Star Wars Rogue Leader Medal Stat FAQ

by Swordmaster Crono

3. Quick Tips

C. Ison Corridor Ambush
 1. Medal Stats

Updated to v1.2 on Aug 12, 2002

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Medal Stat FAQ
                       v1.2
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I had read reviews, drooled over screenshots and waited patiently for the day to come. The day I would receive Rogue Leader. I was not disappointed. This game is very impressive, impressive enough to inspire me to write a FAQ. I normally wouldn't even think about doing something like this. Most other aspects of the game already being covered by FAQs, this was practically the only area I could cover without writing the same things as others. What's the point of this FAQ? Well, first of all, I think it would help people to know stats for any medal for any level. There could be many reasons for this. One being that after you attain a medal, you no longer can check the stats for it on your game. Another being that strategy guides aren't always accurate. It's also very hard to find a website that has them for you. No matter the reason, I'm writing this as a quick reference guide for anyone who needs the info. I'll also provide strategies for "trouble stats", and quick tips that'll help out with a particular level. I assume that you already know the terms I will use throughout this FAQ.

This FAQ is, in no way, a walkthrough of the game. If you want one, check out CyricZ's wonderful FAQ. If you need complete gold medal strategies, you're also out of luck. Instead, look up Weggy's FAQ. While you can't find full Gold strategies here, the tips I will give you can help you to develop your own. This is my first time ever writing a FAQ, so I hope it turns out okay. There is one more thing you should be filled in on, for people who have been asking. A "Darth Bob", Bob for short, is the TIE pilot who always seems to crash into you while flying the missions(It's a nickname people gave him). I might use the name once or twice, so I'm just filling you in, in case you didn't know.

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Here's the deal. This file is copyrighted to me, Kyle Brown, 2002. You may not copy, in part or in whole, my FAQ without without prior permission from me. I worked hard creating this, and deserve a say in whether or not you reproduce it in any way, shape or form. If you want to use this on your website, you must ask me first; otherwise it is only for private, personal use. If you have any questions relating to this, look in the **Contact Me** section of the FAQ.

As you might know, this is the section where I keep track of all updates to the FAQ, beginning with the date on which I begun writing it. This section will probably grow bigger over time as I add and/or change more things.

7/28/02 I changed a couple things, as well as changed/added info, wording, etc. in the lower half of the FAQ to make it more to my liking. FAQ changed to v1.2.

6/26/02 I updated my FAQ to v1.1, changing some info on the "Strike at the Core" mission, adding extra info onto the introduction, and correcting a few grammatical errors.

6/17/02 I finished writing v1.0 of this FAQ

6/15/02 The day I started writing the FAQ again, after putting it off since mid-February. My procrastination proceeds me.

1/26/02 I begun writing v1.0 of this FAQ.

These are the ten main missions that do not require medal points to purchase. Don't know what I'm talking about? Ok, here's the lowdown: Each medal you receive gives you points that can be used to unlock the five bonus missions. You receive 3 points for a Bronze medal, 6 for silver, and 10 for gold. No, they do not overlap. That means that if you get a bronze on a level, and subsequently receive a Gold on your next try, you won't get the 3 for bronze and another 10 for the Gold. The Gold, would however, add the 7 extra points to make it 10. This means that you cannot gain more than a total of 10 points on 1 mission. Got it? Good. On to the missions.

This is not really a mission, but more of a playable training course. You cannot receive a medal of any kind here, but there is a reward. If you complete it at all four times periods of the day, you receive the Naboo Starfighter(N1). You, however, must completely and fully achieve all of the stats for this course for each of those time periods. On with the stats.

---->1. Training stats(for all four time slots)

Discovery Items Found: 12 Lessons Learned: 12

Beggar's Canyon Racing

Track 1: 0:50 Track 2: 0:40

Tosche Station Racing

Easy: 1:00 Hard: 0:57

Womp Rat Valley

Easy: 20 Medium: 40 Hard: 60

Bonus Items Found: 2

---->2. Trouble stats

Really the only stats people have trouble with on this level are the Womp Rat Valley's hard and the Beggar's Canyon Race Track 1. There is really nothing to say for the Beggar's Canyon race except for to practice navigating it first(it's the left track) before you trigger the race. For the Womp Rat Hard(60), just use the "Round 'em up" trick. All that means is that you need to fly around the outside of the herd a couple of times to send them scampering to the middle, then fly through the Rebel insignia and continue as if you normally would.

---->3. Quick Tips

- If you suck at killing Womp Rats, you might want to put that at the top of your to-do list. If you fail, then you should restart training and do it again.

