

# Star Wars: Rogue Squadron Gold Medal Guide

by GStecker

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Star Wars: Rogue Squadron Gold Medal Strategy Guide

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Star Wars Rogue Squadron is my favorite game ever made. I have been able to earn myself all 19 gold medals in it and consider myself an expert at it. I wanted to write this so that others may enjoy the success that I had, so this guide is filled with my tips, my strategies, and my thoughts which helped me to get all those medals. I have the table of contents listed below, which will help you navigate this guide, although it is pretty self-explanatory.

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### (1) Bonuses

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The most important thing in your quest for 19 Gold medals is having your ships supped up to the max. So, in this section I will explain the bonuses, where they are, and how to get them. Remember that you must beat the level when you pick up the bonus to use it.

#### Advanced Proton Torpedoes

-Advanced Proton Torpedoes are exactly what the name says, advanced proton torpedoes. They pack a greater punch than the X-Wing's normal Proton Torpedoes. They are located on Defection at Corellia in the city nearest the building where Crix Madine is. After the bomber attack on the Tech Center, the bonus will appear in a straightaway in the center of the city. Swoop in and pick it up.

#### Seeker Proton Torpedoes

-These are essential for Gold Medals. They are a bit more powerful than the advanced proton torps, but they lock on to targets. You can find these on Escape from Fest hidden inside a shack which is guarded by two turrets on a ridge behind the research facility. They can also be found in Raid on Sullust. From the beginning, fly straight and once you pass the landing platform, at the side of the wall will be a capacitor. To its right is a huge bunker. Destroy it and pick up the bonus.

#### Advanced Seeker Missiles

-These are used with the A-Wing and are not only homing missiles, but they pack a greater punch. These missiles can be found in the Prisons of Kessel. When Madine's shuttle enters the second prison, on one of the walls of the canyon will be an opening on the top. To the left of the opening is a bunker containing the missiles. To the right, a missile launcher.

#### Advanced Bombs

-Advanced bombs make the Y-Wing's bombs more powerful. Pick them up on either the Imperial

Construction Yards or Blockade on Chandrila. In the Construction Yards, at the second landing platform, destroy one of the round buildings behind it and you will discover the advanced bombs. In Chandrila, when you reach the city, fly to the side opposite the train and you will see a lone AT-ST firing at some pillars. Destroy it and grab the bombs.

#### Seeker Cluster Missiles

-These are essential for success with the V-Wing. Instead of having seven missiles split up and go straight, they split up and destroy enemy targets. The best thing is there is no time spent waiting for the lock on. These are found on Moff Seerdon's Revenge. From where you start, destroy the missile launcher dead ahead and fly toward its remains. Make a U-turn and point towards the ground. The bunker at the base of the cliff contains the missiles. If this is confusing, don't worry because you will have to destroy this bunker anyway to beat the level.

#### Advanced Blasters

-The advanced blasters bonus works for every ship. It increases the power by 100%. They are found in Battle Above Taloraan. When you see the large city, fly to the center of the top and fly straight down between the buildings to get it. Be prepared to lose a life doing this.

#### Advanced Shields

-The last of the bonuses, it is certainly not the least. Sometimes, this could be the difference between a glorious gold and a shameful Game Over. Your shields will start at blue instead of green once you get it. However, your shields will not return to blue after being hit, unless you lose a life. These are found on the Jade Moon. When flying through the trench, you come to a T-junction defended by a single turret. Normally, you'd take a right, but if you go left and follow the path, you will arrive at an area with a huge bunker guarded by two missile turrets. Destroy the turrets, then the bunker, and pick up your reward.

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## (2) Tactics

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There are special maneuvers which must be mastered to be successful in attaining Gold medals. Here are some.

#### Dogfighting

-Dogfighting with TIE's will be essential for certain Gold medals. Always try to use your homing missiles if you can spare them, but remember that the A-Wing's blasters have an auto-aim system. Watch your radar for rapidly moving red dots. These will be TIE's. Never let one get behind you, or you'll be ripped to shreds before you can say, "Wampa." If one is flying circles around you, leave the area and reenter at a point where you have the advantage over the TIE. Bombers really won't try to shoot you that often, they'll concentrate on their mission. Simply get behind them and let loose. TIE/D fighters are the most evasive of all TIEs, but if you unload one group of seeker clusters, they're mince meat. TIE fighters differ from TIE Interceptors because they generally fly in formation and straight, making for an easy 3 kills. Interceptors don't fly in formation often and they go all over the place. Practice fighting each of these with each ship to get a feel for them.

#### Turrets

-"Beep...Beep" That is the most dreaded sound in the game. It is the sound of a missile launcher who has you tagged for destruction. When the beeping occurs with short gaps between, its gaining on you. Always try to take out missile launchers on sight, aiming for the spot between its launch tubes. This will destroy some missiles intended for you. If one gets a good lock and chases you, speed away. The A-Wing, X-Wing (S-foils closed), and V-Wing's boost should almost always protect you from the turrets with their speed. The Y-Wing can take a couple and you're on your own for the Snowspeeder. Just be on the look out

for missile launchers. Laser turrets are no big deal. The basic ones just take four hits with Advanced Blasters. When flying around one, try not to fly straight, but juke around a bit. If you can approach it from below, it can't hit you. Laser turrets are really no sweat to an experienced player. One last tip: always put missile launchers at a higher priority than anything else, unless in extreme situations. Then try to knock out laser turrets.

#### Walkers

-There are three kinds of walkers: AT-ATs, AT-STs, and AT-PTs. Try not to get in front of their "faces", especially AT-PTs. AT-PT's take about four shots to destroy, so try to get them off while coming in at its side or back. The AT-STs take about 14 or 15 shots. So, hit the brakes and aim at the head. AT-ATs take forever to down with blasters, so use the tow cable (you will only see AT-ATs while using the Snowspeeder). Approach it from the back or side and when Luke says to, fire the tow cable. Try to be low to the ground when wrapping up the AT-AT, and, if you stray to far, hold the brakes and turn in closer to the legs. It takes three circles to wrap up an AT-AT. Practice this until you master it.

#### Stormtroopers

-Stormtroopers are real accuracy killers. If possible, drop a bomb down on a group of them to get a lot of kills and your accuracy won't decrease. Never use a missile on them. Just take careful aim with your blasters and hope for a hit. To counteract the accuracy dropping, find a stationary enemy target that won't blow up (such as a landing platform) and let loose on it. This will greatly increase your accuracy.

#### Survival

-Survival is the key to victory. It's about seven seconds wasted each time you die, so that can't happen very often. When you hear a missile coming, speed up and run away or try to make it ram into a wall, like in Kile II. If a TIE gets behind you, take evasive action and get clear. Juking will clear you of most enemy blaster shots. Do not approach a walker head on. Instead, come in from the side, or better yet, the back. Also, it is key to know your surroundings. You don't want to be dodging AT-ST fire on Moff Seerdon's Revenge and smash into a Bacta Container while turning. So know where things are and key locations and enemy stations.

