through it and you'll grab the ADVANCED SHIELDS.

It's trench run time, baby... ^_^

In the trench, you'll have to adjust your height so as not to slam into the crossbars that pop up. There are several turrets dotting the trench, which you can take out if you wish. At some point, Biggs will be shot down (just like the movie! GET IT?), but Wedge won't drop out (apparently, that's Player Two). After that, pay attention for R2-D2 making noises, because that signals some TIEs coming up behind you. Brake hard so that they overtake you and shoot them down. To the best of my experience, TIEs will only swoop down on the player in the lead, so the second player can fight them off his back if he's close enough. Soon, you'll hear Vader speak. You know, the classic "The Force is strong with this one" line. He'll make a few passes at you (in the middle of this, Obi-Wan Kenobi will tell you to "use the Force", no, there are no buttons on the controller to use the Force). You can't shoot him down, so just brake so he flies by you. As you near the end of the trench, Han Solo, who you originally presumed to be on the other side of the galaxy, will swoop in with his trademark "Yahoo!" and get Vader spinning.

Once you're all clear, keep going and you'll eventually see gray at the end of the trench. Once you get close, shoot a proton torpedo in the general direction of the exhaust port (on the floor) and watch the fireworks. (If you keep missing, use your Targeting Computer to spot the exhaust port)

Medal Strategies:

Requirements:

	Gold	Best
Time:	6:05	5:15
Enemies:	90	115
Accuracy:	45%	60%
Friendlys Lost:	0	0
Lives Lost:	1	0
TC Efficiency:	100%	100%

=====
8B. Mission 2 - Ison Corridor Ambush =
=====

Overview: A convoy of transports and the Frigate Redemption are headed towards the new Rebel base on Hoth. It's your mission to protect these convoy craft until they leave the Ison Corridor.

Available Starting Craft:

X-Wing

Craft Succession:

X-Wing -> A-Wing

or

Other Starting Craft

Enemies:

TIE Fighter

TIE Interceptor

Differences from Rogue Leader:

More TIEs

Interceptors in the beginning

Survival Walkthrough:

UPGRADE ALERT! Already? Yep. Just below the Frigate is a clump of debris. If you look closely, you can see a square hole in the debris. Fly inside and you'll find the bonus item for ADVANCED PROTON TORPEDOES.

Okay, you'll very shortly get the call of multiple TIEs inbound. Several Fighters will come in from each of the compass points. Shoot down all of them, using your wingmen if you wish. The idea is to protect all the Transports so they don't all get shot down. You can still finish the mission even if all but three Transports are destroyed, so remember that.

Once the first wave of Fighters are gone, another wave will show up, and you'll be prompted to switch to an A-Wing. Fly beneath the Frigate to do so (near the blue spinning Rebel insignia). Only one player can switch to an A-Wing (and his wingman will do so also). Take out this new wave of TIEs, preferably with the A-Wing flying straight out to meet them while the X-Wing stays behind with the Transports.

Once they're all taken out, your convoy will enter the gas clouds of the nebula. Now, you'll be assaulted by multiple TIE Interceptors. Use your targeting computer to see the enemies as they approach through the foggy clouds. Once all are gone, you'll escape from the nebula with what's left of your convoy.

Now, I'd like to break character for a second and say that there is no way that this convoy could be travelling from Yavin to Hoth. Point one is that the Rebels evacuated Yavin really quickly, and didn't have a lot of time at Hoth before they evacuated that place. Point two is that Hoth takes place three years after Yavin. So, what convoy keeps going for three years? That's what I thought... ^_^

Medal Strategies:

Requirements:

	Gold	Best
Time:	4:30	4:27
Enemies:	60	70
Accuracy:	24%	42%
Friendlyes Lost:	2	1
Lives Lost:	1	0
TC Efficiency:	72%	100%

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8C. Mission 3 - Battle of Hoth =
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Overview: The Rebel's base on Hoth has been discovered by a wayward Probe Droid. The evacuation has begun, but the Imperial Fleet has arrived to stop it. Fortunately, the fleet jumped out of hyperspace rather close, so enough warning was provided for the shield to be raised. The Empire is now attempting a surface attack, and a contingent of Snowspeeders is being sent out to hold them off.

Craft Succession:

Snowspeeder -> X-Wing

Enemies:

Probe Droid
Snowtrooper
Imperial Landing Craft
AT-ST
AT-AT
TIE Fighter

TIE Bomber

Differences from Rogue Leader:

More AT-STs in the first section, some dropped off by Imperial Landing Craft.

AT-ATs in the second section are supported by AT-STs.

There are more Fighters and Bombers when you switch to the X-Wing.

Survival Walkthrough:

You'll start by heading through a thin mountain pass, and you'll encounter some Probe Droids along the way. Blast them if you wish, and you'll enter the main battle area outside Outpost Beta.

Your first task is to take care of the threatening AT-STs in the area. There are actually quite a few in the area, but you only need to take down those that are heading directly for the ion cannon at Outpost Beta. They'll show up yellow on your targeting computer.

Tell your wingmen to form up or go after the AT-STs, and the ground troops to defend. Slow down as you draw level with the AT-STs and pound them with lasers. They take quite a few hits, so don't let up. Once you take out all the essential AT-STs, you'll be told to take down the AT-ATs. After a few seconds, you'll see a famous cutscene, where Luke gets shot down and Wedge ties up an AT-AT to show you how it's done.

Now, you have to take down three specific AT-ATs to move the mission ahead. The rest you can ignore. The three you're after are the ones farthest ahead on the battlefield, near the Shield Generator (again, they'll be yellow on the targeting computer). Fly to the right or to the left of the legs of one, slow down, and fire your Tow Cable (press B), as you pass the walker, as the cable fires behind you. Fly slowly around the walker's legs, not straying too far from the AT-AT, but not getting so close that you'll ram the legs, and you'll drop him after three passes.

Now, there are also several AT-STs in the immediate area. The safest way to do it is for one player to tie up the AT-ATs and the other to get rid of the AT-STs that could very easily shoot him down.

Once you take down all three walkers in the area, there will be a cutscene where General Veers' AT-AT lays the smack down on your Shield Generator. Time to leave.

UPGRADE ALERT: Once you regain control, fly on back to where the Shield Generator used to be and you'll find the coveted ADVANCED LASERS. Sweet stuff.

Head down the thin mountain pass you'll be placed in. You'll pass a few groups of Probe Droids (shoot at your leisure) and you'll enter the transport area. Drop down and grab your X-Wing (at the blue Rebel insignia). There's an X-Wing for each player.

Change craft quick, because you'll have to deal with the arrival of several

TIE Fighters and TIE Bombers from high atmosphere on your left. Your priority is the Bombers, as they can hurt the Transports. Shoot down all the Bombers and you'll complete the evacuation. Luke will head off to Dagobah to pursue his Jedi heritage, and Wedge will move on to bigger and better things with Rogue Squadron.

Medal Strategies:

Requirements:

	Gold	Best
Time:	5:00	4:45
Enemies:	43	47
Accuracy:	30%	34%
Friendlys Lost:	22	18
Lives Lost:	1	0
TC Efficiency:	100%	100%

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8D. Mission 4 - Prisons of the Maw =

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Overview: An Imperial prison facility is rumored to be in the black hole cluster near Kessel known as the Maw. You are to search this area for the prison and do what you can to rescue the prisoners.

Available Starting Craft:

X-Wing and Y-Wing (one person must take each)

Enemies:

TIE Fighter
TIE Interceptor
Imperial Shuttle
Space Mine
Space Weapon Emplacement
AT-PT
Prison Guard Tower

Differences from Rogue Leader

More TIEs and more Space Weapon Emplacements at the opening
More TIEs on the planet

Survival Walkthrough:

You'll enter the asteroid field, and it'll be a little TOO quiet. Proceed ahead, plug some asteroids for fun if you want. Eventually, you'll get a call about some strange activity. Head out the direction your map is pointing. You'll eventually see several small Imperial Freighters, which are

being escorted by a few Imperial Shuttles. The X-Wing should focus on these and the incoming TIE patrols, not to mention the large number of Space Weapon Emplacements on the way

Soon, you'll see two large blue hexagons. This is the shield for the Imperial prison here. You need to disable three Generators of this shield using your Ion Cannons. There are ten Generators, and you can find them at the corners of the hexagons. Use your Targeting Computer if you don't understand what I'm talking about. Stay away from the edge of the shield, as a field of Space Mines are arrayed around the shield. Disable one generator and part of the shield will go down. To disable two others, they need to still have shields flowing out of them. Once three are fizzling and crackling, you'll head to the prison compound.

