

else
to say here...

II. Millennium Falcon Info

A legendary starship despite its humble origins and deceptively dilapidated exterior, the Millennium Falcon has factored into some of the Rebel Alliance's greatest victories over the Empire. On the surface, the Falcon looks like any other Corellian freighter, with a saucer-shaped primary hull, a pair of forward cargo-gripping mandibles, and a cylindrical cockpit mounted to the ship's side.

Beneath its hull, though, the Falcon packs many powerful secrets. Its owners made "special modifications" on the freighter, boosting its speed, shielding and performance to downright illegal levels. Its weaponry has been upgraded to military-class quad-turbolaser turrets. To cover rapid escapes, the Falcon sports a ventrally mounted hatch-concealed antipersonnel repeating laser. Between its forward mandibles rest concussion missile launchers. The habitable interior of the vessel also has a few surprises, such as concealed scanner-proof smuggling compartments.

Full Name: Corellian YT-1300 freighter Millennium Falcon
Type: Freighter
Length: 28.7 meters
Weapons:

Quad Turbolaser Cannons*
Concussion Missile Launchers*

* = used in the game

How to Unlock: Get a bronze medal on all ten regular missions

III. FAQ/Walkthrough for the Millennium Falcon

For this FAQ, you're not going to have any need for your secondary weapon, as it STINKS! If you want to, though, you might want to have...

Advanced Shields (found: Death Star Attack)
Advanced Lasers (found: Battle of Hoth)
Advanced Targeting Computer (found: Strike at the Core)
Advanced Proton Bombs (found: Razor Rendezvous)
Spread Proton Bombs (found: Imperial Academy Heist-night)

--3.01: Ison Corridor Ambush--

Objective: Get the caravan safely through the Ison Corridor

This is mainly one big dogfight. Once the TIEs are detected, send your wingmen

after them. Now you should chase them yourself. Remember, your primary goal is to protect your transports, so attack the TIEs attacking the transports before you attack the ones just flying around in space. Do the same thing for the second wave. Now you will enter the Nebula. In here, send your wingmen after the TIEs, and put your targeting computer up. The TIE Interceptors will appear in green. Kill them off to finish the mission. Easy!

--3.02: Razor Rendezvous--

Objective: Take out the Star Destroyer

In this one, since WE ARE NOT GOING FOR THE GOLD MEDAL, don't worry about taking out 6 extra targets. Instead, start out by sending your wingmen to take out the TIEs. You go to the shield generators on the top. Hammer them with lasers. Once they are all gone, do the same for the bottom generator. Now, line yourself up with the command deck, and RAM IT. This will end the mission!

--3.03: Vengeance on Kothlis--

Objective: Protect the commando team as they attempt to recover the stolen data from the Razor

Meh...you'll be in the Falcon for the first part of the mission, the speeder for the second, and the Y-Wing for the third. Anyways, at the beginning, take out any TIEs that shoot at the transport (WITH LASERS). Simple! Now, once the transport has landed, you'll be prompted to get in to your Speeder and take down the AT-ATs. You should take them down starting with the closest, and working your way to the furthest. Once they are all down, the team will begin to head to the Star Destroyer. Now, you'll have to get in to your Y-Wing. Once you are, bomb the part of the Star Destroyer (the hull) that is outlined in yellow on your targeting computer. You'll have to bomb it several times. Now, bomb the part of the beach closest to the Star Destroyer, and any other place you see E-Webs. After they are all gone, go to the transport, and take out the AT-PTs. When you run out of bombs, just use lasers. The mission will soon be over.

--3.04: Raid on Bespin--

Objective: Liberate the Tibanna gas tanks and Cloud City from the Imperials.

