

- 5. Powerups
- 6. Mission Walkthroughs
 - 6A. Geonosis - The Rescue Begins
 - 6B. Geonosis - Infiltration of the Arena
 - 6C. Geonosis - The Battle of Geonosis
 - 6D. Rhen Var - The Evacuation of Rhen Var
 - 6E. Raxus Prime - Scrap Yard Pursuit
 - 6F. Raxus Prime - Ambush Among the Wreckage
 - 6G. Raxus Prime - The Conquest of Raxus Prime
 - 6H. Kashyyyk Moon - Anakin's Escape
 - 6I. Kashyyyk Moon - New Alliances
 - 6J. Kashyyyk Moon - The Liberation of Kashyyyk
 - 6K. Rhen Var - Eye of the Storm
 - 6L. Rhen Var - Lost Legacy
 - 6M. Thule Moon - Desperate Gambit
 - 6N. Thule - Assault on Thule
 - 6O. Thule - Dark Side Rising
 - 6P. Thule - Fate of the Republic
- 7. Multiplayer
 - 7A. Duel
 - 7B. Control Zone
 - 7C. Conquest
 - 7D. Academy: Thule Moon
 - 7E. Academy: Geonosis
- 8. Secrets
 - 8A. Bonus Awards
 - 8B. Codes
- 9. Standard Guide Stuff
 - 9A. Legal
 - 9B. E-mail Guidelines
 - 9C. Credits
 - 9D. Version Updates
 - 9E. The Final Word

1. INTRODUCTION

Hello, and welcome to my guide for Star Wars: The Clone Wars, for the Nintendo GameCube! As a Star Wars nut, I feel it's my duty, nay, my privilege to write FAQs for Star Wars games!

In this latest delivery from Lucasarts, we go beyond Episode II: Attack of the Clones to a major battle that occurred between the Galactic Republic and the Confederacy of Independent Systems. After liberating Anakin Skywalker, Obi-Wan Kenobi, and Senator Padmé Amidala from Geonosis, the Galactic Republic is thrust to the forefront once again, this time to prevent the use of an ancient Sith weapon.

2. FAQ

Q: What is The Clone Wars?

A: This is the latest vehicle combat game from Lucasarts, developed by Pandemic Studios.

Q: Is this game more like Rogue Leader or Battle for Naboo?

A: Closer to Battle for Naboo, but with a lot less flying and a lot more ground combat, much like Star Wars: Demolition. Certain elements from Rogue Leader include the massive battles, changing craft, and the command cross.

Q: What can I pilot in this game?

A: Both Campaign and Multiplayer have times where you can run around on foot, drive a Republic Fighter Tank, drive an AAT, or pilot an AT-XT Assault Walker. The Campaign also has times where you pilot a Speeder Bike, a Republic Gunship, a STAP, and even a creature called a Maru. In the Multiplayer, you can also drive around a Separatist GAT, or a Hailfire Droid.

Q: What Jedi can I play in the game?

A: The story dictates you play as Anakin Skywalker, Obi-Wan Kenobi, and Mace Windu at points in the game. There is little difference between the three with the exception of their flashy lightsaber combos.

Q: Can I change or leave my vehicle at any time?

A: In a word, no. Circumstances in the story will occur that will change your craft at certain times, but not at will. In Multiplayer, however, you may change to a new craft after you've been destroyed.

Q: What does the Multiplayer consist of?

A: There are four types of Multiplayer games. "Duel" is a straight-up slugfest with either free-for-all or teams. "Control Zone" is a king-of-the-hill type game where a player or team scores by holding a spot on the map as well as destroying the opposition. "Conquest" is a war-type game where the objective is to employ turrets and CPU-controlled vehicles to destroy your rivals' base. "Academy" is a training endurance mission (which may be played alone) which pits the players against wave after wave of enemies.

Q: Do I have to get all bonuses in a mission at once for them to count?

A: Nope. You just have to get them at some point, and then finish the mission, and you'll forever have those "bonus points". You can devote entire runs of the mission to just completing one bonus, such as an enemy count, or a time limit.

Q: What's the difference between the difficulty levels?

A: Higher difficulty levels have slightly more enemies, but the biggest problem is that they take and cause a lot more damage. To the best of my knowledge, you get nothing for completing a mission or getting bonuses on higher difficulty levels than you get for Padawan, so I'm just going to concentrate on walkthroughs generally geared towards that difficulty.

3. BASICS

Most of this stuff is available from your manual, but we all know how much some people hang onto those, much less read them, these days...

=====
3A. Controls =
=====

Most craft follow the same basic controls:

Control Stick: Moves your craft. Up and Down are forwards and backwards, respectively. Left and Right turn your craft.

A Button: Fires your Primary Weapon, which is usually lasers.

B Button: Fires your Secondary Weapon, which is often some kind of warhead.

Y Button: Employs your Special Ability, which varies from craft to craft.

X Button: Toggles between first and third person view.

L/R Buttons: In the AT-XT Walker, these buttons rotate the cabin.

In the Gunship, R is acceleration, and L is braking.

In all other craft, these buttons cause you to strafe left and right, respectively.

Z Button: Zoom view. Use this to get a bit of a closer look at what's out there. It could help if you want to snipe from afar without endangering yourself.

C Stick: Moves the camera around your craft.

Control Pad: In later levels, you can use this to issue orders to your fellow pilots. Pushing Up will have them attack your current target, Left will have them Break and engage at will, Right will have them Defend mission critical craft, and Down will have them regroup on you. The commands are a bit different for multiplayer Conquest. I'll get to those in that section.

START: Pauses the game.

=====
3B. Displays/Menus =
=====

Main Menu

Select Campaign to play the single player missions. You'll go to a galactic map, where you can select any mission you've played.

Select Options to go to the Options Menu.

Select Multiplayer to go to the Multiplayer setup.

Options Menu

Game Options:

Viewpoint: Change between 1st and 3rd person view.

Rumble: Turn the rumble feature off or on.

Crosshair: Turns the crosshair off or on. You'll still be able to lock onto enemies, but you won't see how much damage you're causing.

Display: Changes the display between full and widescreen.

Reset Options: Set to defaults.

Audio Options:

Music Volume \

SFX Volume }- Change the three volumes.

Speech Volume /

Mode: Switch between Mono, Stereo, Surround, and Pro Logic II.

Sound Test: Plays background sound to test volume.

Reset Options: Set to defaults.

Bonuses:

Movies: Allows you to view any cutscenes you've already seen, as well as trailers for Bounty Hunter and Jedi Outcast.

Bonus Materials: Allows you to view the unlockable features from earning bonuses.

Codes: Allows you to input passcodes.

Credits: Rolls the credits.

Pause Menu (Mission End Menu)

This appears when you press START or when a mission is over, either from succeeding or failing. At the top, you'll see your mission time. Below that are the primary objectives. Below and to the left are the bonus objectives. Completed objectives are green, incomplete are white, and failed are red. At the lower right corner of the screen is the menu.

Continue resumes the game if you've paused, goes to the next mission if it's completed, or restarts the mission from your last stopping point if you failed.

Options brings up another menu. Game Options will allow you to access the same Game Options from the Main Menu, and is the same for the Audio Options. Statistics shows how many shots you've fired, how many units you've killed, and how many buildings you destroyed.

Controls shows how to control the vehicle you're currently in.

Restart starts the mission over from the beginning.

Quit returns you to the Main Menu.

In-Game Display

In the middle of the screen is your Heads-Up Display. If you get it close to an enemy, it'll lock on, and a small health bar for the enemy will appear.

Sometimes above the HUD will be a green arrow. It will point towards your objective. You are encouraged to follow it. Arrows will also appear on the left and right sides of the screen, green for objectives, and red for enemies.

The top left corner has your command cross. Each of the directions is labelled with a command. Make good use of it.

In the lower right corner of the screen is your radar. You're the green triangle in the middle. Green dots around you are fellow Republic forces. Red dots are Separatist forces.

In the lower left corner of the screen is your ship status. The blue aura around your ship outline is your shields, and the green ship itself is the hull indicator. Shields replenish on their own if you're shot

up. Hull, however, cannot be restored unless you find health powerups. Below the damage indicator, you'll find the number of Secondary Weapons you have remaining. To the left is the meter of your Special Ability, which depletes as you use it, then refills over time, depending on the craft.

=====
3C. Hints/Tips =
=====

Goes without saying, but keep an eye open for powerups. They're all surrounded by a halo of some color, so stay on the lookout.

The crosshair is your friend. When it gets close to an enemy, you'll automatically lock on and even get a little life meter for the bad guy so you know how much you need to pound him into oblivion.

Use all extents of your movement, because your greatest defense is your ability to dodge incoming fire. If you can strafe, circle-strafe around your target. If you have a Repulsor Boost, use it to swoop around the battlefield.

By all means, USE THOSE MISSILES!!! This isn't RS, RL, or BFN. There are ammunition powerups scattered all over the place, so let loose with your Secondary Weapons. Hammer the bad guys into oblivion!

Listen to your astromech unit. It'll give you a beep when your shields have dropped (meaning you'll start taking hull damage), and it will screech (WOOOOOW) if your hull is critical.

While I don't use the Zoom Function all that often, you may find it's a decent tool for sniping enemies from long range. Don't get too distracted that you forget about the guys around you, though.

4. CRAFT

Most of the game is vehicle combat, and you'll be facing TONS of bad guys in your massive push for galactic peace and order. You'll have plenty behind the wheel to dish out some pain, though...

=====
4A. Republic Pilotable Craft =
=====

With the commission of the Clone Army from Kamino, the Grand Army of the Republic has some serious muscle to take against the Separatists. When their snazzy vehicles are in control of Jedi, they become some serious instruments of hurt.

Jedi

For over a thousand generations, the Jedi have existed in the galactic public eye. With the Force as their ally, they have abilities that far surpass those of other beings. Although Jedi have the power to rule over those not attuned to the Force, they are the guardians of peace and justice, acting as moderators and diplomats first. When diplomacy

fails, however, they are the fiercest warriors the galaxy could ever see. Their signature weapon, the lightsaber, is an elegant weapon, and they're deadly with these focused beams of energy.

When out of a vehicle, you're considerably more vulnerable (you have no shields, but you can block incoming shots). You'll be facing only small ground enemies, but you don't have the killing power of your vehicles. The Push and Throw are slow, too, so take care and pace yourself when running around alone. When using the Throw, hold the button down to throw it further, and use the Stick to control its flight. Use the Push when staring down a bunch of enemies in an arc in front of you. Oh, and there's no real difference between the Jedi you play as. Only their lightsaber combos are different.

Primary Weapon: Lightsaber Swing
Secondary Weapon: Lightsaber Throw
Special Ability: Force Push

TX-130 S Fighter Tank

"Republic Fighter Tank"

The Fighter Tank is small, fast, and versatile. It was built to be used chiefly by Jedi, whose skills could enhance the craft's already impressive maneuverability. You'll use this craft many times throughout the game.

Although the craft is fast, it packs the weakest punch out of all the "standard" Republic assault craft. The lasers are somewhat weak, but the concussion missiles are a welcome punch. The Repulsor Boost is a burst of speed.

Primary Weapon: Dual-linked Medium Lasers
Secondary Weapon: Concussion Missiles (20 in Campaign, 15 in MP)
Special Ability: Repulsor Boost

Rothana Heavy Engineering AT-XT Assault Walker

"AT-XT"

This is the predecessor of the famous Imperial AT-ST, developed by Rothana Heavy Engineering and produced at Kuat Drive Yards. It's largely used as support for the AT-TE. This is craft is used a few times in the game.

