

Star Wars: Rogue Squadron III: Rebel Strike FAQ/Walkthrough

by serlkamb

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                Star Wars Rogue Squadron 3: Rebel Strike
                    Game Walkthrough
                    Nintendo Game Cube
                    Version 1.2
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Updates - UPT02	
Version 1.2 - Added more content data to the Versus Mode section of this document. (1:59 PM 17/09/2013)	
Version 1.1 - Added more content and data to the Versus section of this walkthrough. Fixed some graphical errors and added a Search Document and Help Sections. Few minor Spelling errors fixed. (4:47 PM 08/07/2013)	
Version 1.0 - No updates yet available.	

Introduction - INT03	
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Game Play Modes

From the single-player campaigns to the cooperative missions and competitive scenarios, Star Wars Rogue Squadron III: Rebel Strike is a Force to be reckoned with. Jump in and join the struggle to save the Rebellion.

Single-Player Campaigns	
-------------------------	--

Luke Skywalker Campaign	
-------------------------	--

You'll step into young Jedi Luke Skywalker's shoes in the Tatooine Training level and the Empire Strikes Back mission, then choose between Luke's additional missions and the adventures of Wedge Antilles. Luke's journey follows the films closely and includes a good mix of vehicular battle and on-foot fighting.

| Wedge Antilles' Campaign |-----

| Ace pilot Wedge Antilles joined the Rebellion to lead squad- |
| rons against Imperial ships. His campaign focuses on battles |
| that take place outside the events of the classic films-He'll |
| often lead only a few Rebel ships against waves of TIEs and |
| Star Destroyers. |

| ----- |
| Notes: Although Wedge Antilles does occasionally climb out of |
| his X-wing, the bulk of his missions take place in |
| space, reenacting devastating battles between the |
Empire and the Rebel Alliance.

| Endor Campaign |-----

| Both Luke's and Wedge's campaigns funnel into missions that |
| mirror the final conflicts of "Return of the Jedi", with |
| Luke, Chewbacca and Han Solo as the player-controlled |
| characters. Your fate in the final battles will hinge on |
getting help from forest-dwelling Ewoks.

| Bonus Missions |-----

| Your medal-earning performances in the single-player |
| campaigns will give you the points you need to unlock a wide |
| variety of bonus missions, many of which parallel key scenes |
| from "A New Hope", "The Empire Strikes Back" and "Return of |
| the Jedi". You'll see footage from the films between game |
sequences.

| Cooperative Campaign |-----

The 10 core missions and three of the bonus missions from "Star Wars - Rogue Squadron II: Rogue Leader" make up Rebel Strike's two-player cooperative campaign. The objectives are basically the same as they were originally, but their difficulty has been adjusted for two-player gaming. Partners can team up to accomplish objectives together or divide and conquer.

Notes: Rebel Strike's cooperative campaign covers the same territory as Rogue Leader, but adds enemies and tougher targets and displays the action in split-screen format.

| Versus Mode |-----

Vehicular battle rules in Rebel Strike's split-screen two-player competitive scenarios. They include one-on-one dogfights, scenery-destroying rampage levels, tag-and-defend missions and races.

Notes: After you save the Rebellion with your partner, find out who rules the skies by entering any of several competitive scenarios.

| Options |-----

Star Wars Rogue Squadron III: Rebel Strike uses progressive scan technology and supports Dolby Pro Logic II sound. You can adjust video, sound and game

settings from the Option menu. You can also use the menu to check your rankings with those of the Rebel Strike elite, enter secret passcodes and check out special features.

Notes: Your in-game heroics will unlock special features that take you behind the scenes to learn about the making of Rebel Strike. See the end of the Introduction Section, just before the Luke Skywalker Campaign section, of this guide to discover feature-unlocking conditions. Passcodes also unlock special options, along with game cheats. LucasArts will release passcodes in the months following the game's launch.

Flight Controls

Although every Rebel and Imperial ship has its own qualities, all ships have controls in common. The following section introduces flight controls, navigation and weapon use and explains displays and upgrades. Familiarity with your craft's functions will take you a long way toward mission completion.

Controls

[1] Speed Control

Press the L button to slow your vehicle. Press the R button to accelerate

[2] Steering

The control stick adjusts your ship's altitude. Press up to dive. Press Down to climb.

[3] Wingman Communications

Use the Control Pad to give orders to your computer-controlled squadmates

[4] Camera Adjustments

Press X to toggle between the chase camera and the cockpit view. Use the C stick to move the camera in the cockpit view.

[Mission Menu]

Press the Start button to pause the action, view objectives and access mission options and game settings.

[5] Roll Control]

Hold Z and press Left or Right on the Control Stick to bank hard and roll.

[6] Primary Weapon Control]

Press A to fire primary weapons.

[7] Targeting Computer]

Hold Y to view the targeting computer display.

[8] Secondary Weapon Control]

The B button triggers secondary weapons. Press and hold the button to charge ion cannons or lock on to targets with homing missiles, then release the button to fire.

[1] Speed Control

The L and R buttons allow you to adjust your speed. Press the R button to increase your speed, and press the L button to decrease it. By pressing R until the button clicks, you'll activate a speed boost in most ships. By pressing L until it clicks, you'll activate the brakes and make it easier to execute tight turns.

Notes: The Rebel Alliance's X-wing and B-wing are both equipped with S-foils that close when you activate the ship's speed boost. You can't operate weapons when the S-foils are closed. Press the L button until it clicks to slow the ship and open the foils.

[2] Steering

The Control Stick gives you the ability to bank, dive and climb. The more you tilt the stick in any direction, the sharper your craft will turn.

[3] Wingman communications

The command cross appears automatically at times, and whenever you tap the Control Pad. It shows situation-specific commands, each associated with a Control Pad direction. Press the Control Pad in the command-associated direction to issue the order.

[4] Camera adjustments

The chase camera shows the default view of the action - behind and slightly above the player-controlled vehicle. The camera pans back to show enemy ships that are in hot pursuit of your craft.

Notes: The cockpit view allows you to see the action from the pilot's perspective. Manipulate the C Stick to turn the pilot's head. Press X to switch between the chase camera and the cockpit view on the fly.

[5] Roll Control

By holding the Z Button and pressing Left or Right on the Control Stick, you can roll your ship, allowing it to make tight turns and slip through narrow openings.

[6] Primary weapon control

The primary weapons for all Rebel Alliance ships are lasers. Tap the A button to release a single laser blast or hold the button to fire repeatedly. If you allow your laser to recharge between blasts, you will fire its strongest shots.

[7] Targeting computer

When you press and hold the Y button, your view will switch to the cockpits automatically and the targeting computer will activate. In the computer's display, friendlies are shaded green, enemies that pose immediate threat or are attached to a mission objective are shaded yellow and all other enemies are shaded purple.

Notes: After you've collected the advanced targeting computer tech upgrade, you can toggle the computer on and off by pressing the Y button. If the display shows yellow-shaded targets, you can use the C Stick to select a target with a cursor. After you've identified a target, your wingmen will fire at it.

[8] Secondary weapon control

Most ships are equipped with missiles, bombs or torpedoes. If a weapon is capable of firing multiple simultaneous shots, hold the B button to paint your targets, then release the button to fire. If the weapon can home in on only one target at a time, press B once to switch to the homing reticle, then again to fire after you've identified a target.

Notes: B-wings and Y-wings are equipped with ion cannons in addition to their proton torpedoes and proton bombs, respectively. Press and hold the B button to charge the cannon, then release the button after the

reticle turns blue to fire the shot.

[!]Shield repair

Some ships are equipped with droid units that fix shields on the fly. When your shields are damaged, your droid will work to regenerate them at a steady pace. If your shields are critical, your droid will let out a distressed beep and a command cross with repair instructions will appear. Tap the Control Pad to execute the one-time-only full repair.

On-screen displays

Your ship's computer offers important information about ship status, weapons and enemy location in on-screen displays. If the cockpit view is on, you'll find the display among the cockpit instructions.

```
.-----  
|   Scanner   |-----  
'-----'  
|  
| Your ship is always at the center of the scanner. Enemies |  
| appear as red dots, and friendlies are shown as green dots. |  
| Lines that extend from the dots indicate the vehicle's |  
| vertical distance from your ship's horizontal plane. The |  
| scanner's orange-shaded wedge points to the current |  
| objective. Arrows in the corner of the scanner point to the |  
| objective if it is above or below your ship. |  
'-----'
```

```
.-----  
|   Shields   |-----  
'-----'  
|  
| The shields display shows a line drawing of your ship, sur- |  
| rounded by a graphic that starts as a green circle and be- |  
| comes shrinking circle segments that change from green to |  
| yellow and red as your ship is damaged. The line drawing |  
| spins with increasing frequency after consecutive hits to |  
| to your ship. The shields will regenerate over time for ships |  
| that are equipped with R2 units. The display also shows the |  
| ship's regenerating boost power. |  
'-----'
```

```
.-----  
| Weapons display |-----  
'-----'  
|  
| You'll get more power out of laser blasts if you wait for |  
| your lasers to recharge after every shot. The weapons |  
| display shows the power returning to your lasers in the area |  
| marked by the A Button icon. The secondary weapon area |  
| (marked by the B Button icon) shows your ship's current |  
| secondary weapon payload. Some secondary weapon supplies |  
| replenish automatically. Icons in the lower-right corner of |  
| the display appear if you have upgraded the weapons. |  
'-----'
```

Tech Upgrades

You'll find tech upgrades hidden in core campaign missions. After you collect an upgrade and complete the mission successfully, all player-controlled ships that can benefit from having the item will be equipped automatically. The single-player and cooperative missions do not share tech upgrades.

```
.----- .----- .-----  
| Proton Torpedoes |-----|Advanced Proton Torpedoes|-----|Advanced H.P. Torpedoes|  
'-----' '-----' '-----'
```

The initial upgrade for every secondary weapon increases the weapon's power. Advanced proton torpedoes allow you to destroy armored targets with speed and efficiency.

After you upgrade your proton torpedoes with homing capabilities, press B to switch to a locking cursor, then press B again to release a torpedo that will home in on your locked target.

| Concussion Missiles | - | Adv. Concussion Missiles | - | Adv.Hom.Concussn.Missile |

Although standard concussion missiles are not very powerful, advanced concussion missiles pack a punch. They are also faster than their unmodified counterparts.

The A-wing comes standard with homing concussion missiles. The Millennium Falcon's missiles must be upgraded to gain homing capabilities.

| Proton Bombs | - | Advanced Proton Bombs | - | Adv.Spread Proton Bombs |

Advanced proton bombs have more explosive power than regular bombs. Press B once to make the bomb cursor appear. Press B again to drop a bomb.

Advanced spread proton bombs drop like standard bombs, then they break into a spray of smaller bombs after they land to increase the area affected.

| Cluster Missiles | - | Advanced Cluster Missiles | - | Adv.Hom.Clustr Missiles |

The scattershot quality of advanced cluster missiles make them powerful, but difficult to aim. The missiles fire in groups of six.

By adding homing capabilities to cluster missiles, the upgrade makes the missiles among the strongest weapons in the game. They can lock on to several enemies at once.

| Advanced Targeting Computer | | Advanced Shields | | Advanced Lasers |

The standard targeting computer disappears from the screen as soon as you release the Y button; the advanced targeting computer stays on-screen until you press the Y button a second time. Use it to identify targets for your wingmen to go after.

Once you collect the more-powerful advanced shields tech upgrade, your shields display's default color will be blue.

Advanced lasers increase your chances of attaining better Completion Time and Enemies Destroyed ratings.

Starfighters

Every flight-oriented mission places you in the hangar at launch time to select your ship from the mission's available craft. You can unlock some ships after reaching certain milestones (as detailed over the next couple pages). You'll also switch to new ships in the middle of some missions.

.-----.

.---| T-16 skyhopper |-----.

Great for disposing of womp rats and for learning maneuvers, the T-16 skyhopper is a Tatooine Training mission vehicle. Its capabilities change on the fly, depending on the current training objective.	Secondary Weapons Variable	Droid Repair No
Unlocking Conditions: None		

The T-16's secondary weapon changes to demonstrate a variety of weapons during flight training exercises.

Notes: Equipped with a primary laser and a variety of secondary weapons, the Tatooine trainer is a serviceable sand skimmer, but it wouldn't last long in a real battle against Imperial ships. The craft's speed booster recharges after every use.

.-----.

.---| X-wing |-----.

The Rebel dogfighter's weapon of choice will always be known as the ship that destroyed the Death Star to commemorate Luke Skywalker's fateful run. It offers a perfectly balanced mix of speed and maneuverability, with strong shields and impressive weapons. X-marks the best of all-around fighter in the fleet.	Secondary Weapons Proton Torpedoes	Droid Repair Yes
Unlocking Conditions: None		

The X-wing's four blasters fire in alternating double blasts. If you allow the blasters to recharge, all four will fire at once for a stinging single shot.

Notes: After you press the R button until it clicks, the X-wing's S foils will close and the ship will take off like a rocket. The craft is unable to fire lasers when its foils are closed. Press L until the button clicks to open the foils. The X-wing's speed boost recharges after each use.

.-----.

.---| A-wing |-----.

The A-wing's light frame makes it the quickest ship in the Rebel fleet, but one of the easiest ships to destroy. A pair of laser cannons gives	Secondary Weapons Hom.Concussion Missiles	Droid Repair No
--	--	--------------------

the A-wing a strong sting, and the ship's built-in homing concussion missiles add to the weapons package. It's a ship for wily veterans.