Once you reach the compound, you'll be told by the "leader" of the prison revolt, Karie Neth, about how she broke out recently and how you'll need to help her free the rest of the prisoners. Follow the radar and you'll be led to the compound. The Y-Wing should bomb the seven Guard Towers in the area using your Proton Bombs (they're the things that shoot at you) to free the prisoners. The X-Wing should draw fire and fend off TIEs.

Next, the prisoners need to get some weapons. Follow the radar (bombing AT-PTs all the way) and get to the armory. Bomb all six Guard Towers in this spot. Once that's done, you'll be told to head to the comms station, so the prison can't call for help from the Imps.

UPGRADE ALERT: On your way to the comms towers, you'll see off to your right a cluster of two structures: a dish, and a dome. Bomb the dome, and you'll find a bonus inside. These are ADVANCED CLUSTER MISSILES.

Once you reach the Comms Station, the Y-Wing should concentrate on the comms dishes while the X-Wing plugs nearby TIEs and Guard Towers. Use your bombs near the red support girders of the dishes to cause maximum damage.

Once the comms station is destroyed (and the prison loses their favorite radio station: KIMP), your prisoner buds will run their little train to the hangar to pick up transport. Fly over there as fast as your sluggish little Y-Wing will carry you, and bomb all six Guard Towers near the hangar. Once they're all scrap, a Landing Craft carrying the prisoners will take off. Shoot down any TIE Interceptors chasing the craft. Soon, the Landing Craft will make it off the planet, and you'll be done this long mission. Phew...

Medal Strategies:

Requirements:

	Gold	Best
Time:	9:20	7:30
Enemies:	63	75
Accuracy:	2%	80%
Friendlyes Lost:	2	1
Lives Lost:	1	0
TC Efficiency:	75%	100%

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8E. Mission 5 - Razor Rendezvous =
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Overview: A Corvette called the Razor is carrying a stolen Imperial computer.

The Frigate Redemption is meeting with the Razor at Kothlis to retrieve the computer. The computer will then be transferred to Bothan techs to decrypt.

Of course, that's when it all goes kablooie. A Star Destroyer is right on top of the Razor as the Redemption and its starfighter escort enter the scene. You'll have your hands full trying to take out the Star Destroyer.

Available Starting Craft:

X-Wing

B-Wing

A-Wing (after completion)

Y-Wing (after completion)

Enemies:

TIE Fighter

TIE Interceptor

Imperial Shuttle

Imperial Star Destroyer

Differences from Rogue Leader:

More TIEs (naturally)

The Star Destroyer turns after you destroy the first set of guns to start firing with the other set.

Survival Walkthrough:

From initial looks, this is one of the toughest missions to survive. The second you hyper in, you'll be in deep doodoo. The Star Destroyer will start hammering the Frigate with two of its turbolasers. These two are your first priority. Zap them with your lasers to bust them up. Note that you're probably dying at this point. The Star Destroyer has quite a few tiny guns that are plastering you with laser fire. Make a run for it and come back around the rear of the ship.

UPGRADE ALERT: Off to the port side of the Star Destroyer (far side from where you start) is an Imperial Shuttle making a break for it. Turn it into scrap and pick up the object it leaves behind to earn ADVANCED PROTON BOMBS. This shuttle doesn't hang around for long, though, so make it one of your early priorities in the mission.

The X-Wing should first focus on taking out the TIEs threatening the Redemption, while the B-Wing goes after the Star Destroyer.

So, to take down this behemoth, you need to destroy four targets. The first two are the spherical shield generators on the very top of the bridge tower (they look like golf balls). Attack from behind to

minimize return fire. Use your torps or your ion cannon if you wish for some extra punch.

Once both generators are taken out, you'll be told to take out the third shield generator on the bottom. Someone at Factor 5 had their tech screwed up. That bulge on the underside of the Star Destroyer is the main reactor. Still, it's a good target to hit once the shields are down. Fly under the ship and pound the reactor until it explodes (it takes plenty of hits).

Your final target is the command deck, but it's quite a small target. Fly to the front of the ship. The command deck is on the bridge tower (below the shield generators). It's a small windowed area in the very center of the front of the bridge tower. Fortunately, it doesn't take all that many hits. Show the captain of this ship a new definition of pain and suffering. It shows up better when you bring up the targeting computer.

Once the command deck explodes, the Star Destroyer will be caught by the gravity well of Kothlis and plummet to the planet's surface.

Medal Strategies:

Requirements:

	Gold	Best
Time:	1:15	0:52
Enemies:	12	20
Accuracy:	25%	50%
Friendlys Lost:	1	0
Lives Lost:	1	0
TC Efficiency:	80%	100%

=====
8F. Mission 6 - Vengeance on Kothlis =
=====

Overview: The Star Destroyer carrying the Razor has crashed on Kothlis. Time to head down there and retrieve the computer. Crix Madine's commandos are on hand to storm the crashed ship.

Available Starting Craft:

X-Wing
A-Wing
Y-Wing (after completion)
B-Wing (after completion)

Craft Succession:

Starting Craft -> Snowspeeder -> Y-Wing

Enemies:

TIE Fighter
TIE Interceptor
Stormtrooper
E-Web Blaster
Imperial Star Destroyer (crashed)
AT-AT
AT-PT

Differences from Rogue Leader:

More TIEs, as always
More E-Webs perched on the beach and Star Destroyer

Survival Walkthrough:

Follow the Transport as it flies along, and fend off all the TIEs that come up on its tail. The Fighters will go for the Transport, but the Interceptors will go for you, so stay sharp.

Keep downing TIEs until the Transport reaches the Star Destroyer. Once it gets there, start picking off the guns on the downed craft, because any guns that you didn't take down while the Star Destroyer was in flight are still active (these are some loyal Imps, eh?). Also, scour the front of the ship, because a bunch of Stormtroopers and E-Webs are set up to receive the commandos. While you wait for the Transport, start pounding those guys before they become an issue. You don't need to clean them out now, but take advantage of this momentary lull in the action. Use the Targeting Computer if you have a tough time seeing the little guns.

UPGRADE ALERT: Get this. The bonus is INSIDE the Star Destroyer. Specifically it's in the bridge tower. Fly slow as you come up on the front of the tower and enter a hole on the left portion. It's inside, but you may die trying to get out. Pick it up to receive HOMING PROTON TORPEDOES.

Once you take down the last of the Fighters dogging the Transport, it'll land, but you'll get an unpleasant surprise. Three AT-ATs have blasted their way out of the wreckage. You need a Speeder to take them out. Head back to the Transport and you'll see Rebel insignias. Fly into them to switch craft. Make sure you both take different insignias so you don't end up with the other's starting craft.

Taking out AT-ATs isn't as easy as on Hoth, since they're partially in the water, but it's a simple matter of staying as close to the water as possible. Tie up all three AT-ATs and the commandos will deploy to hit the Star Destroyer.

Now, one player should immediately fly back to the Transport and fly into the NEW Rebel insignia to switch to a Y-Wing. Both players can take a Y-Wing, but it's probably better for one to take their starting craft back to fend off TIEs and guns. Fly the Y-Wing around and bomb the last of the E-Webs off the front of the Star Destroyer. Also, if you look in the water, you'll notice a TON of AT-PTs marching towards your commandos. The good news is, you can bomb them while they're still in the water, but you can't shoot them with

lasers until they breach the surface (you see why you switched to the Y-Wing?).

Soon, Crix Madine will tell you that you need to bust up the hull of the ship to release the Razor. Drop about ten bombs on the front section of the hull (it's yellow on the Targeting Computer) and you'll open up the hull. You'll know you've bombed it enough when you hear "Hull penetrated!" Remember, bombs regenerate, so don't be afraid to use them, particularly when AT-PTs are still marching out of the water.

Now, you'll know you've taken out all the E-Webs when Madine says "Nice work clearing those defenses," and you'll know there are no more AT-PTs when Madine says "That's the last of them, Rogues!" Once you clear the defenses, some TIE Fighters will show up. You may shoot them down at your leisure. You can even go back to the first Rebel Insignia and grab your original craft.

Sooner or later, as long as they aren't delayed too severely by enemies, the commandos will reach the Razor, find the computer, and this nice long mission will come to a close.

Medal Strategies:

Requirements:

	Gold	Best
Time:	8:25	7:55
Enemies:	135	150
Accuracy:	27%	44%
Friendlys Lost:	2	2
Lives Lost:	1	0
TC Efficiency:	85%	100%

=====
8G. Mission 7 - Imperial Academy Heist =
=====

Overview: The decoded computer tells the Rebels that the Imperials are building a second Death Star over the forest moon of Endor. In order to get a team of Rebels onto the surface of the moon to disable the shield protecting it, an Imperial Shuttle with the proper codes must be stolen from the Imperial Academy on Prefsbelt IV.