The walker is quite a bit slower than the the Fighter Tank, but it makes up for it with some serious firepower. The lasers are quite powerful, and the Proton Mortar is a good weapon when the enemy's just over that next ridge and you wanna surprise him. The Mortar's payload may seem small with just the three shots, but there is an excessively large amount housed in the walker, they just have to be loaded into the mortar chamber, so the shots regenerate, basically. Also, the Plasma Shields are definitely a good extra defense when surrounded by numerous bad guys. Be careful, though, as once you put them up, they stay up until drained, and you can't use them again until you're recharged.

The down side is the speed, of course, and the awkwardness, since you can't strafe with the Walker, although you can turn the cabin housing, so you can sort of "psuedo-strafe" by marching forward and turning your cabin in a direction.

Primary Weapon: Heavy Lasers
Secondary Weapon: Proton Mortar (3)
Special Ability: Plasma Shields

Rothana Heavy Engineering Low-Altitude Assault Transport/infantry Gunship

"Republic Gunship"

The only airborne craft you can commandeer in this game. While the Gunship's often used as a troop transport, it's definitely no slouch in the weapons department. Used several times in the game.

Probably one of the favorites of the game. The Gunship provides flight, speed, and massive firepower. In addition to the standard laser cannons, the Gunship can fire Missile volleys, and has Pinpoint Lasers. Although the Missile volleys pack the most punch (at a cluster of four Missiles firing per shot), the Pinpoint Lasers automatically seek out enemy targets, pouring mad energy into them until they're vaporized, allowing you to clean up the battlefield pretty quickly.

Primary Weapon: Laser Cannons
Secondary Weapon: Concussion Missiles (25 volleys of four Missiles))
Special Ability: Composite-Beam Pinpoint Laser Turrets

Aratech 74-Z Military Speeder

"Speeder Bike"

Not a standard Republic craft, the Speeder Bike is a one-man high-speed craft used primarily for scouting. You use this only in one mission, on Raxus Prime.

This craft is very light. All you have at your disposal are blasters and a Repulsor Boost. Fortunately, you don't need much, as you're using the bike for chasing, not fighting.

Primary Weapon: Light Laser Turret
Secondary Weapon: None
Special Ability: Repulsor Boost

Maru

This creature is native to Kashyyyk. Wookiee settlers used these beasts for burden and transport. Some are modified to carry weaponry.

Being a simple beast, you'll have no shields on this thing. The Twin Bowcasters are weaker even than the standard laser, so you'll have to use your other weapons wisely. To use Thermal Detonators, tap B once to

throw, and B again to detonate. It hits real hard, so be sure you get it close to an enemy or two before detonating to get the full effect. The Seismic Pulse Emitter takes out enemies in an arc in front of you, and can take out a good amount of enemies at once.

Primary Weapon: Twin Bowcasters
Secondary Weapon: Thermal Detonator (6)
Special Ability: Seismic Pulse Emitter

=====
4B. Republic Support Craft =
=====

While you can't drive around any of these (to my knowledge), they're still there to back you up, or be there for you to protect...

Clone Trooper

Modeled off Jango Fett, these guys are only around for aesthetics while you're in a vehicle. If on foot, though, you'll sometimes have some backup in the form of a few troopers.

Wookiee

Much the same as a Clone Trooper as far as overall usefulness goes. You'll only play alongside these guys on the Kashyyyk Moon.

Republic Troop Transport

"RTT"

With only a couple of laser cannons for defense, these vehicles attract more fire than they give. You'll mostly end up protecting them throughout the game.

All-Terrain Tactical Enforcer Assault Walker

"AT-TE"

This walker is a squat predecessor to the Imperial AT-AT. The heavy laser cannon provides some darn good firepower, while the mounted laser turrets help it defend itself. You'll still need to protect these bad boys as they trundle towards their destination.

Self-Propelled Heavy Artiller-Turbolaser Walker

"SPHA-T" or "MAC" or "Bug Gun"

I'll be calling these "MAC"s in the game, for "Mobile Assault Cannon". These walkers are used for one thing only, firing a huge turbolaser at

the enemy. It has no defense other than that, and it can't move very fast either. Another thing to protect.

Jedi Starfighter

You use these in a different game. In this game, they just fly around providing air superiority, and they move your Jedi around in cutscenes.

Rothana Heavy Engineering Low-Altitude Assault Transport/cargo Gunship

"Cargo Gunship"

These ships are largely found trucking in vehicles or supplies. You don't really need to protect them at any point. Just keep an eye out for them if they drop off some help.

Republic Acclamator-Class Assault Ship

Boy, wouldn't it be nice if you could command one of these? Predecessor to the Victory-class, and later Emperor-class Star Destroyers, these are the main space fighting force in the Republic. You don't see them too much personally, but they're always there.

=====
4C. Separatist Pilotable Craft =
=====

There are a few Separatist craft that you can pilot in the game, either by stealing one in the Campaigns, or selecting in Multiplayer.

Single-Trooper Aerial Platform

"STAP"

A common sight in any battle against the Trade Federation, the STAP is meant chiefly to be a patrol and recon vehicle. When fighting against them, you'll find they're easy to take out (much easier than in BFN, thank the Maker), despite their small size and quick speed.

You can ride one in the Campaign, in the first mission on the Kashyyyk Moon. You'll mostly be doing running as opposed to fighting, which is good, because the STAP wasn't really made for heavy combat. The lasers can discourage enemies, while the Repulsor Boost can get you out of tight situations...

Primary Weapon: Light Laser Cannons

Secondary Weapon: None

Special Ability: Repulsor Boost

Ground Armored Tank

"GAT"

Also called a Fighter Tank, this small, speedy craft is like the Republic Fighter Tank in most every way, only it works for the Separatists. Taking one out shouldn't be too hard regardless of the craft you're in.

You can only use the GAT in Multiplayer, and as previously stated, it's almost exactly like the Republic's TX-130S.

Primary Weapon: Dual-linked Medium Laser Cannons

Secondary Weapon: Concussion Missiles (15)

Special Ability: Repulsor Boost

Armored Assault Tank

"AAT"

Another staple of the Trade Federation, the AAT is a more heavy hover tank than the GAT. Although slower, you'll find that it takes far more hits to destroy, so lay into it with warheads.

You can pilot this craft in Campaign on the Kashyyyk Moon, and in Multiplayer. The lasers are all right, and the real power comes from the cannon, which has no ammo, per se. Instead, you charge up by holding down the B button will cause the Special Meter to charge up. The longer you hold the button down, the more powerful the cannon shot.

Primary Weapon: Medium Laser Cannons

Secondary Weapon: Plasma Cannon

Special Ability: None

Intergalactic Banking Clan Hailfire Droid

"Hailfire Droid"

Added to the Separatist ranks by the IBC, these droids consist of a small central body, two huge treaded wheels, and a heckuva lot of missiles. They take a bit more damage than a GAT, but less than an AAT. Their main asset, besides their missiles, is their impressive flat-out speed.

When piloting, you'll find that their Repulsor Boosts don't have the same prolonged kick as the Tanks, but they can cover quite a lot of ground. If you can hit someone well with a full volley of missiles, you'll bust them up real good. You can only control this droid in Multiplayer.

Primary Weapon: Repeating Laser Cannon

Secondary Weapon: Concussion Missiles (5 volleys of 6 Missiles each)

Special Ability: Repulsor Boost

=====

4D. Separatist Opposition =

=====

In addition to what's above, there are a load of other bad guys for you to blow up in this game.

Geonosian

You'll only run into them while on foot in Geonosis. They buzz towards you and attack only at close range. They're pretty easy fodder.

Battle Droid

The old-fashioned Trade Federation Battle Droid. You only go up against them while on foot. They have blaster rifles, and that's about it. Push or saber them. Oh, and they're only there for aesthetics while you're in a vehicle.

Super Battle Droid

An upgrade to the standard Battle Droid developed by the Trade Federation after the Naboo debacle. They have several upgrades putting them ahead of the old models. They're pretty much the same as far as Jedi are concerned.

Dwarf Spider Droid

You'll face these droids only on foot. They have a light laser cannon, but their real danger is from their self-destruct ability. To properly take them out, throw your saber at them or Push them. Aim for them first if a cluster of enemies is nearby to take the other enemies out as well.

Geonosian Turret

Raxus Turret

Kashyyyk Turret

Rhen Var Turret

Thule Turret

Thule Plasma Turret

All locales have their own specific Turrets. They're all basically the same as far as the fact that they just sit there and shoot at you. Some cause more damage than others. The Thule ones, with their purple plasma spitting, cause the most damage. The Geonosian ones are pretty weak.

Homing Spider Droid

Probably one of the more resilient foes you'll face, the big Spider Droids have a light laser turret for close defense, and a long-range pinpoint laser for distant combat, which can hurt plenty. Their armor

goes past even the AATs, so you'll have to use a few warheads to take one down.

Droid Starfighter

While not a particular threat to the game, Starfighters can be a nuisance when you're flying around in the Gunship. Since they're more maneuverable, they tend to buzz around your slower ship, hammering you with lasers. Pinpoint lasers should take them out quickly.

Vehicle Armored Carrier

"VAC"

This carrier will mostly be seen when you're flying around in a Gunship. It flies into the fracas and deposits units that will bust up your mission critical craft or installations. Take them out while they're still in the air and you won't have to worry about more evil ground craft.

Techno Union Ship

These big ships are used mainly as command and officer transports. They don't fire back, but often need to be taken down to stymie the enemy's efforts.

Trade Federation Landing Ship

Although not a defeatable enemy, these big H-shaped craft exist to drop off bad guys. There's really nothing you can do about it, though.

Trade Federation Core Ship

Much like a Battle Droid Control Ship, only planetside. You personally control no craft that could take these out, but MACs can, and you'll often have to protect the MACs so that they can destroy the Core Ships, which can house an entire Battle Droid army.

Heavy Artillery Gun

"HAG"

A modification on the AAT that's also referred to as a Mortar Tank. About as tough as an AAT as far as armor is concerned, and the cannon has seriously been upgraded in lethality. They are used for long-range attacks, and will often try to hammer mission critical craft.

Corporate Alliance Droid

"CAD"

The CAD isn't seen often in the Campaigns, but you'll face many in Academy Multiplayer levels. It moves very fast on its single tread, and the laser cannons on its side fire quite rapidly. They also take a fair amount of hits before going down.

Multi Utility Transport

"MUT"

An unarmed vehicle, the MUT is used for transport, naturally. They can take a fair amount of hits, and you'll have to take out a few to prevent supplies from reaching the enemy.

Gnasp

Native to the Kashyyyk Moon, these insects aren't very resilient, but they attack in great swarms, and spit a wad of goo as accurate as any laser.

Spectral Guardian

Sort of a psuedo-boss character. These apparitions guard important tombs with incredible ferocity. They cannot be harmed directly, but their tombs are their source of power, and can be destroyed.

There are a few other boss enemies in the game, but we'll save those for later... ^_^

5. POWERUPS

Unlike many other Star Wars vehicle combat games, there are many powerups scattered throughout missions that can keep you going when the bad guys start piling up. The powerups have colored halos around them so you can see them in the thick of things.

One-Fourth Health Pack

Appears as a white globe with a white halo. Grab it to restore 25% of your hull or health.

Full Health Pack

Appears as a white box with a white halo. Snag it to completely fix your hull or replenish your health.

Ammunition

Appears as a box with warheads in it with a blue halo. Gank it to fully replenish your Secondary Weapon supply.

Invincibility

A three-pointed symbol with a purple halo. Procure it to be impervious to all damage for 20 seconds.

Super Blasters

A triangle with a green halo. Acquire it to add triple power to your blasters, making enemy mop up a total breeze for 20 seconds.