Unlocking Conditions	Yes
----------------------	-----

Complete Deception at Destrillion.

The A-wing is the only Rebel ship that starts with homing concussion missiles. Hold B to switch to the homing reticle, paint up to four targets, then release the button to let the missiles fly.

Notes: As fast and maneuverable as any ship that the Rebel Alliance or the Empire has to offer, the A-wing also offers a quickly rechargeable speed boost. The ship's only real weakness is that enemies can blast it out of the sky with only a handful of laser shots.

Y-wing

The Y-wing proves that speed and maneuverability aren't the only qualities that a pilot should look for in a fighting craft. Its strong armor, ion canons and bombing capabilities make the ship a perfect choice for planet-based missions that have lots of ground targets. Just don't expect it to out-duel an X-wing.

Secondary Weapons	Droid Repair
Proton Bombs	Yes
ION Cannon	

Unlocking Conditions: Yes

Complete Revenge of the Empire.

Press B to switch to the bombing view. A target reticle will appear on the ground. Press B again to drop a bomb. The Y-wing's proton bomb supply replenishes automatically.

Notes: The Y-wing does not have speed-boost capabilities-its general lack of speed and poor maneuverability are significant disadvantages in dogfights, but strong shields guarantee that it will endure.

B-wing

An awkward-looking design and low speed rating put the B-wing between the X-wing and Y-wing in overall flight performance, but a strong arsenal that includes an electronics-disrupting ion cannon and surprisingly good mobility make it a wise choice in attacks on capital ships.

Secondary Weapons	Droid Repair
Proton Torpedoes	No
Ion Cannon	

Unlocking Conditions: Yes

Complete Raid at Bakura.

At first glance, the B-wing, with S-foils open, looks unwieldy. However, it proves to be more maneuverable than the X-wing in many situations, even if it is a little slow.

| Notes: When you press R until the button clicks, the B-wing's S-foils |
| will close and the ship will take off in a burst of speed. As |
| is true with the X-wing, the B-wing cannot fire its blasters |
| when its S-foils are closed. |

| .-----
| .---| Speeder |-----
| '-----' |-----
With no deflect shields and	Secondary Weapons	Droid Repair	
no conventional secondary	-----		
weapon, the low-to-the-ground	Tow Cable	No	
speeder is limited in its	-----		
abilities as a fighter.			
However, good speed and an '-----'			
innovative tow cable make it .-----			
lethal in the right	Unlocking Conditions	None	
situations. It can fly below '-----'			
an Imperial's radar and deliver a big surprise.			

| -----
| When you're flying close to an AT-AT's legs or any towable object,
press the B Button to release the tow cable.

| The speeder's quickness and maneuverability put it in a class with the
| A-wing. The vehicle's speed allows you to fly circles around AT-AT,
and you can use its tow cable to tie up the Imperial walker's legs.

| Notes: Since the speeder is a repulser craft---not technically a
| spacecraft---it cannot reach high altitudes, but it can hug the
ground better than any ship in the fleet.

| .-----
| .---| Millenium Falcon |-----
| '-----' |-----
Han Solo's modified Corellian	Secondary Weapons	Droid Repair	
freighter is famed for its	-----		
speed and power. Although	Concussion Missiles	Yes	
it's not a traditional star-	-----		
fighter, its reputaion gives	Quad Cannon		
the pilot enough confidence '-----'			
to get through most .-----			
situations.	Unlocking Conditions	Yes	
-----	-----		

The Falcon's quad cannon	Earn bronze medals on all single-	
helps give the ship coverage	player missions, including bonus mis-	
at all angles. Use the C	sions.	
Stick to fire the weapon. '-----'		

| -----
| Notes: Don't let the Millenium Falcon's size fool you. It's fast and
| easy to maneuver. Since the ship is built like a freighter---
| wide and somewhat clunky---you'll discover that Z-Button-aided
| rolling turns are useful in dogfights. Once you get a ship in
| your sights, you can send it to the scrap heap using the
Falcon's strong lasers and concussion missiles.

| .-----
| .---| TIE Bomber |-----
| '-----' |-----
The two-seat TIE bomber is an	Secondary Weapons	Droid Repair	
unlikely rescue vehicle in	-----		
the Raid at Bakura mission.	Proton Bombs	No	

It's the least maneuverable of the TIEs, but it can take a lot of damage and its weapons payload is impressive. The ship's primary weapons are homing concussion missiles. Destroy all of the ground turrets in the Raid at Bakura mission in any cluster must detonate within a half-second of each other. The TIE bomber looks like two TIEs fused together. It also has enough weapons for two TIEs--homing concussion missiles and proton bombs. The ship rivals the Y-wing in suitability for surface missions.

TIE Hunter

The TIE equivalent of the X-wing is speedy, mobile and well-equipped. It even has shields that close when the ship is flying at top speeds. Like the X-wing, the hunter is unable to fire when the shields are closed.

Secondary Weapons	Droid Repair
Proton Torpedoes	No
Ion Cannon	
Unlcocking Conditions	Yes

The fastest TIE in the Imperial fleet is equipped with lasers and an ion cannon in addition to its proton torpedoes. The ship's only weakness is in its slight shields.

Jedi Starfighter

The vintage Jedi Starfighter, from the Clone Wars era, is the A-wing's predecessor. What the starfighter lacks in shield strength, it makes up for in speed, mobility and a strong secondary weapon.

Secondary Weapons	Droid Repair
Sonic Mine	Yes
Unlcocking Conditions	Yes

After a sonic mine rockets out into space, it will spread like fireworks and hit targets in a wide radius. Your mine supply regenerates over time.

Notes: It may be old, but the Jedi starfighter is still a good choice in missions that require pure speed. Its sonic mine may be slightly unpredictable, but it is devastating when it hits.

Slave 1

Jango Fett's ship, passed down to Bobba Fett, wraps

Secondary Weapons	Droid Repair
-------------------	--------------

around the pilot, who is in a	Sonic Mine	No
standing position. The ship	-----	
is built for forceful forward		
attacks. Its shields are	-----	
strong in the front but weak	-----	
in the back.	Unlocking Conditions	Yes

You can unlock two versions	Bobba Fett version:	
of the Fett family fighter.	-----	
Bobba's Slave I is a battle-	Earn bronze medals on all standard	
scarred, but in good condi-	single-player missions.	
tion. Jango's version still	-----	
has that new-starfighter	Jango Fett Version:	
smell. The ship is relatively	-----	
slow and its shields are	Jango's version appears in a Versus	
unequally distributed, but	mode dogfight over Geonosis when the	
its sonic mines and lasers	other player selects a Jedi Star-	
make it a powerful force and	fighter.	
the ship's overall perfor-	-----	
mance has improved since Rogue Leader.		

Naboo Starfighter	-----	
'-----'	-----	
The Old-style Naboo star-	Secondary Weapons	Droid Repair
fighter is outdated in the	-----	
post-Clone War era, but it	Cluster Missiles	Yes
can still hold its own in	-----	
battle. The ship's shields		
are mighty, and its big	-----	
engines help it keep pace	-----	
with most newer vehicles.	Unlocking Conditions	Yes

The Naboo starfighter's	Complete Tatooine Training and	
strong shields and shield	collect hidden items during all four	
repairing droid unit have	times of the day.	
given it lasting power. While	-----	
other ships have come and gone, the NSF is in the fleet to stay.		

[!|More ships in the multiplayer modes]

Most of the ships featured in the single-player campaigns are also available in the cooperative campaign and versus mode, and they accompany four multiplayer-only vehicles (shown below).

TIE Advanced	-----	
'-----'	-----	
-----	-----	
The TIE Advanced is a marked improve-		
Secondary Weapons	ment over the original TIE fighter.	
-----	-----	
Its rapid-firing laser cannon and		
Cluster Missiles	cluster missiles give it a sharp bite,	
'-----'	and its thick armor allows it to with-	
stand a beating. Unlike the standard TIE fighter, the TIE Advanced		
could come out on the winning end in a showdown against an X-wing.		

TIE Fighter	-----	
'-----'	-----	
If you've shot down a TIE fighter using an X-Wing's lasers, you might		
imagine what it's like to be on the receiving end of the blast. The		

```

| ship is fast, but its shields are oh so weak.
|-----|
| .-----|
| .---| Imperial Shuttle |-----|
| |-----|
| | .-----| Large and clumsy, the Imperial shuttle
| | Secondary Weapons | is not built to go up against dedica-
| |-----| ted starfighters, though its front-
| | Quad Cannon | and rear- mounted lasers will do in a
| |-----| '-----' pinch. The cooperative Imperial
| Academy Heist mission puts both players in the same ship. While one
| player pilots the craft, the other player fires the quad cannons.
|-----|
| .-----|
| .---| Cloud Car |-----|
| |-----|
| Like the speeder, the cloud car can lift a short distance from the
| ground. It's light and maneuverable, but its shields are weak. It
| appears in ground-bound Versus mode scenarios.
|-----|

```

Character Control

Characters climb out of their starfighters and fight on foot in Rebel Strike. Luke Skywalker is the primary hero, but Princess Leia and Han Solo also step into the action and several others tag along for support.

[1] Lock weapons / Crouch

Use the L button to stay locked on to your current target. Press the R button to crouch.

[2] Character Movement

Use the Control Stick to move your character.

[3] Support Communications

Communicate with support forces by using the Control Pad to select instructions.

[4] Roll

Press the Z Button while your character is moving to trigger a running roll.

[5] Electro-binoculars

Press Y to view the scene from your character's perspective.

[6] Jump

Press X to make your Character jump.

[7] Primary Weapon

Fire your primary weapon by pressing A.

[8] Secondary Weapon

Press B to toss explosives or block shots.

[0] Start Button

The Start Button lets you pause the action, view objectives and access mission options and game settings.

[9] Context-sensitive actions

A C-Stick icon will appear to indicate that you can manipulate a nearby object. Tap the C Stick to carry out the interaction.

[1] Lock Weapons / Crouch

When you're guiding your character on foot, the Controller's shoulder buttons trigger two unrelated actions. The L Button allows you to stay locked on to your current target. Normally, green crosshairs switch automatically to the target that is closest to your character. When you

press and hold the L Button, the crosshairs will turn red and stay attached to one target until you release the button or the target is destroyed. Pressing the R Button instructs your character to crouch. Hold R to keep the Rebel in a crouched position. If you manipulate the Control Stick while the fighter is crouching, he or she will roll.

[2]Character Movement

The Control Stick facilitates character movements. The more you push the Control Stick in the desired direction, the faster your character will walk, then run. Movement direction is camera-relative. When the camera angle changes, you must make adjustments to continue on the same course.

[3]Support Communications

You can give orders to your computer-controlled allies by way of the Command Cross. Tap the Control Pad to bring up the cross, then tap it again in a computer-related direction to issue the associated command.

[4]Roll

Use the Z Button in combination with the Control Stick to make your character roll from a standing position. If your timing is right, the maneuver will keep you from getting hit by enemy fire.

[5]Electro-Binoculars

The on-foot equivalent of the targeting computer appears when you press and hold the Y Button. The Electro-Binoculars shade friendlies in a green hue. Enemies are yellow and purple.

[6]Jump

Jumping plays a part in a few of Luke's missions. Press X to make him leap. The Rebel will clear gaps and jump over obstacles.

[7]Primary Weapon

In most missions, you'll use the A-Button-triggered blaster to fight for the Rebel Alliance. When Luke Skywalker is in Jedi form, the A button will trigger his lightsaber.

Blaster	Rifle	Lightsaber
Press A to release a blaster shot. After a few seconds, it will recharge to full power.	After you collect a laser rifle from a defeated enemy, hold A to trigger rapid-fire blasts.	Press A to swing Luke's lightsaber.

[8]Secondary Weapon

In select missions, you'll use grenades as secondary weapons. Grenades have the explosive power to defeat more than one enemy at a time. When Luke is in Jedi form, you can summon the Force by pressing the B Button. Use it to deflect enemy shots.

[9]Context-Sensitive Actions

You can use the C-Stick for a variety of situation-specific tasks. When the C Stick icon appears, tap the C Stick in any direction to perform the task. C-Stick functions include using a grappling device, mounting an E-Web blaster, opening doors and planting explosives.

[!|Bacta Tanks]

When health is low, there's no better sight than the glimmering green light of a bacta tank. By picking up a tank, you'll get a health repair. Examine level maps for bacta tank locations and search fallen enemies for dropped tanks.

Heroic Trio

The three principal human characters from the classic film trilogy are the main characters whom you will guide through missions on foot in the single-player campaign and bonus missions. Luke Skywalker is the most frequently used member of the trio.

-----	-----	-----	-----
Wedge Antilles	Luke Skywalker	Princess Leia	Han Solo
-----	-----	-----	-----
Wedge Antilles is a vehicle specialist, though you will control him on foot in the middle section of Relics of Geonosis mission and in the hangar before space missions.	Luke spends as much time on foot as he does in vehicles over the course of his long campaign and bonus missions. He wears different uniforms, depending on the missions.	Princess Leia is a support character in several missions and the player-controlled character in the Flight from Bespin bonus mission.	Never tell Han Solo the odds. He's the player-controlled character in the second half of campsing-closing Triumph of the Rebellion and the Escape from Hoth mission.

[!|Luke use the Force]

In the Trials of a Jedia mission, Luke will learn to use the Force to deflect blaster shots and make midair jumps. He'll employ both skills in the Sarlacc Pit mission.