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### (3) The Strategies

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#### Ambush at Mos Eisley

##### Gold Requirements:

Time	3:00
Enemies	31
Accuracy	15%
Saves	50
Bonus	No

Recommended Ship: V-Wing

#### Walkthrough

-This is the first mission in the game, and probably the easiest gold to get. You'll want to hop into the cockpit of your V-Wing airspeeder for this mission for two reasons- the seeker clusters and the boosters. Rapid-fire is unneeded. At the beginning, launch a cluster at the group of probe droids (3) directly in front of you. After that, go to the next group to the right and do the same. To the group after that one, again, use your clusters. After the first three groups are finished, fly to the left until you reach next group on the other side of the level and launch another cluster. You should be left with 2 clusters at this point. Continue flying straight after launching that cluster. You will fly over a ridge. Go to the left skeleton on the ground. A short distance from it in that

direction should be an escape pod, two dewbacks, and two stormtroopers. Use one of your clusters on the dewbacks (they are capable of being locked on to) and then just cut down the troopers with your blasters. Turn right and, using your blasters, destroy the two last probe droids. The cutscene of TIE bombers attacking the city will come in here. Fly straight toward the city and, when all the bombers are in your field of view, launch your final cluster missile.

#### Tips

-Just follow the cone on your radar and fire a cluster at everything but the two lone probe droids and the stormtroopers. With this strategy, I can do it in 1:30 or less, so don't rush your shots.

-The quicker you do this, the fewer buildings will be destroyed, so you need not worry about your friendly saves.

#### Rendezvous on Barkhesh

##### Gold Requirements:

Time	2:45
Enemies	30
Accuracy	40%
Saves	19
Bonus	No

#### Recommended Ship: A-Wing

#### Walkthrough

-The A-Wing is recommended for this Gold because of its speed. Although the V-Wing has boosters, the A-Wing has a much faster constant speed. At the beginning, immediately destroy the 4 probe droids in front of you. Head towards the convoy and go past it and destroy the 4 probe droids ahead. Instead of returning, continue going straight until you reach an area with a large, white turret, 2 AT-STs, and 6 stormtroopers. Destroy the walkers and the turret. This will keep the two transports which go that way safe. Leave the troopers for later. On the way back to the convoy (it should have started moving by now), turn into the canyon and destroy the first AT-ST you see. Then head back towards the convoy's starting position. The reason for going there is that there is a TIE Bomber which will destroy the starting position, costing you the saves you need to attain the gold medal. Destroy it, and then head back to the convoy. When the bombers come, make quick work of them, and then fly through the canyon destroying all walkers you see. When you come to the area with three AT-STs, take them out, and then the two turrets on top of the ridge where the convoy passes through. Quickly head over to the rendezvous point and destroy the two turrets there, so the two lone transports will be safe. Head back as soon as you do this and wait for the bombers to come. Take them out, and then head back to the area where the stormtroopers are. Kill them all and place a few potshots into the bunker to up your accuracy. Head back to the end where the convoy is piling in and destroy the last bomber.

#### Tips

-The level will always finish in 5:19, so the time isn't a factor. Memorize the locations of all enemies and when you should destroy them.

-Make sure you save all 8 transports you are protecting and that you destroy the first bomber at the beginning (the one which will freely wail on the starting point). There is a bunker and 6 rebel troops there which must make it in order for you to get the gold.

-There are 33 enemies in this level: 8 probe droids, 8 AT-STs, 6 TIE Bombers, 6 Stormtroopers, and 5 turrets. Take note of that. If you take out every enemy, you need only take out 3 troopers at the end. But it's safer to nail all of them and use the bunker as an accuracy increaser.

## The Search for the Nonnah

### Gold Requirements:

Time	10:00
Enemies	38
Accuracy	20%
Saves	1
Bonus	No

Recommended Ship: A-Wing

### Walkthrough

-The reason for using the A-Wing in this mission is, again, speed. Also, the blasters of the V-Wing are either way too slow or way too fast. At the beginning, take out the 6 TIE Interceptors coming in. Once you emerge from the canyon, take the left route to find a whole bunch of probe droids scattered about. They make easy kills. Then, if the Nonnah is not there, return to the center of the level and take out some more TIEs.

Once you find the Nonnah, immediately take out the tanks and AT-ST which come out of the Imperial Landing Shuttle. This will trigger the TIE Bombers' entrance. They will come in four waves of 2, so be mindful of when and where they come from. Also, 3 AT-PTs are unloaded from the Imperial Landing Shuttle. Destroy them as soon as possible. You will have some breathing room between the bombers' waves. Get set and as soon as you see them coming, use one of your homing missile on one, and then blast the other out of the sky. Do this to all four waves.

When the 8 bombers are destroyed, the shuttle will lift off. After a few seconds, an endless line of TIE Interceptors will come in to harass the shuttle. Try to approach them from underneath at about a 45° angle heading in the same direction as the fighter. Unless you're close, use missiles. If you have a good shot, use your blasters, but remember, this is the last section of the level and that it is good to unload your stock of missiles on TIEs near the end of a level. About 2 minutes after the shuttle takes off, it will fly over the canyon wall where you began this level.

### Tips

-You have 10 minutes to complete this level, therefore, time is not a factor. The enemies, however, are. It should take about 4 minutes at most to protect the shuttle, and about 2 for it to escape. Use those first 4 minutes to rack up your kill count, and remember to get some easy kills at the end. During the protection stage, only concentrate on the walkers, tanks, and bombers.

-Once the Imperial Landing Shuttle touches the ground, it goes nowhere. This can be used to your advantage. Since the A-Wing's blasters can be wild at times, use it as an accuracy increaser whenever you can spare time from protecting the shuttle.

-You need 1 friendly save to get the Gold, and that is the Shuttle. Don't worry about your wingmates' calls for help. Just go about your own business.