Disintegration Field

A spoked circle with a red halo. Only available in mulitplayer. Pick it up and you can cause damage to any enemies for 20 seconds just by running into them.

Cloaking

An egg-shape with a yellow halo. Only available in multiplayer. Scoop it up to become invisible on others' screens for 20 seconds. They can still see your shots, however.

6. MISSION WALKTHROUGHS

Each mission is described as follows:

- Overview: Who you are and why you're here...
- Objectives: Your primary and secondary objectives as the game describes them.
- Craft: The craft/creatures/people you use in this mission.
- Enemies: The different enemies you'll go toe-to-toe with.
- Walkthrough: A detailed walkthrough on the mission.
- Bonuses: Each of the secondary objectives and how to accomplish them.

NOTE: In all the walkthroughs, I describe how to beat the mission on a Padawan difficulty. On the Jedi Knight and Jedi Master difficulties, enemies are a bit more numerous, tougher to destroy, and hit harder. Powerups don't change, though.

=====
6A. Geonosis - The Rescue Begins =
=====

Overview:

Mace Windu and a large contingent of Jedi are descending on the planet Geonosis to rescue Anakin Skywalker, Obi-Wan Kenobi, and Senator Padmé Amidala from the clutches of Count Dooku and the Geonosians. Mace and Luminara Unduli make their landing ahead of the invasion force in order to destroy the planetary defenses near the Arena.

Objectives:

Primary:

- Destroy the First Anti-Orbital Cannon
- Destroy the Second Anti-Orbital Cannon

Follow Luminara to the Third Anti-Orbital Cannon
Destroy the Power Supply of the Third Anti-Orbital Cannon

Secondary:

Complete Mission in Less Than 9 Minutes

Recover 3 Missing R5 Units

Destroy At Least 100 Enemies

Craft: Republic Fighter Tank -> Jedi

Enemies:

Geonosis Turret

STAP

GAT

Hailfire Droid

Battle Droid

Super Battle Droid

Geonosian

Dwarf Spider Droid

Walkthrough:

Destroy the First Anti-Orbital Cannon:

You'll begin the mission following Luminara to the first Orbital Cannon. Shoot out the Turrets on the way and you'll soon be at the Cannon. To destroy it, shoot up the six generators that flank it. Use Missiles, since lasers take a while. While you're firing, GATs and STAPs will pop up. You can largely ignore them. Once the Cannon is blown, mop up the remaining enemies.

Destroy the Second Anti-Orbital Cannon:

Now, follow Luminara some more. A couple more Turrets line the walls and Luminara will point out some a Full Health and Ammo. Grab if you need, and take out several more GATs at the end of the canyon. As you enter the next canyon, Luminara will point out some Hailfires approaching. Deal with them and any GATs and STAPs that pop up. Continue along the canyon, destroying enemies and Turrets.

Eventually, you'll reach a set of platforms. Luminara will tell you to climb them while she finds another way. Climb the ramps and take out the Turrets and GATs up here. About a third of the way, you'll see a green halo nearby. Those are Super Blasters. Grab them, and you'll be able to make quick work of the bad guys for 20 seconds. Continue climbing platforms. Don't be discouraged when one of the bridges blow up, just use your Boost to sail over the gap. You're now at the second Cannon. Blow up the four Generators to move on.

Follow Luminara to the Third Anti-Orbital Cannon:

Proceed along the wasteland. Eventually, Luminara will tell you about multiple incoming enemies. Start firing Missiles at them and you'll make a nice mess. Once they're all taken out, you'll head to the last Cannon, which is inside an outpost. Looks like you'll have to get out and bust through on foot.

Destroy the Power Supply of the Third Anti-Orbital Cannon:
Mace will hop into the outpost. The alarm will sound, and you'll soon be set upon by Battle Droids, Super Battle Droids, and Geonosians. Push your way through (literally and figuratively). Soon, you'll come upon a Dwarf Spider Droid, and Luminara will tell you about their self-destruct mechanism. Toss your saber at them or Push them from a safe distance. Aim for the Spiders in a fight so that you can take out any enemies around them. Keep moving and you'll reach the Generators. There are three Dwarf Spider Droids and an infinite number of Geonosians dropping down. Fight or run past and start taking out the Generators any way you wish (saber, throw, Push). Once they're all history, you'll complete the mission and move on.

Bonuses:

Complete Mission in Less Than 9 Minutes: This shouldn't be too hard after your first run through. Use Missiles on the Cannon Generators, and on as many GATs and Hailfires as possible. Don't spare them, because you have plenty to go around. Use the Super Blasters on the platforms to clean them up quickly. Use all your Missiles after the second Orbital Cannon to clean up the bad guys quickly. When on foot, use Push as much as possible to clean out large amounts of bad guys at once. Once you reach the end, blow the Spider Droids and rush to the end, using Push on the Generators.

Recover 3 Missing R5 Units: The R5 units are green dots on the radar, but that doesn't mean they're easy to find. One unit is before you reach the platform climbing area. Climb up a slope on the right side of the canyon before the platforms come into view. You'll find an Ammo powerup up here, as well as one of the droids. The next can be found in a section after the second orbital cannon where Luminara talks about a lot of enemies. Near the left end of that section is part with a climb up to a rock wall. There are some somewhat loose rocks at the top. Drive around them and you'll find the droid. The last R5 unit is at the very end of the mission, after you get on foot. Once you reach the open area with the cannon's generators, you'll see the R5 in a far corner.

Destroy At Least 100 Enemies: Shouldn't be a problem at all. Even if you don't get many on the way, the very last area has infinite Geonosians dropping in near the Generators. Keep killing them.

=====
6B. Geonosis - Infiltration of the Arena =
=====

Overview: The way is clear for Transports to land, but Anakin and Obi-Wan will be immediately executed if you just go in blasting. You and Luminara will arrange to sneak the Jedi into the Arena undetected. You'll have some protecting to do on the way. You'll also face some new bad guys.

Objectives:

Primary:

Destroy All Opposition at the Enemy Landing Pad
Defend the Landing Pad

Escort the Convoy to the Arena
Clear the Separatist Outpost

Secondary:

All Convoy Vehicles Must Survive
Destroy All Enemy Turrets
Find the Hidden Weapons Cache

Craft: Republic Fighter Tank

Enemies:

Geonosis Turret
STAP
GAT
Hailfire Droid
Homing Spider Droid

Walkthrough:

Destroy All Opposition at the Enemy Landing Pad:

You'll have a little marker pointing out the pad, but it's pretty far off. Luminara says she'll take care of the Turrets, but she actually kinda stinks at it, so help her out. Make your way along the wasteland, blasting Turrets and STAPs. When you reach the pad, take out the Turrets and GATs sitting around twiddling their thumbs.

Defend the Landing Pad:

Once the Cargo Gunships start landing, you'll get the note of enemies moving in. Several GATs and a few Hailfires will approach from all directions. Use Missiles on groups of GATs or the Hailfires to clean up quickly. While you're doing this, the Cargo Gunships will be dropping RTTs. When three are dropped, you'll start moving.

Escort the Convoy to the Arena:

The convoy will start moving, so go ahead down into the canyon ahead of them and clean out the Turrets and GATs in the first area. Stay with the convoy as it moves. There will be Hailfires, GATs and some Turrets in the front, and a couple of GATs will come from behind, so stay awake. Soon, you'll reach a small rock and you'll notice Homing Spider Droids ahead. Further ahead to the right is a Super Blasters powerup. Use it if you wish, or just unload with Missiles (or both). There are five Spider Droids to remove, so get to it. Once they're all down, use your remaining Super Blasters on the Turrets. As your convoy rounds the corner, they'll be attacked by a bunch of GATs from behind. Fire missiles from a distance, but stay ahead of the convoy, as the real problem will come from the front, in the form of Hailfires and a Spider Droid. Blast everything and you'll soon be at an outpost.

Clear the Separatist Outpost:

There are several Turrets, a Spider Droid, and a bunch of GATs coming out of tunnels. Destroy the Turrets and Spider, then turn your attention to the tunnels. Start blasting them to block them, then clean up the remaining GATs. Your RTTs will drop off the Jedi and you'll head inside to tell Dooku the party's over.

Bonuses:

All Convoy Vehicles Must Survive:

Shouldn't be too tough. Stay with the convoy at all times. Check both in front and behind them. Use Missiles on the more hardy enemies.

Destroy All Enemy Turrets:

Seems like an easy objective, so you know they're going to try to stick you with it somewhere. In the first valley, make sure you take out all the Turrets you see. After that, look in the direction of the Landing Pad, then look left to see a big rock nearby. Behind that big rock is a rather elusive Turret that nobody ever pays attention to. After that, just get all the ones in the canyon pass and at the outpost, and you're all set.

Find the Hidden Weapons Cache:

Just before you head to the Separatist Outpost, look at your radar. You'll notice a little side canyon off to your right. Head into it and a short way in, you'll find Full Health, Ammo, and Invincibility.

=====
6C. Geonosis - The Battle of Geonosis =
=====

Overview: Anakin and Obi-Wan have been freed. Mace Windu has taken out Jango Fett, and Master Yoda has arrived with the Republic's Clone Army. The Separatists are going to fight back, but the main objective is to find Count Dooku. Mace is going to attempt to slow down the retreat by taking out Techno Union Ships.

Objectives:

Primary:

Fight Your Way to the Gunship
Destroy All the Techno Union Ships
Defend the Mobile Assault Cannons
Defeat the DARK ACOLYTES

Secondary:

Destroy All Canyon Wall Turrets
All Mobile Assault Cannons Must Survive
Complete the Mission in Under 10 Minutes

Craft: Jedi -> Republic Gunship -> Republic Fighter Tank

Enemies:

Battle Droid
Super Battle Droid
Dwarf Spider Droid
Geonosis Turret
Homing Spider Droid

Droid Starfighter
Techno Union Ship
AAT
Trade Federation Core Ship
DARK ACOLYTE

Walkthrough:

Fight Your Way to the Gunship:

You'll start out on foot. The Gunship is straight ahead of you. Fight your way past the droids and hop into the ship.

Destroy All the Techno Union Ships:

Once in the air, you'll need to take out all the pillar-like Techno Union Ships. Missiles and Pinpoint Lasers are great for this kind of work, so hammer the ships before they can take off. There are five in the first valley. After they go down, you'll get the call to move on. Head to the next canyon and take out four more Techno Union Ships. After that, you'll have to head to a third valley and take out three more. All the while, you'll be dodging fire from Starfighters and ground-based enemies. After all ships are destroyed, you'll land and be told about the Core Ships, which are being attacked by MACs.

Defend the Mobile Assault Cannons:

You'll hop into a Republic Fighter Tank and will have to clear out ground forces. These consist of Turrets, GATs, Hailfires, and AATs. Clear out all the red dots and watch the MACs take out the first Core Ship. Follow the arrow to the next canyon, where you'll find another Core Ship, along with more enemies, including some Spider Droids. Once that Core Ship is down, head to the last canyon. Take out all the enemies in this area (note the Super Blasters powerup) and the final Core Ship will drop like a rock real quick. You'll head towards Count Dooku's hangar, but will be stopped on the way by three nasty looking vehicles.

Defeat the DARK ACOLYTES:

The big thing about these buggies is their armor, which they have plenty of. Their lasers don't hit hard alone, but they're quite accurate, and there are three of them, so the damage will add up fast. Behind the Acolytes are Super Blasters and Ammo. First, use all your Missiles against them, then grab the powerups and finish the job. Once all the Acolytes are gone, you'll have taken the planet. Mission accomplished.