Notes: Face enemy blasts and hold the B Button to deflect the shots using the power of the Force. Press X to jump, then press the button again when Luke is in midair to leap higher.

A little help from your friends

You will have allied characters on your side during many missions--especially those that are based on scenes from the films. In addition to Princess Leia and Han Solo, you'll encounter computer-controlled characters Lando Calrissian, R2-D2, Chewbacca and C-3PO.

Notes: Support characters provide cover fire and occasionally perform other functions in the Flight from Bespin mission, for example, R2-D2 connects with the complex's computer and unlocks doors.

Ground Vehicles

Not only do you control Rebels on foot, but you also use them to take charge over several ground vehicles--speeder bikes and Imperial AT-STs among them. The vehicles offer the speed and power you need to fulfill many mission objectives.

Landspeeder

Luke's landspeeder is a vintage vehicle from "A New Hope". He sold it to pay for passage on the Millennium Falcon. You can return to Luke's home in the Tatooine Training mission and climb into the landspeeder for a fun, fast run.

[1] Speed Control: Press the L button to brake and the R button to accelerate.

[2] Steering: Use the Control Stick to turn left and right, and to

adjust your altitude. The landspeeder can make short climbs.

[3] Camera Adjustments: Press X to toggle between the chase camera and the first-person perspective.

[4] Camera Movement: Use the C Stick to move the camera in first-person perspective.

[5] Targeting Computer: Press Y to activate the targeting computer.

Notes: By climbing into Luke's landspeeder during Tatooine Training mission, you'll get a feel for flying low to the ground. Ground-skimming skills will come in handy when you pilot speeders and speeder bikes.

AT-ST

Luke, Wedge and Chewbacca climb into AT-STs during the single-player campaign. Imperial chicken walker controls are a mix of the character and vehicle schemes.

Secondary Weapon: Homing Concussion Missiles

[1] Lock: Hold L to lock the AT-ST's head with its body

[2] Walk: Press R to make the vehicle walk. The longer the AT-ST walks, the faster it will move, until it reaches maximum speed.

[3] Pivot: Use the Control Stick to turn the AT-ST's head. The vehicle will pivot when its head is locked with its body.

[4] Communications display: Tap the Control Pad to call commands for support forces, such as Ewoks on Endor.

[5] Targeting Computer: Press Y to activate the targeting computer.

[6] Camera Adjustments: Press X to toggle between the chase camera and the cockpit view.

[7] Primary Weapon Control: Press A to trigger the AT-ST's rapid-firing blasters. Let them recharge for more power.

[8] Secondary Weapon Control: Hold B to activate the homing reticle. Release the button to launch a concussion missile once you've locked on to a target.

[9] Camera Movement: Use the C Stick to look around and to move the camera in the cockpit view.

Notes: It's no wonder that the Imperials use the AT-ST for many ground missions. The vehicle is versatile and powerful. When you press the R Button, the AT-ST will move in the direction in which it is looking. You can have more direct control by using the L Button to lock the head to the body. The AT-ST is the only ground vehicle that is equipped with regenerating shields.

Speeder Bike

Luke rides a speeder bike in a pair of campaign missions. The quick vehicle also appears in a two-player competitive racing scenario. In a mission based on one of the most famous scenes in the film trilogy, you'll race scout troopers on speeder bikes through Endor's forest.

[1][2] Speed Controls: The L Button slows the bike. Press it until it clicks to apply the brakes fully. The R Button increases your speed. Press it all the way to invoke a rechargeable speed boost.

[3] Steering: Use the Control Stick to steer the bike left and right. Press Up and Down to dive and climb.

[4] Targeting Computer: Press the Y Button to activate the targeting computer

- [5]Camera Adjustments: Press X to toggle between the chase camera and first-person perspective.
- [6]Primary Weapon: Press A to trigger the bike's rapid-firing blasters. The rate of fire slows as you hold the button without letting the weapons recharge.
- [7]Camera Movement: Use the C Stick to move the camera in first-person perspective.
- [8]Side Slide; When competitors slide up to your bike, you can give them a quick bump by pressing the B Button.

Notes: Controlling a speeder bike is one of the ultimate Star Wars experiences--incredibly fast and exciting. The bike can lift into the air, but it quickly reaches a ceiling. You can stay in the air longer by using a speed boost, but try to engineer a soft landing, or you could take damage. Let your blasters recharge between quick bursts for most effective target-beating technique.

[!]And the list goes on...

Tauntaun

Controlling a tauntaun is much like controlling a character on foot, only the tauntaun runs faster. You'll make tracks on Hoth's frozen battlefield in a hurry after you hop onto a tauntaun's back.

- [1]Lock Weapons: Hold the L Button to stay locked on to your target.
- [2]Character movement: Use the Control Stick to steer the swift beast.
- [3]Goggle Toggle: Press Y to switch to first-person view.
- [4][5]Fire Weapons: Press A to fire forward. Use the C Stick to fire left or right.

Swoop Bike

The hovering swoop bike is a must for exploring Tatooine. A swoop bike training ride will give you experience for speeder bike rides in the campaign. The only difference is that the swoop bike is not laser-equipped.

AT-AT

In the Guns of Dubrillion mission, you'll climb into a huge AT-AT Imperial walker and cause some serious damage. Your perspective is always from inside the walking tank.

- [1][2][3]Fire Weapons: Press L, R or A to fire lasers at your target.
- [4]Aim: Use the Control Stick to move the targeting reticle.

AT-PT

The AT-PT is available in selected Versus-mode scenarios. It is similar to the AT-ST (with identical controls), only it is faster and equipped with a more powerful laser. It does not carry a secondary weapon.

Campaign Breakdown

The single-player campaigns depict an epic struggle between the Rebel Alliance and the Empire. Check out the campaign breakdown for a quick reference of what you can expect to find in each mission.

Because the Campaign breakdown chart is too big to fit between the margins of this guide properly, it can be viewed at the website below.

[1] First, log on to:

<http://miyustory.com/faqs/maps/gcn-star-wars-rogue-squadron-3-rebel-strike/>

[2] Once you have successfully accessed the page above, scroll down on the page until you see a link with the title:

" Campaign Breakdown"

[3] Click on the "Campaign Breakdown" link to view the campaign Breakdown in full detail.

[!|Catch a ride]

After you press A to choose an entry in the Select Mission screen, the Available Craft screen will show 3-D line drawings of all vehicles that you will eventually be able to choose for the mission. Green vehicles are unlocked. Red vehicles are not yet available.

Notes: Before the action gets under way in each space-based mission, you'll find the mission's available craft in the Calamari cruiser's launch bay. Some ships, such as the Imperial TIEs, are tucked away in remote sections of the bay.

Unlockable starfighters quick reference

Y-wing: Complete Revenge of the Empire.
B-wing: Complete Raid at Bakura.
A-wing: Complete Guns of Dubrillion.
Naboo starfighter: Complete Tatooine Training during all four time settings.
TIE bomber: Destroy all floor turrets using lock-on combos in the TIE bomber section of Raid at Bakura.
Slave 1: Earn bronze on all missions, excluding bonus missions.
Millennium Falcon: Earn bronze on all missions, including bonus missions.
Jedi starfighter: Earn silver on all missions, including bonus missions.
TIE hunter: Earn gold on all missions, including bonus missions.

Gold and Glory

Your mission completion rating ranks you in six categories, including Completion Time and Enemies Destroyed. By meeting set criteria in each category, you'll earn one of three medals. Medals unlock ships and give you points that you can use to open bonus missions. You can earn a maximum of 10 points from any mission, even if you complete the mission multiple times.

Bronze Medal	Silver Medal	Gold Medal
3 points	6 points	10points

Notes: The Mission Completion screen breaks down the medal categories and shows the criteria taht you must meet to earn the next medal. The statistics that do not meet the medal requirements will appear in red.

[!|The Ultimate Reward]

When you meet the requirements for a gold medal in any mission, a new list of requirements will challenge you to rise to the level of the experts at LucasArts. See if you can out-ace the galaxy's best.

Bring on the Bonuses

In addition to ships and missions, you can unlock classic arcade games, videos and even running commentary. Look for the unlocked items in the Special Features section under the Options menu.

[!|Watch for passcodes]

Passcodes unlock missions, ships and special modes. LucasArts will reveal Rebel Strike's passcodes over the coming months*. Check Nintendo Power's Classified Information section for the passcodes as they become available.

*This walkthrough was created after the Nintendo GameCube became obsolete. So the passcodes for this game have already been released to the public. Feel free to search for the passcodes online using my own created Search Engine, which can be found at this website:

<http://prayeroftheday.webs.com/indexs.html>

I hope you all will enjoy using my search engine.

.-----.
| Star Wars Arcade game |-----.
'-----'

| By completing the Triumph of the Rebellion mission, you will |
| unlock the original Star Wars arcade game, released by Atari |
| in 1983. Relive the experiance of taking down TIEs and |
| blowing up the Death Star in one of the first 3-D games. |
'-----'

.-----.
| The Empire Strikes Back arcade game |-----.
'-----'

| Complete all standard single-player campaign missions. |
'-----'

.-----.
| The Return of the Jedi arcade game |-----.
'-----'

| Enter a passcode to be revealed by LucasArts. |
'-----'

.-----.
| Documentary |-----.
'-----'

| Complete Triumph of the Rebellion. |
'-----'

.-----.
| Audio Commentary |-----.
'-----'

| Earn bronze medals in all standard single-player campaign |
| missions to unlock developer comments that reveal details |
| during game play. |
'-----'

.-----.
| Credits |-----.
'-----'

| Complete Triumph of the Rebellion. |
'-----'

.-----.
| Ace Mode |-----.
'-----'

| You'll unlock ultra-challenging Ace mode by earning gold |
| medals in all single-player campaign missions, including |
| bonus missions, and completing Tatooine Training during all |
| four times of the day. |
'-----'

.-----.
| Luke Skywalker's Campaign - LSC04 |-----

'-----'
The farm boy destined to be a hero makes his mark in eight missions, starting with a training session in the Tatooine desert and ending with a daring rescue over Tatooine's Sarlacc Pit. Luke's missions interweave with the original "Star Wars" film trilogy, and they follow the discovery of a traitor to the Alliance.

Tatooine Training

Training is not required, but it's a good idea to spend some time on Luke's home planet to familiarize yourself with the controls. You'll start by guiding Luke through lessons on foot, then jump into your T-16 skyhopper or landspeeder.

Review your Accomplishments

At the end of a training session, a recap screen will show the training duration, the number of lessons that you completed, the number of bonus items that you found and additional stats about your performance. You must accomplish all training goals in four times of the day to unlock the Naboo starfighter.

Homestead Tutorial

Rebel Strike presents a new emphasis on character control for the Rogue Squadron series, especially in Luke Skywalker's missions. You'll begin the training session by getting accustomed to character actions.

Homestead objectives:

- 1 - Complete all tutorial lessons
- 2 - Find your way to the top of the homestead
- 3 - Use the available craft to access other areas of Tatooine.

[!] Train Day and Night]

Your Nintendo GameCube's time setting determines whether the training sessions will take place in the early morning, daytime, early evening or nighttime. The lighting scheme is different for each time of day. If you are attempting to unlock the Naboo starfighter by completing training at all times of day, you can reset the GCN clock for the desired times.

[1] Complete all tutorial lessons

The lessons begin at the homestead. As you walk into Rebel Symbols, you will receive instructions on how to carry out basic tasks. After you successfully complete the first group of tasks, a symbol will appear in front of a door, allowing you to move on.

[2] Find your way to the top of the Homestead

After you've completed the lesson that deals with context-sensitive actions, a door will open. Follow the path to the top of the homestead and the open desert.

[3][Use the available craft to access other areas of Tatooine]

Exiting the homestead, you'll find two vehicles accompanied by Rebel symbols. By stepping into a vehicle, you will hop onto the vehicle and continue your training en route.

T-16 Skyhopper tutorial

The T-16 skyhopper's tutorial is similar to Rogue Leader's training session. It will acquaint you with the flight control and point you to the bonus

items. The skyhopper's secondary weapon changes to give you experience with every weapon type.

T-16 skyhopper objectives

- [1] Complete all tutorial lessons
- [2] Win the Beggar's canyon race on all difficulties
- [3] Win the dogfight against fixer
- [4] Find all bonus items

[1][Complete all tutorial lessons]

The first task is to follow the wedge indicator to an orange Rebel symbol. After that, you'll get a new lesson everytime you fly into an orange symbol. Once a lesson is complete, the associated symbol will turn green. Once you finish all the flight lessons, you'll shuttle off to Beggar's Canyon for a race against Fixer.

[2][Win the Beggar's Canyon race on all difficulties]

The Beggar's Canyon race begins at point B9 on the Tatooine Map, see the Tatooine PNG map on GameFaqs for more details. Every time you race against Fixer at a more advanced difficulty level, your opponent will have a little more skill. Watch the boost thruster status indicator in the lower-left corner of the screen and press L to use it whenever it is available. Rise above the lower ridges of the canyon so you don't have to go around them and veer left at the fork in the path (F14) for a shorter route.

[!| Unlock the Swoop bike]

By defeating Fixer in three races (easy, medium and hard), you'll unlock the swoop bike, a craft that is very similar to the speeder bikes that you'll pilot in the single-player campaign.

[3][Win the dogfight against Fixer]

Immediately following your first race against Fixer, your rival will challenge you to a friendly dogfight. Watch for a red dot on your scanner and fire at the ship as soon as you have a clean shot. If you're behind Fixer, slow down and keep firing. If he's behind you, speed up to create some distance between your ship and his, then turn around and head straight for him.