When the mission starts, send your wingmen out to take out the TIEs, and go on to the next platform (your wingmen will be able to take care of platform #1). Here, laser all of the TIEs down, but DON'T SHOOT THE TANKER. After they

are
all gone, proceed to the next platform. If your wingmen are done with the
first platform, have them form up. Laser these TIEs, and continue with the
process until you reach Cloud City. In Cloud City, take out all of the
siege
balloons (by shooting the gas tanks), then use the targeting computer to
find
the power generators. Laser them, and when you have taken out the second
one,
you will hear about TIEs attacking the gas tanks. Quickly find and destroy
the
last generator, and head out to the gas tanks. Have your wingmen attack the
TIEs, and you just chase them around, shooting them with lasers. Once they
are
all gone, the mission will be over.

--3.05: Battle of Endor--

Objective: Stall for time while your "friend" Han Solo tries to take out the
shield generator on the forest moon of Endor

The term, "One big dogfight" describes this very well. After all of the
ships
have turned around, you'll be met by the TIEs. Send your wingmen after
them,
and start taking out TIEs. When you hear about the bombers, search them out
(they're yellow on your targeting computer), and take them out with lasers.
Once they are all gone, you'll attack the Star Destroyers. Ram the right
Star
Destroyer's command deck (yes, I know you haven't taken out the shield
generators, but it is a glitch, and we should take full advantage of it =P).
Once the right one is gone, take out all of the shield generators. Once all
of
the generators are gone, laser (or, if you REALLY want to, use your
concussion
missiles) the command deck. DO NOT RAM IT. THE MISSION ENDS AWHILE AFTER
THE
STAR DESTROYER IS DESTROYED). Now, if you are low on shields, fly back
toward
the Death Star until the mission is over.

--3.06: Strike at the Core--

Objective: Take out the main reactor

At the start, use your boost, and fly above (and past) Wedge. Wait three
seconds after you've past him, brake, descend, come up, and fire at all the
Interceptors following him. Repeat this pattern until you arrive at the
entrance to the superstructure. While you are in the air, shoot down some
turrets. Once you get in to the superstructure, take out all of the TIEs in
front of you. WHILE WEDGE CANNOT BE SHOT DOWN, IF HE GETS TOO FAR AHEAD OF
YOU, HE WILL BLOW UP. STAY CLOSE. Anyways, keep going through the
superstructure until you reach the reactor core. Now, boost, and fly toward
the reactor. Take it out with your concussion missiles. Once you have shot
your proton torpedo at the north tower, and it hits...you aren't out of the
woods yet. On your way out, it doesn't matter how far ahead of Wedge you
get.

So, hold down your boost button, and go out the way you came in. Don't be afraid to break. Once you see a sort of black wall with white dots (space), you are almost there. Once you get there, you are finished!

--3.07: Death Star Escape--

Objective: Take out all of the TIEs

This is just like an arcade shooter ^_^ . There are some special controls I need to go over first...

L/R = Fire
C-Stick = Rotate gun
Control Stick = Rotate Chair

There is no real trick to this. Just shoot the TIEs when you see them, and don't take too long (or else you'll be blown up =P)

--3.08: The Asteroid Field--

Objective: EVADE THE IMPERIALS AND THE ASTEROIDS

hehe...this is my favorite level. Anyways, try not to go up and down too much.

Use the fact that, when you fire, you also fire backwards. Pull the C-Stick back, and fire when a TIE gets on your tail. If you keep going forward, you'll

get to a cutscene where the Falcon enters an asteroid, then comes out after finding that it was the inside of a space slug. Now, just head back the way you came. Soon, you will come back upon that Star Destroyer that you were running away from. Once you see it, go as fast as you can toward the back of

the command deck. If you are low on shields, it'll be ok. If you are perfectly inline, and are shot down close enough, you will crash in to the Rebel insignia, and win the mission. The best part is: that life didn't count.

--3.09: Endurance--

Objective: live and take out all Imperial forces

Don't unless you are REALLY good at dodging lasers, in which case just use the chicken method.

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IV. Last Words
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*****Revision
History*****

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

Version FINAL: I changed around some stuff and resubmitted it

Version FINAL: I mean that this is final now. I added some ASCII art.

Version 2.0: See others

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Information*****

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*****Credits*****

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

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

*****Conclusion*****

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

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Don't be afraid to say hi (on the message boards, or on AIM/YIM/MSN)! I enjoy company!

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