Bonuses:

Destroy All Canyon Wall Turrets:

These are basically the Turrets you see lining the walls in between the big valleys where you find Techno Union Ships. Use your Pinpoint Lasers to mop them up quickly. There aren't any hidden ones, so you shouldn't have a problem if you keep your eyes open.

All Mobile Assault Cannons Must Survive:

A pretty easy task. Save your Missiles for Hailfires and Spiders, and use Lasers for GATs and Turrets.

Complete the Mission in Under 10 Minutes:

You may want to do this on a separate run. Basically the idea is not to hang around too long in any one location. Blow the Techno Union Ships and keep moving. Of course, waiting around for the Core Ships to blow is inevitable. To quickly mop up the Dark Acolytes, go right for the Super Blasters and just pour Missiles into them.

=====
6D. Rhen Var - The Evacuation of Rhen Var =
=====

Overview: While patrolling the Tion Cluster, Anakin and Obi-Wan discover a massive Separatist fleet heading in the direction of a small Republic outpost on the planet Rhen Var. Your mission is to secure the evacuation of the base.

Objectives:

Primary:

Secondary:

Rescue the Troops in under 90 Seconds

All Convoy Transports Survive

Destroy At Least 10 Enemy Vehicle Transports

Craft: Republic Gunship

Enemies:

Droid Starfighter

Homing Spider Droid

GAT

AAT

MAG

Hailfire Droid

VAC

Trade Federation Landing Ship

Walkthrough:

Get to Republic Outpost:

Your first objective is to pick up some stranded Republic troops.

The position is highlighted off in the distance, so head straight for it. You can ignore the enemies on the ground if you wish.

Destroy All Ground-Based Enemies Near the Outpost:

Turn on the Pinpoint Lasers and start liquifying the tanks that are running around the outpost. When you're out of Pinpoint, you can switch to lasers, or Missiles, if you're daring. Once they're all gone, head to the landing pad.

Drop Off the Republic Troops:

Beeline back to the base and head for the landing pad. There are some

GATs at the base which you can shoot up if you want.

Defend the Republic Convoy:

After dropping off, you'll get a refill on Health and Ammo. Head for the convoy that your display is pointing out and you'll find it surrounded by bad guys. Get your freak on with the Pinpoints and the Missiles. Two Missile Volleys can drop a VAC from the sky before it can touch down, and Pinpoints can quickly take care of anything else running around, including Droid Starfighters. Just watch your radar for the red dots (and especially red triangles, since those are VACs). Once you get to the base, take out anything else in the way, and mop up around the base. You'll soon reload and resupply at the landing pad.

Get to the Jedi Sanctuary:

Obi-Wan will mention Jedi cut off from the base. Get your butt over there quick.

Destroy All Enemies Near the Jedi Sanctuary:

It's just some tanks. Pinpoint and Missile them quickly.

Drop Off the Jedi:

Now drop the hammer and speed directly for the base. You'll notice that it's under heavy attack. Fire off some Missile volleys at nearby enemies, but largely, you'll want to land to drop off your buddies. If you don't, the attacking forces will just get more numerous as you wait through the next objective.

Defend the 3 Transports Until the Evacuation:

This is mostly a losing battle, but you need to hold off the bad guys as they encroach on the base. The main objective is to take out the bad guys physically firing on the base, and those come out of the VACs. Move around the perimeter of the base in a counter-clockwise direction. That's the order the VACs drop. Pinpoint or Missile them to the ground, then use Pinpoints on anything they might have dropped previously. Keep firing and take out as many of the bigger tanks as you can. Eventually, the Transports will be away and you'll finish the mission.

Bonuses:

Rescue the Troops in under 90 Seconds:

This is the basic situation of "put your foot down and don't stop for nothin'". Head directly for the outline of the outpost on the horizon and Pinpoint Laser all the bad guys there. When you run out, turn to the Missiles. Grab your guys and head like a rocket back to the base.

All Convoy Transports Survive:

If you concentrate, this part isn't that hard. Destroy as many VACs as you can before they can land. Look for all the red dots on the map. Red triangles are VACs, by the way, so you know when to head for them. Remember to use Pinpoints whenever you can and fire Missiles with abandon.

Destroy At Least 10 Enemy Vehicle Transports:

This should happen anyway if you're doing the mission right. Keep moving around the perimeter of the base and watch for the VACs. If you can help it, try to shoot them down before they land. A couple of seconds of Pinpoint Laser or that and a few Missiles should do the

trick (on Padawan difficulty).

MORE COMING SOON!

=====
6E. Raxus Prime - Scrap Yard Pursuit =
=====

Overview: Masters Yoda and Windu send a task force led by Obi-Wan and Anakin to Raxus Prime to investigate Separatist activity. Upon landing, they scouted the area from the ground in Speeder Bikes. A patrol of STAPs spotted them, and is heading back to base. You must take control of Obi-Wan and hunt down the STAPs before they get away.

Objectives:

Primary:

Prevent STAPs From Returning to Headquarters

Secondary:

Take Both Shortcuts

Destroy All STAPs in less than 2 Minutes 20 Seconds

Complete Mission with 100 Percent Hull Strength

Craft: Speeder Bike

Enemies:

STAP

Raxus Turret

Walkthrough:

Prevent STAPs From Returning to Headquarters:

A rather short mission. Don't forget the Y button for your Repulsor Boost, because you'll need it while chasing these guys. There are five STAPs to destroy. You'll get constant distance warnings about how far the STAPs have to go to get to the base. To get clean shots at the STAPs, it helps to boost off a slope of wreckage and get airborne. Once you reach a tunnel with metal walls, you'll come under fire from Raxus Turrets. After that, you'll find some ramps launching over waste. On one of these ramps is an Invincibility powerup. That's pretty much all there is to the level. Try to avoid crashing and shoot straight. Once they're all gone, you'll meet back up with Anakin so you can further investigate what's going on here.

Bonuses:

Take Both Shortcuts:

This is easy when you know where they are, of course. Both shortcuts are marked by Health Packs. The first one is in a tunnel that cuts through a large wreck. You should see the Health Pack in a small cutoff to your left. That's #1. The second one is quite a bit later in the mission. After you pass through a metal hulk which has Turrets that fire on you, you'll eventually come upon a large ramp leading up to an Invincibility powerup. You don't need to grab it, but beyond that is a bunch of brown structures. There's a Health Pack at the far end of these structures that you should be able to see. Behind that Health Pack is a ramp and your second shortcut.

Destroy All STAPs in less than 2 Minutes 20 Seconds:

It may take more than one try, but this is the easiest bonus to earn. Just be sure to lay into the Repulsor Boost and get a clean lock before you fire.

Complete Mission with 100 Percent Hull Strength:

With a little practice, this should only take a few tries. Note that the bonus didn't say not to take any damage. If you find a Health Pack, you can use it to restore your hull. Just watch where you're going. Your craft can take light hits without damage, but not big crashes.

=====
6F. Raxus Prime - Ambush Among the Wreckage =
=====

Overview: While waiting for reinforcements to arrive, Anakin and Obi-Wan spot three supply convoys heading for the excavation site. They'll need to destroy them to stymie the enemy's efforts.

Objectives:

Primary:

Get to the Ambush Point
Ambush the Enemy Convoy
Destroy the Two Remaining Convoys

Secondary:

Find and Destroy 3 Enemy Communication Outposts
Destroy All Convoys Within 6 Minutes
All Squadmates Must Survive

Craft: Republic Fighter Tank

Enemies:

Raxus Turret
Hailfire Droid
GAT
AAT
STAP
MUT

Walkthrough:

Get to the Ambush Point:

While you're making your way to the point, Anakin will mention the unit commands, which you can use with the Control Pad. Be sure to make as much use of these functions as possible. Whenever an enemy crosses your path, hit Up on the Control Pad and it'll be down that much quicker. Anyway, proceed along the set path, firing at Raxus Turrets, and the occasional GAT or Hailfire. You'll eventually see your fabulous ambush spot. Hide inside and this will trigger the convoys to start rolling. You have a long window to reach the spot (about six minutes) so don't feel rushed. Oh, and there's one more thing to mention. There are large floating trash compactors at certain points in the mission. If you get sucked up into their little repulsor thingy. You'll be destroyed, so try to avoid them. If you get caught, you can boost out.

Ambush the Enemy Convoy:

Nothin' says lovin' like a bad guy who don't know you're comin'. The convoy consists of 8 AATs, 2 STAPs and 3 MUTs. The MUTs (big brown things) are your targets. How you wish to take them out is up to you. You have the option of blowing up the attendant AATs, leaving the MUTs defenseless, or you can just drop the MUTs immediately and hightail it out of there.

Destroy the Two Remaining Convoys:

After that lovely display of pyrotechnics, the other two convoys will split up. Grab the Ammo in the area (and there's Invincibility just outside, if you wish) and chase the convoys. Watch for Turrets all over the place, as well as some stray vehicles. You've got plenty of time, as the convoys move at a snail's pace, and there are several Health and Ammo powerups lying around. Once the convoys are stains on the ground, the reinforcements will arrive and you'll be set to attack the excavation site.

Bonuses:

Find and Destroy 3 Enemy Communication Outposts:

These are small dishes with red lights on them. The first one is right behind you when you start. The second is on your way to the ambush point. You'll pass under a large grilled structure with a Super Blaster on top (which you can get to by means of a ramp), and the dish will be off to your left as you go past it. The last one is tougher to find. Head towards the ambush point, but don't go inside. Instead, head in the direction that the convoy would be travelling (ie. not the way they come from) down the large "road". There are plenty of Turrets along this way (and a Super Blaster to help you out). There will also be trash compactors above you. Once you pass under your second trash compactor, take a hard left. The dish is in this general area. If you find a huge tube-like structure, you've gone too far. Hope this is enough info.

Destroy All Convoys Within 6 Minutes:

Not a very pressing time constraint, but you should make sure that you focus your squadmates fire on the MUTs and then bug out of there as soon as they're all gone, regardless of whether or not you got all the AATs.

All Squadmates Must Survive:

Smart squadmate commands will help here. Don't tell them to Break, because that increases the possibility that they'll go off and get themselves killed. As soon as you feel you've finished with a convoy and want to move on, call them up to Regroup so you don't take any extraneous fire.

=====
6G. Raxus Prime - The Conquest of Raxus Prime =
=====

Overview: The Republic begins their attack on the excavation site. The plan is that the main force, backed up by Anakin and Obi-Wan, will attack from the front, while the reinforcements sneak around the back way.

Objectives:

Primary:

Escort AT-TEs to the Separatist Base
Clear the Separatist Base of All Enemy Units
Destroy the Excavator Crane's 2 Fuel Bays
Destroy the Generator and Bring in Reinforcements
Destroy the PROTODEKA

Secondary:

All Republic Units Reach Separatist Base
Destroy Crane Before Shield Generator
Complete Mission in Less Than 12 Minutes

Craft: Republic Fighter Tank

Enemies:

GAT
Raxus Turret
Homing Spider Droid
AAT
HAG
Hailfire Droid
PROTODEKA

Walkthrough:

Escort AT-TEs to the Separatist Base:

As soon as you jump in the AT-TEs will be under fire from GATs in the valley. Destroy them all and assist the AT-TEs will clearing the hulks in your path. They'll reveal a bunch of Turrets. Bust them up (check your radar to find them quickly). As you pass the Turrets, more GATs will show up. There will be Spider Droids and AATs up ahead. Don't mind them for now. Just concentrate on the GATs in the area and let your heavy guns bust them up. After that, a whole bunch more GATs will show up from both sides. After THAT, you'll have to deal with a couple of HAGs (Mortar Tanks), one from each side. After a few more GATs,

you'll be charged with the specific task of taking out some GATs up ahead. Then, three Hailfires will show up from behind, then three more from the left, then three more from the right, three more from the left, three more from the right, and three from behind (phew!) Clean up any remaining bad guys and your convoy will start breaching the wall. Speed in (and collect that Invincibility), once the wall's down.