This is an interesting mission, requiring something we had yet to see in a Star Wars flight sim up until now: stealth.

Oh, and not to mention that, depending on whether your GCN internal clock is on day or night (6AM and 6PM are the changing points for this), this mission plays out completely differently.

Available Starting Craft:

Y-Wing (daytime)
Snowspeeder (nighttime)

Craft Succession:

Starting Craft -> TIE Fighter (possibly) -> Imperial Shuttle

Enemies:

TIE Fighter

TIE Interceptor

AT-ST

AT-AT

Laser Turret

Differences from Rogue Leader

More TIEs, as usual

Only one player can steal a TIE Fighter

Both players must land and take the Shuttle

Daytime Survival Walkthrough:

You need to disable the sensor stations on the approach to the Academy.

Wedge isn't joking when he says flying low is a good idea. You both need to HUG the ground to avoid being detected and charge up your Ion Cannon.

Now, you don't need to hit each and every station, but there will be a fork in the path later, and, if you haven't disabled all of them, you will only be able to take the right path.

Watch the radar so that you can see all eight. The second sensor is somewhat hidden past a wall, so keep your eyes open. The rest are in plain sight. If you disable all eight stations, you can go one of two ways at the fork in the path.

Right Fork: You'll head into the border compound, where several TIE Fighters are parked on platforms, and there are some AT-STs wandering around. The first big canyon has three platforms, each with eight TIEs, and the second area has two platforms with eight TIEs. You can duel with these guys if you wish, or just skip them and head on to the Academy. They will chase you if they notice you, though.

Left Fork: You can only go this way if you take out all the sensors. You'll pass a small outpost with a parked TIE. After that, you'll pass through some empty canyons, and very shortly, you'll reach the Academy. No resistance. Not bad for just a few disabled sensors, eh?

Alternate Route: If you want to steal a TIE Fighter instead of using the sluggish Y-Wing, that option is open to one of the players, but it's not required. It doesn't require all sensors disabled, either, but you'll probably need to hit the last one. Anyway, take the right path once you pass the last sensor, but, instead of heading towards the platforms, fly up and over the mountains to your right. Use the mountains as cover from the platforms so you don't get spotted by any Imperials. You'll eventually see a large canyon that's mostly empty except for a comms tower. Disable it if you wish. Parked next to the tower is a TIE Fighter. You

need to hit it with your Ion Cannon at least once, either while it's on the ground, or a minute or so later once it's in flight. If you hit it with the ion cannon, it'll eventually settle down nearby and the Rebel Insignia will appear above it so you can swipe it. If you don't, it'll fly towards the academy you'll miss your chance.

NOTE: This TIE is NOT the same as the nighttime one (most people find that one first). I don't know what part of "take the right path and fly over the mountains to your right" people don't understand, but the two TIEs are in a totally different location...

NOTE 2: The TIE takes a LONG time to take off, so be sure to wait around for it. This goes without saying, but don't try this if you're going for medals...

Alternate Route Continued: Now, you'll soon hear over your new radio about the fact that a Rebel spy stole a TIE Fighter. Hey, what a coinci... oh wait, it's you. Yeah, so, if you fly towards the Academy, you'll be challenged to identify yourself, and you'll eventually be found out. You can go ahead and grab the Shuttle anyway, but you'll be fired upon in your wimpy little TIE Fighter. There is hope, though. You'll notice a group of TIE Fighters flying in. They're cadets on maneuvers. The commander wants a nice tight formation. You might as well oblige him. Fly in behind the last TIE Fighter (switch to cockpit view so you can gauge your distance between you and the last TIE Fighter so you don't crash into him). You'll fly all the way to the Academy. You can break formation any time you like to try to steal the Shuttle, but it's best to do so once the formation is close to it.

While one player is doing this, the Y-Wing should stay low and out of the way to keep from blowing the TIE's cover, at least until he reaches the Academy.

Now, the Academy is set up like a compass, with hangars extending in the four main directions. The Tyderium is parked on the north platform. There are guns in the central complex, and at the end of each of the "spokes" of the base.

UPGRADE ALERT: There is a bonus here at the Academy (there's a different one at night). Fly into the east hangar (remember that the Shuttle's in the north area) to collect ADVANCED CONCUSSION MISSILES.

Once at the Academy, you can cause havoc if you wish, or just head to the far platform where the Shuttle Tyderium is parked. You have a few minutes after you're noticed to steal the Shuttle. Shoot up the four Laser Turrets surrounding the platform and grab the Shuttle. BOTH players must dock with the Shuttle to steal it. The first player to grab it will be the pilot, while the second will man the guns in the rear. Follow your map back towards the rendezvous point, discouraging pursuers with the rear gun. Once you reach the point, you'll receive some help and you'll take off to deliver the Tyderium to Crix Madine.

Nighttime Survival Walkthrough:

The Speeder's repulsors make it actually quite good at hugging the ground. Be sure to stay under cover of the low fog throughout the entire approach, because you can't get close to the sensor stations at all. Travel along the canyon floor and avoid the sensors.

Once you reach a fork in the canyon, you have the choice of paths to take.

Right Fork: You'll head into the border compound, where several TIE Fighters are parked on platforms, and there are some AT-ATs wandering around. The first big canyon has three platforms, each with eight TIEs, and the second area has two platforms with eight TIEs. You can duel with these guys if you wish, or just skip them and head on to the Academy. They will chase you if they notice you, though. Don't bother tying up the AT-ATs. It just wastes time.

Left Fork: Skim along the floor and you'll reach an outpost. Your gunner will point out a TIE Fighter parked nearby. Fly towards the outpost and the Rebel insignia will appear above the TIE Fighter. Only one player can take it. Fly over and pick up the eyeball. Now, no one will bother that player until he opens fire on Imperial targets. He can fly in the direction of the radar and you'll eventually reach the academy with no resistance. The other player can go ahead and attack the Academy.

NOTE: If you take the left fork, one of you MUST take the TIE Fighter. If you destroy it or miss your chance, you'll have to fly around back and take the right fork.

Now, the Academy is set up like a compass, with hangars extending in the four main directions. The Tyderium is parked on the north platform. There are guns in the central complex, and at the end of each of the "spokes" of the base.

UPGRADE ALERT: The SPREAD PROTON BOMBS are hidden at the academy. There are large hangars around the academy. The hangar west of the shuttle platform (if the platform is at the "north" end) is the one you want to fly through. It has the powerup. There's a different bonus at daytime.

Once at the Academy, you can cause havoc if you wish, or just head to the far platform where the Shuttle Tyderium is parked. You have a few minutes after you're noticed to steal the Shuttle. Shoot up the four Laser Turrets surrounding the platform and grab the Shuttle. BOTH players must dock with the Shuttle to steal it. The first player to grab it will be the pilot, while the second will man the guns in the rear. Follow your map back towards the rendezvous point, discouraging pursuers with the rear gun. Once you reach the point, you'll receive some help and you'll take off to deliver the Tyderium to Crix Madine.

Medal Strategies:

Requirements:

	Gold	Best
Time:	4:30	3:50
Enemies:	50	68
Accuracy:	49%	75%
Friendlys Lost:	0	0
Lives Lost:	1	0
TC Efficiency:	100%	100%

=====
8H. Mission 8 - Raid on Bespin =
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Overview: The Rebel Fleet is preparing to attack the second Death Star. They'll need Tibanna Gas from Bespin to power their weapons. Now that the city is under Imperial control, Lando Calrissian has little qualms about authorizing an raid on the city.

Available Starting Craft:

A-Wing
X-Wing (after completion)
Y-Wing (after completion)
B-Wing (after completion)

Craft Succession:

Starting Craft -> Cloud Car (possibly)

Enemies:

TIE Fighter
TIE Interceptor
TIE Bomber
Laser Turret
Balloon Turret

Differences from Rogue Leader:

More TIEs
TIEs will now attack the Transports and more actively fire on the gas containers.
All TIEs and Balloons have to be neutralized to move on.
The city's Laser Turrets are a lot better.

Survival Walkthrough:

As you enter the mission, you'll notice a platform ahead of you. There's also a balloon to its left. This balloon has a few Laser Turrets inside it. There's a super secret way to bust up balloons. Fly below them and pitch up, and you'll notice tanks supplying hot air to keep them afloat. Blast the tanks and you'll take out the entire balloon and all the guns inside. Deal with the Interceptors dogging you, too, because they'll cause you some nasty damage (they're getting better, have you noticed?). Once all TIEs and Turrets are down, the platform will be secure.