[4][Find all bonus items]

There are seven bonus items scattered throughout the Tatooine desert. Find them by following your scanner's wedge indicator. Fly low to get credit for your finds. After you discover the sandcrawler, pass it, turn around then hit it with a fully charged laser blast. You'll expose R2-D3 in the rubble. There are two bantha herds. Together, they count as one bonus item. After you've raced and fought Fixer, and you've found all the bonus items, fly into the blue Rebel symbol above the homestead to land.

Landspeeder Tutorial

You can catch a ride on the landspeeder at the homestead. The tutorial will give you practice in piloting a low-flying vehicle, such as the speeder or the speeder bike.

Landspeeder objectives

- [1] Complete all tutorial lessons
- [2] Race to Tosche station

[1-2][Complete all tutorial lessons and race to Tosche Station]

The landspeeder tutorial takes you to Tosche station. On the way, you'll learn all of the complexities of controlling a land-skimming vehicle. Pull back on the Control Stick and press R for a speed boost to catch air and avoid hard scrapes.

AT-ST Tutorial

Imperial recruiters on Tatooine will give you a spin in the AT-ST after you reach Tosche station in the landspeeder. Little do they know that you will ultimately use hijacked chicken walkers in your fight against the Empire.

AT-ST objectives

- [1][Complete all tutorial lessons]
- [2][Win the droid hunt on all difficulties]

[1|Complete all tutorial lessons]

The AT-ST tutorial offers basic control lessons and ends with the easy-difficulty droid hunt. After you complete the first hunt, walk into the blue Rebel symbol to continue to the swoop bike tutorial.

[2|Win the droid hunt on all difficulties]

By walking into the orange Rebel icon, you can move on to another droid hunt. The three levels of droid hunt difficulty vary in the amount of time you have to destroy 10 droids.

[!|Unlock the landspeeder]

By completing the droid hunt in all three difficulties, you will unlock the landspeeder for the duration of the training session.

Swoop bike tutorial

Completion of the AT-ST tutorial leads to the swoop bike tutorial. The speedy one-seater will give you a slightly wilder ride than the landspeeder. After you catch big air, pull back and apply the brake to avoid a headfirst crash into the sand.

Swoop bike objectives

- [1] Complete all tutorial lessons
- [2] Clear all jump symbols
- [3] Race to the sandcrawler

[1|Complete all tutorial lessons]

Since you've already completed the landspeeder tutorial, you'll have only one more manoeuvre to learn to become a veteran swoop bike pilot- flying off jumps. The lesson will prepare you for your speeder bike runs through the Defiance on Dantooine mission and the Triumph of the Rebellion mission.

[2-3|Clear all jump symbols and race to the sandcrawler]

The swoop bike route from Tosche station to the sandcrawler features seven high-flying jumps into Rebel symbols. You may have to back track to hit all of the marks. You can launch from natural jumps on the surface to reach some symbols and take off from cliffs to reach others. Study the scanner's map to find paths to each ledge. After you've cleared all of the jumps, continue to the sandcrawler for your next set of lessons.

[!|Unlock the T-16 skyhopper]

Successful completion of all swoop bike jump challenges will unlock the

Sandcrawler Tutorial

Your final set of lessons offers on-foot combat training in a battle against Imperials near the sandcrawler. Could the stormtroopers be searching for a pair of droids who escaped from a Rebel transport?

Sandcrawler objectives

[1] Complete all tutorial lessons

[1|Complete all tutorial lessons]

The sandcrawler battle will give you experience in thinking and fighting on your feet. After you complete the lessons, you'll be ready for several challenges that await you over the course of Luke Skywalker's single-player campaign.

Revenge of the Empire

The Revenge of the Empire mission shows the Imperial reaction to the Death Star's demise. As Imperial forces descend on the Rebel base on Yavin 4, Luke and Wedge must buy time for an evacuation by fighting TIEs and troopers and saving key leaders.

Objectives

- [1] Destroy the Imperial transports
- [2] Destroy the Imperial loader shuttles
- [3] Defend the Rebel transport
- [4] Find the general
- [5] Escape with the general

/ Medal Requirements

	Bronze Medal	Silver Medal	Gold Medal
Completion Time	5:30	4:45	4:00
Enemies destroyed	45	52	60
Shot Accuracy	38 %	45 %	65 %
Friendlies Lost	0	0	0
Lives Lost	2	1	0
Targeting Computer Efficiency	80 %	90 %	100%

Tech Upgrade: Advanced Shields

The first group of Imperial transports is arranged in a line. Allow the last group to land and open its rear hatch. Reduce your speed and fly through the hatch to collect a shield-strengthening power-up.

[1] Destroy the Imperial transports

Imperial transports are headed for the surface. You must blow them to

pieces before they empty their payloads. The large ships are easy targets. Start by firing on them from a distance and continue to lay on them until they explode.

Notes: The transports are large and slow, but well-armored. Use blasters and proton torpedoes to destroy them in a hurry and improve your time rating. The first group of ships is arranged in a line. After you and your wingmen destroy them, bank left to follow your radar display to the remaining targets.

[2] Destroy the Imperial loader shuttles

Close your S-foils for a moment to zoom toward the first three Imperial loader shuttles as the second objective begins, then open the foils and hit the ships with blasters. The second group of shuttles may drop their cargo before you reach them. Fire on the falling containers.

[3] Defend the Rebel transport

The Imperial loader shuttles were carrying AT-STs. Any containers that landed might have unloaded their walkers. Follow the scanner's wedge indicator and watch the ground for AT-STs. By destroying all of them, you'll give the Rebel transport "Luminous" a launch window.

[4] Find the General

Enemies have infiltrated the base, chasing the general and his men into the ceremonial hall at the heart of the structure. You'll hop out of your ship and continue the mission on foot. To save time, you can reach the general's location at A9 without defeating all of the attackers in the halls. Use evasive maneuvers to avoid the blaster onslaught, collect the weapons of downed troopers and clear the hall of Imperials.

[5] Escape with the General

Once you've defeated all of the enemies in the ceremonial hall, the radar display will point you to an unlocked door at A7 that leads you back to the base's main hangar and another showdown with stormtroopers.

Notes: The hangar is crawling with agents from the Empire. You must defeat all of them to complete the mission. Hide behind obstacles when enemy fire overwhelms you, then come out fighting again. You can ensure that Wedge will help you defeat stormtroopers by directing him using support commands.

Defiance on Dantooine

Rebel informant Tycho Celchu is on the run from stormtroopers. You must travel to the remote planet of Dantooine, the site of an abandoned Rebel encampment, and track down Tycho. Hop onto a speeder bike and navigate Dantooine's river basin.

Objectives

- [1] Reach the Imperial landing zone before the transports lift off
[2] Stop the ground transport that's carrying Tycho
[3] Follow Tycho back to the Rebel landing zone

/ Medal Requirements |

| | Bronze Medal | Silver Medal | Gold Medal |

Completion Time	5:10	4:20	4:10
Enemies destroyed	18	29	38
Shot Accuracy	20 %	30 %	42 %
Friendlies Lost	0	0	0
Lives Lost	2	1	0
Targeting Computer Efficiency	60 %	90 %	100%

Tech Upgrade: Advanced lasers

You'll skim over a mountain ridge on your way back to the landing zone with Tycho. After you've boosted to cross two long gaps, veer left at the fork in the path. You'll find the tech upgrade in the middle of the ridge.

[1] Reach the Imperial landing zone before the transports lift off

Skim the river and watch the walls

The river winds through a deep canyon. Stay near the middle of the path and avoid scraping against the canyon walls. You must also steer around the rock formations that protrude from the water. Direct impact with a formation will total your speeder bike. Slow down if you're losing control.

Blast probes or pass them safely

As you close in on the landing zone, you'll come accross several Imperial probe droids that sport flashing lights. They will self-detonate if you get too close to them. Defeat them from a distance with quick laser bursts and either swing wide to avoid them or fly past them at high speed. If you destroy them, you'll rate higer in the Enemies Destroyed category for medal contention.

[2] Stope the ground transport that's carrying Tycho

Fight for firepower

You'll dismount your bike and join the fight on hilly terrain. When you spot the soldier behind an E-Web blaster, defeat the Imperial pawn and take control over his weapon by tapping the C Stick.

Turn the tables on the transport

As soon as you have control over the blaster, lay into the troopers that will jump out of an APC, then concentrate your fire on the vehicle itself. It will begin to move. Keep firing at it until it is out of range, then step away from the blaster by pressing the B button and run toward the craft.

| Get another gun |-----
'-----'
| While you tail the APC, you'll come accross another trooper |
| behind an E-Web blaster. Defeat the trooper and his support |
| forces, then take command over the gun and hit the APC with |
| another round of stinging shots. After the APC starts moving |
| again, let go of the tripod gun and follow the hovercraft. |
'-----'

| Chain guns |-----
'-----'
| Continue to follow the APC and hit it with shots from E-Web |
| blasters until you run the ship into the ground. There are |
| five blasters in all, but you may be able to finish off the |
| APC with the third one, or on your way to the fourth. Once |
| the hovercraft is down, Tycho will join you on a speeder |
| bike ride over the mountain ridge. |
'-----'

[3] Follow Tycho back to the Rebel landing zone

| Hover high over rock formations |-----
'-----'
| Your route back to the landing zone leads over a rocky |
| ridge. Tycho will dart out into the lead and act as your |
| guide. As you're flying over the narrow path, pull back on |
| the Control Stick to soar over the rock formations that jut |
| out from the ridge. |
'-----'

| Blast off over gaps |-----
'-----'
| Tycho will warn you about breaks in the ridge and instruct |
| you when to boost over the gaps. As soon as Tycho gives you |
| the word, press and hold the R button to take off. While |
| you're in the air, home in on the ridge on the other side of |
| the gap and aim straight for it. |
'-----'

| Drop to the river run |-----
'-----'
| As darkness falls on the ridge, you'll continue to |
| accelerate over gaps and avoid collisions with rock |
| formations. You'll lose altitude from one jump to the next |
| and eventually reach the river's level. Follow the river |
| path to the end. Some of its bends are quite sharp; you may |
| have to decelerate to negotiate them safely. Also, watch for |
| TIE bombers that drop explosive charges. |
'-----'

Defenders of Ralltiir

Tycho Celchu's work behind the lines has led to the discovery of Rebel scientists on Ralltiir. Agents of the Empire will move in to stop your Ralltiir rescue efforts. Fight them off as they march toward the scientists' compound.

Objectives

[1] Destroy Imperials threatening the shield generator

	/ Medal Requirements		
	Bronze Medal	Silver Medal	Gold Medal
Completion Time	5:00	4:05	3:30
Enemies destroyed	17	20	25
Shot Accuracy	25 %	32 %	48 %
Friendlies Lost	2	1	0
Lives Lost	2	1	0
Targeting Computer Efficiency	88 %	95 %	100%

Tech Upgrade: Advanced targeting computer

Bank left from the starting point and head for the bridge in the distance at L2. Look for and destroy an Imperial transport at the left end of the bridge. You'll discover the tech upgrade in the rubble.

[1] Destroy Imperials threatening the shield generator

Explosive extraction

The shield generator is surrounded by bombs, each one marked with a flashing red light. As you fly over a bomb, press the B button to hook it with your tow cable. Once you have the explosive in tow, lift the speeder and let the device dangle from your ship. If you drag the bomb on the ground, it may explode.

Bomb the bridge

After you collect your first bomb, scan the horizon and head for either the bridge at F6 or the one at K7. When you reach the structure, let the bomb touch the span. A cut scene will show the bridge breaking into bits. By destroying two of the area's three bridges right away, you'll eliminate two-thirds of the invading forces.

Shield protection

Imperial units are attacking the shield generator. After you take care of the first two bridges, head for the generator and target the enemy units that surround the area. On your way to the generator, blast the ACPs and the AT-PTs on the fringe to pump up your Enemies Destroyed statistics, then clean up the units that pose an immediate threat to the Rebel facility. By hitting the units from behind, you'll avoid damage to your speeder's weak shield. AT-ATs also menace the generator. Either tie them up with your tow cable

| or use bombs to destroy them. |

| Going for the Gold |

| Rock the walkers |

| As always, your completion time rating is crucial for
| earning a gold medal. To save time, use bombs to destroy the
| AT-STs that threaten the shield generator. Pick up a bomb
| and approach a walker from the side. Reduce your speed to
| ensure that the bomb hangs straight down, and hit the
| AT-ST's cockpit with the device. The behemoth will fall on
| impact.

Extraction from Ralltiir

You've cut off the main invasion, but some imperial forces remain on the ground and they have a hold on the compound's Blockade Runner. Your mission is to escort the scientists to the ship while piloting a hijacked AT-ST, then enter the ship and take control.

Objectives

- [1] Clear the way to the Blockade Runner
- [2] Regain control of the Blockade Runner

/ Medal Requirements |

	Bronze Medal	Silver Medal	Gold Medal
Completion Time	4:30	4:20	4:00
Enemies destroyed	88	95	100
Shot Accuracy	32 %	38 %	45 %
Friendlys Lost	3	1	0
Lives Lost	2	1	0
Targeting Computer Efficiency	90 %	98 %	100%

Tech Upgrade: Homing Proton Torpedoes

The tech upgrade is easy to find, but you'll miss it if you're fixed on forward progress after the second turn. Once you've blasted the AT-STs at F5, turn to the right to find the upgrade on the ground.