## Defection at Corellia

### Gold Requirements:

Time	10:00
Enemies	50
Accuracy	20%
Saves	95
Bonus	Yes

Recommended Ship: Snowspeeder (only choice)

## Walkthrough

-As soon as the level starts and you gain control of your speeder, make a hard left and follow your radar to the probe droids. Take them out as quickly as you can and then Riekaan will call you for help. While heading over to help him, pass by the middle city and destroy the 3 bombers you encounter. After that, head over to the capital building and destroy the 8 or 10 bombers attacking it. After this, when you get the cutscene about Crix Madine needing help, rush over to him as fast as possible and destroy the 4 TIE Bombers there. Now you will get a cutscene showing that the Millennium Falcon has entered the area. You need to get back to the capital building, but on the way, pick up the bonus in the city nearest the tech center. The city is on the other side of the ridge. Swoop in and pick it up, then continue on your way to the capital tower. You will see an AT-AT marching and firing at the building. Come in from behind and wrap it up. Try not to lose the tow cable, otherwise it will cost you precious seconds. Once you take out the walker, Crix will yet again call for help. Take out the two bombers in the area and then head towards Madine. You'll want to get there by moving along the coast. This will allow you to try and take out some stormtroopers firing at the tech center. If you don't get all of them on your first pass, don't worry. Take out one of the AT-STs, fly a little beyond its ruins, turn around, and take out the other one from behind. On this pass, you will want to take out the remaining troopers. Head toward the AT-AT, flying low to the ground trying to dodge its fire, and make quick work of it. This will trigger a shuttle's arrival and 6 TIE fighters harassing it. Take out the first three, which will come out over the ridge by the tech center, and then the 3 tailing the shuttle. If you did that quickly, you will have a good deal of time to fly to the city where you found the bonus and take out some troopers. You can also destroy some of the gunboats (a couple will be docked on the shore, making easy targets). About a minute and a half after the shuttle's arrival, it will lift off and fly off into space and Crix will say, "Thanks Rogue Group. I'm clear." Then the level will be over.

## Tips

-The accuracy requirement in this level is pretty low, but don't take it for granite. The TIEs and stormtroopers can easily lower your accuracy. To counteract this, place a few potshots into the body of the two AT-ATs. They serve as good accuracy increasers.

-When getting the bonus, it is very easy to lose a life, which will waste precious seconds. Approach the bonus with your brakes on and, once you've got it, fly straight up to avoid hitting the buildings head-on.

-You really just need to worry about getting those extra couple of kills. At the end of the level, try to destroy some gunboats and stormtroopers. Also, remember that the turrets will take out some enemies, too.

## Liberation of Gerrard V

### Gold Requirements

Time	5:15
Enemies	33
Accuracy	30%
Saves	6
Bonus	No

Recommended Ship: A-Wing

## Walkthrough

-The A-Wing is the ship to use for this gold because of its speed. At the beginning, speed over the small hill and destroy the two turrets on the ground on one pass. If you get only one, that's alright, you're just trying to get some kills on your way to the missile turrets. When you have the first one in your sights, destroy it, and then head right and do the same to the other two. Turn back towards the city and take out the turrets atop the buildings. After you do that, take out the ones on the ground and then get the AT-PTs

walking around. Note that there is one in the area to the left of the place where you began this level. When you destroy all enemy targets in this area, Wedge will inform you of the 128th TIE Interceptor Squadron.

After the cutscene, wait a few seconds, and then head through the canyon to the right of the first missile turret you destroyed and take out the two AT-PTs there. When you come out on the other side, take out the missile turret immediately in front of you. Turn right and take out the turrets in this order (it is the most efficient way): (1) the turret on the low building, (2) the missile turret on the building behind it, (3) the turret on the ground, (4) and (5) the two missile turrets near the large tower turret. Also take out the two AT-PTs there. When you approach the Tower, hit your brakes and let loose. You're a-Wing's frame is so slender, the turret's blasters can't hit you! You can just sit there firing away without getting a scratch. Once you destroy the tower, head on over to the coast and take out the AT-PT and use your stock of missiles on any TIE Interceptors you can lock on to. Don't follow them, just stay near the shore and endless waves will set in, just asking for it.

#### Tips

-In the first part of the level, try to destroy all the enemies as quickly as you can because it will trigger the cutscene ending that stage. This will help with the time requirement.

-The reason not to use the V-Wing in this level is because the missiles will go after any enemy targets, including the yachts. The A-Wing is a better choice than the X-Wing because it carries 8 missiles.

-All the Y-Wings must make it for you to get the gold. Be sure to take out all missile turrets and roof mounted laser turrets first. Then the others.

#### The Jade Moon

##### Gold Requirements:

Time	6:00
Enemies	45
Accuracy	40%
Saves	7
Bonus	Yes

Recommended Ship: X-Wing

#### Walkthrough

-This gold calls for an X-Wing because you want to have good shields, good firepower, and have your blasters pack a nice punch. You'll want to immediately head towards the commandos' destination, eliminating all AT-PTs along the way. Take out the four turbolasers there and then close your S-foils and zip over to the bonus location. Don't fly through the trench. Instead, fly over the hills and destroy all the missile launchers guarding the area. Link your blasters and take out the missile turrets at the bonus location, and then destroy the large building and grab the bonus. Fly through the trench, destroying the two turbolasers, and then the one right next to the generator. Before taking out the shield generator, nail the AT-PT and destroy the structures on the small hill for easy kills. Then destroy the generator.

When you destroy it, immediately fly over to protect the commandos. Destroy the AT-PTs using quad-linked lasers. Then, wait for the first two bombers to come in and tag them with one torpedo each. A few seconds later, a third will come in, and do the same to it. The remaining TIE Interceptors will do no harm to the commandos, so they can wait. Lock onto each of them with your torps, and let 'em have it. Mission completed.

#### Tips

-The buildings in this area are easy kills. Make sure to destroy all of them conveniently. That is, don't make separate passes to destroy them later. Try to take them out whenever

they're in your sights. Knowing how many hits they take is helpful.

-Keep your blasters linked for quad-fire. You will not use blasters on the TIE fighters, only buildings and turrets. This will eliminate all turrets and most buildings with one well-placed shot.

-Conserve your torpedoes. You only get six and you don't want to waste them. If you get pasted at the bonus location, then you'll have a few extras, but I strongly recommend trying your best to keep alive. Use a missile on each of the TIEs and one on the Shield Generator or the building containing the bonus. It's your decision.

## Imperial Construction Yards

### Gold Requirements:

Time	6:30
Enemies	80
Accuracy	45%
Saves	0
Bonus	Yes

Recommended Ship: Snowspeeder (only choice)

### Walkthrough

-Don't be discouraged by the amount of enemies you need to destroy in this level. This is a rather easy gold to get. At the beginning, stick with your wingmen to destroy the sensors. When they're gone, you'll emerge from the canyon and go face to face with an AT-AT. Try to draw its fire away from your wingmen so they can help you get a few extra kills. Head to the landing platform right behind the AT-AT and take out the turbolaser on the ridge next to it. On the ground around it, you'll see a lot of little containers and bunkers which are easy pickings; destroy them. Also, take out all the TIE fighters on top of the landing platform. Go past the turbolaser's remains to find another landing platform. First destroy the missile turret and then knock out the shuttle. Destroy the turbolaser, too. Then take aim at all the structures around the landing platform. One contains the bonus, so be sure to pick it up.

After you're done with the two landing platforms, fly on over to the AT-ST factory. On the way in, you can take out the AT-ST and the turbolaser firing at you. Once you get past them, immediately destroy the missile turret and the other gun emplacement. Then you can go about your business destroying whatever you want at this factory, but remember to get the big building in the back. Afterwards, go to the AT-AT factory and try and take out the two turbolasers you see first, right in front of the AT-AT. You'll probably get torn to pieces by the two missile turrets, but don't sweat it. When you get your next life, get revenge on them and then take out the turrets in the AT-AT factory. Destroy anything you want here, but make sure you leave one of the big buildings around until you think you've racked up enough kills, then destroy it.