 Repeat until you've killed all 60 on your first try.
- ${\hspace{0.25cm}\text{-}}$ Having a hard time finding all of the discovery items? Just follow the orange cone on your radar to reach your destination.
- Jabba's palace isn't there just for decoration, y'know. Blast it a few times during to right time zones for the C-3P0 bonus.
- TIE Fighter, TIE Fighter, Wherefore art thou TIE Fighter? Hidden halfway in the sand in the bustling metropolis of Mos Eisley.

The first real mission. This, of course, is also the first mission in which you can earn medals on. This level is said to have one of the harder of the gold medals to achieve in the game.

	Bronze	Silver	Gold
Completion Time	9:30	7:11	6:05
Enemies Destroyed	21	52	91
Shot Accuracy	11%	19%	39%
Friendlies Lost	1	0	0
Lives Lost	2	1	0
Targeting Computer Efficiency-	·10%	40%	100%
TCE for future reference			

---->2. Trouble Stats

For this level, or for any level, Bronze and Silver shouldn't be a problem. So these "Trouble Stats" sections will be strictly for Gold medal runs. The main stats people generally have trouble with for this mission is Time, Enemies, and Accuracy. Make sure you balance out your kills in different sections of the mission. It helps if you get most of your kills in the Trench. That'll save time AND help you get all the needed kills. For Accuracy, just make sure your lasers hit their mark. Using linked laser will help you significantly on the TIE section.

---->3. Quick Tips

- Don't get too turret greedy during the first two phases, or you can kiss your Gold medal goodbye. Try to get most of your kills in the trench.
- Shooting Vader helps to boost your accuracy if you're a good shot, but if you're going for a Gold medal, you probably won't have time anyway.
- 1 turret a wave keeps the doctor away. What I mean is, during the TIE section, don't shoot too many turrets or you'll squander your Time stat. It's sensible to blast only about 1 per wave(or flock, or formation, or whatever) of TIEs.
- Unless you need a boost in accuracy, don't brake for Vader. He's only one guy, and his shots are easily avoided by arcing up and down. Don't worry, good ol' Han will rid you of him soon enough.
- Don't even touch your TCE, or your Gold medal stats are screwed.

you're new to this game, though, you'll have to get used to keeping yourself oriented in a space environment. This mission also introduces craft switching, which you will use numerous times throughout the course of the game. If you're good at dogfighting, then this Gold medal will be easy enough with almost any ship. However, if you want to achieve the Gold with incredibly pathetic ease, try out the Slave 1. It's cluster missiles (with the upgrades) will make your job much, much easier.

---->1. Medal Stats

	Bronze	Silver	Gold
	E 10	5 10	
Completion Time	/:18	5:16	4:11
Enemies Destroyed	26	32	40
Shot Accuracy	3%	7%	19%
Friendlies Lost	4	3	2
Lives Lost	2	1	0
TCE	10%	27%	72%

---->2. Trouble Stats

Trouble stats? Well, for using any other ship besides the Slave 1, those would be Time, Accuracy, and TCE. For Accuracy, use linked lasers on the TIEs and make sure you have a clean shot beforehand. For TCE, turn it on in quick bursts to find your enemies, and then fly to their position. The radar helps in this area, too, so you should learn how to read it effectively. For time, not much to say except to be quick about everything you do. Well, at least that's the more difficult way to do things.

If you can wait until you have at least a Silver medal of all of the main missions and the first two bonus Falcon missions, you'll have the Slave 1 to be able to use on this, and several other missions. While it's relatively weak in all other areas, it's up-side is that it has the best secondary weapon in the game: the Cluster Missiles. If you have the upgrades, all you have to do is fly to a somewhat close distance from whatever you want to shoot, and let loose. They automatically track down and kill any enemies within their range. They also track down friendlies, but it's not something you need to worry about. Each missile can kill up to six enemies, and you have 20 at your disposal.

- If you can wait, definitely use Slave 1 for this Gold. You won't regret it.
- Don't be afraid to use your TCE, especially in the nebula; you'll probably need it.
- Attack the TIE's that are yellow on your TCE first, they're the ones that will momentarily be attacking

Welcome to the most perfectly crafted and recreated Battle of Hoth of any SW game yet made. This Gold medal can be a toughie if you don't know what you're doing. Get ready to wrangle some AT-AT's quickly, because you'll need to if you want the Gold.

---->1. Medal Stats

	Bronze	Silver	Gold
Completion Time	9:55	7:09	5:00
Enemies Destroyed	18	30	43
Shot Accuracy	17%	28%	53%
Friendlies Lost	32	27	22
Lives Lost	2	1	0
TCE	15%	55%	100%

---->2. Trouble Stats

Well, the trouble stats for this level include Time, Enemies and Accuracy. For time, it's crucial to be able to wrap up the AT-AT's quickly. The quicker, the better. Oh, and be quick with the rest, too. Enemies? Well, just shoot the probe droids, in addition to all of your other targets. They're easy targets, so you should be able to blast most of them. Accuracy is simple. Shoot the AT-AT's when you get the chance, and your accuracy will be boosted on up there.