- [1] Clear the way to the blockade runner

| Stay ahead of the pack |

| Although the scientists' Rebel escorts are armed, You can
| provide much more powerful support by running ahead of the
| group and pounding the Imperials before they can hit your

| charges. As long as you are in the lead, most of the enemies |
| will target your AT-ST instead of the Rebels on foot. |

.-----.
| Danger around every corner |-----.

'-----'
| Start moving as soon as the mission begins, and stride ahead |
| of the scientists. As you round the first corner, you'll see |
| a probe droid and an APC. Lay into the vehicle with |
| everything you've got. If you take care of the APC quickly, |
| the stormtroopers inside will have no chance to escape. |

[!|Walk like an Imperial]

You'll crawl into the cockpit of an AT-ST chicken walker for the mission's first section. Controlling an AT-ST is a cross between guiding a human character and piloting a ship. Use the Control Stick to turn, and press R to move forward. When the AT-ST is damaged, stay behind cover to give its shields time to regenerate.

Notes: With an AT-ST under your control, you can use Imperial weapons against Imperial forces. The vehicle's lasers are strong enough to destroy another AT-ST with a few seconds of sustained fire to the cockpit. You'll have no trouble wiping out waves of stormtroopers, either. Employ the AT-ST's homing missiles when multiple large targets are bearing down on you.

.-----.
| Run and gun with pinpoint accuracy |-----.

'-----'
| Completion Time and Shot Accuracy are the medal categories |
| that are most difficult to satisfy in the Extraction from |
| Ralltiir mission. Run into each area ahead of the scientists |
| and hit the most imposing enemies first, always lining up |
| your shots before you fire. Use your homing missiles |
| liberally to defeat enemies in a hurry. Your missile supply |
| will replenish over time. |

.-----.
| The going gets tough |-----.

'-----'
| The Empire is a well-represented in the corridors that lead |
| to the Blockade Runner. When you reach G3, you'll face a |
| platoon of stormtroopers and two AT-STs. Stop and hit the |
| the walkers, then strafe the troopers as you move forward. |
| As you reach the next turn, an imperial APC will appear. |
| Clobber it before it releases more troopers. Next you'll |
| face more AT-STs and a probe droid. Take care of them while |
| the scientists are still out of their range. |

.-----.
| The big finish |-----.

'-----'
| As you close in on the Blockade Runner, you'll face one |
| last APC, five AT-STs, a probe droid and two troopers |
| stationed at E-Web blasters. Your best chance for success is |
| to enter the last area slowly enough that you face the |
| enemies one at a time. Bring down the transport first, then |
| take on the AT-STs as you round the corner. Pick off the |
| droid and troopers last. By staying ahead of the scientists |

```

| you will ensure that few if any friendlies are lost, and |
| you'll keep the mission-completion time to a minimum - both |
| factors will figure into your chances for a gold medal. |
| You'll satisfy the objective once you've destroyed the last |
| Imperial. |
'-----'

```

[2] Regain control of the Blockade Runner

```

.-----
| Watch the radar and run |-----
'-----'
| After you get out of the AT-ST and into the Blockade Runner, |
| you will face a flock of stormtroopers on foot. Follow the |
| radar wedge to forge into the most heavily infiltrated |
| section of the ship, defeating all troopers along the way. |
'-----'

```

```

.-----
| Pick a path |-----
'-----'
| Debris blocks some sections of the main hallway. Continue to |
| watch the wedge indicator and enter side-path detours to get |
| around the blockage. Enemies hide behind cover. Run around |
| the shields quickly and blast the troopers as soon as you |
| have a clear shot. |
'-----'

```

```

.-----
| Tripod gun |-----
'-----'
| You'll find an E-Web blaster at M3. Tap the C Stick to |
| commandeer the weapon, then use it to clear the hall of all |
| remaining Imperials. You'll complete the objective when all |
| enemies are gone. |
'-----'

```

Battlefield Hoth

Picking up where Luke's story left off in the cooperative Battle of Hoth mission, Rebel Strike's Battlefield Hoth has Luke disabling AT-ATs with his lightsaber and ridding a tauntaun across the snow and ice. The mission ends with an air battle for Echo base.

Objectives

- [1] Take out the two lead AT-ATs
- [2] Get to the tauntaun
- [3] Follow derlin back to the Echo base
- [4] Destroy the three AT-STs
- [5] Protect the three Rebel transports
- [6] Destroy the TIE bombers

```

.-----
|                                     / Medal Requirements |
'-----'
|                                     | Bronze Medal | Silver Medal | Gold Medal |
'-----'
| Completion Time                    | 6:00      | 5:40      | 5:30      |
'-----'
| Enemies destroyed                   | 40        | 50        | 60        |
'-----'

```

Shot Accuracy	15 %	17 %	20 %
Friendlies Lost	2	1	0
Lives Lost	2	1	0
Targeting Computer Efficiency	70 %	85 %	90 %

Tech upgrade: Advanced cluster missiles

After three AT-STs emerge from Imperial loader shuttle containers, use the area's E-Web blaster to destroy the rightmost container and expose the mission's tech upgrade. Before you defeat all three walkers, step away from the E-Web blaster for a moment and grab the power up from the rubble.

[1] Take out the two lead AT-ATs

Snowtroopers run alongside the Imperial walkers. If you ignore the soldiers, they'll cause a lot of damage. Clear them out, then run up to the downed troopers to collect their blaster riffles.

| C is for cable |

When you're directly under an AT-AT's midsection, a C Stick icon will appear on the screen. Tap the C Stick in any direction to send the cable up to the underbelly of the beast, then press Up on the Control Stick to retract the cable and lift yourself to the walker's lower hatch.

| A bomb in the belly |

After you reach the AT-AT's torso, press A repeatedly to open a hatch using your lightsaber, then press B to switch to first-person perspective. Line up the aim indicator with the open hatch. The indicator will turn red when you're on target. Press B again to toss an explosive into the hatch. A successful throw will put an explosion inside the walker and send the view back to the third-person perspective.

| Avoid the crush |

The disabled AT-AT will fall onto its left side. Run to the right or stay still as the walker crumbles. If you make the mistake of running left, the machine will crush you and you will lose a life.

[2] Get to the tauntaun

Snowtroopers and probe droids surround Rebel soldier Derlin and two tauntauns. Eliminate the troopers from a distance, then target the probe droids. As soon as your aiming reticle centers on one of the droids, press and hold L to lock on to the droid, then fire away. After you've cleared away the enemies, grab a bacta tank near three cartes on the ground to gain a health boost, then run to the Rebel symbol that accompanies one of the tauntauns and hitch a ride.

[3] Follow Derlin back to Echo base

[!|Tauntaun]

Tauntauns are camel-like creatures that run on two legs and are at home in the snow. As soon as you mount one of the beasts, you'll notice that it can run much faster than a person can. The tauntaun's weapon is also more powerful than a standard blaster. A single-shot direct hit will eliminate a snowtrooper.

Fire freely

A C-Stickl icon will appear above the tauntaun as you ride. Tap the C-Stick to direct your blaster fire. The weapon will still lock on to targets, and the directed fire will allow you to eliminate enemies to your left and right.

.-----.
| Rebel run |-----.
'-----'
| Plow through the field on your tauntaun and blast snow- |
| troopers on your way to boost your Enemies Destroyed rating. |
| AT-ATs may collapse as you make your way to the goal on the |
| far end of the field. Keep your distance to avoid a crushing |
| blow. |
'-----'

[4] Destroy the three AT-STs

.-----.
| Take over the E-Web blaster |-----.
'-----'
| After you hop off the tauntaun, head for the next group of |
| snowtroopers and defeat them from a distance, locking on to |
| each one by holding the L button for better accuracy. Your |
| fellow Rebels will provide assistance. Once all of the |
| troopers are gone, run to the E-Web blaster and tap the C |
| Stick to switch to first-person perspective. Shuttles will |
| deliver three containers. While you're waiting for the |
| containers to open, try to destroy the TIE fighters that |
| buzz around the landing site. |
'-----'

.-----.
| Surprise package |-----.
'-----'
| AT-STs will pop out of each of the three cargo containers. |
| Blast the walkers one at a time, starting with the one on |
| the far right. It'll take about three seconds of direct fire |
| to destroy each walker. While you're waiting for the next |
| walker to approach, fire at the packs of snowtroopers - by |
| doing so you'll pump up your Enemies Destroyed stat. |
'-----'

[5] Protect the three Rebel transports

The last three transports are attempting to leave Echo base, but large squads of TIEs are making it difficult. Fly straight for the transports as soon as you're in the air. You'll soar right into a cloud of TIEs.

Notes: At least one of the transports must survive. Stay close to the huge cargo ships and concentrate your fire on the TIE bombers that are on attack runs. The more you can keep TIEs from firing on the transports, the longer the transports will survive.

[6] Destroy the TIE bombers

.-----.

| Battle bombers in groups |-----
'-----'
| TIE bombers travel in packs. Get behind a group of the |
| slippery ships and adjust your speed to stay close to them. |
| Destroy the bombers on the outside of the formation first, |
| then target the leader. If you defeat the leader before you |
| tag the wingmen, the formation will break up and you'll have |
| a lot of stray enemies on your hands. |
'-----'

.-----
| Interrupt the interceptors |-----
'-----'
| TIE interceptors will lock on to your ship and follow your |
| flight pattern. You won't have to defeat the interceptors to |
| satisfy the objective, but you should shake them off for the |
| sake of your own survival. Execute hard turns and speed |
| changes to get the TIEs to break away. |
'-----'

.-----
| Cloud control |-----
'-----'
| When you fly into the clouds, you'll have no alternative but |
| to turn on your targeting computer. The TIE bombers will |
| appear in yellow. Turn off the computer as soon as you're |
| out of the clouds - you will need a high Targeting Computer |
| Efficiency rating to earn any medals. |
'-----'

.-----
| Going for the gold |-----
'-----'
Re-up with upgrades
If your having a hard time reaching the gold medal plateau
in Battlefield Hoth mission, return to the mission once you
have advanced blasters and advanced homing proton torpedoes.
The battle agains TIE bombers is the most difficult part of
the mission. Once you have the right weapon upgrades, you'll
be able to dispatch the bombers in less time and with more
accuracy.
'-----'

Trials of a Jedi

"You seek Yoda! Take him to you I will!" The Dagobah Jedi training session teaches you the ways of double-jumping and blaster-deflecting. You'll complete the lesson by lifting your X-wing from the muck.

Objectives

- [1] Find your way to the strange creature's home
- [2] Complete Yoda's lightsaber blocking tutorial
- [3] Complete Yoda's double-jump tutorial
- [4] Follow Yoda back to the X-wing
- [5] Use the Force to raise your X-wing from the swamp

.-----
/ Medal Requirements

	Bronze Medal	Silver Medal	Gold Medal
Completion Time	6:40	6:00	4:30
Enemies destroyed	15	18	22
Shot Accuracy	100%	100%	100%
Friendlies Lost	0	0	0
Lives Lost	2	1	0
Targeting Computer Efficiency	70 %	85 %	100%

[1] Find your way to the strange creature's home

Follow the wedge indicator into the swamp by leaping from one log to the next. When you reach solid ground, destroy a spider's lair, then climb a short hill and drop into another swampy section. Hop from a sturdy log to the back of a moving water creature, then to a sinking log and dry land again. From there, you'll skip accross two more logs to Yoda's home.

[2-3] Complete Yoda's tutorials

Yoda will give you a pair of lessons before he challenges you to a test. You can deflect shots with your lightsaber by holding the B button and facing the blasts. You can cross long gaps by double-jumping. Press X once to catch air, then tap X again when your character reaches the peak of his jump.

[4] Follow Yoda back to the X-wing

Jump and dodge your way back to the ship

Yoda will give you five minutes to return to your sunken ship. You'll start by using the double-jump technique to cross gaps between rocky platforms. Use your extra air time to adjust your trajectory and land perfectly. When you reach the shallow valley, avoid contact with swiftly moving objects and continue to leap from rock to rock.

Hop rocks

The jumping challenges toward the end of the obstacle course are tricky. There are stretches where several rocks in a row begin to sink as soon you land on them. In section B3 you must leap onto the backs of two water creatures. When the first creature is about to sink, double-jump to the left. You'll land on the second creature as it emerges from the water.

[5] Use the Force to raise your X-wing from the swamp

On your final approach to the X-wing, you'll face several spiders that appear from two lairs. Destroy the lairs, then take on the stary spiders. After the spiders are gone, follow the wedge indicator to the edge of the water. If you're going for a gold medal, speed is key. You'll see Yoda in the distance. Double-jump accross the water, toward the Jedi Master. He'll tell you to raise the X-wing and reset the clock to 20 seconds. Press the B button quickly and repeatedly. If you manage to get the X-wing out of

the water, a cut scene that tells the rest of the story will take over.

Sarlacc Pit

Jabba's thirst for revenge doesn't compare to the monstrous Sarlacc's appetite. As Jabba's men prepare to throw Luke, Han, Chewie and Lando into the Sarlaxx Pit, guide Luke to Jabba's barge and turn the tables on the guards. The mission features several clips from the famous "Return of the Jedi" scene.