### Tips

-Although you don't need to, try and draw the first AT-AT's fire away from your wingmen. They'll get you a few more kills.

-They may seem like easy pickings, but leave the AT-ATs alone. Wrapping a tow cable will eat up a lot of time, and though the time limit is very forgiving, it's not that forgiving. Just ignore them. Once behind them, they can't hit you.

-Don't think you have all the time in the world to rack up kills. You've got enough time, but try and take everything out as fast as possible, and focus mainly on stationary targets.

-The AT-ATs and landing platforms make very good accuracy increasers. Even though most of the enemies in this level are big and stationary, a few potshots couldn't hurt.



## Assault on Kile II

### Gold Requirements:

Time	6:00
Enemies	65
Accuracy	60%
Saves	0
Bonus	No

Recommended Ship: Y-Wing (only choice)

### Walkthrough

-This level, like the Imperial Construction Yards requires a fairly high hit count, but the targets are large and stationary. This a pretty simple gold to get. From the start, fly with your wingmen up until the TIEs come in. Don't worry about them, but take the passage to your right. Continue along this way and take out as many of the turbolasers you can below you in one pass. Continue forward, destroying the two turbolasers embedded in the canyon, until you emerge into a large area, the spaceport. Immediately veer right and take out the missile launcher. Then destroy the turbolaser behind it. Make a full circle around the spaceport, eliminating all of the turrets (8). Quickly take out the buildings in the spaceport, but try not to use any more than 4 bombs; you'll want them for later. Use bombs on the 3 square landing pads and blast the rest. Ignore the TIEs and stormtroopers, but shake off any TIEs that get on your tail. When you're finished here, head out the way you came in.

Continue to the point where the three turbolasers were before you wailed on them, and then turn 90° to the right and between the two walls. Take out the missile launcher there and then take the right at the fork. Following this will bring you to the last part of the mission. When you emerge, turn left and destroy the missile launcher and then continue forward towards the sensor array and take out the three turrets there, then take out the big building. Drop one bomb and then drop another about a second later. Doing this will kill the stormtroopers who emerge from the ruins (about 7). Destroy the 7 antennae next. Head over to the bunkers and take out the front two which are parallel to each other. Here is where the Wedge cutscene comes in. When it's over get the back one. Do the same to this one that you did to the big building at the sensor array. Drop a bomb in the center of the building and then another to get all the stormtroopers (at least 12). Finally, destroy the last bunker to complete the mission.

### Tips

-At the sensor array, you can get double the kills when you attack the antennae. Simply drop a bomb on the spot where the antenna and the long, slender structure meet. Both will explode, allowing you to kill two birds with one stone.

-Be sure to take out the stormtroopers who emerge from the big building at the sensor array and the back bunker. This gets you at least 20 kills and is very helpful for your enemies, time, and accuracy.

-Decide which buildings to bomb and which to blast at the Spaceport. The landing pads are better off being destroyed by bombs, but the little square buildings and the round ones are very weak and should be taken out with a few blaster bolts. Use your own discretion on the other buildings. If you want extra bombs, feel free to kill yourself, preferably by running into a structure. You have lots of time.

## Rescue on Kessel

### Gold Requirements:

Time	4:30
Enemies	26

Accuracy	40%
Saves	5
Bonus	No

Recommended Ship: X-Wing (only choice)

#### Walkthrough

-This will be the start of the more difficult gold medals. However, if you know what you're doing, it will become easy. To start of, go over the first ridge a little to the left of the way your wingmen are going. Take out the AT-ST, missile turret, and bunker quickly. Then destroy the three transports and the turbolaser fixed on the ridge. Fly through this valley, the way the convoy was headed and destroy the missile turret and the turbolaser behind it. Take a few potshots into the train station, and then turn right. You will find two turbolasers; destroy them. Continue forward and take out the missile turrets there. After destroying them, to the right you will find an AT-ST which you should take out. Continue forward until you come across three turbolasers, and of course, take them out. Beyond this area are four more AT-STs which you must deal with. Finally, take out the bunker and the three little antennae to its left. Close your S-foils and rush over to the train. Disable it as quickly as you can to complete the mission.

#### Tips

-The train does not count as an enemy, but the walkthrough above points out 25 enemies. I have not found a 26th, but anytime I destroy everything in the level, I come away with 25. Maybe your wingmen destroy something else, I don't know to be honest. If you want to be safe, shoot down one of the TIEs flying around the area.

-Time is not an issue here. You either beat the level or fail it. It only takes the train about 3:30 to get to its destination, so you don't really need to worry.

-If you decide to shoot down a TIE, you can use the train station as a good accuracy increaser, but since the required accuracy is so low, it's not necessary.

-Learn the locations of all the enemies, so you know what you have to destroy. Remember that there are 4 AT-STs near the bunker at the train's starting point. Remember that there is an AT-ST to the right of the missile launcher to your right. Remembering locations such as these will increase your chances of survival and help you destroy all the enemies.

#### Prisons of Kessel

##### Gold Requirements:

Time	10:30
Enemies	103
Accuracy	40%
Saves	35
Bonus	Yes

Recommended Ship: V-Wing

#### Walkthrough

-The number one thing you need for this mission is not to be intimidated. That 103 enemies in 10:30 stuff is not hard at all. In fact, I'd say this is an easier gold than Rescue on Kessel one. The V-Wing is helpful because of its Seeker Clusters and rapid fire mode. From the start, go forward until you see 3 probe droids and take them out. Then get back to the shuttle and take out every turret at the first prison. When Madine tells you to knock out the shield generator, fly over to the generator, taking out as many turrets as is convenient on the way. No one will attack Madine until the shield is down, so you can take some time to get as many turrets as possible. Destroy the missile turret and AT-ST around the generator first, and then whatever else you want to in this area, and then destroy the shield generator itself. Now hit your boosters and race back to the shuttle, again

eliminating anything convenient in your path. When you get to the shuttle, get the attacking TIE squadron on your screen and launch a cluster. Take out any others with your blasters. When the TIEs are gone, look at the bunkers and you will see 4 stormtroopers come out of each, which are the key to getting this gold. Kill them, then destroy the bunkers and follow Madine to the second prison.

Again, take out all the turrets and structures remaining, except for the bunkers, from which stormtroopers will emerge, and when they do, take them out and destroy the bunkers. Try and get the AT-STs before the shuttle comes in their sights and use one cluster on the TIE squadron. Remember to get the bonus in a ridge on one of the sides of the canyon. Proceed to the third prison and do the same, except in this one, there is no bonus. Finally you reach the fourth camp, at which, guess what, you do the same thing. When the Imperial forces are eliminated in the prison, go into the area right next to it where the shield generator was and take out all enemy targets you can there. There are two bunkers here also, which emit stormtroopers, allowing you to rack up 10 more kills. Continue to get enemy kills until Madine gets clear of the prisons and the mission ends.