Clear the Separatist Base of All Enemy Units:

In the base are a whole load of GATs, several Spiders, and a couple of AATs at the end. Make your way through and clean house. Blow up any red dots on the radar. Once they're all history, you'll make it to the site.

Destroy the Excavator Crane's 2 Fuel Bays:

Destroy the Generator and Bring in Reinforcements:

You'll get these two objectives simultaneously. Your buddies are trapped outside behind a force field. The generator is at the back of the compound. Blow that and you can get some help in taking out the two fuel bays for the crane. Trying to stop you will be several GATs, Spiders, AATs, and Hailfires. Fortunately, there are plenty of powerups lying around. I suggest you save those, however. Once the crane and generator are down, Anakin will see Dooku and take off after him. Obi-Wan will sense a trap, and sure enough, a huge floating tank of destruction pops through a wall and liquifies your strike force, leaving you to take it out.

Destroy the PROTODEKA:

That's a big thing, eh? It has multiple laser cannons, and lots of homing missiles that it will fire at you. To avoid both, you can hide behind the crane structure. Peek out and launch all your Missiles at it, then speed around the arena to get more Ammo and Health and repeat. Brute force is pretty much the order of the day, here.

Bonuses:

All Republic Units Reach Separatist Base:

If you stick to the AT-TEs and don't stray too far off chasing bad guys, there shouldn't be too many problems here. Also, that means your squadmates have to survive, too, so use them wisely.

Destroy Crane Before Shield Generator:

Pretty simple, although you may get tossed around a bit more than if you went for the generator first. Just destroy the crane's fuel bays first. Stick with lasers if you want to survive the fight against the Protodeka.

Complete Mission in Less Than 12 Minutes:

This is a long mission, and you should probably do this one and the crane one in separate runs. Take out everything as fast as possible when you get to the base and hammer the Protodeka quickly.

=====
6H. Kashyyyk Moon - Anakin's Escape =
=====

Overview: Anakin's following of Dooku proved costly. A fight with him ended with him being stunned by Dooku's new lap dog, Cydon Prax. Waking

up in a prison ship, Anakin meets a smuggler named Bera Kazan, who tells him that they're headed to a moon of Kashyyyk to be fed to the Force Harvester, which sucks the Force energy out of living things and stores it. Once they're placed in a prison, Dooku offers parting taunts and orders Prax to fire up the Force Harvester.

Objectives:

Primary:

Escape From Your Cell
Get Your Lightsaber from the Command Droid
Get to an Empty STAP
Escape Into the Forest With Bera

Secondary:

Free the Prisoners
Trigger the Wookiee Alarm
Escape the Harvester in Under 2:35

Craft: Jedi -> STAP

Enemies:

Battle Droid
Dwarf Spider Droid
Kashyyyk Turret
STAP

Walkthrough:

Escape From Your Cell:

Force...Push... Boom...

Get Your Lightsaber from the Command Droid:

He's the droid with the circle around him and the words "Command Droid" above him. As soon as your Push recharges, knock him over and grab the saber.

Get to an Empty STAP:

You have the option of busting down some other doors to free prisoners, or you could just follow Bera to the STAPs. Just get moving.

Escape Into the Forest With Bera:

This part isn't easy. Stay on Bera's tail and use the Repulsor Boost to keep up. As you'll see on the radar, the Force Harvester's wave of destruction consists of two red lines. If the second red line passes you, you're gone. Bera will take several twists and turns through the forest. Don't use the boost while among trees, as you'll risk ramming into them. While you're riding, you'll come under fire from Turrets. Don't bother shooting back. Just ride hard. After passing along a river, Bera will mention a ravine up ahead. Make sure you cross the bridge. After another ravine, you'll pass through a little Wookiee village. Step on the gas and you'll soon be out of range of the

Harvester.

Bonuses:

Free the Prisoners:

There are three cells in the area besides your own. Use your Force Push on them before you head to the STAPs to free the prisoners.

Trigger the Wookiee Alarm:

After crossing the second ravine, you'll see a highlighted tree labelled "Wookiee Alarm". Shoot it.

Escape the Harvester in Under 2:35:

Definitely not easy. Don't waste time with the prisoners in the camp. Run straight for your lightsaber, then the STAPs. Avoid collisions and boost wisely and you should make it out with time to spare.

=====
6I. Kashyyyk Moon - New Alliances =
=====

Overview: Anakin is given a Maru and Bera tells him about a nearby comm center that he could send a distress signal to the Republic with.

Objectives:

Primary:

Follow Bera to the Communications Outpost
Destroy All Enemy Units at Secondary Outpost
Use the AAT to Enter the Comm Outpost
Get to the Communications Center
Get Back to the AAT
Escape From the Outpost
Destroy the Power Generators
Escape Into the Forest

Secondary:

Recover 3 Missing R5 Units
Destroy All Enemy Units at the Comm Center
Complete Mission Under 8:30

Craft: Maru -> AAT -> Jedi -> AAT

Enemies:

Gnasp
STAP
Super Battle Droid
AAT
Battle Droid
Dwarf Spider Droid
GAT

Walkthrough:

Follow Bera to the Communications Outpost:

Tail Bera through the woods and you'll come upon several Gnasps hives. After cleaning out three of them, you'll come across a patrol of STAPs, which you need to take out so that they don't tell the comm center that you're out here. Continue on and you'll come across another STAP patrol and a lot more Gnasps (there's a Super Blaster in a canyon that could help you out). Once you leave the canyon, you'll find a secondary outpost.

Destroy All Enemy Units at Secondary Outpost:

An AAT and several STAPs and Super Battle Droids are here. Clean them up and you'll grab the AAT.

Use the AAT to Enter the Comm Outpost:

Simply trundle along in the AAT and enter the Comm Outpost by the front gate. No one will even check your papers.

Get to the Communications Center:

Ride through the comm center. Try not to draw attention to yourself or anything. As you approach the center, you'll get out and proceed on foot. Take out the opposition that gets in your way. Head to the far end of the complex. You'll relay your message and set off the alarm. Smooth.

Get Back to the AAT:

Fight your way through the hordes of droids and hop back into the tank.

Escape the Outpost:

Head back the way you came, blasting all the enemy vehicles that just got off their coffee break. Head towards the gates.

Destroy the Power Generators:

As you get to the gate, you'll notice that you'll have to bust your way out. Shoot down the generators to the left of the gate.

Escape Into the Forest:

Take out the STAPs, Dwarf Spiders, and AATs in your way and head back to the Marus to complete this mission.

Bonuses:

Recover 3 Missing R5 Units:

The first R5 unit is at the secondary outpost (where you pick up the AAT), right behind the hangar. The second is inside the comm outpost, right as you enter behind a building ahead of you. The final droid is found once you get on foot. After you take out most of the bad guys, look for a Turret (big white triangle on your radar). The last droid's behind it.

Destroy All Enemy Units at the Comm Center:

And that means everyone. Every droid. Every vehicle. Shouldn't be too difficult if you're thorough.

Complete Mission Under 8:30:

If you're searching for either of the first two, you may want to save this for the next run. It can still be done, but you'll have a much more relaxed time of it if you're not looking for droids or enemies.

=====
6J. Kashyyyk Moon - The Liberation of Kashyyyk =
=====

Overview: The Separatist Army is on the way, but reinforcements won't arrive for some time. Anakin and Bera need to spring traps at two of the three entrances to the village, and hold off the Separatists at the remaining entrance until the Republic shows up.

Objectives:

Primary:

Trigger the First Trap

Secondary:

All Squadmates Must Survive

All Wookiee Huts Must Remain Intact

Complete Mission in Under 10 Minutes

Craft: Maru -> Republic Fighter Tank

Enemies:

Super Battle Droid

STAP

Gnasp

GAT

Homing Spider Droid

VAC

AAT

HAG

HARBINGER

Walkthrough:

Trigger the First Trap:

Follow the arrow and proceed along the ravine. Along the way, you'll meet Super Battle Droids, Spider Droids, and STAPs. Use the Seismic Emitter on the first group to clean them up quickly, then Thermal Detonators. You should at all times be running towards the other end of the ravine. Shoot the trap (the green square) to block off the Separatist advance.

Destroy Remaining Enemy Units Near First Trap:

Pretty basic. It's just clean-up time...

Trigger Second Trap:

Follow the arrow to leave this area. You'll pass by Gnasp hives, and

they'll start attacking. Just ignore them and keep moving. In the next ravine, you'll pass more Super Battle Droids, more Spiders, and more STAPs. Shoot down the second trap the same way.

Destroy Remaining Enemy Units Near Second Trap:

Mop up the rest.

Defend the Wookiee Village:

You have two Health Packs, two Ammo Packs, and one Super Blaster to help you out here, so use those wisely. You'll see two VACs set down right in front of you. They'll each set an AAT and lift off. Use concentrated fire to get rid of them. Next, several STAPs and GATs will pour over the ridge and attack. Soon, you'll get a call about Mortar Tanks. Head out and use a Seismic Blast to take care of two of them, then use Thermals on the third. Shoot up some more GATs and STAPs. A VAC will drop a bunch of Spiders, and AATs will start showing up, along with the GATs and STAPs. Soon, the Republic ship will drop in and you'll get some help from some Republic Fighter Tanks. You'll get a call about more HAGs. After you take them out, the enemies should start thinning out. Destroy the remainder (including three more HAGs) and you'll have held them off. It's hectic, but keep up the fire and use your Thermals, and you should live. After you finish, you'll find Obi-Wan, and you'll hop in some Tanks to find out where the bad guys are coming from.

Fight the Separatists Back to Their Source:

You don't have to fight anyone, really. Just make it to the back of the ravine. If you wish to fight, you'll face GATs, AATs, and Spiders. Anyway, head to the staging area and you'll find the big problem behind this invasion force.

Destroy the HARBINGER:

The Harbinger is a big attack carrier. It has eight turbolaser cannons on its front face, two launching bays from which it will spit out GATs, and a main cannon that traces around a composite beam, and then detonates at several locations. There is Health and Ammo here to recharge you, and it reappears several seconds after being picked up. Taking out the smaller guns will give you room to breathe, but your main objective is the big gun, which houses the reactor as well. You'll know you can fire on it when it starts to open up and you can target it with your crosshair. Unload your full magazine of Missiles and keep shooting. You should have this thing destroyed with little problem.

Bonuses:

All Squadmates Must Survive:

All Wookiee Huts Must Remain Intact:

These two bonuses sort of go hand in hand. It shouldn't be a problem keeping your other two guys alive if you keep them busy and don't leave them behind. Saving all the Wookiee Huts is a simple matter of taking out all the heavy stuff first, then the smaller units closest to the huts.

Complete Mission in Under 10 Minutes:

This is a rather tough one. For the first two parts of the mission, you should definitely take out all opposition, because you'll have to anyway after you spring the traps. You won't move on to the village defense part until all the enemies in the area are gone. The village

defense thing is a simple matter of taking out enemies as quickly as possible. Use the Seismic Emitter for large groups of HAGs, AATs, or Spiders. Use Thermal Detonators for ones that are alone or for clusters of enemies. Blast everything else. Once you get into the Republic Tank, jet immediately to the Harbinger. Stop for nothing. Once you get there, don't use Missiles on anything but the central gun when it opens up. Once that gun is down, the mission's over. It should only take two cycles of the gun opening to take it down.