Objectives

- [1] Get to Jabba's sail barge
- [2] Protect Leia until she gets to the deck gun

	/ Medal Requirements		
	Bronze Medal	Silver Medal	Gold Medal
Completion Time	1:45	1:20	1:12
Enemies destroyed	12	14	16
Shot Accuracy	100%	100%	100%
Friendlys Lost	0	0	0
Lives Lost	2	1	0
Targeting Computer Efficiency	95 %	98 %	100%

[1] Get to Jabba's sail barge

You'll use your newfound Jedi skills to reach and overtake Jabba's sail barge. After you defeat the first pair of guards, use the Force by holding the B button to deflect laser shots while you wait for another guard ship to come around. When the ship is close, double-jump to it, then defeat more guards. Continue to hop ships until you reach the sail barge.

[2] Protect Leia until she gets to the deck gun

Your Completion Time and Enemies Destroyed ratings are crucial if you're going for the gold medal. As soon as you reach the barge, go after the guards that pour out of the central hatch. The boar-like beasts will attack Leia. By defeating them, you will clear the princess's way to the deck gun. Once the guards are gone, take care of the gunners on the side of the barge.

Wedge Antilles' Campaign - WAC05

Although he didn't play a big role in the classic film trilogy, Wedge Antilles is one of the Rebel Alliance's most accomplished pilots. His missions are almost exclusively space-based runs on Imperial targets. You'll earn your flight-fighting chops after a few tours of duty with Wedge.

Raid at Bakura

The Empire is holding Rebel prisoners on a space station above Bakura. Imperials will attempt to shuttle the captives to a new location. Stop the shuttles in their tracks and fight TIEs as Rebel transports save the prisoners. After you meet the silver medal requirements on the mission's first two objectives, the third objective will unlock.

Objectives

- [1] Disable any fleeing Imperial transports
- [2] Provide cover for the Rebel recovery crews
- [3] Locate and rescue Hobbie

*Please note: There is a map associated with this mission. Please refer to the map inquest section of this walkthrough to find out where you can find the associated map and how you can access it.

	.-----. / Medal Requirements		
	Bronze Medal	Silver Medal	Gold Medal
Completion Time	15:00	13:20	8:30
Enemies destroyed	30	45	97
Shot Accuracy	1%	3%	28 %
Friendlies Lost	1	0	0
Lives Lost	2	1	0
Targeting Computer Efficiency	1 %	3 %	100%

Tech upgrade: Advanced proton bombs

The advanced proton bombs tech upgrade is on the surface of Bakura. You'll expose it by bombing the last doomed tower. As soon as you see the power-up, swoop down to collect it, then continue your mission to rescue Hobbie.

- [1] Disable any fleeing Imperial transports
The B-wing is perfect for the first section of the mission. It's an underrated dogfighter and its ion cannons can disable the Imperial transports. Search the space perimeter for transports and listen for sound cues that indicate when they've launched. As you close in on a transport, hit it with three charged ion cannon shots to freeze it.
- [2] Provide cover for the Rebel recovery crews
TIE fighters patrol the area around the space station. Once you've disabled an Imperial transport, circle the ship and pick off the TIE groups in the area. The TIEs are relatively slow --- you'll be able to rack up a lot of hits with minimal effort.

Notes: A Rebel rescue ship will dock with the disabled Imperial transport. While that's happening, keep the TIEs out of the area by destroying them. Don't let stray shots hit the Imperial transports-they're vulnerable to friendly fire.

[!|Fly a TIE]

Hobbie's rescue requires a ship that can accommodate two. You'll switch to the right vehicle---a TIE bomber---at the beginning of the third objective. The craft's lock-on missiles will take some getting used to, but once you learn to paint targets, you'll cause a lot of damage in the Bakura canyon.

Notes: The TIE bomber is equipped with proton bombs and lock-on missiles. You'll use the missiles to destroy multiple guard towers simultaneously and the bombs to blast the largest radar platforms.

[3] Locate and rescue Hobbie

```
.-----.  
| Go for the gun targets |-----.  
'-----'  
| Press and hold the A button and deflect the TIE'd targeting |  
| reticle over the gun turrets to lock on to them. Release the |  
| button to send out a missile barrage before the turrets are |  
| directly below your ship. The sooner you take out the |  
| towers, the less damage your craft will sustain. |  
'-----'
```

```
.-----.  
| Canyon crawl |-----.  
'-----'  
| Use missiles to destroy all of the gun turrets on the canyon |  
| floor, and bombs to take out as many of the radar platforms |  
| as you can in one pass. Stay low--- you'll see turrets on |  
| the structures above your ship, but they won't bother you as |  
| long as you favor the canyon's lower reaches. |  
'-----'
```

Relics of Geonosis

Imperial transmissions have exposed three heavily armored escort carriers cutting through the asteroid field above Geonosis. After you destroy one ship and the others flee, you'll drop to the site of the initial battle of the Clone Wars and return to space in time to defeat the remaining escorts.

Objectives

- [1] Find the escort carrier
- [2] Defeat the escort carrier
- [3] Protect R5
- [4] Destroy the Old Republic gunship
- [5] Destroy both escort carriers
- [6] Protect the Rebel frigate
- [7] Find the Jedi starfighter's hyperdrive booster ring

*Please note: There are 2 maps associated with this mission. Please refer to the map inquest section of this walkthrough to find out where you can find the associated maps and how you can access them.

```
.-----.  
/ Medal Requirements |  
-----  
| Bronze Medal | Silver Medal | Gold Medal |  
-----  
| Completion Time | 8:50 | 7:25 | 6:40 |  
-----  
| Enemies destroyed | 115 | 126 | 135 |
```

Shot Accuracy	42 %	53 %	60 %
Friendlies Lost	1	1	0
Lives Lost	2	1	0
Targeting Computer Efficiency	86 %	92 %	100%

Tech upgrade: Advanced homing proton torpedoes

When you're on the surface of the planet, the third crashed escape pod that you see will be on its side with smoke pouring out of its exhaust port. Look for the tech upgrade at the source of the smoke.

[1] Find the escort carrier

Rise above the asteroid field and follow the radar indicator to D4 (D4 on the First map). Two of the escort carriers will turn tail and run. You'll find the other escort carrier by looking for the exploding asteroids that it is clearing out of the way. Approach the carrier from above and hold the L button to slow as you pursue it. Your target is strong, but much slower than an X-wing.

[2] Destroy the escort carrier

```

| Unload proton torpedoes |-----
'-----'
|
| The escort carrier has a thick skin. Stay above it and
| target the ship's body using lasers and proton torpedoes. If
| you have advanced homing proton torpedoes, refrain from
| locking on to the ship's laser cannons. Hits to the body are
| the only shots that will contribute to the ship's demise. If
| you drop below the ship, its lower lasers will hit your
| craft. Rise, then continue your attack.
|
'-----'

```

```

| Hot pursuit and help from the wings |-----
'-----'
|
| Position your ship behind (but still) above the escort
| carrier to hit the ship with everything you've got. If your
| X-wing crashes, you'll return with six more torpedoes.
| Launch them into the craft. When your wingmen ask you for
| commands, tell them to hit your targets-the more firepower,
| the better.
|
'-----'

```

[3] Protect R5

*Please Note: There is a map associated with this section.

```

| R5 is on a roll |-----
'-----'
|
| After you crash on Geonosis, your R5 unit will go off in
| search of alternate transportation. Support your droid by
| targeting the stormtroopers and battle droids that surround
| it.
|
'-----'

```

```

| Battle droid blast |-----
'-----'

```

```
| Shoot the stormtroopers that stand behind the E-Web blasters|
| at C4 (C4 on the 2nd map), then tap the C Stick to take      |
| control of one of the powerful guns. Battle droids will     |
| attack in formation. Mow them down, but watch your accuracy.|
| After all of the droids are down, step away from the blaster|
| and resume your journey.                                   |
'-----'
```

```
.-----
| Stop and refresh |-----'
```

```
| Many of the stormtroopers and battle droids that you defeat |
| will leave behind rapid-fire blasters. Pick them up to gain |
| a significant firepower improvement. You can hold as many as |
| 99 rapid-fire shots at once. If you're low on health, pick  |
| up the health-restoring bacta tank next to the escape pod at |
| C3. If you don't need a health boost, leave the bacta tank  |
| for later. You'll find more next to an E-Web blaster at G5. |
'-----'
```

```
.-----
| Gunship getaway |-----'
```

```
| Once you reach G33, you'll draw heavy fire from an old     |
| Republic gunship that is equipped with superpowerful       |
| blasters and missiles. Move in a zigzag pattern and roll to |
| avoid the gunship's shots. If you're low on health, grab the|
| bacta tank at G5.                                           |
'-----'
```

Going for Gold

Lob into the mob: Wedge is equipped with thermal detonators. You can use them to destroy several enemies at once. Practice will make perfect throws, helping your Completion Time and Shot Accuracy statistics.

[4] Destroy the Old Republic gunship

You must disable the gunship before you can leave Geonosis. As the ship patrols the area, get behind the E-Web blaster farthest from the starfighter and use it to blast your circling target. Aim for both blasters on each wing, then fire at the round features on either side of the cockpit and at the gunship's body.

```
.-----
| Search for a lift |-----'
```

```
| You'll discover a Jedi starfighter near a pair of E-Web     |
| blasters and a battle-droid platoon. The starfighter is your|
| ticket off this rock, but before you can fire it up, you'll  |
| have to finish the fight. Take control over one of the     |
| blasters and fire away.                                     |
'-----'
```

[!|The Jedi starfighter]

You'll discover a Jedi starfighter from the Clone Wars on the Geonosis battlefield. It's old, but it works. The ship is not unlike the A-wing--fast and agile but possessing relatively weak shields. Your starfighter flight will pit you against swarms of TIEs and two escort carriers. Steer away from enemy fire whenever possible.

Sonic silencer: The Jedi starfighter's secondary weapon, the sonic mine, releases a tremendous energy wave that plows through every-

thing in its way.

[5] Destroy both escort carriers

To demolish the two remaining heavily shielded ships, use the techniques that you used to down the first carrier. Attack them from above and hit their bodies with all of your firepower. Either arrange your wingmen behind you so they fight with you, or instruct them to attack your target directly.

[6] Protect the Rebel frigate

TIE bombers pose a large threat on your ship and the nearby Rebel frigate. Locate the bomber groups and approach them from behind to minimize the chances that they will hit you with their homing missiles.

[7] Find the Jedi starfighter's hyperdrive booster ring

After the escort carriers are down and the Rebel frigate is safe, you'll finish the mission by hooking up with the hyperdrive booster ring. Follow the scanner's wedge indicator, then use the targeting computer to find the ring. When you get close to it, your ship will dock automatically.

Deception at Destrillion

The Empire is conducting weapon-development research on Destrillion. The Alliance has singled out the facility as a prime target. By cutting through tunnels etched in Destrillion's energy field, you can reach the facility and identify targets for a Y-wing bombing run.

Objectives:

- [1] Fly through the energy tunnels
- [2] Destroy the TIE Hunters inside the Energy Field
- [3] Locate the Imperial research facility
- [4] Destroy the Targeting relays

*Please note: There are 2 maps associated with this mission. Please refer to the map inquest section of this walkthrough to find out where you can find the associated maps and how you can access them.

 / Medal Requirements |

	Bronze Medal	Silver Medal	Gold Medal
Completion Time	5:25	4:30	4:00
Enemies destroyed	18	25	27
Shot Accuracy	10 %	22 %	36 %
Friendlyes Lost	1	0	0
Lives Lost	2	1	0
Targeting Computer Efficiency	86 %	95 %	100%

Tech Upgrade: Advanced Spread Proton Bombs

During the bombing run at the end of the mission, you'll find the super laser inside a huge concrete bowl. Fly high above the bowl, then dive into it and look for a white dot. That's the tech upgrade.

[1] Fly through the energy tunnels

```
.-----.  
| Get some perspective |-----  
'-----'  
| Navigating the energy tunnels will require fancy flying. |  
| Press the X Button to switch to first-person perspective. |  
| The from-the-cockpit view will allow you to thread tight |  
| sections more effectively. |  
'-----'
```

```
.-----.  
| Avoid energy |-----  
'-----'  
| If your ship skims the tunnel's energy walls, it will |  
| sustain damage. If it hits a laser, it will blow up. Watch |  
| what's ahead and be ready to make aerial adjustments. |  
'-----'
```

```
.-----.  
| Move and maneuver |-----  
'-----'  
| You'll need a plan to get through the tunnel in one piece. |  
| Study the map to prepare for the lasers deep in the tunnel. |  
| Keep your speed down as you navigate the trickiest areas. |  
'-----'
```

Going for gold

Cut time with speed: The A-wing is the fastest ship in the fleet. You can zip through the energy tunnel by engaging boost speed. Press R to boost through the tunnel's straight sections, but slow down on the turns and near the lasers unless you're confident in your ability to avoid obstacles with little notice.