#### Tips

-This is a difficult walkthrough to write for an easy gold. Every time I beat the level, I do it differently, and most of the time I meet the gold requirements. Basically, take out any Imperials you see and be time efficient when doing so. Beat it however you can, but be sure to get lots of kills.

-The only way to go over the time limit is by taking too much time destroying the shield generator. Sure it seems like an easy chance to rack up kills since Madine isn't being attacked, but keep in mind that you need to do it quickly, because you don't have all the time in the world. I'd say you can spend about 45-55 seconds taking out whatever you want and the generator.

-The key to this gold is the 103 kills. Though you don't need to get all of them, the stormtroopers are what makes this feat possible. There are nine bunkers around the level (two at each prison and one near the shield generator), and each emits five stormtroopers. So each bunker gives you 5 kills.  $5 \times 9 = 45$  kills, making up almost half of the required kill count. Get all of them, and you need only destroy the attacking Imperial targets and the structures around each prison.

-The stormtroopers can kill your accuracy if your not careful, so use the shield generator, landing platforms, AT-STs, and the prisons as good accuracy increasers. An easy way of nailing the stormtroopers is looking at your radar and identifying the two bunkers. When you see the two red dots expand into more, they're just coming out. Fire a few shots right at the spot where their coming out and you'll get all of them.

#### Battle Above Taloraan

##### Gold Requirements:

Time	7:00
Enemies	90
Accuracy	70%
Saves	1
Bonus	Yes

Recommended Ship: A-Wing

#### Walkthrough

-I will not lie to you, this is going to be one of the tougher golds to achieve in Rogue Squadron. Don't even think about using the X-Wing. It's extra shields are useless if you can't go fast enough to get through the mission. You'll want that speed and those extra two missiles in this level.

At the very beginning, take out all of the Imperial barrels on the lower portion of the platform. Shoot a few extra shots into the far left and right ones to get the ones behind

them and then go off to the right of the platform from where you came in. Circle around and destroy the Imperial containers on the top portion and speed on to the second platform. Lock on to a TIE fighter and release a missile. Continue in a straight path to the 4 containers on the bottom and take them all out. Then try and get the ones on top. It would be good to do this on one pass, but two passes is okay. Try and pick up a few kills on the TIEs with your blasters. Head on over to the third and fourth platforms and blast the four turrets into oblivion. Then, quickly proceed to the fifth. Here, you will not want to stop firing until the platform is behind you. Go after the front containers first, and then any turrets you can pick off behind them. On your second pass, take out the back containers and any turrets behind them. Once all the turrets and gas tanks are demolished, leave platform 5 behind.

At platforms 6 and 7, try and take out the turrets as fast as possible. Make a sweep around the lower platform and then a sweep around the upper one, destroying all six turrets. Then go after the barrels. Destroy these as soon as possible. Now you will be directed toward the last platform. Fortunately for you, a squadron of TIE Fighters and TIE Interceptors will come in. These idiots will pass right by you and not look back. Take out as many as you can on the head-to-head run, and then turn around and get them from behind. Once you are back at platforms 6 and 7, turn back in the direction your radar tells you to go and fly over the top of the city. In the center, you will see the bonus floating between a bunch of tightly packed looming buildings. You really have no choice but to kamikaze yourself to get this thing. Come to the center of the city, get as clear a path to the bonus as you can find, and fly right into the bonus, then wait around for the fireworks.

On your, hopefully second, life, simply fly under the city to platform 8 and destroy the "missile" launchers there. I put missiles in quotations because they really don't fire missiles. Notice there is no beeping, and they never curve towards your ship in mid-flight? These are just high-powered, anti-air turrets, no more than wimpy turbolasers, unless you get nailed by one. Once they're no more, nonchalantly take out the remaining Imperial barrels and get back to the hangar.

#### Tips

-Ouch, a triple threat. You need to get 90 enemies in seven minutes with an accuracy rating of 70%! And the turrets and gas tanks only make up 69 enemies, so you'll have to scrounge up 21 more kills! Never fear, a pack of 8 seeker concussion missiles is here. Use these on any TIEs you wish, or in a time of desperation against a turret. Try not to have any left when you sacrifice your ship for the bonus.

-You can also resort to blasters for some of the TIEs. You can actually use the platforms as accuracy increasers, so feel free to take some potshots on the platforms. A good timesaver is when your blasters go through those darn tanks, something which will make you pull your hair out of your scalp for sure, especially when it happens on a turret. Just learn to deal with this, and use those accuracy increasers.

-You seriously need to know your environment to get this gold. You need to reduce the time you spend looking at the gas tanks, inspecting them for markings, and then firing, taking out two at a time. You cannot methodically take them out so as to protect the civilian tanks. Learn where all of them are and the most time-efficient way of dealing with them. You have to take out a lot of civilian containers to fail, and they don't even factor in to the gold requirements.

-Let's not forget about that save category. You still need to save one, and that one is not a wingman, its not the civilian gas tanks, but it's the Rebel blockade runner which accompanies you on this mission. Those turrets on platforms 3-7 are very bad for the corvette's hull, so deal with them quickly.

#### Escape From Fest

Gold Requirements

Time 6:30

Enemies	65
Accuracy	25%
Saves	7
Bonus	Yes

Recommended Ship: Snowspeeder (only choice)

#### Walkthrough

-Like in Prisons of Kessel, you just need to be sure you don't get discouraged. Learn what you have to do and it becomes a piece of cake. At the beginning, try and pick off a few stormtroopers running around the hill. Turn right and put a few shots into the shield generator, but don't blow it up. Also, take out the two turbolasers here. Head towards the gate and take out any turbolasers you see on the ridge. Go directly towards the AT-AT shooting at the AT-PTs and on the way to it, destroy the two bunkers and as many of the stormtroopers as you can. Take down the AT-AT, and then go back to where the shield generator is. Down the AT-AT there and take out some of the stormtroopers then go and get the last of the AT-ATs, and the turbolaser next to it. When it is down, the AT-PTs will have already started moving. For the next minute or so, concentrate on eliminating the tank droids from the valley. The fewer there are, the better chance you have of saving all the AT-PTs. You'll want to get all of them. When you are informed of the incoming bombers, place them as your top priority and head over the ridge to intercept them. There will be four flights of two, the second four coming about 15 seconds after the first four. If the first two get by, it's not a problem. They won't destroy the AT-PTs on their first pass and your wingmen will most likely vape them when they turn around for the next pass. If they get by, just concentrate on the following six. When they're all destroyed, check to see if the tanks are all gone, and check the AT-PTs to see if all of them survived. If not, then you will not get the gold.