UPGRADE ALERT: After the first platform is secure, you may notice an Imperial Gas Freighter above the next set of platforms. Shoot it down and the bonus will appear. The problem is that it's on the nearby platform, and surrounded by gas tanks. Solution? Blow them up! Yes, it increases your Friendlies Lost, but who cares... Snag the powerup and you'll have HOMING CONCUSSION MISSILES.

Once the first platform is secure, head to the next. Try to fly below the cloud, since it seriously obscures your vision, and you can get a good shot at the two balloons in this area. Blow both of them up and take out the squints until you are told to move to the last platform. Blow up the four balloons here, dogfight, and you'll be able to head to Cloud City itself.

Once in fabulous and glamorous Cloud City, you'll have to take out three power generators in the low canals that power the lasers on the city.

If you're hurting at this point, hunt around the city and you'll eventually find a blue "ship-changing" insignia, and you can snag the famous Bespin Twin Pod Cloud Car. I think the Cloud Car's okay, because it can brake better than the A-Wing, and it's quite small. Anyway, do what you want as far as ships go. There are four of these platforms around the city, so if one Cloud Car gets dinged up, just grab another.

Use the radar to find out where to fly down in the canals to find the generators. Move slowly, so as not to hit the sides. Blast each of the generators and you can move out of the city and towards the platforms as indicated by your map. Take out the four balloons near the platforms and the TIE Bombers that are trying to bomb them up and you'll be all set.

Medal Strategies:

Requirements:

	Gold	Best
Time:	6:40	5:10
Enemies:	110	150
Accuracy:	40%	70%
Friendlies Lost:	29	16
Lives Lost:	1	0
TC Efficiency:	72%	100%

===== 8I. Mission 9 - Battle of Endor = =====

Overview: The amassed Rebel Fleet will be attacking the Death Star II in a desperate attempt to destroy it while still in construction.

Unfortunately, three problems arose in this attack. The first is that upon the fleet's arrival, the shield is still up, the strike team being severely delayed. The second problem is that the Death Star is fully operational, posing a severe threat to the cruisers, and the third is that the Imperial Fleet has jumped in opposite the Rebel Fleet to cut off their escape.

Available Starting Craft:

X-Wing

A-Wing

Y-Wing (after completion)

B-Wing (after completion)

Enemies:

TIE Fighter
TIE Interceptor
TIE Bomber
Imperial Star Destroyer

Differences from Rogue Leader:

You guessed it: More TIEs

Survival Walkthrough:

If you know the movies, you know this is a trap. You can go with the movies and pull up with the other guys, or not. Either way, you'll end up flying towards the Imperial Fleet (Yes, that's the Executor back there. No, you can't destroy it).

Once you close in, the opposition will show up, in the form of ten tons of TIE Fighters and Interceptors. Fight off those that go towards your ships, and also try a cool tactic of tailing your fellow player. Multiple TIEs will line up behind your buddy, and you'll be able to pick them off with little trouble. After a few minutes of all this, you'll get the call about an incoming flight of TIE Bombers, and they'll start firing missiles at the Frigate Redemption. You need to destroy all of these Bombers to continue on, so do so, avoiding as much return fire from the rest of the TIEs as possible. The Bombers will show up yellow on your targeting computer.

After you finish the opening part of the battle, the Death Star will fire, destroying the Cruiser Liberty. You'll now have to defend the Home One against the two, that's right, TWO Star Destroyers off in the distance. You know how to take them out, (two shield generators on top, reactor on the bottom, command deck in the middle of the bridge) so do your best, and work as quickly as possible. The good news is not all the guns will target you all the time, so you have that going for you. One time all the guns WILL target you is when you're going after the command deck, so you might want to use torps for that.

This isn't recommended, but if you don't mind losing a life, you can just crash into the command deck and you don't even need to take out the shield generators on the Star Destroyer.

Oh, and you've got another load of Interceptors flying around as well. Most of the time, they'll ignore you, but some of them will go after you once they realize you're taking out their command ships.

So, as a team, you can do this part in one of many ways. You can both concentrate on a Star Destroyer each, or you can both focus on one at a time, or one player can go after the cruisers while the other watches his back for fighters. Experiment to see what works best for you.

UPGRADE ALERT: You can actually pick this up at any time during this second phase of the battle, but it's easier to find after you destroy

the Star Destroyer on the left. Once you bust it open, it'll sink down towards the planet and hang really low in an odd angle. Wait until it stops falling, then fly near the Star Destroyer's hangar (it's a large square hole in the Star Destroyer on the bottom face), or around the area, and you'll find the HOMING CLUSTER MISSILES upgrade. The bonus is actually in that arbitrary point in space from the moment you enter the second phase, but it's far easier to pick it up when you have the crumbling Star Destroyer as a reference point.

About thirty seconds after you take out the second Star Destroyer, you'll be told that the shield has dropped and to commence attack on the reactor. You and the Millennium Falcon will head for the Death Star.

Medal Strategies:

Requirements:

	Gold	Best
Time:	10:00	7:30
Enemies:	60	80
Accuracy:	31%	50%
Friendlys Lost:	6	3
Lives Lost:	1	1
TC Efficiency:	80%	100%

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8J. Mission 10 - Strike at the Core =
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Overview: The shield is down! Commence attack on the Death Star's main reactor!

Available Starting Craft:

X-Wing and Millenium Falcon (each player must be one)

Enemies:

TIE Fighter
TIE Interceptor
Death Star II (Laser Turrets)

Differences from Rogue Leader:

More TIEs and Turrets on the surface
TIEs won't chase as actively in the tunnels as they used to
The fire moves a bit faster

Survival Walkthrough:

No longer do you have to worry about protecting the other craft, because you can now both watch out for each other, or just ignore the TIEs and rocket towards the main shaft. It's worth your while to take out the Turrets on the surface, though, because they're all targeting you.

In the entry shaft, the player in back (the X-Wing) will have the privilege of fending off any TIEs that get close at the beginning. The Falcon will be in front. If either player loses a life during this, you'll both go back to the beginning. The Falcon, naturally, has the tougher time through this, but has the benefit of not having to worry about the TIEs. If the two of you don't move too slowly, you should be able to stay ahead of most of the TIEs, and that won't be an issue at the end of it.

Robert Shoults suggests letting the Falcon stay in the back and fire its guns behind it. In this way, you can pick off TIEs as they come up without too much effort.

So, you'll progress through the tunnels with several left and right turns. Just before the last tunnel, you may be a bit surprised by a serious drop. Take it slow down there. Once you level out, you'll see the reactor swirling blue in the distance.

UPGRADE ALERT: On the last tunnel before the main reactor (you'll know it because you'll see blue shimmering at the end), there will be a series of pipes bracketing the lower right corner of the tunnel. Fly under these pipes and under the last one, you'll find the TARGETING COMPUTER UPGRADE.

Once you reach the reactor, take out the power regulator on the north tower, and the main reactor, just like in the movie (use the Targeting Computer if you need help finding them). They won't blow up, but just keep shooting them and they'll go boom.

Now, you both have to leave. The Falcon starts in the lead, and probably should stay in the lead, because passing each other can easily result in a collision. If you keep a good pace, you should stay ahead of the fire, and make it out to find the Empire in a shambles. Yeeha.

Medal Strategies:

Requirements:

	Gold	Best
Time:	5:05	4:10
Enemies:	41	50
Accuracy:	32%	40%
Friendlys Lost:	0	0
Lives Lost:	1	0
TC Efficiency:	95%	100%

=====
8K. Secret Mission 1 - Death Star Escape =
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Unlock this mission with 15 points. It appears above the Death Star Attack mission on the select screen.

Overview:

Luke Skywalker, Han Solo, and Princess Leia have successfully made it out of the Death Star, but the Millennium Falcon is coming up on the station's sentry forces. You'll have to take control of the gun turrets and fight them off.

To fire the gun turrets, use the L, R, or A buttons. Use the Control Stick and C-Stick to move your view around.

Available Starting Craft:

Millenium Falcon

Enemies:

TIE Fighter

Survival Walkthrough and Medal Strategies:

Requirements:

	Gold	Best
Time:	2:35	2:25
Enemies:	72	73
Accuracy:	3%	4%
Friendlyes Lost:	0	0
Lives Lost:	0	0
TC Efficiency:	100%	100%

There's no point in separating these sections, because the mission is just too simple. The TIEs are no easier to hit than they used to be in Rogue Leader, but the swooping patterns remain the same every time you play the mission. This will probably take several tries. Since all the TIEs have to be destroyed anyway, and Accuracy requirements are staggeringly low, your only problem is time.