- Don't forget to shoot the probe droids. They're easy, fast, and boost your Enemies Destroyed stat significantly. You can find plenty of them in the canyons between the fighting and the transports.
- Don't shoot the Snowtroopers, they won't boost your Enemies stat at all, and won't help your accuracy much, either.
- For this and any level, cutscenes count as mission time. This level has the longest cutscenes in the game, so you definitely need to skip them.
- This isn't Playhouse Disney, you know. You don't have time to waste just gawking at your T.V. Pay attention and be as quick as possible.
- If you have Advanced Homing Proton Torps, use all of them on the bombers. Trust me, they help a lot.

This is, I consider, to be one of the odd levels. This level has no real background story and no real purpose to the storyline, it seems. But who cares? This mission's Gold is pretty easy to get. Memorize the level, and I think it'll be quickly achieved. The only problem with this level is its longevity......oh, well.

---->1. Medal Stats

	Bronze	Silver	Gold
Completion Time	12:14	10:45	9:19
Enemies Destroyed	30	46	63
Shot Accuracy	11%	38%	75%
Friendlies Lost	5	3	2
Lives Lost	2	2	1
TCE	10%	38%	75%

---->2. Trouble Stats

This time they are Enemies and Accuracy. All you have to do is to remember one thing: You have plenty of time to work with, so you do have time to follow the railway, instead of the cone. Why follow the railway? AT-PT's are the answer. They travel in packs of three, so if you can drop a bomb in the middle of a pack, it will destroy all three, boosting both your Enemies AND Accuracy stats quite significantly, plus you'll still reach your destination with time to spare. Do that, and don't be TOO slow, and you've probably got yourself a Gold medal.

- Don't worry about wasting time by following the railway, it'll help you more than it'll hurt you.
- Trying to get a gold with no destroyed AT-PT's is like trying to run a race when your twice as slow as the other guy.
- Tell your wingmen to flee as soon as you're through the asteroid field; they won't help you much, and it'll help save your Friendlies Lost stat.
- Don't worry too much about the TIEs attacking the Loader the prisoners are on at the end. It'll hold up, and you don't want to screw up your accuracy, now do you?

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The fifth mission, this is also either the shortest, or second shortest, depending on how you slice it. This is the hardest mission I've covered so far, but it can be completed in under 30 seconds if you're good. Spending a lot of time protecting the medical frigate? Ha, the REDEMPTION is the least of your troubles. One of the easiest Golds, it shouldn't take you too much time to achieve it.

---->1. Medal Stats

	Bronze	Silver	Gold
Completion Time	4:30	2:58	1:19
Enemies Destroyed	10	10	10
Shot Accuracy	8%	20%	60%
Friendlies Lost	4	2	0
Lives Lost	2	2	1
TCE	10%	50%	85%

---->2. Trouble Stats

This time, they are not really tough individually (except MAYBE Accuracy), it's just trying to get Time and Enemies down on the same run. Even when they say to, don't protect the REDEMPTION at all. Focus on the ISD. Shoot the Big Lasers (the lasers whose blasts are white). They're big targets (which'll help with Accuracy) and will suffice for your Enemies Destroyed stat. Take out the generators as fast as possible, and that'll do for time.

- Practice makes perfect! Don't forget to get used to just beating the mission before you aim for Gold.
- "We've got to protect the Medical Frigate,"......
 bah, who cares? Just take out the ISD. The
 REDEMPTION can hold its own just fine for a while.
- Remember that on this level, you have to take out both of the top generators before the bottom one. You can take them out in any order you wish on Battle of Endor, but for some odd reason Factor 5 decided not to let you be able to do that here.
- Run into the deck with your ship. Its much quicker, and it won't count as a life lost(the mission ends the exact instant the comand deck is destroyed).

The second part to RR, the ISD has crashed on Kothlis, and you must defend your troops while they penetrate to crashed ISD to retrieve the data from the RAZOR. Why do they always have to rely on you? Well this is one of the most enjoyable levels in the game, with such longevity and varied objectives. Gold might be problem, but keep at it and you'll eventually reach your goal.

---->1. Medal Stats

Bronze	Silver	Gold
Completion Time13:00	11:30	9:55
Enemies Destroyed45	75	100
Shot Accuracy7%	14%	27%
Friendlies Lost4	3	2
Lives Lost2	1	0
TCE12%	42%	85%

--->2. Trouble Stats

The stats that quirk people for this mission would be Time and Enemies. The level, for the most part, goes by its own pace, so doing everything quickly won't really help too much. I can't help you there. With enemies, just destroy as many as you can. If you have an opportunity to kill a couple of TIEs, do so.....even if you do have to destroy more advancing AT-PT's. Any extra enemy kills you can get without risking your commandos getting killed too much should be taken advantage of.