=====
6K. Rhen Var - Eye of the Storm =
=====

Overview: Anakin shows Obi-Wan, Master Windu, and Master Yoda the devastation caused by the Force Harvester. Master Windu informs them of an ancient weapon, the Dark Reaper, that could be powered by the Force Harvester. This weapon, constructed by the Sith during the Great Sith War, four thousand years ago, was stopped by Ulic Qel-Droma, a fallen Jedi who redeemed himself. He's the only one who will know how to defeat the Dark Reaper before Dooku can use it to overthrow the Republic. Anakin and Obi-Wan must travel back to Rhen Var to find any info about how to stop the Reaper.

Objectives:

Primary:

Get to the Downed Republic Assault Ship
Defend the Downed Republic Assault Ship
Proceed to the Separatist Fuel Depot
Destroy the Separatist Fuel Depot and All Enemies in its Vicinity

Secondary:

Reach the Assault Ship in Under 90 Seconds
Don't Let Any Allies Die
Destroy the Four Radar Dishes

Craft: Republic Fighter Tank -> AT-XT Assault Walker

Enemies:

GAT
STAP
Hailfire Droid
Battle Droid
Rhen Var Turret
AAT
HAG
VAC

Walkthrough:

Get to the Downed Republic Assault Ship:
Your first task down here is to take out a Fuel Depot to slow the

Separatists down. The Assault Ship carrying Walkers that were to go after the depot was shot down, so you'll have to get there before the Separatists do. Simply follow the arrow and you'll reach the ship. You'll start by passing over an ice field, with some STAPs, Turrets, a Spider, and a big wall at the end that you'll have to bust down. You'll pass "Marker 1" after that wall. Proceed along the snow field and pick off some more bad guys and you'll soon pass "Marker 2". Now, in the coming area, there are slopes leading up the side of the canyon. If you take either of these slopes (you'll probably need to boost to get up there) you can avoid a Spider and another wall by going above it. Take advantage of that. Keep pushing ahead past the next marker, and plow through the HAGs. You'll eventually reach the ship.

Defend the Downed Republic Assault Ship:

Once you get here, there are lots of bad guys coming in from two directions (and being dropped from VACs) that will try to ruin your day. GATs, AATs, STAPs, and Hailfires abound. On a ledge between the two entry points is Health, Ammo, and a Super Blaster powerup. Use them. After all enemies are destroyed, you'll continue on.

Proceed to the Separatist Fuel Depot:

You'll hop into an AT-XT and head off for the Fuel Depot. STAPs, Battle Droids, and Turrets will try to get in your way. Later, you'll find a line of AATs. You'll reach a wall with a hangar on either side. Destroy the hangars to stop the enemies from flowing out. Destroy the wall to move on. Next, after a Health pack, you'll come upon enemies shooting at you from a bridge. Use a Proton Mortar to destroy the bridge and that's one less problem. Mop up enemies and Turrets in the area and you'll reach the Fuel Depot.

Destroy the Separatist Fuel Depot and All Enemies in its Vicinity:

Sounds simple enough. You've just got a whole load of STAPs and a ton of AATs guarding the place, along with a few Turrets. Climb up on the left or right ridge for some cover. Use your Proton Mortars and Shields whenever you can. Once you take out the enemies in the surrounding area, just pound the Fuel Depot and when it explodes, it'll take out the enemies nearby. With the enemy's efforts hindered, you can move on to the Jedi Monument.

Bonuses:

Reach the Assault Ship in Under 90 Seconds:

Basically another "put your foot down" bonus. You have to motor to get to the Assault Ship. Don't shoot at much anything else besides the walls blocking your path.

Don't Let Any Allies Die:

Pretty easy. I've left them alone and still got this bonus. Just kill everything and everyone should survive.

Destroy the Four Radar Dishes:

Okay, another case of "hunt down elusive targets". The first one is right at the downed Assault Ship on a little ledge with some powerups on it. The second dish is soon after you enter the AT-XT. At the first metal wall on your right you'll find it. The third and fourth are both at the Fuel Depot, one on the far right side, the other on the far left. Use the Zoom Mode to pick these off quickly.

=====
6L. Rhen Var - Lost Legacy =
=====

Overview: Your forces are ready to take over the Jedi Monument. It's time to find out what ghosts Qel-Droma keeps in his tomb.

Objectives:

Primary:

Destroy All Enemy Units at Separatist Outpost
Follow the Markers
Destroy All Turrets at Command Center
Proceed to the Next Marker
Destroy Enemy Convoy Before it Reaches the Temple
Proceed to the Jedi Temple
Protect Republic Ground Forces
Defeat the Spectral Guardians

Secondary:

Destroy 6 Enemy Vehicle Carriers
Complete Mission in Less Than 12 Minutes
Both Mobile Assault Cannons Must Survive

Craft: Republic Gunship -> Republic Fighter Tank

Enemies:

AAT
Hailfire Droid
Rhen Var Turret
VAC
MUT
Techno Union Ship
Trade Federation Core Ship
Spectral Guardian

Walkthrough:

Destroy All Enemy Units at the Separatist Outpost:
You'll be dumped right at the outpost. Fire away at all enemies in the area. Pinpoints are quick kills against the Turrets, and all the ground stuff can be taken out with Missile volleys easily enough. Once your radar is clean, you'll move on.

Follow the Markers:

Proceed along the canyon, following the arrow, blowing up any enemies in your path (which is so much fun in the Gunship). You'll soon reach the enemy Command Center.

Destory All Turrets at Command Center:

That's a lot of Turrets, but you've got some mad power on your side. One Missile volley can take out any Turret, and even normal lasers will

drop them relatively quickly. Make your way around the area, picking them all off as you see them.

Proceed to the Next Marker:

You'll move along the canyon now. Bust up an ice wall to proceed. Drop to the ground to pick up some Ammo and Health. You'll soon get another call from Obi-Wan about a convoy on the move to the Temple, which you'll have to destroy.

Destroy Enemy Convoy Before it Reaches the Temple:

Consisting of about seven MUTs and at least ten AATs. Wipe them out. All of them. Missiles, Pinpoints, do whatever you have to do.

Proceed to the Jedi Temple:

When the convoy is just a memory, hit the gas and blast through some more ice walls. You'll reach the temple and Obi-Wan will deploy two platoons of ground forces with which to secure the area.

Protect Republic Ground Forces:

The Core Ship in the middle of the area will be constantly spewing out AATs and Hailfires. Demolish them with extreme prejudice as they come out. You'll also get calls of VACs dropping off units as well. Take out the VACs before they can make the drop. There are three Ammo packs and two Health Packs in the area, some on top of Techno Union Ships. Keep destroying AATs and Hailfires after the Turbolasers start firing and you'll eventually blow the Core Ship. Time to head inside.

Defeat the Spectral Guardians:

Once you enter, you'll be set upon by some ghosties. Shoot the three tombs in the middle. They take a lot of hits, so use the Missiles before they knock you down to nothing flat. Once the three tombs are destroyed, Anakin will enter the tomb proper.

Bonuses:

Destroy 6 Enemy Vehicle Carriers:

Keep an eye out for the VACs and drop the quickly with your Pinpoint Lasers. Obi-Wan will point out the first two for you. There are four more at the very end at the Jedi Temple.

Complete Mission in Less Than 12 Minutes:

Not too hard, especially considering much of the time spent is from the MACs, which you really can't help anyway.

Both Mobile Assault Cannons Must Survive:

Easy enough if you keep on top of all the enemies spilling out of the Core Ship, which isn't hard while you've got a bird's eye view from the Gunship.

=====
6M. Thule Moon - Desperate Gambit =
=====

Overview: Anakin encounters a Holocron image of Ulic Qel-Droma, who promises to teach Anakin how to resist the power of the Dark Reaper. Anakin also learns that the Dark Reaper is hidden on the planet Thule. The Jedi plan their attack. Anakin will begin by taking out the planetary shield generator on Thule's moon.

Objectives:

Primary:

Defend the Republic Assault Ship From All Attackers
Escort Convoy to Shield Generator Complex
Destroy 4 Shield Generator Charger Couplings

Secondary:

Landing Ship Shields Above 50 Percent
Destroy All Reactors
At Least 2 Convoy Units Reach the Shield Generator

Craft: Republic Fighter Tank -> AT-XT Assault Walker

Enemies:

GAT
AAT
Hailfire Droid
Thule Turret
HAG
Homing Spider Droid
STAP
CAD

Walkthrough:

Defend the Republic Assault Ship From All Attackers:

Your landing has been detected and a large assault force is moving on your position. The enemy force consists of a bunch of GATs, AAT, Hailfires, about five HAGs, and two Spiders. Four of the HAGs come from the valley entrance. The other one is up on a ridge, near the two Spiders. If you run low on Health/Ammo, head up the ramp of the Assault Ship to collect powerups. Once all enemies are destroyed, a convoy of engineers will move to the shield generator complex so they can let you in.

Escort Convoy to Shield Generator Complex:

Your convoy will get underway. Take out STAPs, GATs, and Spiders as you move along. Soon, you'll get a call that one of the convoy craft is down from Mortar Tanks. Move around the ridge and zoom out to find the HAGs that are shelling you. Blast them. Continue on, taking out GATs, Turrets, AATs, HAGs, Spiders, anything that shoots back. You'll reach the doors and the engineers will start pounding them down. Defend them while they're pounding. They'll soon blow the door and you can head inside.

Destory 4 Shield Generator Charger Couplings:

Open up on the enemies inside. Pound the Turrets, AATs, GATs, Spiders, and even a couple of CADs. Make your way around the outside, blowing walls, then head down the far ramp and shoot up the four large blue tubes to deactivate the shield generator and open the planet for attack.

Bonuses:

Landing Ship Shields Above 50 Percent:

Easiest on Padawan difficulty. Just keep the heavy attackers (ie. HAGs) off the Assault Ship.

Destroy All Reactors:

The Reactors are blue-lighted structures in the middle of suspended platforms. You can't miss them. There are either four or five. Not sure of the count, myself, but there are no hidden ones. Each one has a Spider Droid in front of it anyway, so taking them out is a simple matter of shooting the thing behind the Spider Droid.

At Least 2 Convoy Units Reach the Shield Generator:

You always lose one from the first bunch of Mortar Tanks. Protecting the other two is easier. There are no enemies coming from behind, so that's one less thing to worry about.

=====
6N. Thule - Assault on Thule =
=====

Overview: With the planetary shield down, Obi-Wan takes his forces to the enemy and attempts to destroy their command center to disrupt their efforts.

Objectives:

Primary:

- Destroy All Opposition at the Landing Zone
- Destroy First Energy Farm
- Destroy Second Energy Farm
- Destroy the Command Installation

Secondary:

- Destroy All 8 Techno Union Ships
- Complete the Mission in Under 9 Minutes
- All Engineers Must Survive

Craft: Republic Gunship

Enemies:

- GAT
- AAT
- Hailfire Droid
- Thule Plasma Turret
- Droid Starfighter
- Homing Spider Droid
- Techno Union Ship

Walkthrough:

Destroy All Opposition at the Landing Zone:

Make a beeline for the landing zone and open up all your weapons on the AATs, Spiders, Hailfires, and Turrets there. Pinpoints and Missiles. You'll get a free refill after you finish, so use it all up. Mace Windu's strike force will land and you'll be tasked with taking out the Command Center.

Destroy First Energy Farm:

The farms have internal shielding, so pick up some engineers at the landing zone and head towards the first farm. Clear out all opposition down there, and drop them off. While they disable the shielding, you'll have to hold off GATs approaching from two fronts. Once you get the call that the engineers are done, blow up the energy farm with multiple Missile volleys and Pinpoints.

Destroy Second Energy Farm:

More of the same. Pick up engineers, clear out the landing area, drop them off, defend them from GATs (and a couple of AATs this time) coming from two directions. Wait for the engineers. Blow up the farm.

