

# Star Wars: Battlefront II FAQ/Walkthrough

by SubBlue

Updated to v0.20 on Dec 5, 2005

**This walkthrough was originally written for Star Wars: Battlefront II on the PSP, but the walkthrough is still applicable to the PS2 version of the game.**

Star Wars: Battlefront II for Sony PSP |  
FAQ/Walkthrough |  
Created On: November 30, 2005 |  
Updated On: December 4, 2005 |  
Guide Creator: Servant4Jesus |  
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THIS FAQ IS STILL HEAVLEY IN THE MAKING!

This is just a test for me so I can keep the FAQ "better viewable" for you.  
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## 100 UPDATE HISTORY

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Version .20 12/04/05:

I did some work on the ways of the game section.

Version .10 12/03/05:

-Added the Ad Hoc section and the Frequently Asked Section. I'm also working on a Maps section where I will explain shortcuts and other details about the maps.

Version .05 12/02/05:

-Just started the FAQ. Got some of the Factions done but still have a lot of work to do. Since there is no other guides for this game I decided to go ahead

and upload this because it could help some people.

=====  
200 INTRODUCTION  
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Hello and welcome to my Star Wars: Battlefront II FAQ/Guide. Of course you most likely bought this game, or rented it and need some help getting by something and so you come to me and I'm here to help you. I try to write my guides with humor and fun in them, so it won't just be a boring walkthrough. So I hope you enjoy and you tell people about this guide.

-Servant4Jesus

=====  
300 CONTROLS  
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Button	Action
X	Look Down
Square	Turn Left
Triangle	Look Up
O	Attack/Fire Weapon
Analog Stick	Controls Person/Vehicle
L Button	Jump, or hold to run
R Button	Shoot Gun/Throw Grenade/Use Weapon
Left	Starts Vehicle/Zooms In
Right	Choose Weapon
Up	Get In/Out Of Vehicles
Down	Lock-On

=====  
400 THE WAYS OF THE GAME  
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So you turn on your PSP with your Star Wars inside. When the game loads it up, it will ask you to make a username so go ahead and do so. Now your at the main menu. You see five options and which one should you choose? Let me explain what they are.

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+-----+
| Single Player |
+-----+
```

From here you access the main mode of the game. Single player has three modes: Challenges, Galactic Conquest, and Instant Action.

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CHALLENGES  
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Each group have their own challenges that I will explain later in the FAQ. Maybe it might be kill thirty wookies in two minutes or capture 10 flags in five minutes. They get harder and harder each time, and you receive nothing if you beat them all.

-----  
GALATIC CONQUEST  
-----

This is as close as this game gets the a Campaign mode. Here you pick your

group of people and you basically try to take over the world. You start with a battleship and you move through 10 planets sort of Chess style. The planets that are blue are planets that you have conquered and the ones that are red are the enemy's planets and you need to conquer those.

When you go to a planet, if it is blue, you can build another battleship to get you to other planets quicker. If the planet you land is red, you will start a battle to take over that planet. Also if you and your enemy battleship get in the same path it's an instant battle, but not a normal battle, a space battle. Whoever loses, loses that battleship.

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INSTANT ACTION  
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Here you are free to choose whatever map you would like and you can practice on it or whatever you want.

+-----+  
| Multiplayer |  
+-----+

Here you can get into Ad Hoc mode and battle with a friend. Scroll down to the Ad Hoc section to get more information.

=====  
300                    FACTIONS  
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-----  
410    REPUBLIC  
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+-----+  
| 411    UNITS    |  
+-----+

-----  
/            CLONE TROOPER            \  
|-----|  
| Weapons: Blaster Rifle            |  
|            Blaster Pistol            |  
|            Thermal Detonator            |  
+-----+

-----  
/            HEAVY TROOPER            \  
|-----|  
| Weapons: Rocket Launcher            |  
|            Blaster Pistol            |  
|            Thermal Detonator            |  
|            Mines            |  
+-----+

-----  
/            CLONE SHARPSHOOTER            \  
|-----|  
| Weapons: Sniper Rifle            |  
|            Blaster Pistol            |  
|            Thermal Detonator            |  
|            Auto Turret            |  
+-----+

-----  
/            CLONE ENGINEER            \  
|-----|  
| Weapons: Shotgun            |