---->3. Quick Tips

- Your commandos are your highest priority. Protect them like you would yourself.
- Take out the AT-AT's closest to the beach first; this gives the further out ones time to reach more shallow water, making them easier to wrangle.
- Same rules apply here concerning AT-PT's; drop bombs in the middle of the groups, improving your accuracy greatly.
- Riddle me this, Riddle me that. It is no riddle that you should take out TIEs with any extra time you have, especially after all of the AT-PT's have gone bye-bye.

--->1. Medal Stats

	Bronze	Silver	Gold
Completion Time	7:19	6:05	4:11
Enemies Destroyed	15	29	51
Shot Accuracy	7%	25%	49%
Friendlies Lost	0	0	0
Lives Lost	2	1	0
TCE	15%	45%	100%

---->2. Trouble Stats

The only stats you need to worry about here are Time, Accuracy and Lives. Some people say it's easier during the nighttime, I say shoot for Gold during the day. Just remember to bomb the platforms, and while at the academy you have all those nicely-lined-up-just-for-you rows of TIEs to gun down. Ionize the sensors as quickly as possible, try to get most of the TIEs with bombs while they're still on the platforms, and blast about 4 rows of TIEs when you're at the Academy. Make sure your weapons hit their mark, and be sure to destroy the turrets surrounding the shuttle's launch pad.

While in the LAMBDA Class Shuttle, even if TIEs are swarming behind you, try to refrain from shooting your rear-facing laser. You can tightly turn around the canyon walls, however, causing them to crash(you'll be able to hear it happening). Do all of this as quick as you can.

---->3. Quick Tips

- Shoot as many turret platforms as you can; they are a big threat to you being able to get out of there safely.
- Don't shoot the flying TIEs or your Time and Accuracy will be seriously screwed.
- Do you know the Muffin Man? Probably not. But what you should know is that while bombs are effective for killing multiple targets on the TIE platforms, they'll only be able to destroy one TIE at a time in the neat little rows at the academy; and even then you need a direct hit. You must use your lasers.

Well, we're at the eighth mission in the set, and it's probably the best graphical representation of the entire game. Stare in awe at those beautiful graphics. Don't fail getting the Gold, however, just gawking at them. You need to stay focused. Well, actually, this level's Gold is fairly easy.

--->1. Medal Stats

	Bronze	Silver	Gold
Completion Time	-11:00	8:55	6:40
Enemies Destroyed	-45	75	110
Shot Accuracy	· - 12%	30%	65%
Friendlies Lost	-41	32	29
Lives Lost	2	1	0
TCE	· - 10%	32%	72%

---->2. Trouble Stats

This time, those stats appear to be only Lives and TCE, and even both of those are pretty easy to get. For lives, use a ship with stronger shields, but with still decent maneuverability, such as the X-Wing. Just keep moving and dodging their shots, and if your shields get too low, switch to a cloud car. Use your torpedoes on the Interceptors; or the Bombers if you haven't switched ships. The main problem people have with TCE is that the generators are down in the trenches, and can be hard to find without your TCE. Your radar can help remedy this. Follow your radar, and when the cone widens out, use your TCE in quick bursts to find them below you.

---->3. Quick Tips

- Having the generator blues? Taking too long and too much TCE to find them? Follow your nose.....err, I mean your radar.
- Those Interceptors are quick, maneuverable, and can be a real pain. Luckily, I've never encountered a Bob here, so you shouldn't worry about that. If you need to kill TIEs in a hurry, your torpedoes can get it done in a jiffy.
- Want to kick some major Imperial butt? Destroying one balloon via the burners counts for 6 kills.....all at the same time!

Ahhhh....the magnificent Battle of Endor you've watched so many times on your Return of the Jedi movie has been faithfully recreated in this great

level. At least for the most part. While there are a small few things missing, and Lando & Ackbar's voice actors have left something to be desired, it will still bring back all of that Star Wars nostalgia. Watch out, though; this Gold can be one Hell of a pain.

--->1. Medal Stats

Bron	ze Silver	Gold
Completion Time13:	00 11:19	10:00
Enemies Destroyed31	46	60
Shot Accuracy8%	20%	31%
Friendlies Lost10	9	6
Lives Lost2	2	1
TCE10%	40%	80%

--->2. Trouble Stats

It seems as if, this time, they are Lives, Accuracy, Enemies, Friendlies, and for a few; Time. A lot of people claim that this is the hardest mission to earn a Gold on, including me. Let's get started. Time isn't really a problem for most people, but for some it is. The same rules apply here, do things as quickly as possible, but not so quickly as to endanger the other stats. Take out the bombers very quickly, though. When they come, they should be your only priority. For Enemies, if you have to, you can count every kill you get. If you get 37-40 before the bombers arrive, then you're pretty much set for Enemies, and shouldn't worry about it further.