Once you're certain that there are no more tanks, head over the snow dune and get to the generator. Place a few shots into the already weakened shield generator to destroy it, and then get the bunker in the back. Then go over to the research facility and take out the missile launchers and bunkers there, and as many stormtroopers as you can on one pass, and fly up to the top of the ridge behind the facility. Take out the two turbolasers and the small bunker, then grab the bonus. Turn around and take out the research facility as quickly as possible.

#### Tips

-The hard thing about this gold is that all three AT-PTs must make it to the pickup point. The tanks pose the biggest threat. You should be more concerned with the tanks left behind the AT-PTs than the ones in front. There probably won't be any behind the AT-PTs though, maybe one or two at most, but since the AT-PTs have no backward firing capabilities, they're sitting ducks. Your next priority should be the ones in front of the AT-PTs. You might want to take these out as they are beginning to settle in to their positions, but once they do, they're easy targets. Finally, be wary of the TIE Bombers. They will be devastating if given the chance to be. Take them out as soon as possible.

-You don't really want to destroy the shield generator right away. Doing so will unveil the missile launchers, which will hinder you when you try and intercept the TIE Bombers. So, take a few shots when given the chance to, but don't destroy it until you're going after the research facility.

-There are enemies all over the place in this level. The problem is the big ones take a while to down while the easy ones to kill are small, rapidly moving targets. You should get as many stormtroopers as possible. If you need to fix whatever they do to your accuracy, take some potshots into the AT-ATs, preferably the third one you destroy so you're not distracted by the stormtroopers.

-Again, you'll need to be time-efficient. Don't take side trips to get a few extra stormtrooper kills. There are plenty around the first AT-AT, the shield generator, and the research facility. Take these out when you are making a pass by one of these areas.

## Blockade on Chandrila

### Gold Requirements:

Time	5:45
Enemies	35
Accuracy	20%
Saves	4
Bonus	Yes

Recommended Ship: X-Wing

### Walkthrough

-For being such a late level, the Blockade on Chandrila gold is really pretty simple. Just do the train part as well as you can. Know where, when, and how many TIE's come in at each area. Do your best to protect the train, but don't go wild with your blasters and do not use your torpedoes. Just rack up some kills and protect that train as good as you can. It's once you reach the city that this gets interesting.

When the city comes in sight, close your S-foils and make a U-turn the first two buildings on your left. This will give you a good position from which to strike the bombers which come in. Take them out on the head-to-head confrontation, and then shut your S-foils again and head in the direction your radar tells you. Eliminate these three bombers as fast as you can. When the cutscene is over, get aligned with the three AT-STs attacking the shuttles. This is where you want to use those torpedoes. Destroy all six with your torpedoes and then again, shut your S-foils. This time you're flying all the way across the city, past the four towers that the bombers were attacking, where you'll see a lone AT-ST blasting away at four small pillars. Take it out, swoop down, and grab the bonus. Now close your S-foils. You will want to be near the four towers when the cutscene starts. This will leave you in good position to intercept the three incoming bombers. Take them out, and the mission is over.

### Tips

-The saves are the big factor in getting this gold. The four saves are the four large towers that are attacked on two separate occasions, but hopefully, you can prevent the second attack on them by intercepting the second wave of TIE Bombers. Protecting these towers is your top priority, and you may even want to use your torpedoes on the bombers. I don't recommend this tactic, though, because it will take more time to destroy the AT-STs. So, concentrate on saving all four towers.

-Even though it's not necessary to get a save, protect the train as best you can. If not to protect it, at least to rack up some kills on the tons of TIEs which attack it. This is where most of your kills will probably come from.

-The bad news: There are no accuracy increasers on Blockade on Chandrila.

The good news: The accuracy requirement is only 20%. Therefore, all you need to do is take careful shots on the TIEs and also, sink your blasters into the AT-STs if you want a little boost in accuracy. If you're careful, you don't need to worry about accuracy.

## Raid on Sullust

### Gold Requirements:

Time	4:00
Enemies	40
Accuracy	75%
Saves	0
Bonus	Yes

Recommended Ship: Y-Wing (only choice)

## Walkthrough

-I would venture to say that this is the hardest gold to get of all the "normal" levels. I'm sure most people have heard that the best way to beat Sullust is to eliminate the missile launchers and then go after the transmitters from high up, out of the turbolaser' range. Unfortunately, that will not work if you want the gold. You will only have time to make one circle around the volcano, destroying all the transmitters. At every spot with a transmitter, there will be turrets. At some, there are three, and at others, only one, but most have two. As you pass by the transmitters, you will need to take out any and all of the turbolasers and missile turrets. Here's a little strategy to get this gold. When you get control of your ship, immediately turn left and eliminate the turrets and transmitter there. Turn towards the center of the volcano and destroy the missile launcher and transmitter there. Go back to the wall, and take out all the Imperial targets there. Continue along the wall until you see another transmitter. Again, take out all of the turrets and the transmitter. You will probably hear beeping here. Turn to face the missile turret locking on to you and eliminate it. Shoot some at the landing pad, then fly over it where you will find another missile turret and a transmitter. Take these out and turn left, to find a transmitter surrounded by turbolasers. Finish these off and then head back towards the landing pad. Drop one bomb on all of the little structures behind the pad, and then turn to face the transmitter and turbolasers. Eliminate these and the large building behind them. Now, bomb the large building to the right of this set of enemies to reveal the bonus. Swoop down and grab it. Now head towards the next transmitter, which is near the center of the volcano. Drop a bomb so that it takes out as many of the enemies as possible. Take out the missile launcher ahead and its transmitter, and then turn left, and decimate the turbolasers and transmitter by the wall. Continue along the wall until you come upon the last transmitter and turbolasers, which you must destroy. Now you and your wingmen will all rendezvous back at the capacitor. Get as close to the volcano wall as you can, and then turn around and head towards it. Try and take out the blocks as fast as you can, and hopefully some TIEs will pass by your line of fire. When you need to make another pass, try and go towards the landing pad to turn around, and place a few shots into it. Turn around and shoot at the blocks. Continue until they're all gone.

## Tips

-You will need to eliminate all of the turrets and transmitters in this level, and a few AT-STs couldn't hurt. However, you can only make one sweep around the volcano, so you must get all of the transmitters and any turrets you are going to take out. This may take practice.

-The landing pad is your only friend in this level. Your wingmen will basically not do anything to the enemy except destroy some of the blocks at the capacitor. But the landing pad is your accuracy increaser, and you'll need one on this level. It also supplies you with about 8 easy targets that you can bomb into oblivion.

-Practice this level until you know it like the back of your hand. Learn where everything is, and how you should go about taking them out.

## Moff Seerdon's Revenge

### Gold Requirements:

Time	6:00
Enemies	45
Accuracy	30%
Saves	55
Bonus	Yes

Recommended Ship: V-Wing

## Walkthrough

-This will probably be the other level that will give you problems when trying to get the

first 16 gold medals. You'll want the V-Wing mainly for its seeker cluster missiles, and maybe a little for its boosters. The key to this gold is to eliminate the missile turrets and AT-STs as quickly as possible, as they are the biggest threats. Here's probably the best method for doing this.