[2] Destroy the TIE Hunters inside the energy field

```
.-----.  
| Hunt down TIE Hunters |-----  
'-----'  
| Between energy tunnels, you'll encounter a TIE hunter |  
| squad. As you take on the hunters, a force field will keep |  
| you from continuing to the next section. Circle the platform |  
| in the center of the area and target TIEs. You must destroy |  
| all of the hunters to make the force field fail. |  
'-----'
```

```
.-----.  
| Concussion destruction |-----  
'-----'  
| The TIE hunters are speedy. You can take them out with your |  
| blasters, but you'll have better luck using concussion mis- |  
| siles. The missiles can lock on to several targets at once, |  
| allowing you to destroy a cluster of TIEs in one fell swoop. |  
| While you're waiting for your missiles to replenish, execute |  
| evasive maneuvers and hit strays with your lasers. |  
'-----'
```

[3] Locate the Imperial research facility

Please Note: There is a map associated with this section. Please refer to the map inquest section of this walkthrough for full details.

```
.-----.  
| Return to the tunnel |-----.  
'-----'  
| With the TIE hunters out of the picture, you'll be able to |  
| continue to the next tunnel. Consult the radar indicator to |  
| make sure you're heading for the correct opening. If you're |  
| not , turn around. Once you're oriented, hit the boost and |  
| speed toward the tunnel. |  
'-----'
```

```
.-----.  
| Almost there! Use caution! |-----.  
'-----'  
| When Wedge says "Almost there!" you're close to the end of |  
| the tunnel. Decelerate and get ready for tight tunnel |  
| sections that are crowded with intersecting lasers. The |  
| first-person view will keep you in line with your ship, |  
| allowing you to negotiate the lasers easily. |  
'-----'
```

[4] Destroy the targeting relays

```
.-----.  
| Break the dishes |-----.  
'-----'  
| While you're emerging from the energy tunnels, your mission |  
| objective will switch to destroying the targeting relays via |  
| a bombing run on the planet's surface. A huge laser |  
| threatens a Rebel convoy. You'll use a Y-wing to bomb three |  
| radar dish relays and knock out the laser's targeting capa- |  
| bilities. Follow your radar indicator, use your ion cannon |  
| to blast the shields that cover each relay, then use bombs |  
| to destroy the relays. |  
'-----'
```

```
.-----.  
| TIEs on your tail |-----.  
'-----'  
| TIE fighters will buzz your slower Y-wing like bbees around |  
| a picnic basket. Instruct your wingmen to go after the TIEs, |  
| and keep your eyes on the prize--the targeting relays. If a |  
| TIE fighter is locked on your tail, make speed adjustments |  
| and erratic moves to shake it, but don't waver from your |  
| course. The sooner you destroy all three targets, the sooner |  
| you'll be able to leave the area. |  
'-----'
```

Guns of Dubrillion

An Imperial super laser is threatening Rebel Alliance targets. The laser's facility is well-protected from the air, making it a nearly impossible bombing target, but one willing hero could destroy the facility on the ground. The mission will require you to take control over an AT-ST and--for the final assault--an AT-AT Imperial walker.

Objective:

[1] Reach the super laser

*Please note: There are 1 maps associated with this mission. Please refer to the map inquest section of this walkthrough to find out where you can find the associated maps and how you can access them.

/ Medal Requirements |

	Bronze Medal	Silver Medal	Gold Medal
Completion Time	8:00	7:25	6:50
Enemies destroyed	55	75	80
Shot Accuracy	18 %	28 %	35 %
Friendlies Lost	0	0	0
Lives Lost	2	1	0
Targeting Computer Efficiency	88 %	92 %	100%

Tech Upgrade: Advanced Concussion Missiles

After you climb a ramp and take on a few AT-STs, turn left at the first opportunity to collect the area's tech upgrade. Mission success will give all of your concussion-missile-equipped ships a secondary weapon with a lot of bite.

[1]Reach the super laser

| War of the walkers |-----
|-----
| The toughest, most persistent enemies that you will face in |
| the mission's early stages are other AT-STs. They will |
| target your chicken walker and never let up until you |
| destroy them. Some walkers will arrive in landing shuttles. |
| If you manage to destroy a shuttle cargo carrier before it |
drops, you'll have one less AT-ST to deal with.

| Get the gunners around the corner |-----
|-----
| At the fork in the path, you'll see that the passage to the |
| left has sunk. Turn right and target a pair of stormtroopers |
| who are operating E-Web blasters. They can cause as much |
| damage as AT-STs, but they have a lot less armor. As you |
| proceed, landing shuttles will drop their cargo. First hit |
| the AT-STs that emerge from the boxes, then target the |
crates.

| TIE trials |-----
|-----
| TIE fighters will occasionally take straight attack runs |
| down the path. If you're not already targeting a more |
| potentially damaging opponent, take a few shots at the |
| approaching ship. Your Shot Accuracy rating may suffer, but |
| you'll ass to your Enemies Destroyed total. You'll also |

```
| encounter groups of stormtroopers at C3 and G3 on the map. |
| Hit them with carefully aimed shots to keep your accuracy |
| up. |
'-----'
```

```
.-----
| AT-ST triple threat |-----
'-----'
```

```
| While you're approaching the elevator, you'll face a trio of |
| AT-STs. Use homing missiles to target all three of the |
| chicken walkers simultaneously. |
'-----'
```

```
.-----
| Sink and Shoot |-----
'-----'
```

```
| As soon as you reach the elevator, it will begin to descend |
| automatically and floating probes will fire on your vehicle. |
| Line up your laser shots and knock them out of the sky. |
'-----'
```

```
.-----
| Long-distance destruction |-----
'-----'
```

```
| After you reach the facility's lower level, turn left and |
| start a counterclockwise run around the circular hall. |
| AT-STs will walk toward you, but they won't fire until they |
| are close. Lock on to the chicken walkers while they're |
| still far away, and put them out of commission quickly. |
'-----'
```

```
.-----
| Track down the tanks |-----
'-----'
```

```
| Tanks that carry flammable substance will slide down the |
| tracks at a good clip. If a tank hits your walker, the AT-ST |
| will go up in flames. Target the tanks with your lasers |
| while they're still a good distance away. If you hit a tank |
| while it is close to the walker, the explosion will destroy |
| the tank and the walker. |
'-----'
```

[!|Pilot an AT-AT]

The AT-AT is the ground-equivalent of the Star Destroyer. It's imposing and immensely powerful, but it does have its weak points. Luckily, when you get behind the controls of an AT-AT, there won't be any speeders or lightsaber-equipped Jedi in the area. The Imperial walker will move forward automatically while you aim and fire its lasers. Press the L, R and A Buttons to release laser blasts.

Lightning lasers

The AT-AT's lasers are devastatingly powerful. You can destroy an AT-ST with a single shot. Take the opportunity to eliminate every target you can find.

```
.-----
| Three walkers in three shots |-----
'-----'
```

```
| The AT-AT will head straight for an elevator platform that |
| three AT-STs guard. They don't pose much of a threat to your |
| walking tank, but eliminate them anyway. Line up each shot |
| carefully and knock them out with one shot each to boost |
| your Shot Accuracy rating. |
'-----'
```

```

-----
| The Heart of the Beast |-----
'-----'
|
| Once the elevator stops, you'll face more AT-STs on your way
| to the center of the super laser. After you blast the
| AT-STs, turn your attention toward the three turbines that
| rotate around the laser's central housing. You'll see only
| one of the turbines at first; the others will come into view
| as you get closer. In the interest of accuracy, don't fire
| unless you have a clean shot. The turbines are not
| incredibly strong. You'll knock all of them out before your
| walker comes to a stop.
|-----

```

Fondor Shipyard Assault

The Rebel Alliance has devised a variation of the Trojan Horse ploy. Posing as an Imperial pilot (in a TIE hunter), you will escort a booby-trapped transport ship to an Imperial target then attack an exposed shield generator. Note that the mission does not contain a tech upgrade.

Objectives

- [1] Defend the Rebel transport
- [2] Use ion cannons to disable the hangar doors
- [3] Destroy the shield generator before Imperial reinforcements arrive
- [4] Destroy all three cloaking devices.

*Please note: There are 1 maps associated with this mission. Please refer to the map inquest section of this walkthrough to find out where you can find the associated maps and how you can access them.

----- / Medal Requirements

	Bronze Medal	Silver Medal	Gold Medal
Completion Time	5:50	5:00	4:00
Enemies destroyed	28	43	50
Shot Accuracy	45 %	50 %	56 %
Friendlies Lost	2	1	0
Lives Lost	2	1	0
Targeting Computer Efficiency	88 %	95 %	100%

[1]Defend the Rebel transport

Your mission is to take down the Imperial ships that are attempting to destroy the booby-trapped transport. Start with the huge escort carrier by positioning your ship behind it and pumping it with proton torpedoes. Send your wingmen after the TIE fighters, then join them once the escort carrier is gone.

[!|The TIE hunter]

The TIE hunter is the Empire's answer to the X-wing. It's fast, durable and easy to maneuver. It even has X-wing style S-foils that close when the pilot executes a speed boost. When the S-foils are closed, the ship is very fast and sleek, but it's unable to fire its weapons.

Weapons

The TIE hunter's advantage over the X-wing is in its two types of secondary weapons. You can fire proton torpedoes by tapping the B Button, or send out an ion cannon charge by holding the B Button then releasing the button after the reticle turns blue.

[2]Use ion cannons to disable the hangar doors

The Rebel transport's collision with the shield station will cause a malfunction. As a result, the hanger doors will open and close rapidly. To gain access to the shield generator, you can freeze the shield station's doors in the open position by hitting them with an ion cannon charge.

Notes: Destroy the shield station's turrets on your approach, then charge your ion cannon and hit the doors when they're closed to make them freeze open for several seconds.

[!|An A for effort]

Look for a Rebel symbol near the frigate and fly into the icon to switch to an A-wing. The new ship's homing concussion missiles will allow you to knock out Imperial ships with speed and accuracy. The last objective will be more of a challenge to execute with the A-wing, as the ship's shields are weaker than the TIE hunter's shields.

[3]Destroy the shield generator before Imperial reinforcements arrive

The shield generator's weak point is the turbine in the middle of the hangar. Hit it with lasers and proton torpedoes. After you pass the turbine, fly to the hangar doors on the far side and use the TIE hunter's tight turning radius to pivot inside the hangar for another run at the turbine.

Notes: Stay inside the hangar to avoid exposure to enemy ships and lasers. Make an attack run on the turbine, then turn around when you reach the hangar doors on either side.

[4]Destroy all three cloaking devices

```
.-----.  
| Dodging the surface structures |-----.  
'-----'  
|  
| The only that's worse than a Super-class Star Destroyer is a  
| Super-class Star Destroyer with cloaking capability. Your  
| target has three cloaking devices. Follow the wedge indica-  
| tor to the devices, stay low and hit them hard with every-  
| thing you've got. |  
| ----- |  
| Notes:      Look for red girder-based structures that look |  
|             like buildings under construction and fly be- |  
|             tween the floors. While you're soaring through |  
|             the structures, use your speed boost to save |  
|             time and to fold your craft's S-foils so they |  
|             don't graze the floors or ceilings. |  
| ----- |  
|  
| ----- |  
| Turret takedown |-----.  
'-----'
```

```

| The Super-class Star Destroyer has plenty of turrets.
| Instruct your wingmen to go after the guns, and blast the
| turrets that are in your direct path. In the interest of
| your Shot Accuracy rating, be conservative with your blasts
| while targeting turrets.
|-----|

```

```

|-----|
| Destroy the devices |-----|
|-----|
| There are three cloaking devices aboard the ship, and your
| craft is equipped with 12 proton torpedoes. When you
| approach a cloaking device, hit it with four proton torpe-
| does, then finish it off with laser fire.
|-----|

```

```

|-----|
| Endor Campaign - ENC06 |-----|
|-----|

```

Luke and Wedge's campaigns coverage on Endor. The Endor campaign comprises two missions that follow "Return of the Jedi's" big finale. You'll fly through the forest on a speeder bike in the first mission, then destroy chicken walkers in the second mission with aid from your own chicken walker and the ressourceful Ewoks.

Speeder Bike Pursuit

In one of "Return of the Jedi's" most memorable scenes, scout troopers piloting speeder bikes threaten to blow your cover on Endor. The biker scouts cannot survive a run through the forest path. You must mount a bike and knock the scouts off their bikes one by one.

Objectives:

- ```

[1] Destroy all biker scouts;
[2] Defeat the last biker scout.

```

```

|-----|
/ Medal Requirements

Completion Time

Enemies destroyed

Shot Accuracy

Friendlies Lost

Lives Lost

Targeting Computer Efficiency

```

#### Tech Upgrade: Homing Concussion Missiles

```

More than halfway through the mission, you'll come accross a noticeable fork
in the path. Veer left, then keep your eyes open for a floating tech upgrade.

```

You'll find the item between two trees.

#### [1] Destroy all biker scouts

The forest path is winding and packed with obstacles. You'll have to deal with scout troopers and avoid running into trees to survive the mission. Always keep an eye on what's ahead of you and determine early whether you will fly above, below, to the left or to the right of the forest debris. Even if you glance off a tree, you can still steer away from disaster. Use a speed boost in the rare moments when the path in front of you is clear. You can't run ahead of the biker scouts, but you can catch up to them.

```
.-----.
| Blast bikers |-----
'-----'
| Your speeder bike's blaster fires rapidly and with strong |
| shots when it is fully charged, but its power will diminish |
| if you hold the A Button for sustained firing. Let the auto |
| aim line you up for your shots, and defeat the scouts ahead |
| by using quick blaster bursts. You'll have a better chance |
| of scoring accurate hits if you fire your weapon in |
| clearings. |
'-----'
```

```
.-----.
| Send scouts on collision courses |-----
'-----'
| If a scout is next to you, the only way to knock him off his |
| bike is to send him into the scenery. Either move very close |
| to a tree to make your pursuer run into it, or ram into the |
| scout while pressing the B Button to throw him off his |
| course and have him turn wide into a tree. |
'-----'
```

#### Going for gold

Beat all bikers: You can beef up your Enemies Destroyed stat by dispatching biker scouts quickly. The faster you defeat them, the more of them you will encounter. Your Shot Accuracy stat will stay high as long as you fire when your enemies are in clear view and you hit them using short bursts.