=====
8L. Secret Mission 2 - The Asteroid Field =
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Unlock this mission with 35 points. It appears above the Prisons of the Maw mission on the select screen.

Overview:

The Millennium Falcon's hyperdrive is damaged (again...). You need to lose the pursuing TIE Fighters into an asteroid field. After you shake the TIE Fighters, park yourself on the Star Destroyer Avenger so that the Imperials lose you from their sensors, then float away with the rest of the garbage.

Available Starting Craft:

Millenium Falcon

Enemies:

TIE Fighter
Imperial Star Destroyer

Survival Walkthrough:

One person controls the Falcon in the pilot's seat while the other mans one of the turrets to fend off pursuit. Fly in the direction of your objective and fire away at the TIEs behind you. Player One may use the C-Stick to fire the turrets, too. Dodge the asteroids, naturally, and keep following your objective. You'll perform the classic "hide in the asteroid that's really a space slug" bit, then head back out of the field, in the direction of the Star Destroyer, Avenger. On the back of its bridge tower is a Rebel insignia. Fly into that and you'll complete the mission.

Medal Strategies:

Requirements:

	Gold	Best
Time:	4:50	4:30
Enemies:	45	50
Accuracy:	10%	50%
Friendlys Lost:	0	0
Lives Lost:	1	0
TC Efficiency:	75%	100%

GameFAQs user "littleman1314" has come up with this incredible tip to (relatively) easily get the Best Medal. Player Two does nothing. Player One constantly fires behind him as he flies through the mission. He'll get most of the bad guys, but a really low Accuracy. Good news is that Player Two has 100% Accuracy from not shooting, and since the two average together, you'll be over 50% without sweat.

=====
8M. Secret Mission 3 - Endurance =
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Unlock this mission with 50 points. It appears above Strike at the Core on the mission select screen.

Overview:

You are two X-Wings above the second Death Star. Destroy wave after life-sucking wave of TIEs as they come after you.

No story. No introduction. No mission critical craft. No wingmen. No superlaser. No Rebel Alliance fleet about to be destroyed. No Millennium Falcon. No Obi-Wan telling you to use the Force. NO MERCY!

Available Starting Craft:

Craft Succession:

Enemies:

Survival Walkthrough:

Medal Strategies:

Requirements:

	Gold	Best
Time:	6:00:00	240:00
Enemies:	3300	3400
Accuracy:	8%	6%
Waves Completed:	99	100
Lives Lost:	12	12
TC Efficiency:	0%	0%

9. VERSUS

Yeah, you know what it's about. You and your buddy in a good ol' fashioned throw-down.

On the Versus Menu, you can select any of the game types, or Change Pilots, so you can keep track of your victories and defeats.

Once you select your game, you'll have the option of setting the game's parameters:

Time Limit: Anywhere from 1 to 20 minutes

Target Score: If on Dogfight, this is between 1 to 20, with increments of five up to 100. If on a Rampage or Tag and Defend, this is increments of 1000 up to 20000.

Number of Lives: Anywhere from 1 to 20, and in increments of five up to 95, or you can choose to have infinite lives.

Wingmen: Set to On to have a wingman that will follow your orders. Your orders can be to form up, attack your current target, attack the opposing player, or to drop their secondary weapon. Most craft have a wingman that's in the same craft that they are. The only times they get a different craft is in the case of the Falcon, which gets an X-Wing, and the Slave I or TIE Advanced, which get a TIE Interceptor wingman.

Powerups: Set to On to have pickups in the area that can replenish your weapons, replenish your shields, or give you a free wingmate.

Additional AI Attackers: Set to On to have other enemies in the area that will harrass the both of you. These are usually just TIE Fighters or TIE Interceptors.

After you select the parameters, you select your ship and its specs:

Ship Selection: If in space, you'll only be able to select craft that can

fly in outer space. This basically means everything but the T-16 Skyhopper and the Cloud Car. On a planet, you can select those two as well as all the other spacecraft.

Primary Wpns: Usually lasers, which can be either normal or advanced. If a TIE Bomber, you have your choice of your primary warhead, which is just like a secondary (explained below).

R2 Unit Available: If your craft can support an R2 unit, you can choose to have it on or off.

Secondaries: If your craft can support secondaries, you can pick none, missiles, proton torps, cluster missiles, proton bombs (if the craft is a Y-Wing), or sonic mines (if your craft is the Slave I or the Jedi Starfighter). If a TIE Bomber, you have no choice but bombs here.

Secondaries Type: If you have missiles, clusters, or torps, you can choose for them to be standard, homing, advanced, or advanced homing. If proton bombs, you can choose standard, spread, advanced, or spread advanced.

Shields: You can give yourself a shield handicap by setting it to 25, 50, 75, or 100 (normal). Setting to 100 gives you the standard shields for the ship, which are different depending on ship.

Targeting Comptr: Choose the normal or advanced targeting computer.

Once that's all set up, it's time to go go go!

=====
9A. Dogfight =
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This is flat out player one versus player two, to see who can down the other guy the most. Each kill of the other player will score you a point, and each time you get killed by something other than the other player (walls, guns, TIEs), you lose a point, but can't go below zero. It can take place in one of several arenas.

Death Star Dogfight

Taking place over the first Death Star, this area is wide open, but not without dangers. There are deflection towers to get in your way, and the guns are merrily firing away at you.

Ships Available: Spacecraft

Powerups: One in each of the clusters of red girders, and one in the trench below.

Geonosis Dogfight

You'll fight in orbit over Geonosis, right in the planet's asteroid belt. Watch out, because some asteroids you can't destroy.

Ships Available: Spacecraft

Powerups: Four at the corners of the arena.

Bespin Dogfight

The battle takes place over Cloud City. There are plenty of towers and

buildings to run around and hide behind, not to mention the trenches in the lower part of the city.

Ships Available: Aircraft

Powerups: When I find them, I'll let you know. They're probably in the trenches somewhere...

Dogfight Over Hoth

This fight occurs in the skies above Hoth. There's very little cover here, unless you consider some low mountains and a solitary ion cannon cover.

Ships Available: Aircraft

Powerups: Next to the ion cannon, and in two other spots in the hills

Ison Corridor Dogfight

You'll fight in the Ison Corridor nebula, which is dotted with space junk that can be used for impromptu cover.

Ships Available: Spacecraft

Powerups: One in the center of the area

Dogfight Over Endor

The battle takes place during the Battle of Endor. You're right in the thick of it, with two Star Destroyers close by pumping lasers out at you.

Ships Available: Spacecraft

Powerups: One on top of the command tower of each Star Destroyer

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9B. Rampage =

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These novel games task you to make as much destruction as possible in the given time, or until you hit the target score. Additional AI Attackers are not available for these games.

Gas Platform Rampage

Take to a station of gas platforms and destroy as much as possible:

Gas Canister:	5 Points
Turret Gun in a Balloon:	25 Points
TIE Fighter:	25 Points
The Other Player:	100 Points
Imperial Tanker:	100 Points
Balloon (shoot its tanks):	500 Points

Ships Available: Aircraft

Powerups: On the tips of several platforms, as well as in the air.

Death Star Rampage

Cause mayhem on the surface of the Death Star. Look sharp for Shuttles and Darth Vader:

TIE Fighter: 25 Points
Laser Turret: 25 Points
The Other Player: 100 Points
Deflection Tower: 100 Points
Imperial Shuttle: 200 Points
TIE Advanced: 400 Points

Ships Available: Spacecraft
Powerups: Hidden in between deflection towers

Geonosis Asteroid Rampage

Go on a rock hunt in orbit over Geonosis:

Asteroid (any size): 25 Points
TIE Fighter: 100 Points
The Other Player: 100 Points
Escort Carrier: 500 Points

Ships Available: Spacecraft
Powerups: In four locations around the arena

Rampage Over Hoth

Repel a REALLY overwhelming Imperial force:

TIE Fighter: 25 Points
TIE Interceptor: 25 Points
The Other Player: 100 Points
Imperial Landing Craft: 200 Points
Imperial Transport: 500 Points

Ships Available: Aircraft
Powerups: In divots on the ground and in the cloud layer

Kothlis Rampage

Head down to the beautiful beaches of Kothlis for some good old-fashioned carnage. This is a great mission for bombing:

TIE Fighter: 25 Points
TIE Interceptor: 25 Points
Laser Turret: 25 Points
Grounded Lambda Shuttle: 25 Points
Sensor Array: 25 Points
The Other Player: 100 Points

Dome: 100 Points
Radar Dish: 100 Points
Factory: 100 Points
Block Structure: 100 Points
Imperial Landing Craft: 100 Points

Ships Available: Aircraft
Powerups: Strewn about the hills on the islands

Hoth Speeder Rampage

The Imperials are marching towards Echo Base. Teach them a new definition of pain and suffering:

Snowtrooper: 0 Points
AT-ST: 100 Points
The Other Player: 200 Points
Imperial Landing Craft: 200 Points
Imperial Transport: 300 Points
AT-AT: 500 Points

Ships Available: Snowspeeder
Powerups: At the perimeter of the snow field

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9C. Tag and Defend =

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The basis behind Tag & Defend is that there are several outposts situated around the battlefield. Destroy an outpost and a marker will appear. Fly through that marker and you'll capture the outpost. For every second the outpost is held, you'll score five points. Holding more outposts will give you that many times five points for each second. The player with the most points at the end of the time limit, or whoever reaches the target score, wins.