For accuracy, I can't really help you. Just be, well, accurate. I don't really think accuracy is a trouble stat, but for some reason, a couple of people I know had a hard time on accuracy for this Gold. Lives is one of your main problems here. Basically, save your torps (I assume you are using the N1 or the X-Wing) for the command decks, take out the two generators on top from behind, be careful whatever you do, and swerve around a bit so the lasers hit you less. Oh, and make sure you don't die in the first part. If you die AT ALL before going up against the ISD's, I recommend that you restart. It's not too easy taking out both ISD's without losing a life.

Friendlies tend to tie(no, not TIE) in with the rest of the stats. If you get all other stats green for Gold, then this one probably will be, especially if you have a big Enemies Destroyed stat. But you can't protect all the Transports and Blockade Runners all at once, and there is no real trick to keeping enough alive except for killing a lot of enemies, so I can't help you there, either.

- This mission is long, tough, and uhhhh.....long. Well, however long it is, don't hesitate to restart if you know that you've squandered one or more of your stats. It'll actually save time more than it'll waste it.
- Don't be afraid of making more than one pass on a command deck or generator. Just don't make numerous passes on each. The Home One won't last forever, but don't worry about using extra time TOO much.
- "Oh give me a home, where the TIE Bombers Roam...."
 Well, that may have been a little weird, but you should make your "home" where the TIE Bombers are. What I mean is, when the Bombers come, go for them right away, and quickly. You'll want to defeat them as soon as possible. It'll help you on Time, Enemies, and Lives (yes, even lives).
- This mission's Gold isn't as easy as buttered toast, but keep at it. Of, course, that goes for practically any level, but lots of people found this to be the hardest mission for it.

Well, you've made it this far, but can you master the final(main)mission? Well, actually this Gold is pretty easy, it's just the level that's hard. They will only let you squander 1 life and still get the Gold, so you should probably practice before attempting a Gold run. This level will have you asking yourself who your allies are, because Lando tends to knock you into the wall in a greedy attempt to save himself! Get the Gold, and show him who the real Rogue Leader is!

---->1. Medal Stats

	Bronze	Silver	Gold
Completion Time	7:00	6 : 15	5:05
Enemies Destroyed	29	36	41
Shot Accuracy	10%	21%	32%
Friendlies Lost	0	0	0
Lives Lost	2	2	1
TCE	20%	45%	95%

---->2. Trouble Stats

The only stats that I could see anyone having a problem with, here, are lives, and MAYBE accuracy. Of course, the same tactics used in other levels for accuracy are also the ones you'd use here. the big problem with this level is lives. Some people have trouble just beating the level, much less attain a Gold. Unfortunately, there isn't too much advice I can pass onto you to help you with the life problem. I can give you a little,

however. During the first part, stay high above the action, swooping down to blast any TIEs that are behind the falcon. As soon as they have been eradicated, swoop back up high above everything, and wait for more TIEs to come. There is also something else you need to do during the first section which is important. The TIEs alone will not provide you with enough kills for that shiny golden medal you want to get. Destroy at least four Turbolaser turrets before you get actually inside the DS2.

For the second part, get out of the way of any TIEs that come up behind you(you can hear their distinctive noise when they're nearing you). Let them pass, then blast them as soon as possible. Of course, you have to be careful not to collide or scrape against anything while doing all of this. Preform these tasks, while taking care not to mess up that perdy little ship of yours(in other words: don't crash), and you should be able to get the Gold without too much trouble:)

---->3. Quick Tips

- If you lose a life in the first part, definitely restart. You'll still have a "slight" chance of getting the Gold, but this mission isn't terribly long, and well, "Better safe than sorry," as the saying goes.
- You have no enemies to worry about after getting to and destroying the generator. Just speed up on the straightaways and don't worry about the Falcon.
- Watch out! Lando likes to hog up the tunnleways. On the very last section, speed up and pass the Falcon as soon as you can. Don't worry; Lando will be safe from the flames.
- During the first two parts, protect the Falcon as best as you can. Lando sure may not be worth the effort, but the Falcon and Nien Numb are!

Well, you're finally here; the bonus missions. These are the missions which require the use of your hard-earned points to purchase. Which ones should you get first? Well, if you want to make one (and maybe even two) of your gold medals easier, go for the first two missions first (the Millennium Falcon missions). If you get at least a silver on those two, and plus the original ten, you receive the weak, but useful sometimes, Slave 1. If you don't like the S1, just don't care, or would like to see things from the Empire's point of view, then you might want to buy both of the vader missions first. Whatever you

do, save ENDURANCE for last. Trust me; you don't want to waste your points on it until you have all of the other levels beforehand.