When you gain control of your ship, immediately switch to rapid-fire mode and take out the missile turret ahead of you. Continue straight down the valley to the left of the missile turret, where eventually you'll see three TIE Interceptors flying by. Launch a cluster at them and then try and take out the missile turret on the ground. Turn right and knock out the missile turret on the other side of the little village. Also, try and destroy the AT-ST in this area. Turn right and go up and over the hill, where you'll encounter another missile turret. Destroy it and the AT-ST and then look up, where you'll see two TIE Bombers. Launch a cluster at them and then get the one behind them and then turn to the right and tag the Bomber there with a cluster. Go back down to the valley and knock out the turbolaser and the last missile launcher. From where the missile turret's ruins are, fly over the hill behind it, passing by a bunker and two turbolasers, which you might want to try and take out as you pass over them, and then fly up to the top of the wall behind them, where there are two turbolasers and two AT-STs. Get the turbolasers when you're coming in and then head for the AT-ST shooting at the people and take it out. Then destroy the other one. Go back to the bottom of this wall, and grab the bonus. Fly to the first village you went through and destroy any bunkers you left. Go up and over the hill to the second village and take out any bunkers you left there. Now, just destroy any remaining bunkers or turbolasers on the ground and get the last few TIE Interceptors.

The part with Moff Seerdon is a lot easier than the first part of this mission.

Immediately launch a cluster at his shuttle and then veer out of his way, using boosters if you need to. Fly far away from him, and then come back for another shot. Try not to shoot if you find your clusters circling his ship. If this happens, use your rapid-fire blasters until some of the missiles strike his shuttle. Continue in this way until he's destroyed.

#### Tips

-The AT-STs are the biggest threat to your gold attempt, and the missile turrets are the biggest threat to your survival. Follow the guide above and take them out as you see them. You'll want to divert all turbolaser and AT-ST fire away from the bacta tanks, so approach them aggressively.

-Try not to die with any cluster missiles. You will most likely lose at least one life in the first part of the mission, usually by a missile launcher. So, you don't have to conserve your missiles on your first life, but try and make them count. If you find yourself out of missiles when you're fighting Seerdon, and you have a life to spare, slam your V-Wing into the side of a canyon, or better yet, go on a head-to-head with Seerdon and try and do as much damage to him before he kills you, and if you survive, then kill yourself.

-I only mentioned one point where you should take out TIE Interceptors. This is because they will be all over the place and it's impossible to factor them into the strategy, because one slight second off and their position will be different. You will basically want to conserve your clusters for the TIEs, and nail them whenever you see them. Most likely, the cutscene will start after you have taken down a TIE.

-You will want to take out any enemies that come into your field of view, but be sure that you put AT-STs and missile turrets as your top priority. Until all of these are gone, don't pursue TIE Interceptors.

#### The Battle of Calamari

##### Gold Requirements:

Time	5:30
Enemies	24
Accuracy	25%



Saves 87  
Bonus No

Recommended Ship: V-Wing

#### Walkthrough

-The final gold of the first 16 missions is not terribly difficult. What you need to do is go about it as normal, but do it quicker. Start by heading over to the first World Devastator. This is the hardest of all of the three because of those missiles. Fly up to the shield generator on top, hit it with a pulse or two from your rapid-fire blasters and then, when you're only a few meters away, launch a cluster missile at it and boost out of there. It should explode. Turn around when the boosters wear off, and fire one pulse blast into the two side legs facing you. The Devastator will be destroyed. Simply fly over to the city and fire one cluster to take out the three TIE/d fighters there. Now you will be going to the second World Devastator, the easiest one of the three. Immediately destroy the shield generator and then knock out two of its legs, as usual. Now, go and destroy the TIE/d fighters attacking the city. You will probably use two cluster missiles on them. You will then fly over to the last World Devastator and take it down as quickly as possible. Once that's done, go over to the last city. Wait until there are at least three or four TIE/d fighters attacking it, then come in and launch a cluster. If you didn't get all of them, fire another at any that were missed, otherwise, just wait until more come in. If you find that you are out of missiles when there are still TIE/d fighters to destroy, scrap your ship. You will regenerate fully stocked, ready to take out the final TIE/d fighters. Do it quickly and you will complete the mission.

#### Tips

-Beating this level in 5:30 is a breeze, but beating it in 5:30 and getting 87 saves is virtually impossible. Mon Calamari is constantly under attack, and you need to destroy its attackers before the damage they do costs you the gold. So, be quick in taking out the World Devastators, and be sure you always have some missiles in stock for the fighters. You should try and take out each fighter with cluster missiles. Shoot for a time closer to 4:30 or below.

-The only time I recommend using your boosters in this level is once you've destroyed the shield generator atop the first World Devastator. You will hear a lot of beeping, and those boosters are the only thing that will allow you to shake off the missiles. Don't use your boosters to get from place to place, because your speed will be greatly affected afterwards and cause your time to inflate. You can also use them so you can come around for another pass on the TIE/d fighters. Boosters are generally for evasion, not for traveling.

#### Beggar's Canyon

Gold Requirement: Beat Wedge

Recommended Ship: T-16 Skyhopper (only choice)

#### Walkthrough

-This is a different gold from all the rest. You do not need to worry about time, kills, accuracy, bonuses, or friendly saves. All you need to do is beat Wedge. Take your first right and follow the other T-16 Skyhopper (Wedge) into the canyon. Try and keep up with him until you reach a point (after the 5th turn) where there are two low hills that you can fly over. Wedge will not fly over these, but will continue flying the course. Once on the other side, simply finish the race without getting disqualified. Unless you mess up really bad, Wedge will never catch up.

#### Tips

-The shortcut is the key to this gold. It's not absolutely necessary that you go over them, but why wouldn't you? If you do, it's basically a guaranteed gold. Just be sure not

to venture too high.

-Be sure you don't knick Wedge or fly too high. Doing either of these will result in a disqualification.

-Speed up on the straightaways and be cautious on the turns.

-Be sure that you make a right turn when you see the rock formation after emerging from the canyon. Many a time I have messed up and taken a wrong turn here, resulting in either my loss or death. I just want to let you know.

#### The Death Star Trench Run

##### Gold Requirements:

Time	2:45
Enemies	30
Accuracy	70%
Saves	0
Bonus	No

Recommended Ship: X-Wing (only choice)

##### Walkthrough

-This gold will depend greatly on doing things exactly right. You do not have much time to do it, but you still need to get a good hit count. To start off, before you see the first fighter, place a few shots into one of the blocks sticking out of the walls or floor of the trench to increase your accuracy. When you see the first fighter, try and destroy it and the next one. While you're heading through this first section of the level, you'll want to destroy all of the turrets and as many of the fighters as possible. When you're on the next section, you'll want to launch a proton torpedo at every turret you see, and then, when you're empty, close your S-foils and ram into one near the end of this segment. When you come back, you should be on or near the third section of the trench. Close your S-foils and speed down this sector until Han comes in when you reach the final turn. Now, open your S-foils and blast the first turbolaser, launch a torp at the next big turret, blast the other turbolaser, and then launch another torp at the final big turret before the exhaust port area. Unload your blasters on all the little turbolasers, but don't worry about getting all of them. You just want to make a clear path to the exhaust port. Fly about midway between the floor and the top of the trench and when you're close enough, lock on to the exhaust port and let the torpedo fly.