Every time you destroy an outpost, all turrets guarding it are destroyed. When you capture it, turrets are gradually rebuilt to help defend.

Prefsbelt IV Tag and Defend

The battle takes place at the Imperial Academy on Prefsbelt IV. The outposts are at the four points of the area.

Ships Available: Aircraft
Powerups: In hangars near the outposts

Asteroid Tag and Defend

In the asteroid ring above Geonosis, you'll fight to control the four outposts. They're placed an equal distance from each other.

Ships Available: Spacecraft
Powerups: Near each of the outposts, as well as above and below the center of

the field.

Kothlis Tag and Defend

Near the islands of Kothlis are six spaced-out outposts. Also, like the mission profile says, some islands have missile launchers.

Ships Available: Aircraft

Powerups: At the tips of several of the islands

Maw Tag and Defend

On a moon near the Maw Cluster, you'll fight for control of four outposts amid the seriously rocky landscape.

Ships Available: Spacecraft

Powerups: Hidden among the valleys in the rocks

Tatooine Tag and Defend

On the desert sands of Tatooine, you'll find outposts near Mos Eisley, Tosche Station, the canyon, and Jabba's Palace.

Ships Available: Aircraft

Powerups: Near each of the outposts, as well as one other in the canyon.

Hoth Tag and Defend

On the snowy plains of Hoth, you'll fight for control of three outposts. Note the bombs in the center of the arena, which can be used to take out bases quickly when you use your tow cable on them.

Ships Available: Snowspeeder

Powerups: Perched on platforms around the area.

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9D. Special =

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These are unique-type missions: two special Rampages, and two Races. As before, the Rampages cannot have AI Attackers, and the Races don't allow any parameters besides Lives.

Endor Walker Rampage

Commandeer a walker as you lay waste to Imperial forces running around:

Stormtrooper: 25 Points

Scout Trooper: 25 Points

The Other Player: 200 Points

AT-ST: 200 Points
Biker Scout: 300 Points

Ships Available: AT-ST and AT-PT

Tatooine Walker Rampage

Head to the AT-ST Training Ground on Tatooine and take over.

Stormtrooper: 25 Points
Probe Droid: 50 Points
The Other Player: 200 Points
AT-PT: 200 Points
AT-ST: 200 Points

Ships Available: AT-ST and AT-PT

Death Star Trench Race

The object of this race is to be the first to get to the exhaust port. You'll rocket down the Death Star trench, which is a little more complicated than you might remember. Watch for tight squeezes as well as Laser Turrets.

Ships Available: Spacecraft

Endor Speeder Bike Race

This race puts you in the forest moon of Endor, racing to the other end of the course. You may shoot your opponent down, as well as attempting to ram him.

Ships Available: Speeder Bike

Beggar's Canyon Race (only available through passcode)

This race has you speeding through Beggar's Canyon on a swoop, seeing who will reach the other end. This is nearly the exact same course as in Tatooine Training. There are few obstacles, but several paths to get to your goal.

Ships Available: Swoop Bike

10. SECRETS

Plenty of hidden and unlockable stuff in this game. Let's enjoy.

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10A. Special Features =
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Documentary: Complete the last mission: Triumph of the Rebellion, to unlock the documetary.

Credits: Complete the last mission: Triumph of the Rebellion, to be able to view the credits at any time.

Arcade - Star Wars: To unlock the Atari Star Wars arcade game, complete the first bonus mission: Death Star Rescue.

Arcade - The Empire Strikes Back: To unlock the Atari Empire game, complete all the standard missions.

Audio Commentary: Earn a Bronze Medal on all the standard missions. You can now hear commentary from the game developers when you access most missions.

Ace Mode: Earn all Golds in the single-player game and complete Tatooine Training, and you can turn on Ace Mode, which ups the AI and destructive power of enemy ships, but doesn't give you any rewards for using it.

Art Gallery: Only available through the passcode. Allows you to view concept art from the game.

Music Hall: Only available through the passcode. Allosw you to hear the game's musical tracks.

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10B. Bonus Tech Upgrades =
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These are the tech upgrades found in the game. There are separate sets of upgrades for both Single Player and Cooperative, and finding upgrades will only affect that game mode (Versus mode has all upgrades available from the beginning).

Advanced Shields: Your shields start blue instead of green. An absolute necessity.

Single: Revenge of the Empire - At the beginning, start blasting apart Transports. Fly straight and take out the nearest four (including the one further up that explodes real easy). Don't take out the fifth one, but fly either directly in front or behind it, and through it from one of its openings. The upgrade is inside.

Co-Op: Death Star Attack - As soon as you enter the second area (where you go up against TIE Fighters), Player One should drop to the surface and fly straight ahead. A short distance away is the powerup.

Advanced Lasers: Your lasers hit harder. Quite essential.

Single: Defiance on Dantooine - As you and Tycho make your escape, you'll see the path branch every so often. The second time this happens, take the left path. The bonus is in front of you.

Co-Op: Battle of Hoth - Following the destruction of the Shield Generator, fly to the point where it used to be.

Advanced Proton Torpedoes: Your torps hit with more power.

Single: Relics of Geonosis - Once on the surface, you'll come upon an area with Battle Droids and stormies exchanging fire. The stormies will be holed up near an escape pod. Inside that pod is the upgrade.

Co-Op: Ison Corridor Ambush - From the beginning of the mission, dip straight down to find a large chunk of rubble in front of you. There's a hole you can fly through to find the upgrade.

Homing Proton Torpedoes: Hit B to bring up the homing reticle. Pass over a target, then press B to have the target seek.

Single: Extraction from Ralltiir - Just as you make your first right turn, you'll see a small alcove. The powerup's in plain sight there. It's actually quite possible just to stumble over it.

Co-Op: Vengeance on Kothlis - There's a hole in the left side of the Star Destroyer's command tower (your left as you fly towards it from the front). Fly through that hole to find the upgrade.

Advanced Concussion Missiles: Craft with missiles will hit harder.

Single: Guns of Dubrillion - Just after cresting the ramp, you should see a path off to your left that goes nowhere. The powerup is there.

Co-Op: Imperial Academy Heist - Fly the mission during daytime. Once you reach the Academy, fly through the east hangar, keeping in mind that the north platform has the Shuttle.

Homing Concussion Missiles: Craft that didn't already have homing missiles now have them.

Single: Speeder Bike Pursuit - This is tough. After the third Biker Scout that tries to ram you (he says "Stop, you Rebel scum!", you'll come upon a series of mid-size trees right down the middle of the path. Soon afterwards, you'll see a tiny path that curves off to the left behind some large trees. These are all landmarks to point out the major path split coming up very soon. Take the left path, and keep to the left part of the tree corridor. You should see the upgrade coming up. Get close and you'll snag it.

Co-Op: Raid on Bespin - After securing the first platform, hurry to the second set of platforms. Destroy the nearby Imperial Gas Freighters and the bonus will appear on one of the gas platforms. You'll probably have to blow up some tanks to get to the bonus.

Advanced Proton Bombs: Your bombs will do more damage.

Single: Raid at Bakura - You must reach Silver Medal requirements by destroying enough TIEs and guns on the station. Once you control the TIE Bomber, fly

until the end of the canyon. The last incomplete dome will have the bonus inside. Bomb it open.

Co-Op: Razor Rendezvous - From the start, fly to the far side of the Star Destroyer. Look around for an Imperial Shuttle fleeing the scene. Gun it down to reveal the powerup.

Spread Proton Bombs: Your bombs will have an extra explosion after the initial, which does light damage.

Single: Deception at Destrillion - When you reach the planet Dubrillion with its superlaser, enter the main spherical structure of the superlaser from the top. The upgrade is down at the bottom of the dish.

Co-Op: Imperial Academy Heist - Fly the mission at nighttime. Once you reach the academy, fly through the west hangar, keeping in mind that the shuttle is on the north platform.

Advanced Cluster Missiles: A craft that has clusters will hit harder with them.