Destroy the Command Installation:

Now for some good old-fashioned pyrotechnics. Head towards the Command Installation (it's highlighted in your view). Your objective is to waste all the conduits that are powering the installation. There are conduits all around the installation and you'll be under plenty of fire. Just stay calm and shoot straight and you should be able to take them all out in one pass.

Bonuses:

Destroy All 8 Techno Union Ships:

After you pick up your first group of engineers, you'll pass a clearing with three TU Ships, and there'll be a fourth just past that near the energy farm. The next four are after you pick up the second group of engineers. You'll see one right on your way, another beyond that, and the last two up on a cliff beyond that.

Complete the Mission in Under 9 Minutes:

This is a pretty steep time limit. Clear out the Landing Zone as quickly as you possibly can (empty your Missile battery). The same goes for the Command Center. Everything else is timed to protect, so just keep them alive.

All Engineers Must Survive:

Not necessarily easy, but simple in the sense that you just have to keep all the bad guys away from the energy farms. If you hear a scream, you blew it.

=====
60. Thule - Dark Side Rising =
=====

Overview: With the communications down, and the main military base neutralized, Mace Windu leads the ground assault on Thule's capitol

city.

Objectives:

Primary:

Destroy the Two Starfighter Hangars

Defend the AT-TEs as They Destroy the Factories

Proceed to the Sith City

Destroy the PROTODEKAS

Enter the Service Ducts and Destroy the Gate Mechanism

Secondary:

All Walker Squadmates Must Survive

All Fighter Tank Squadmates Must Survive

At Least 4 AT-TEs must Survive

Craft: AT-XT Assault Walker -> Republic Fighter Tank

Enemies:

GAT

AAT

Homing Spider Droid

Thule Turret

VAC

Hailfire Droid

HAG

PROTODEKA

Battle Droid

Dwarf Spider Droid

Walkthrough:

Destroy the Two Starfighter Hangars:

The first part of your assault is as such. Make your advance, taking out those that get in your way. When you reach the first bridge, make sure you aim right to take out the AAT lobbing cannon fire at you. Cross the bridge and blow up the walls of the nearby building, and proceed on through it, watching out for AATs hiding in corners. The first hangar is on your right as you leave. Take out the Turrets and AATs guarding it and use concentrated fire to blow it up. Proceed along the trenches towards the next hangar. Shoot anything evil that moves. There's an Invincibility powerup along this route, but you'll face about three guys while grabbing it, so it's not super-useful. As you reach the second hangar, VACs will drop off Spiders in addition to the AATs and Turrets that are already there. Use your Shields and Mortars wisely. Use concentrated fire on the second hangar and you'll have neutralized the enemy's air presence.

Defend the AT-TEs as They Destroy the Factories:

This part is in a Republic Fighter Tank. Your task is to keep the AT-TEs alive while they blow up the factories. This part's wild and wooly. There are six AT-TEs, and it's a big field. GATs, AATs,

Hailfires, and Spiders all swarm across the field. Most of your trouble will be GATs and AATs that come from the factories. In addition, some HAGs are produced. They hang back and fire from long range. Have your squadmates take care of them when they show up. Keep up the attack, wiping any red dots. Eventually, the AT-TEs will destroy the factories.

Proceed to the Sith City:

Make your way across the plains and you'll eventually run into a really bad dream come true.

Destroy the PROTODEKAS:

Bad news is you're staring down two of these monster tanks. Good news is that you have squadmates who can lend a hand. Assign them to attack a particular one while you dodge around avoiding Missiles, all the while returning your own fire. Take out one completely before going after the other. Keep your eyes open for the supplies, because you'll need them. Of particular desire to you should be the Super Blaster. After the tanks are down, push on ahead, and an Assault Ship will drop in. You'll switch to a cutscene where your tank is destroyed by Cydon Prax in his Dreadnought. You're on foot for now.

Enter the Service Ducts and Destroy the Gate Mechanism:

Run your little butt and follow the arrow to the service ducts as indicated, knocking down all in your path. The service ducts aren't too complicated. Just keep moving towards the far end. Eventually, you'll see two Spiders ahead. Destroy them and the mechanism behind them and the gates are open for Anakin to charge in.

Bonuses:

All Walker Squadmates Must Survive:

All Fighter Tank Squadmates Must Survive:

At Least 4 AT-TEs must Survive:

These all go hand-in-hand. It's basically a matter of shooting straight, killing enemies quickly, and watching each others' backs. Given the mess that this mission is, the defending shouldn't be too hard unless you're on high difficulties.

=====
6P. Thule - Fate of the Republic =
=====

Overview: The enemy is in disarray. Relatively unnoticed, Anakin's strike team lands at the rear of Thule's capital city, and begins the assault that will hopefully destroy the Dark Reaper.

Objectives:

Primary:

Fight Your Way to the Sith Temple
Defeat Dooku's Henchman, Cydon Prax
Defeat the DARK REAPER

Secondary:

Make it Through the City in under 5:30

All Squadmates Must Survive Through the City
Destroy 45 Enemy Units

Craft: Republic Fighter Tank

Enemies:

GAT

AAT

Homing Spider Droid

Thule Turret

VAC

Dwarf Spider Droid

Hailfire Droid

DREADNOUGHT

DARK REAPER

Walkthrough:

Fight Your Way to the Sith Temple:

Lay into the bad guys with all you got. The path splits soon after you start. Either path has you facing the same bad guys. Use your squadmates wisely and keep moving forward. When you reach a plaza, some VACs will drop off Spiders. Use all your remaining Missiles as you'll get a supply drop-off. Blast through the roadblock and move on ahead. You'll enter a plaza with Dwarfs and Homing Spider Droids. You also have Ammo, Health, and Super Blasters here. Take them out and proceed across the bridge. On the bridge are several Hailfires with a couple of Turrets for support. In the next plaza are several GATs, AATs, Spiders, and Turrets. You'll also get an Ammo refill. Go straight across the plaza if you want Health, otherwise turn right to another path split. The right path has an ammo refill, so go that way to leave yourself some leeway as far as Missiles go. After that mess, proceed down the street to another Health and Ammo dump. Finally, you'll reach the Sith Temple.

Defeat Dooku's Henchman, Cydon Prax:

Cydon Prax will challenge you in his custom DREADNOUGHT. He has forward facing blasters and a seismic pulse that can really mess you up. Fortunately, he doesn't use it too often. Have your squadmates attack him as well and Prax will be a spot on the floor in no time.

Defeat the DARK REAPER:

You'll now attack the Reaper yourself, since you're the only one immune to its effects. Your squadmates will perish shortly, leaving you alone. There are several Health and Ammo powerups around. At all times during this battle, the Reaper can shoot a nasty beam that will drain your shields and hull. Are you ready? Qel-Droma will coach you throughout this. You'll start with the six conduits on the outer side. Blow them all up with lasers and Missiles. Next will be the four laser cannons on the underside. After that are the two Harvester bays, which are decidedly weaker. Finally, you need to destroy the Force Harvester. Loose all your remaining missiles at the Harvester and Dooku will be denied yet another victory in the galactic struggle.

Bonuses:

Make it Through the City in under 5:30:

Try to keep your foot down. It's not a serious time limit, but you have to reach Cydon Prax before the time limit is up.

All Squadmates Must Survive Through the City:

They only have to get as far as Cydon Prax. The Dark Reaper will liquify them quickly, so don't worry about that.

Destroy 45 Enemy Units:

Pretty simple. Wipe them out. All of them. Try not to miss a single enemy, as the count of enemies is just enough.

7. MULTIPLAYER

The multiplayer in this game is good fun. There are no real bots to play against, but a group of friends can enjoy a lot of time blowing each other up.

When you open the Multiplayer Menu, you'll start by selecting an area to fight in, which is separated into the four main games, then the worlds available for each.

Once you pick your world, if you're playing Duel or Control Zone, you'll select:

Time limit: 1, 5, 10, 15, 20, 30 minutes, or infinite

Score Limit: 1, 5, 10, 20, 30, 40, 50, or infinite for Duel

10, 20, 30, 40, 50, 100, or infinite for Control Zone

Teams: If on, there must be at least one player on either Red or Blue Team. Team members cannot damage each other.

After that, you'll select your player name (you can either use "Player #" or a name from the profiles). You'll then select your team if playing with them, and then your craft (or Jedi) and enter the game. Alternatively, you can just press START to be dumped straight into the game.

In all games, you'll start with a countdown where you cannot move or attack, just get your bearings. If you die and respawn, you'll have a few seconds where you're invincible.

So, how do the craft stack up to each other?

Republic Fighter Tank and GAT: Almost identical. The weakest on the battlefield for firepower, but that's not saying much, because a few well-placed Missiles can take care of someone nice and quick. They are the fastest, though, so they get the highest marks for speed and maneuverability, especially with their Repulsor Boosts. This can also help them climb walls and hills in battlefields.

AT-XT and AAT: Whereas the Tanks are for speed, these guys are for power. They're both slow, and their lasers are deadly. Their Secondary weapons are devastating but slow. The AAT is faster and more maneuverable than the AT-XT, as well as having an infinite Secondary, but it's an even tradeoff with the Shields that the AT-XT has.

Hailfire Droid: Sort of a wild card. The Hailfire has very good flat out speed, but its turning is a lot worse than the Tanks. Its Secondary is very powerful, if all Missiles hit, and the lasers are nothing special. Pick this if you want to make things a bit more hectic in the arena, what with multiple warhead explosions.

=====
7A. Duel =
=====

A classic deathmatch-style. Your vehicles will be placed in the battle area. Your objective is to destroy all other vehicles (or those on the other team if you're playing with teams). Powerups are scattered around the arena and will respawn after being taken. You score one point for every enemy killed. Highest score at the end of the time limit, or whoever reaches the score limit, wins.

For craft, you can use the Republic Fighter Tank, the AT-XT Walker, the GAT, the AAT, or the Hailfire Droid. After you're destroyed, you can select a different craft to use.

Here are the arenas for Duel:

Kashyyyk: This area is open for the most part. It's a large circle field. The inner part is clustered with wroshyr trees, while the outer part has small foothills, both of which can make for good cover. The foothills have Ammo and Health on them. And at opposite ends of the field are Invincibility and Disintegration. The center cluster of trees is hiding a Super Blaster.

Rhen Var: The Lost City of Barazon consists of two basic areas. The larger open area has very little cover, besides a few ruined structures and foothills. Out there, there's a few Ammo and Health powerups. Heading through a gate will lead you to the smaller area, but one with more structures and better cover. You'll find Health, Ammo, Super Blasters, and Disintegration in that area. Also, if you're daring, and your craft has Repulsor Boost, you can boost yourself up some of the curved walls on the structures, if you feel like sniping.

Geonosis: This enclosed valley is basically one long curved canyon on two levels. Health and Ammo are scattered throughout. The upper levels have bridges from which one could ambush others. One end of the canyon has a Disintegration powerup. The other end has a balanced rock with Cloaking and Disintegration (for the life of me, I can't figure out a way up there). Near the first Disintegration, there's a Super Blaster and Ammo stowed high up. There are paths that can get you there. If you have Repulsor Boost, you can just boost yourself up there.

Thule: This one's a total mess, to say the least. The lowest part consists of a low and open valley, and there are two very thin canyons where you can leave the valley. There are also many out of the way smaller valleys with cool powerups in them. You can find Disintegration, Super Blasters, Invincibility, and Cloaking each in a little valley, as well as plenty of Health and Ammo. Not all paths in this arena lead somewhere. Some just jump off into space to land in the canyons or valleys below. Neat as a surprise attack.