```
| Fusion Cutter |
| Detpack |
| Dispenser Health & Ammo |
+-----+
```

```
/ CLONE COMMANDER \
|-----|
| Weapons: Chaingun |
| Blaster Pistol |
| |
| Cost: 7 Points |
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```
/ JET TROOPER \
|-----|
| Weapons: EMP Launcher |
| Commander Pistol |
| |
| Cost: 15 Points |
+-----+
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420 CIS
```

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+-----+
| 421 UNITS |
+-----+
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```
/ BATTLE DROID \
|-----|
| Weapons: Blaster Rifle |
| Blaster Pistol |
| Thermal Detonator |
| Concussion Grenade |
+-----+
```

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/ SUPER BATTLE DROID \
|-----|
| Weapons: Wrist Blaster |
| Tri-Shot |
| Wrist Launcher |
+-----+
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```
/ ASSAULT DROID \
|-----|
| Weapons: Rocket Launcher |
| Blaster Rifle |
| Thermal Detonater |
| Mines |
+-----+
```

```
/ ASSASSIAN DROID \
|-----|
| Weapons: Sniper Rifle |
| Blaster Pistol |
| Thermal Detonater |
| Auto Turret |
+-----+
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=====  
500 MAPS  
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| HOTH |  
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Vehicles: AT-AT (Empire)  
          AT-ST (Empire)  
          Snowspeeder (Rebels)  
          TAUNTAUN (Both)

Description:

This is one of the biggest battlefields there are and relies mostly on vehicle transportation. Rebels are trying to keep the Empire away from their shield generator and the empire is determined to destroy it. The Empire might have their monster AT-ATs but the rebels have the only flyers on the field, their snowspeeders.

Empire Strategy:

You've got a huge advantage on this map if you take use of your vehicles. Your AT-ATs are unstoppable to any kind of gun fire or grenades but you must watch out for the snowspeeders. A couple trips around you and well you will be tripped. So get two people in the AT-AT, one to guide the vehicles and use the main guns and the other to use the secondary guns to keep the snowspeeders away. If your focusing on the mission, take the AT-AT's main guns and start blowing the crap outta that shield generator, if you want to take out all the enemies, hop into a AT-ST and take them down. Snowspeeders are your only real enemies.

Rebel Strategy:

Your main focus should be to take all the command posts as you can and then take down the AT-ATs. Get in your snowspeeders at first with a pilot. Fly to the far right command post of theirs, hop out and capture it and then take down the AT-ATs. The easiest way to do that is get a CPU to fly the snowspeeder and you focus on shooting the harness around their legs, once on, the CPU will make it an easy flight from their. The CPU is to stupid to shoot ther harness and it sort of hard flying that thing.

=====  
600 AD HOC MODE  
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This really where they failed thisgame. No infrastructure mode, in other words, no wireless internet gaming. Only Ad Hoc and in this section I will tell you how to get Ad Hoc working.

Now you and your friend must be within 100 feet over each. So sit a table, can be any position you'd like.

+-----+ +-----+  
| PSP 1 | ----- | PSP 2 |  
+-----+ +-----+

So make sure your WLAN switch is flipped on and go to multiplayer on your Title Screen of the game. The PSPs should pick eachother up and your ready to battle your friend, just like you would in instant action mode with the computer.

=====  
700 FREQUENTLY ASKED QUESTIONS  
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Q: I can't seem to get this game to work with my wireless internet, does it only accept certrain routers?

A: This game has no wireless gameplay or infrastructure mode, only ad hoc.

Q: I can't seem to get Ad Hoc to work with me and my friends Star Wars: Battlefront II games.

A: Are you sure your doing it right, check the above section. Make sure you in 100 feet of eachother and the WLAN switches are turned on.

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CONTACT  
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If you have any questions, comments, or info you would like to add:

Please include the word Star Wars in the title of the email or it will be instantly deleted. Also I don't mind if any kind of mail you send me as long as it has to with the FAQ or me.

Things To Email/IM about:

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- Fan Mail
- Help that has not been discussed
- Hate Mail(always gives me a kick)
- Just to talk (I dont mind)
- Anything to do with this FAQ
- Permission to use FAQ

Things NOT to Email/IM about:

- Things that have been discussed
- Ads
- Spam
- Asking to use FAQ on your site and then not crediting
- Begging me to finish the guide(im working on it, that is alot of typing)

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