Single: Battlefield Hoth - As you man the E-Web to take out advancing soldiers and AT-STs, destroy the container furthest to your right before taking out the last walker (preferably the furthest one). Run over to where the container was to find the powerup.

Co-Op: Prisons of the Maw - Once you arm the prisoners (the second set of "destroy the guns"), you'll fly towards the comms area. Veer a little to the right to find a dome structure. Bomb open that structure to find the upgrade.

Homing Cluster Missiles: As soon as you loose a volley of missiles, they immediately seek out targets.

Single: Triumph of the Rebellion - My sincere thanks to TurnDragoZeroV2G for giving me an easy way to find this upgrade. Make it to the first group of Ewok catapults. After dealing with the AT-STs in the area, walk right up to the catapult on the right. Now, turn around and scan the forest behind you (in the large bowl-shaped area as seen on the map). Look carefully, and you should be able to see a clear path straight to the upgrade.

Co-Op: Battle of Endor - Once you destroy the Star Destroyer on your left, it will dip down and hang at an odd angle. Once it stops falling, fly around its main hangar (on the bottom of the ship) and you'll grab the upgrade. The powerup is actually in the arbitrary point in space from the moment you start that area, but it's much easier to find it using the Star Destroyer as a reference point.

Targeting Computer Upgrade: Merely pressing Y will hold the Targeting Computer up. Use the Command Cross to assign specific targets to your wingmen.

Single: Defenders of Ralltiir - From the start, go off to your left to see

another suspension bridge. On the opposite side is a Transport. Bust it open.

Co-Op: Strike at the Core - In the final passage to the core (just after you make the drop, then level out), there will be several pipes bracketting the lower-right corner of the tunnel. Fly under those pipes. The powerup is right under the last pipe.

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10C. Secret Ships =
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These ships aren't normally available in missions. You may be able to pilot them in special missions, or by stealing them during the course of other missions. For many of these, I have the major info regarding their usefulness in the standard Ships section. When you unlock the ships, they will be available for use in the missions you unlocked them in (single-player or cooperative) as well as in the Versus mode (when the atmospheric conditions allow). Cooperative has its own secret ships, which are unlocked in a different manner (which I'll get to later on).

TIE Bomber

Yes, you get to use this in Raid at Bakura, but you can also unlock it for use in the same mission. Doing it isn't super-easy, but it can be accomplished with a few tries. First, you have to accomplish the Silver Medal requirements for the mission (important points are 45 kills and no friendlies lost). When that's accomplished, you'll grab a TIE Bomber to go rescue Hobbie.

Once in the canyon, you have to use your lock-on missiles to destroy all the small laser towers on the floor of the canyon (not bothering with those on the walls). However, you have to destroy them in the proper manner. You must destroy each cluster of towers at once with one volley of missiles. Furthermore, they have to be roughly destroyed all at once. The best way to do this is to lock-on to the furthest turret first, then so on up, then let your volley fly. If you do it properly, you should get some kind of verbal confirmation from Crix Madine or Wedge. If you get ALL the clusters, the announcer will say "May the Force be with you!" and the Bomber is unlocked. It will be placed in the back right of the hangar.

Naboo Royal N-1 Starfighter

"Naboo Starfighter"

This sleek and old ship is a prime example of the Naboo's artistic flair in most everything they build. The gentle curves and chrome finish of this starfighter are trademarks of Naboo design. Never intended as a serious weapon of war, the peaceful Naboo used this fighter mostly for patrol, escort, and recon missions. However, this doesn't make it any less deadly in the right hands.

The craft is faster than the X-Wing, and more manueverable, but not as durable. Whereas in Rogue Leader, it had normal proton torps, in this game it's been decked out with clusters.

Primary Weapon: Dual Lasers

Secondary Weapon: 6 Cluster Missiles

To unlock this ship, fully complete Tatooine Training at the four different time frames that show a different time of day when you play: sunrise, daytime, sunset, and nighttime. Once all four of those are complete, you'll earn your N-1. It will replace one of the two X-Wings in the hangar.

TIE Advanced

To unlock Vader's TIE in Cooperative Mode, earn all Bronze Medals in the ten main missions. It's not available in Single Player.

Modified Kuat Systems Engineering "Firespray"-Class Patrol and Attack Ship

"Slave I"

This is a very old, but still very deadly ship. It's the only remaining ship of a series of prototypes stationed on Oovo IV. Jango Fett stole it on a mission there and turned it into his personal bounty hunting ship. Boba Fett inherited his father's ship following Jango's death. To say the least, both Jango and Boba seriously tricked the ship out.

Thank Yun-Yuuzhan, this ship is FINALLY decent. The speed, armor, and maneuverability of this ship have all been improved to "good" levels. The lasers are still very tough to target with, but it's got a new secondary weapon: Seismic Charges. You'll enjoy this ship a lot more now.

Primary Weapon: Dual Lasers

Secondary Weapon: 20 Seismic Charges

To unlock this ship in Single Player, earn at least Bronze Medals on all the basic missions (that don't require points to unlock). The ship will appear right next to the Falcon in the hangar.

To unlock this ship in Cooperative, get Best medals on all missions.

Millenium Falcon

To unlock Han Solo's ride in Single Player, earn at least a Bronze Medal on all 19 missions.

To unlock it in Cooperative, complete the Strike at the Core mission.

Jedi Starfighter

To unlock this speedy predecessor to the A-Wing, get at least a Silver Medal on all the missions, regular and bonus. The craft will not appear in the wireframes at the opening of a mission, but will be in the hangar, replacing one of the A-Wings. This applies to both Single Player and Cooperative: you must get all Silvers in one of these modes to unlock it for that mode, and it will also be available in Versus.

TIE Hunter

To unlock this experimental TIE, get a Gold Medal in all the missions, regular and bonus. The craft will be in the back right enclosed hangar. In addition to being able to use it in any mission that allows all craft, you can also use it on Raid at Bakura. Once you unlock it, it will be available in Single Player and Versus.

Rudy's Car, the Buick

This is an incredible craft, insanely fast, pretty manueverable, well-armored, small, and has very powerful lasers. In addition, it has a speed boost and S-foils, of sorts, in the form of the car's top, which folds down when the S-foils are "closed". Also, taking an inside cockpit view will allow to see Max (from Sam & Max) hanging from the rear-view, a monkey on the dashboard, and you can hear the Cantina music on the radio.

Primary Weapon: Dual Lasers

Secondary Weapon: 6 Cluster Missiles (Seeker)

This stylish craft is only available by inputting the proper passcodes.

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10D. Passcodes =
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Enter these into the passcode section in the Options menu. Please DON'T ask me if I know of any more passcodes, because I'll ignore you. The only ones I know of are in this guide. I'm aware of a few others that exist, but we don't have a complete grasp of what they do, yet, so I won't put them in until we do.

For the compound codes, you won't get a confirmation beep for the first code, but you will for the last one.

Items marked with *NEW* are new to this update, but not necessarily new in regards to other forms of media, curse my sloth...

Unlock Special Features:

LOOKMOM! - Unlocks the Credits
THEDUDES - Unlocks the Documentary
HARKHARK - Unlocks the Music Hall
!KOOLART - Unlocks the Art Gallery
NOCOLOR? - Activates Black and White Mode (turn off Cube to reset)
YNMSFY?P, then YOUDAMAN - Unlocks Ace Mode
RTJPF!G, then TIMEWARP - Unlocks Star Wars Arcade
!H!F?HXS, then KOOLSTUF - Unlocks Empire Strikes Back Arcade

Unlock Ships:

JASDJWFA, then !DABOMB! - Unlocks the TIE Bomber in Single Player and Vs.
MCKEMAKD, then ONESHOT! - Unlocks the TIE Fighter in Co-Op Mode
VDX?WK!H, then ANOKSHIP - Unlocks the TIE Advanced in Co-Op Mode
QZCRPTG!, then HANSRIDE - Unlocks the Millennium Falcon in all modes
TGBCWLPN, then ZZBOUNTY - Unlocks the Slave I in all modes
BBGMYWSX, then JEDIWHO? - Unlocks the Jedi Starfighter in all modes

****IMPORTANT NOTE**** about Jedi Starfighter: If you intend to use this code, and you intend to fully play the game, make sure that you use the code AFTER you complete the Raid On Bespin Co-Op mission. This mission requires, the first time out, that you both select A-Wings for your craft, and no other craft. Since the JSF replaces one of the A-Wings, this means that you cannot play this mission at all if you used the code for JSF. If you ignored this paragraph and did it anyway, the only way to fix it is to completely erase your Rebel Strike save file from your Memory Card.