>>>>>BONUS>>>>>>DEATH STAR ESCAPE<

Well, now...this is the first of the five bonus missions you can buy in the game. If you're going for Slave 1, this level and the other Falcon level, "THE ASTEROID FIELD", are the two bonus missions you should open first. This Gold can be extremely tough; even if you know what you're doing. The key to getting it is to memorize the patterns of the TIEs. You could spend a while on this level. Remember how earlier I said that I think PotM is one of the odd levels? Well this one is the second one, and it definitely breaks even with it. This mission is actually straight from A NEW HOPE, but the reason it's odd is because you don't pilot a ship in this mission, you just take control of one of the Falcon's gun turrets. While that eliminates worry of TCE, Lives and Friendlies, that doesn't in turn cause the Gold to be any easier.

--->1. Medal Stats

	Bronze	Silver	Gold
Completion Time	2 : 45	2:06	1:20
Enemies Destroyed	34	34	35
Shot Accuracy	4%	9%	16%
Friendlies Lost	0	0	0
Lives Lost	0	0	0
TCE	100%	100%	100%

---->2. Trouble Stats

The only two stats you should worry your little head over here are Time and Accuracy. Accuracy is the only really tough one individually, it's just getting both down together, on one Gold Medal run. You might spend a lot of time on this one. There is only one trick to being able to do this; the TIEs fly in at the same speed, in the same way and in the same fashion every single time. It may take quite a few plays, but memorizing the TIE patterns is essential to winning that shiny golden masterpiece that you can show off to your friends. Once you have the pattern down, or at least for the most part, you should start your Gold medal runs, only working on one stat at a time. This technique applies to all of the missions. Try to improve all of your stats for a level individually instead of all-out going for a Gold Medal and achieving all of the stats at once. After mastering them all individually, then try to put them all into one run. I know you've been told that before, but I can't emphasize it enough.

So, work on completing accuracy first. Why accuracy? Well, for this mission, Accuracy and Time go hand in hand. The more accurate you are, the faster your TIE destroying is going to be, thus improving your time.

Chances are that if you get at least the 16% accuracy you need for this gold, then your time will also be low enough. This works for other levels somewhat, too; but this is the one that it most affects in that manner. So, get to work on accuracy, without worrying about time too much, and the gold will almost certainly be much, much easier.

---->3. Quick Tips

- MEMORIZE THE TIE PATTERNS. It is the most important thing to do for this gold. If you don't, then it's damn-near impossible to get. Trust me on this.
- Accuracy is your second priority. Achieve it, and Time is 95% likely to also be yours in the same run.
- Practice; that applies for any level, but this level will probably take the most tries of any. Good thing it's so short.

>>>>BONUS>>>>>>THE ASTEROID FIELD<

The second bonus mission of the 5, this is the second MILLENIUM FALCON mission, and, in conjunction with the first, will help you unlock the mostly bad, but also helpful (every once in a while) SLAVE 1. This level is supposed to be straight off of THE EMPIRE STRIKES BACK, but it's somehow....different. Especially the FALCON, which is much less maneuverable than it's movie counterpart. It leaves much to be desired; it's not that fun, it's quite different from the movie, and the Gold Medal here is much too easy. Most people think that this is the easiest gold in the entire game. Many have gotten it on their first try. So, you shouldn't have to worry about this mission giving you tons of trouble.

---->1. Medal Stats

	Bronze	Silver	Gold
Completion Time	6:00	5:34	4:34
Enemies Destroyed	25	37	50
Shot Accuracy	2%	5%	10%
Friendlies Lost	0	0	0
Lives Lost	2	2	1
TCE	10%	30%	75%

---->2. Trouble Stats

There are really only two trouble stats that need to be covered here, and neither of them should give you too much of a problem. They are Time, and Lives. For Time, all you have to do is follow the orange cone straight, at full speed. What about the asteroids? Factor 5 made the asteroids completely unlike those in ESB. You have

to do practically no dodging, and even ten, it's only a slight course adjustment. After making the small change, immediately get back on course with the orange cone. Do that, and Time is covered. Lives is really the only real problem you'll face on this mission, though. For that, pull the camera back using the C-Stick(if the enemy camera is turned off)right away. Press the A button whenever TIEs are behind you. The rear-facing laser on the FALCON aims itself automatically, so it will undeniably help you on this mission. Don't worry about accuracy; 10% leaves plenty of room for misses.