Raxus: You can play this area after earning 5 Bonus Points. This is

long and somewhat thin. This is the enemy base from the Raxus Prime mission. The far end outside the base are open, but have few powerups. Most of them are in the base itself, or around the outside walls. In addition to the usual Health and Ammo, you can also find two Super Blasters and two Cloakings. I've also seen a Super Blaster (along with a Health) behind one of the walls in the base, but I can't get to it.

=====
7B. Control Zone =
=====

In Control Zone, there is a special circle in the area. When a craft enters that area, it changes to their color. For every second the craft sits in that area, a point is scored. If two or more opposing crafts sit in the circle, it remains white and no points can be scored from it. A point is also scored for a kill.

For craft, you can use the Republic Fighter Tank, the AT-XT Walker, the GAT, the AAT, or the Hailfire Droid. After you're destroyed, you can select a different craft to use.

As a personal note, I feel this is most fun when playing a 2 on 2 team game.

Here are the arenas for Control Zone:

Thule: The Lost Valley of the Sith is just that, a simple valley. The Zone is spot on in the middle, and there are a couple of 1/4 Health Packs there. Scattered about are the usual Health/Ammos. There are two tall pillars near the Zone. One has Disintegration on it, the other has Invincibility. To get to the tops of these pillars, you need a craft that has Repulsor Boost. On the hills around the pillars, there is a stretch of land that angles up. Boost off that stretch and collect the powerups. There is also Cloaking hiding near the Invincibility pillar, and Super Blasters hiding in a high point at the walls of the valley, behind the Disintegration.

Raxus: This adaptation of the Raxus base has the Zone on a hill. In the Zone itself, there are four 1/4 Health Packs, but they're hidden in corners and alcoves where it'd be easy to get trapped in. Around the perimeter are Ammo and Health. Near the Zone is a ramp sticking up that you can use to boost up to a Super Blaster. There's also a Super Blaster in a far corner (along with three Ammo boxes). There are two bunkers near the edge, one with Disintegration, the other with Invincibility.

Thule Moon: You can access this after earning 10 Bonus Points. All respawn points are on a square catwalk system above the Zone. The catwalks all have Ammo on them. On the high ledges outside of the catwalks are two Super Blasters. Down in the lower area are Disintegration, Invincibility, and two Cloakings. The Zone is actually quite small, and has no powerups on it. Good luck holding it.

=====
7C. Conquest =
=====

An assault-style game. There are two teams in the game. There is no time or score limit. Team #1 is the Galactic Republic, and Team #2 is the Confederacy of Independent Systems. For craft, the Republic can

pick the Republic Fighter Tank and the AT-XT, while the Confederacy (Separatists) can pick the GAT or the AAT.

Your objective is to destroy the other team's home base, a structure that takes a lot of hits, but can't return fire. In the upper right corner of the screen is the health bar for your base.

To help you in your task, there are structures called Outposts on the battlefield. To take control of one, enter the circle around it. While inside the circle, Turrets will be built. Once you have a Turret up, the Outpost is officially yours. If you stay in the circle, more Turrets will be built. You can build a maximum of four Turrets at any one Outpost. To return an Outpost to neutral status, all Turrets at it must be destroyed.

Once four Turrets have been constructed, the Outpost can be producing units. The Republic produces AT-XTs and the Separatists produce AATs. You do not need to be in the Outpost for this. The Outpost will produce two units (you can keep track of how many outposts and units you have on the upper right corner). If those units are destroyed, the Outpost will continue producing units as long as the four Turrets remain. If one is destroyed, production stops.

Now, the units you create from the Outpost can be assigned orders just like in the Campaign with the Command Cross. Up is Attack Enemy HQ. Left is Hold Position. Right is Defend Allied HQ. Down is Defend Outpost.

Oh, and most of the powerups you'll find are just Ammo and 1/4 Health Packs. There are a couple of maps that have better ones if you look hard enough.

So, as you can tell, this game can get hectic and messy in a very spectacular manner. ^_^

Here are the Conquest battlefields:

Geonosis: A simple design. Each home base has two Outposts nearby, and there are two Outposts in the mid-field. There are plenty of rock pillars to offer cover.

Kashyyyk: Two Outposts are next to your base. Crossing to the other base is a matter of three ravines. If you fall into a ravine, you blow up. Between the ravines are a singular outpost, and in the very middle of the field you'll find plateaus with one Outpost on the left and right sides. Also, there are sneaky paths to get around the outside of the area.

Thule Moon: Two Outposts are next to your base, like always. Further from the base is another Outpost, then a ravine with a double bridge to connect the sides. Off to the left of the Red Base (or to the right of the Blue Base) are bridges connecting to another area with two Outposts, and a small tunnel that leads to a rare Full Health. To the right side of the Red Base is a climbable path. It's long, but once you reach the end, you'll find three Ammo packs and a lovely vantage point for sniping. There's a similar point from the Blue Base, to the left of the bridge leading to the two Outposts off to the side. There are only two Ammo packs here, but it's quicker to get to.

Rhen Var: Unlock this by earning 15 Bonus Points. Each Base has four

Outposts around it, and there's one in the middle of the field. There are plenty of side passages around the outside of the field. What (literally) separates this area from others is ice walls. A few shots will take care of them, but they do exist as barriers. Also, this is the only Conquest map with some good powerups. To the left and right of the middle base, near the walls, you'll find Cloaking and Invincibility.

=====
7D. Academy: Thule Moon =
=====

The two Academy levels are so complex that they each needed a separate section.

The principle behind Academy is simple. You and whoever you're playing with are dropped into the battlefield and you basically have to survive wave after wave of enemies. The longer you survive, the higher your score.

If you are playing with two or more people, then after every third round (assuming they're still alive), you'll be able to duke it out with them to earn bonus points.

On the Thule Moon mission, you can choose between a Republic Fighter Tank and an AT-XT, and you'll go after waves of Separatist enemies. You're in the center of the field, and there are four gates for them to come through. And come they will. There's a small path in one of the corners that leads to Super Blasters, so use it if you feel you need to.

The points for enemies are as follows:

STAP: 10 Points
GAT: 25 Points
Hailfires: 30 Points
AAT: 40 Points
HAG: 45 Points
CAD: 50 Points
Homing Spider Droid: 60 Points
Dark Acolyte: 100 Points

I'll soon have the workings of what the waves consist of.

In this mission, if you're playing alone, then after every three waves you'll have a bonus wave where Jedi Credits will float around. Collect them for points:

Yellow: 25
Red: 40
Purple: 60
Blue: 100

The Academy session is over when all players die from the opposition (not duels).

=====
7E. Academy: Geonosis =
=====

This Academy session is unlocked with 20 Bonus Points. This is much like the Thule one: fight until you die. The difference here is that you're in the Geonosis execution arena, and you're facing swarms of bad guys while on foot with a lightsaber. Controls for your Jedi are the same as normal. Before you start, you can pick your Jedi: Anakin, Obi-Wan, Mace, or an unnamed Jedi (who we'll call "Bob").

If you're playing alone, then you'll have support from the beginning in the form of Anakin, Mace, and Obi-Wan, whichever ones you're not playing as (this means that you'll get all three if playing as Bob). If playing with others, you get no help from other Jedi.

Once you get through some waves, Padmé will show up to lend you some support. Later still, Clone Troopers will be dropped in to help with the increasing tide of bad guys.

Geonosian: 5 Points

Battle Droid: 10 Points

Super Battle Droid: 15 Points

Dwarf Spider Droid: 20 Points

8. SECRETS

There's plenty of cool stuff to keep you going in the game once you've completed the Campaign.

=====

8A. Bonus Awards =

=====

Completing Bonus Objectives in the game will earn you Bonus Points. These points will be used towards new stuff.

5 Points - Multiplayer Level: Duel - Raxus Prime

10 Points - Multiplayer Level: Control Zone - Thule Moon

15 Points - Multiplayer Level: Conquest - Rhen Var

20 Points - Multiplayer Level: Jedi Academy - Geonosis Arena

25 Points - Unit Viewer: Models of the major characters and craft in the game. Use Left or Right to cycle through them. C-Stick rotates them. R and L zoom out and in, respectively. A has them perform actions.

30 Points - "Making Of" Video - A short featurette on the making of the game.

35 Points - CD Player - Play music tracks from the game.

40 Points - Sketchbook - Look at production sketches for the game.

45 Points - Jedi Master - Yoda is available for use in the Geonosis Arena Jedi Academy Multiplayer Level. He's really no faster, hardier, or more powerful than anyone else you can use, but it's worth it just to see those fancy spins.

=====
8B. Codes =
=====

Already a few codes for this game have been released. Unless otherwise notified, all passcodes remain in the system as long as you save after entering them:

CHOSEN1 - Your craft has unlimited Secondary Weapon ammo and can perform its Special Ability for as long/often as you want. Does not save after being entered.

1WITHTFORCE - Invincibility

GASMASK - Unlock all Campaign Missions.

FRAGFIESTA - Unlocks all multiplayer maps.

CINEMA - Unlocks all movies.

SAYCHEESE - Allows you to view team photos in Sketchbook.

YUB YUB - Gives you three free Bonus Objectives for the mission you last played (the one that shows up on your Profile, and the first one that pops up when you select the Campaign). You can use it as often as you want to get all bonuses, but you still have to beat the missions.

ROGERROGER - Allows you to use the Battle Droid in Academy: Geonosis. Alone, the Battle Droid is pretty lousy. His single shot rifle is best used for long range support covering fellow Jedi.

FUZZBALL - Allows you to use the Wookiee in Academy: Geonosis. Much the same as the Battle Droid, except he's got a really sweet autoaim capability that lets him survive a lot longer. He takes hits real well, too, so having him on a team will extend your survival quite a bit.

9. STANDARD GUIDE STUFF

=====
9A. Legal =
=====

This FAQ was made 100% by me, and is Copyright © 2001-2002 Scott "CyricZ" Zdankiewicz. You may not take it in whole or in part and claim it as your own. You may not alter it in any way, even if you ask me first, and that includes putting it in HTML format. Please don't post this on your site unless you have express consent by me. I've put a lot of time into this. Give me some credit...

Currently, the following sites have permission to post my FAQ:

www.gamefaqs.com
www.gamewinners.com
www.cheatcc.com
www.ign.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 ED guides, but, trying to keep updates, well, updated, I'll only allow large committed sites that I trust.

=====
9B. E-mail Guidelines =
=====

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 Clone Wars. I don't want spam, chain letters, offers for friendship. Compliment me on the FAQ all you want, though...
- Make sure you say Clone Wars at one point in your e-mail. I have more than one FAQ, and asking a generic question such as "How do I kill the last boss?" 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...

=====
9C. Credits =
=====

EGM, olivmic, and PodRacerX, for finding codes.

Lucasarts and Pandemic Studios, for creating a sweet Star Wars game.

The game's manual, for providing a little extra info on some of the craft.

CJayC and Al Amaloo for having this guide on their sites.

=====
9D. Version Updates =
=====

Version 0.5 - 10/31/02 - Completed the first sections and the Geonosis missions. More coming shortly.

Version 0.6 - 11/1/02 - Added the Multiplayer section, so that's out of the way. More in the Codes section.

Version 0.7 - 11/5/02 - A few more missions, codes, etc. Schoolwork's been tying me up lately...

Version 1.0 - 11/7/02 - That'll do it. I'll update more as codes start coming in, and once I get the gumption to put together the waves for Academy levels.

Version 1.1 - 11/25/02 - Codes. w00t.

=====
9E. The Final Word =
=====

Well, that's about all. Have fun collecting the bonuses, and blowing up your friends in multiplayer! The Force be with you!