RTWCVBSH, then BFNAGAIN - Unlocks the Naboo Starfighter in all modes
FRRVBMJK, then LOOKOUT! - Unlocks the TIE Hunter in Single Player and Vs. *NEW*
AXCBPRHK, then WHATTHE? - Unlocks Rudy's Car in Single Player and Co-Op *NEW*

Unlock Missions/Areas:

HYWSC!WS, then NONGAMER - Unlocks all non-bonus Single Player Missions
EEQQ?YPL, then CHE!ATER - Unlocks all Single Player Missions
SWGRCQPL, then UCHEATED - Unlocks all non-bonus Co-Op Missions
YFCEDFRH, then DSAGAIN? - Unlocks Death Star Escape in Co-Op Mode
RWALPIGC, then NOWAYOUT - Unlocks Asteroid Field in Co-Op Mode
WPX?FGC!, then EXCERSIZ - Unlocks Endurance in Co-Op Mode
FRL!CSF, then FARMBOY? - Unlocks Beggar's Canyon Race in Versus Special

Cheats (of the purest variety):

IIOUAOYE, then WIMPIAM! - Infinite Lives for Single Player and Co-Op

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10E. Arcade Mini-Guide =

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Unlocking the first two arcade games is a simple matter of beating Death Star Rescue and all the main missions. The third game, Return of the Jedi, is expected to be released as a passcode by Factor 5.

After selecting Arcade, you'll be controlling Darth Vader in the Imperial hangar. Walk up to an arcade cabinet and select your game.

Star Wars

This arcade game pits Luke Skywalker against the first Death Star. You'll shoot down TIEs and run the trench, all in a spiffy 16 colors with state-of-the-art wireframe technology.

Controls:

Control Stick: Move crosshair/ship

Any Button: Fire lasers

START: Pause the game

You begin by choosing which wave you want to start in: 1, 3, or 5. Higher waves will give you bonuses upon completion (as displayed).

Other than that, you're tossed into the fray in a first-person perspective. Shoot down everything in front of you. Shoot down fireballs or they'll hurt you. Avoid obstacles or they'll hurt you.

You have 9 increments on your shield. Every time you get hit, it'll go down one. Lose them all, and you'll have one hit left before you visit that Jedi Academy in the sky.

The first part of the whole mission is in space against TIEs. Shoot them and their fireballs. In later waves, you'll see Vader's TIE floating around, too. Wing it for good points.

Soon, you'll plunge to the Death Star. In the second and all subsequent waves, you'll start on the surface (on the first you go straight to the trench). On the surface, you have to repel the red guns and their fireballs. Also, if you're on the third wave or higher, there are deflection towers, too. Shoot off their tops for mad points, but don't crash into them.

Finally, you'll enter the trench and make your attack run. Shoot down the red guns and green panels on the walls, and the fireballs, of course. Once you reach the end, aim at the exhaust port and you'll toss your torps. If you miss, you just make the run again. Beware on waves greater than 1, because there'll be several crossbars to stymie you.

Scoring:

Fireball:	33 Points
Green Panel in Trench:	50 Points
Red Gun in Trench:	100 Points
Red Gun on Surface:	200 Points
Deflection Tower Top:	200 Points X # you have destroyed
TIE Fighter:	1000 Points
Hitting Vader's TIE:	2000 Points
Death Star Destroyed:	25000 Points
Destroying All Towers:	50000 Points

After destroying the Death Star, you get 5000 points times the amount of shield strength you have left, as well as a replenishment of one shield strength. After that, you go to the next wave, to start it all over again.

The Empire Strikes Back

The best of Hoth has been recreated in Atari glory. You'll go up on the land battle, then flee in the Falcon to the asteroids.

Controls:

Control Stick: Move crosshair/ship

A Button: Fire lasers

B Button: Fire tow cable

START Button: Pause the game

Just like the first Star Wars game, ESB takes place in waves. When you start, you'll have the option of starting at Wave 1, 2, or 3. If you pick the harder waves, you'll receive a bonus upon completing your mission, as

listed. Also, if you pick "Rebel Manual", you'll start on Wave 1, and get tips on your enemies before you start.

Just like SW, you have a shield, only this one's five increments. Once the shield is gone, you can take one more hit before Game Over.

Different from SW, however, is the Jedi Letter system. If you destroy enough of your targets in a stage of the mission, you'll earn a letter in the word JEDI, worth 5000 points. If you spell out the entire word, the Force will be with you, and you'll be invincible to shots for a time, but not to collisions.

In the first part of the mission, you're on Hoth in a Snowspeeder. You'll be out searching for Probe Droids. They will both fire on you and send out transmissions. You can shoot down the droids, their fireballs, and their transmissions. Above your crosshair, you'll notice the shield generator slowly being built. When all four parts are up, the Probe Droids will leave and the Empire will attack.

In the second phase, you're up against AT-ATs and AT-STs. The former are a lot easier to destroy. For both walkers, you can destroy them by shooting the red spot on their front. For the AT-AT, you can also destroy it by firing one of your four Tow Cables (B Button) at their legs (it flies straight out). While you fight, you may notice a flashing line moving along the shield generator window. As you take out walkers, that line will stop, but if it reaches the far end, you'll have to make your escape in the Falcon. You also have the option of flying between an AT-AT's legs for quite a few points.

In the third phase, you're up against your basic TIE Fighters, shooting them down, as well as their shots. This part is just timed.

In the final phase, you're in the Asteroid Field. All you have to do here is to avoid asteroids. They can't be destroyed, so just keep them out of your line of sight and you'll avoid them. You automatically get a Jedi Letter upon surviving this mission.

After that, you'll go to the next wave, where the enemies are harder, there are more of them, and the # of kills required for a Jedi Letter is higher.

Scoring:

Fireball:	3 Points
Transmission:	7 Points
Probe Droid:	25 Points*
Walker Fireball:	7 Points
AT-ST:	50 Points*
AT-AT:	75 Points*
Fly Between AT-AT Legs:	5000 Points (progressive)
TIE Fighter:	100 Points*
Wave Completed:	2500 Points
Jedi Letter Earned:	5000 Points
All Jedi Letters:	20000 Points

* - This means that if you just got a Jedi Letter in that phase, the point value for these enemies is 10 times the normal amount.

11. STANDARD GUIDE STUFF

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11A. Legal =
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Currently, the following sites have permission to post my FAQ:

www.gamefaqs.com
www.gamewinners.com
www.ign.com
www.cheatcc.com

I'm not going to allow people with small personal sites to post this FAQ. They may post the link on GameFAQs with all the Rebel Strike guides, but, trying to keep updates, well, updated, I'll only allow large committed sites that I trust.

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11B. E-mail Guidelines =
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If you wish to e-mail me, be sure to follow these guidelines...

- Make ABSOLUTELY sure I haven't already answered your question in the guide.
- Make sure it has something to do with Rebel Strike. I don't want spam, chain letters, offers for friendship. Compliment me on the FAQ all you want, though...
- Make sure you say Rebel Strike at one point in your e-mail. I have more than one Star Wars FAQ, and asking a generic question such as "How do I beat the last level?" doesn't tell me much.
- Spell correctly and use proper grammar, please. If I can't understand your e-mail, it'll go to the junk pile...

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11C. Credits =
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CJayC and Al Amaloo for having this on their sites.

Lucasarts Entertainment Company and Factor 5, for this fine example of a Star Wars game.

All the efforts of the people on the GameFAQs Message Boards, which get downright inhuman sometimes.

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11D. Version Updates =
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Version 0.6 - 10/28/03 - Single-player missions are all complete, including all Tech Upgrades and most of the medal walkthroughs.

Version 0.8 - 10/30/03 - Filled up the holes. All that remains is co-op, which my friend Adam and I will attack this weekend.

Version 0.9 - 11/10/03 - Sorry I was so late in getting co-op up. I'll have medal strategies soon.

Version 1.0 - 11/17/03 - Well, this is about all I'm going to get done for the foreseeable future. There will be other opportunities for me to get co-op work done, but I can't promise a timetable on anything. Oh, and the biweekly codes have arrived.

Version 1.01 - 12/1/03 - Two new codes. Still behind in co-op. If anyone lives in New Hampshire, specifically around the Manchester area and wants to be a part of this guide, lemme know... :-P

Version 1.02 - 12/22/03 - Not two, but FIVE new codes. Merry Christmas, eh?

Version 1.03 - 1/12/04 - More codes! Monster dance!

Version 1.04 - 2/2/04 - Two super codes, but a caveat on one of them.

Version 1.05 - 2/24/04 - More codes, more codes! Buick!

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11E. The Final Word =
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May the farce be with you.

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