---->3. Quick Tips

- Speed up, and go straight, only hindering from the orange cone's path on your radar only to avoid asteroids; then get back on course quickly.
- Don't be afraid to use your rear-facing laser cannon, as it is essential in getting TIEs off your back. Your accuracy will be fine.
- Swerving away from, and then around asteroids can sometimes shake off TIEs by making them crash into it behind you. However, it is dangerous and not recommended.

>>>>>BONUS>>>>>TRIUMPH OF THE EMPIRE<

Welcome to the alternate universe stages in Rogue Leader. If you've ever to see the Rebels lose at the Battle of Yavin, wanted revenge for them blowing up the Death Star, wanted to blast hundreds of Imperial ships, with wave after wave of them coming to kill you(very doubtful), or just wanted to see things from the Empire's point of view; then these last three missions are for you. This, being the first one, and the third bonus mission, is what would happen if the Rebels lost at the Battle of Yavin. You take control of Darth Vader, and try to keep the Rebel fighters from blowing up the first Death Star. Pretty cool, in my opinion. This Gold can be hard.

---->1. Medal Stats

	Bronze	Silver	Gold
Completion Time	8:00	6:00	4:00
Enemies Destroyed		23	32
Shot Accuracy	12%	20%	35%
Friendlies Lost	5	4	3
Lives Lost	2	1	0
TCE	100%	100%	100%

---->2. Trouble Stats

problems this time around. Make sure that you use the TIE Advance(X1) for this mission, and make sure you have all the upgrades. You'll need them all at this stage of the game, especially for this level. There are two phases in this mission. During the first, don't shoot the Rebel craft with your lasers at all, for the sake of Accuracy. X1's lasers are EXTREMELY inaccurate. Shoot your homing Cluster Missiles at all of the ships. Don't waste them, though.

If any Rebels get behind you and start blasting, shake them off, it shouldn't be too difficult in the X1. Shoot any rebels that aren't in the trench with your homing Cluster Missiles. In the trench, use the missiles on one wave of the Rebels(there are three waves, and each wave has three ships), preferably one with Y-Wings, as they're more shielded. After defeating a wave, follow your cone and fly to the next one, shooting clusters at the Rebel ships you see. Again, shake off any rebels that start shooting at you. Defeating the enemies in the trench is the key to saving your friendlies, so take them out quickly. Do all of what I mentioned, and the Gold Medal will be much, much easier.

---->3. Quick Tips

- Try to conserve Cluster Missiles. If you use more than ten during the first phase, then you should restart, as you probably won't have enough to take out enough enemies for your Enemies Stat.
- Shaking off Rebels that are shooting at you is important. The X1 has moderate shields, but those Rebels are quite aggressive.
- Take out trench Rebels quickly, or they'll shoot down turrets, causing you to get a bad Friendlies stat.

>>>>>>BONUS>>>>>BONUS>>>>>REVENGE ON YAVIN<

The Death Star has been destroyed by the Rebel fleet, and His Royal Highness, the Emperor, wants you to exact revenge personally on them before they can evacuate their base on Yavin IV. This mission is cool, fun, and the Gold is pretty easy.

---->1. Medal Stats

	Bronze	Silver	Gold
Completion Time	7:26	6:18	4:14
Enemies Destroyed	15	22	36
Shot Accuracy	24%	45%	65%
Friendlies Lost	23	19	15
Lives Lost	2	1	0

TCE-----100% 100% 100%

---->2. Trouble Stats

I don't know about you, but the only trouble stats that I can really see are Lives, Enemies and maybe Time. The Gold Medal for this mission is actually pretty easy, so there's no need for excess worry. Basically, you want to shake off any Rebels that are behind you, just as you did in TRIUMPH OF THE EMPIRE. Don't spend too much time doing this, however, because Time is just a little bit short. Maneuver around, so you get hit less, and save your Clusters for Rebel ships; use your lasers for the Transports. Don't worry about accuracy, the Transports are huge targets. Now, use Clusters for any Rebel ships in the air, but there are patches on the ground inbetween the Transport clearings that have Rebel craft on the ground; ready to be taken into the air. Blast them with Clusters, or even with lasers, as they won't be moving. That'll help your Enemies stat very significantly.

Be quick about all of this, and the Gold should be pretty easy. Remember; it may seem like a hassle, but aborting and restarting the mission does wonders if you know you're not going to achieve all the stats you need.

---->3. Quick Tips

- Be quick; stay on your toes; use Clusters; do a little jig?! Ok, forget that last one. The other tips are words to live by, however.
- Find the small clearings with the Rebel craft, and blast them to Kingdom Come! Your Enemies Destroyed stat will thank you for it....
- Be careful while inside the Temple; slow down so you don't accidentally slam into a pillar or a Transport. There are also Rebel ships on the ground in here, also; so remember that.
- These tips are getting a little tedious, aren't they?