##### Tips

-You will not close your S-foils on the first section of the trench. Fire at all the turbolasers and try and take out as many of these TIEs as possible. The more you take out now, the better chance you'll have of getting the gold.

-Do not hit your brakes at all in this mission if you're going for the gold. Unless it's absolutely necessary to save a life, do not hit the brake button. I've met the gold requirements on this level only twice in the two and a half years I've had this game, and both times I've matched the time limit. So, using your brakes could be costly.

-When you get the chance, place a few shots into the blocks protruding from the sides or floor of the trench. Anything that sparks in this level when you hit it serves as an accuracy increaser.

-Know this level like the back of your hand. You must know what lies beyond each turn, when baddies are coming in, when a TIE will just pop right into your view just waiting to be destroyed. The more you know about the level, the more success you'll have.

## Battle of Hoth

### Gold Requirements:

Time	3:45
Enemies	29
Accuracy	60%
Saves	0
Bonus	No

Recommended Ship: Snowspeeder (only choice)

### Walkthrough

-Finally, you've reached Hoth, and you're one gold away from having all 19. This is no walk in the park, however. That is one tight time limit. For the first part, destroy the probe droids as quickly and as accurately as you can. Then, when you go to protect your downed wingman from the AT-ST attack, do this as quickly as possible as well. In the last part, immediately take out the two AT-STs in the back, and then turn left and focus on the AT-AT on the right. This is the easy one. On the first pass, watch out for the other AT-AT's "leg." On the next two passes, the AT-AT you're wrapping up will slow down and the other one will not be a problem. When that AT-AT's destroyed, immediately take down the other one, watching out for the wall to the left. After it's down, destroy the two AT-ST's, turn to the right and knock out the AT-ST there, and then go after the final AT-AT. On this one, try not to bring your speeder up on the wall, otherwise it will climb the wall and you'll lose the tow cable. What you want to do is position your speeder in the narrow path between the wall and it's "legs" so that you're speeder will not go out of control. When the AT-AT is down, the mission is complete.

### Tips

-If you don't get all the AT-AT's on your first try, you probably will not fall within the time limit. Practice wrapping them up until you can do it almost flawlessly, then you'll have a great shot at the gold.

-The first two parts of this level are so incredibly simple. Just do them as quickly and as accurately as possible, and it will set you up for the gold medal when you come in for the last part.

-Dying on this level is almost assuring you will not get the gold. Be very careful when approaching walkers head on, and become an expert at wrapping up the AT-ATs.

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### (4) The Spoils

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Congratulations, you have earned every gold medal in Star Wars: Rogue Squadron. What do you get for this feat? Listed is what you'll get for getting all 19 gold medals.

#### Millennium Falcon

-Earn a bronze medal on the Battle of Hoth, and you'll receive the Millennium Falcon as a reward. This is one heavily armed and armored ship, and it is blindingly fast. It takes practice to learn how to aim with it, but this is will worth the time. This can also be unlocked by entering FARMBOY in the passcodes screen.

#### TIE Interceptor

-Earn a silver medal on the Battle of Hoth, and you'll unlock Kasan Moore's TIE Interceptor is as fast as the Millennium Falcon and then some. It's got the fastest firing blasters of any ship in the game, save the V-Wing's rapid-fire mode. Its lack of shields and warheads should make playing with this ship an interesting and challenging experience.

This can also be unlocked by entering TIEDUP at the passcodes screen.

#### All ships

-Earn the gold medal on the Battle of Hoth, and you'll get the ability to use almost any ship on almost every level. This is insanely fun to do. Except for the speeder and bonus levels, you can use different ships than you normally would be able to on the levels. The thing about this reward is that you can only get it if you get all 19 gold medals. There is no passcode for this; only the truly elite Rogues can have this ability.

#### Bragging rights

-Getting all gold medals is a truly difficult feat to accomplish. Most people who have Rogue Squadron do not have all golds. This shows that when you get them all, you will be in the highest class of all Rogue Squadron gamers.

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### (5) Suggestions/Challenges

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Once you get the ability to use all the ships, there are some things you can do which are really cool. Try these out.

#### Y-Wing on Rescue on Kessel

-The only other ship you can use on Rescue on Kessel is the Y-Wing. You can use your secondary function (ion cannons) to disable the train instead of the X-Wing's secondary weapons.

#### TIE Interceptor on Moff Seerdon's Revenge

-This is for someone who really wants a challenge. The lack of shields will make this extremely difficult, and the fact that you can't shoot missiles at Seerdon's shuttle just increases the difficulty.

#### Snowspeeder on Blockade on Chandrila

-What I consider the other extremely difficult feat in Rogue Squadron, the Snowspeeder's low flight ceiling makes shooting down the TIE Bombers darn near impossible. You must angle up to shoot them down, but the distance makes this very difficult.

#### A-Wing on Raid on Sullust

-You thought Sullust was hard with a Y-Wing? Well, the much less armed and armored A-Wing can get you through the level without even losing a life. Try it, it's a good challenge.

#### Snowspeeder on Battle of Calamari

-This level has the same problem for the speeder as Blockade on Chandrila. The shield generators for the World Devastators are too high for the Snowspeeder to reach, so you must take them out from sea level. The only difference is that now the enemy will be attacking you, not the buildings.

#### Millennium Falcon on Battle Above Taloraan

-The Falcon's wild shooting makes it difficult to just hit Imperial targets. And since it's such a big target, it constantly gets pounded by turret fire. It takes practice to avoid the unacceptable civilian losses.

#### X-Wing on Assault on Kile II

-There's nothing better than duking it out with infinite TIEs while sitting in the cockpit of your X-Wing. This is a great level for the X-Wing, watching out for the canyon walls while firing upon ground targets and the fighters protecting them.

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### (6) Contacting Me

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I've had a great time writing this guide, because Rogue Squadron is my favorite game ever made. And I hope that y'all were able to get some help from reading this. This guide is a compilation of a bunch of little tricks I've found from my experiences with Rogue Squadron. If you want to contact me for questions, comments, praise, complaints, if you want to use this guide, or for any other reason you may have, you can e-mail me at [□ HYPERLINK "mailto:STECKMAN17@aol.com"](mailto:STECKMAN17@aol.com) [□□STECKMAN17@aol.com□](mailto:STECKMAN17@aol.com). I go online everyday, so I'll be able to get back to anyone quickly.

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