>>>>>FINAL>>>>>FINAL>>>>>>ENDURANCE

Here we are. You've made it this far, to the final mission, but can you handle it? You'll soon find out, won't you? This mission isn't really hard; it's just long. Very, very long. An average person will probably clock in at over three hours by the end of the mission. If you can bare the extreme boredom that follows wave 40, then the Gold Medal is yours; well, 99% likely, at least.

Very, VERY few people that have played through ENDURANCE have not gotten a Gold Medal on their first try. Factor 5 made it that easy on purpose, of course, so as to not anger people with it when they worked for three hours, just to find out they missed on two-three stats. Pack a lunch; ready, set....GO!

--->1. Medal Stats

	Bronze	Silver	Gold
Completion Time	400:00	400:00	400:00
Enemies Destroyed	80	400	1,300
Shot Accuracy	4%	6%	8%
Waves Destroyed	25	50	99
Lives Lost	12	12	12
TCE	0%	0%	0%

---->2. Trouble Stats

There is really nothing to say, here, as there are no real trouble stats. As long as you complete the mission, then Gold is 99% likely going to be yours. There are 100 waves in all. Each wave has around 15-23 TIEs, fighters and Interceptors. Every tenth wave is not TIEs, but Lambda Class Imperial Shuttles. Blasting them all will get you an extra life, and then 9 more waves of TIEs come again, until the tenth wave, with more shuttles and another shot at an extra life. This cycle continues on for what seems like forever. It's very boring, indeed. The TIEs progressively get harder, until, finally, they max out at Wave 59. If you do make it past wave 99, the final one is not Lambda Shuttles, but a duel with Darth Vader himself, in his TIE Advance. Don't worry, he's bantha fodder; he'll be very easy to take down if you're sure to avoid his shots.

Watch out for Bobs throughout (the Imperial pilots who always seem to slam into you with their ships), and be sure to use the Chicken technique. Fighting the TIEs in a normal fashion is suicide. Instead, fly out far, until the TIEs are at the edge of your radar, turn around, then face them head on, destroying any from 2-8, the fly straight out the other way after flying through the mob, and do it again. Time consuming, yes; but it's really the only way to win. I recommend using the X-Wing or the Naboo Starfighter for this mission.

- If using a ship with torps, save 2-4 for Vader, just so you can take him out quickly. This level's a long one, all right. He's way too easy, so dogfighting him probably won't be any fun at all. Of course, go right ahead and battle him if you want; I'm not going to try and stop you.
- I definitely recommend the N1 or the X-Wing. They have 6 torps each, and have an astromech droid, which

will help repair your life when you're flying out to turn around and make an attack run.

- Use the chicken technique explained above. Anything else is virtually suicide. Even the pros of this game use it.
- Put on some music to entertain, and take breaks; this mission is LONG and BORING!

This FAQ, while it may not seem like it, was actually a lot of work. Special Thanks go out to everyone who helped me find these stats; especially Snoozer; my main inspiration to buy and complete this game, and who helped me with stats, and many other areas and problems with this FAQ. I'm sorry I forgot your username, but Special Thanks goes out greatly to the user on the ROGUE LEADER GameFAQs message board who gave me the idea for this FAQ, sparked my interest in FAQ writing and provided me info and inspiration all around. Special Thanks also goes out to everyone on the ROGUE LEADER message board in general. Special Thanks goes out to everyone at Factor 5, Lucas Arts, and all others who had a hand in creating this great game, or anything STAR WARS. Special Thanks goes out especially to John Williams, for creating the extremely wonderful music that accompanies many things STAR WARS. Extra Special Thanks goes out to George Lucas!

Have you seen any errors in my FAQ; anything important missing that I should add or remove? I know this FAQ isn't perfect in any way, shape or form, but I would like to make it better, and I need your help in doing so. Any comments, rants, raves or criticisms you would like to share concerning the FAQ? Any questions at all as to anything having to do with this FAQ? If any of these things apply, then contact me. My e-mail is:

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E-mail me with any of those things above listed, and I'll get back to you. You can also contact me via AIM or MSN Messenger, but e-mailed is preferred, because I'm usually not online. Here are those accounts anyway:

AIM: RPG Swordmaster

MSN: Use my e-mail, listed above.

I look forward to your comments/suggestions/questions.

Although I did procrastinate with this FAQ for almost 4 months (mid February - June 15), I did have some fun and enjoyment writing it. It was an interesting experience, and I think I'll do it again in the future. Please don't expect this work to be great, or even good, as it's my first try at this kind of document ever. I put a lot of work into this; and feel it's at least sufficient for a first try. As such, it was great working on. This is a great game, even six months later, and I felt obligated to finish this after putting it off for so long. In conclusion: thanks for reading. I hoped you enjoyed it, and Good day.

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