#### [2] Defeat the last biker scout

When you reach the end of the trail, the final biker scout will close in on you. You'll leap off your speeder in a cut scene, leaving you to fight the scout on foot while he circles you. Never fear--you have a lightsaber on your side.

Notes: The biker scout is very fast. Study the radar display and wait for him to get close. When he's crossing into the shadowy area of the display that surrounds your character, face him and slash him with your lightsaber. If you hit the front of his bike, you'll win the battle.

---

#### Triumph of the Rebellion

Han Solo and Chewbacca take the lead in a campaign-ending free-for-all battle against AT-STs and Imperial soldiers. Rebel forces are pinned outside the shield-generator bunker. Chewie must come to their rescue in a hijacked



chicken walker.

Objectives:

-----

- [1] Fight your way to the bunker before Han and Leia are overwhelmed;
- [2] Fight your way to the bunker's control room;
- [3] Plant the explosive charges;
- [4] Fight your way out of the bunker before it explodes.

\*Please note: There are 2 maps associated with this mission. Please refer to the map inquest section of this walkthrough to find out where you can find the associated maps and how you can access them.

| .-----.                       |              |              |            |
|-------------------------------|--------------|--------------|------------|
| / Medal Requirements          |              |              |            |
| .-----.                       |              |              |            |
|                               | Bronze Medal | Silver Medal | Gold Medal |
| .-----.                       |              |              |            |
| Completion Time               | 7:00         | 6:00         | 5:20       |
| .-----.                       |              |              |            |
| Enemies destroyed             | 52           | 65           | 80         |
| .-----.                       |              |              |            |
| Shot Accuracy                 | 15 %         | 19 %         | 28 %       |
| .-----.                       |              |              |            |
| Friendlys Lost                | 0            | 0            | 0          |
| .-----.                       |              |              |            |
| Lives Lost                    | 2            | 1            | 0          |
| .-----.                       |              |              |            |
| Targeting Computer Efficiency | 90 %         | 98 %         | 100%       |
| .-----.                       |              |              |            |

Tech upgrade: Homing cluster missiles

-----

Turn right into the first deep dead end and wander amongst the thick trees. You may not see the tech upgrade, but you'll hear a sound cue when you stumble upon it.

[1]Fight your way to the bunker before Han and Leia are overwhelmed

[!|The Ewoks]

The cuddly but fearless Ewoks are determined to save their forest by hook, crook or catapult. As you battle Imperials in your newly acquired AT-ST, you can instruct the Ewoks to fight the soldiers using three methods. Your timing will determine the effectiveness of the Ewoks' attacks.

Log Roll

-----

The Ewoks have stacked logs in key locations. When you give them the word, they will let the logs roll downhill. You can roll out the logs by firing at them. Wait until you see an AT-ST near a woodpile, then release the lumber. Be careful. If you walk over the logs, you'll trip.

Catapults

-----

Several Ewok catapultists aim to protect their forest. You can use the spring-loaded weapons to weaken AT-STs and wipe out troopers. If you see any soldiers using E-web blasters, hit them with your lasers to protect the catapult operators.

Log Swing

-----  
The most spectacular Ewok attack requires the sharpest timing. Watch for an AT-ST to position itself between two suspended logs, then give the go-ahead for a smashing swing that will put the walking tank out of commission.

-----  
| Explosive situation |-----  
'-----'  
| The AT-ST is loaded with a self-replenishing supply of |  
| homing missiles. Use the missiles liberally to knock out the |  
| other AT-STs. By holding the B Button, painting multiple |  
| targets then releasing the button, you can hit several |  
| walkers at once. If you weaken the targets with catapult |  
| shots or laser blasts first, you can finish them off with |  
| one missile each. |  
'-----'

-----  
| Ground away at ground troops |-----  
'-----'  
| By defeating large groups of scrfambling stormtroopers, |  
| you'll increase your chances for survival and raise your |  
| Enemies Destroyed stat. If you don't single out the |  
| troopers, though, your Shot Accuracy statistic may suffer. |  
| Your first priority is to defeat the soldiers who are behind |  
| tripod guns. |  
'-----'

## [2]Fight your way to the bunker's control room

Please note: There is a map cuurrently associated with this section of the mission. Please refer to the Map Inquestioning section of this walkthrough for more details.

-----  
| Stop, then drop the Imperials |-----  
'-----'  
| After Chewbacca's chicken-walker run through the forest, |  
| you'll guide Han in a heroic battle through the bunker. When |  
| you reach the bottom of the first set of stairs, stop for a |  
| moment behind the wall and wait for the Imperials to storm |  
| into the next room, then open fire on the entire unit at |  
| once. |  
'-----'

-----  
| Use crates for cover |-----  
'-----'  
| The enemies at the heart of the bunker are tough and quick. |  
| When you reach point H2, hide behind stacked crates and pick |  
| off the oncoming Imperials. |  
'-----'

## [3]Plant the explosive charges

-----  
| Booby-trap the control room |-----  
'-----'  
| When you reach the control room at I4, you'll find a place |  
| to set an explosive charge on the far side of the desk. Walk |  
| into the Rebel symbol, then tap the C Stick to plant a |  
| device. If you're gunning for a top medal, time is critical. |  
| Plant the charge quickly, then get ready to rejoin the |

| battle. |

.-----.  
| Clear out the troopers from a safe distance |-----.

'-----'  
| Before you enter the next room and experience a change in |  
| the camera position, stop near the open doorway for a few |  
| seconds and defeat all of the charging troops. When you |  
| reach the next area, you'll have to fewer troopers to deal |  
| with. |  
'-----'

.-----.  
| Drop bombs at doors and continue the fight |-----.

'-----'  
| The bunker's huge generator room has two walkways. You must |  
| plant a bomb along each walkway to complete the objective. |  
| Run down one path and take on troopers as you place the |  
| charge at the Rebel symbol, then back track and do the same |  
| on the other path. |  
'-----'

[4]Fight your way out of the bunker before it explodes

Your last step is to escape the bunker. Retrace your steps while following the scanners's wedge indicator and run to the exit. Your escape will trigger a long piece of movie footage that shows the bunker exploding, the Death Star II's demise and the celebration of Endor.

---

The single-player campaigns end at the same point as "Return of the Jedi", with Darth Vader gone and the Empire on the run. You can revisit campaign missions to relive the adventure and earn more medals. Medals will give you points to unlock player bonus missions. THE END

---

.-----.  
| Bonus Missions - BNM07 |-----.

'-----'  
Some of the core campaign missions mirror scenes from the classic Star Wars films, but the real film tie-ins take place in the bonus missions. Return to Leia's Death Star rescue from "A New Hope", escape from Hoth with Leia and Han, or run through Bespin's Cloud City. The missions' cut scenes are loaded with film clips.

Death Star rescue  
-----

The game's earliest mission (chronologically speaking) recounts Luke, Han and Chewbacca's efforts to save Princess Leia from the Death Star. It includes extensive footage from the mission's companion scene in "A New Hope."

Objectives  
-----

- [1] Access the security elevator;
- [2] Defeat the enemies in the detention center;
- [3] Locate Princess Leia;
- [4] Escape the detention area;
- [5] Find the Millenium Falcon and escape.

\*Please note: There are 2 maps associated with this mission. Please refer to the map inquest section of this walkthrough to find out where you can find the associated maps and how you can access them.

```

/ Medal Requirements

| Completion Time | 4:20 | 3:40 | 3:20 |

| Enemies destroyed | 25 | 48 | 55 |

| Shot Accuracy | 19 % | 33 % | 45 % |

| Friendlies Lost | 0 | 0 | 0 |

| Lives Lost | 2 | 1 | 0 |

| Targeting Computer Efficiency | 92 % | 98 % | 100% |

```

[1]aACCESS the Security Elevator

You can reach the elevator at point I5 on the map without incident if you refrain from discharging your blaster on the way. Follow the scanner's wedge indicator to navigate the twisting halls, then enter the middle elevator. If you get into a firefight, the elevator's doors won't open until you defeat all the stormtroopers in the area.

[2]dEFEAT the Enemies in the Detention Center

Once your cover is blown in the detention center, you'll have no option but to fight an onslaught of stormtroopers. Watch the green crosshairs to get an early signal of where they're coming from and to identify destructible surveillance cameras. By blasting the cameras, you'll reduce the number of enemies that flow into the room.

[3]lOCATE Princess Leia

```

| Fight your way to Leia's cell |-----
'-----'
| Troopers and guards will storm into the hall from the room |
| at the end. Blast the enemies and floating probes and duck |
| to avoid their return fire. Keep running and watch for a C |
| -Stick icon that will appear when you are close to an |
| unlockable door. |
'-----'

```

```

| Stop at the cell and dive in |-----
'-----' Use the C Stick to open doors until |
| you find Leia's cell. Your meeting with the princess will |
| trigger a cut scene. Following the meeting, run back in the |
| direction of the detention center's main desk. Before you |
| reach the starting point, you'll reach a Rebel symbol at a |
| closed vent. Fire at the vent to trigger another classic |
| scene. |
'-----'

```

[4]eSCAPE the Detention Area

Please note: There is a map associated with this objective. Please

refer to the Map Inquestioning section of this walkthrough for more further details and instructions.

```
.-----.
| Battle and Swing |-----.
'-----' After Han creates a diversion, run to the ledge at
| point H4. Blast the stormtroopers that appear on the section
| other ledges. After a C-Stick icon appears, tap the C Stick |
| to switch to first-person perspective and use the Control |
| Stick to aim for the latch point. Once you're locked on, |
| press the A Button to toss your cable. You'll fly over the |
| wide gap with Leia in your arms. |
'-----'
```

```
.-----.
| Clear the Halls |-----.
'-----' Follow the wedge indicator to point N3 on the map. |
| firing on targets as you acquire them. On your way there, |
| check the rooms for riffles. |
'-----'
```

#### [5]fIND the Millenium Falcon and escape

A pack of stormtroopers patrol the Death Star's vehicle bay. Keep moving, stay near the walls to avoid the crossfire and shoot on the run. After the enemies are gone, a Rebel symbol will appear, allowing you to board the Millenium Falcon.

Notes: Fire on the stormtrooper horde, then run to the Millenium Falcon after the Rebel symbol appears. You'll watch the Falcon make its escape in more film footage.

---

#### Escape from Hoth

While Luke disables AT-Ats on Hoth's surface and protects transports from TIE bombers, Han and Leia escape from Echo base in the bonus mission that branches off from Battlefield Hoth. Cut scenes cover key moments from The Empire Strik Back and the mission ends with a dramatic flight in the Millenium Falcon.

#### Objectives

- [1] Escort Princess Leia to her command ship;
- [2] Reach the Millenium Falcon;
- [3] Protect the Millenium Falcon;
- [4] Disable the damaged Star Destroyer and escape.

```
.-----.
/ Medal Requirements

Completion Time

Enemies destroyed

Shot Accuracy

Friendlies Lost

Lives Lost
-----|
```

[1]Escort Princess Leia to her command ship

Although your objective is to take Leai to her ship, plans will change mid-mission and you will guide her to the Millenium Falcon instead. Run ahead of the princess, follow the wedge indicator and blast every snowtrooper in the path. When you reach the E-Web blaster at C10, take it over, then plow down a wave of approaching attackers.

Going for Gold  
-----

Run and Gun: You can cut down on your completion time by keeping to the path. Don't explore dead ends. By picking up riffles that downed troopers leave behind, you'll have rapid-firing capabilities that will help you clear the halls in a hurry.

[2]Reach the Millenium fALCON  
-----

| Tanks for the taking |-----  
'-----' Bacta tanks replenish lost health. Look for a |  
| pair of the shiny-green power-ups in the medical area (sect- |  
| ion E6 on the map). They'll take effect as soon as you col- |  
| lect them. |  
'-----'

| Ammo Supply Stop |-----  
'-----' Rifle-equipped snowtroopers populate the dead end |  
| in section G5. If you can afford the time, veer off the main |  
| path, defeat the troopers and take their weapons. |  
'-----'

| Fast-Firing Showdown |-----  
'-----' If you're stocked up on laser rifles when you |  
| reach point G3, you'll be able to defeat the oncoming surge |  
| of snowtroopers with ease and speed. You'll get a feel for |  
| the number of rapid-fire shots that it takes to down a |  
| trooper. Blast until the bad guy is gone, then stop firing |  
| and line yourself up with the next enemy. |  
'-----'

| Run for your Life |-----  
'-----' If you've got time and you need a health boost, |  
| pick up the bacta tank at F4 and I4. Don't dillydally, |  
| though, and ignore the E-Web blaster at H3. You must reach |  
| the Millenium Flacon before the snowtroopers do, or you'll |  
| risk mission failure. |  
'-----'

| Hop over bridge breaks |-----  
'-----' Chunks of rocks and ice have pierced the the |  
| suspended bridges at I2, leaving wide gaps. Run to the first |  
| break, then jump to the right to access a parallel path. Jog |  
| along the new path until you reach another break, wait for |  
| the camera to pan, then hop accross the gap to a path that |  
| leads to the area's exit. Princess Leia will follow you. |  
'-----'

[3] Protect the Millenium Falcon

Troopers will flood the hangar as soon as you reach your ship. Fire at

them from right to left and keep them from scurrying out of your cannon's range.

[4] Disable the damaged star destroyer and escape.

```
.-----.
| Deal with the Dome |-----.
'-----' The only Star Destroyer you must take on to fulfill the mission's final objective has already been damaged. |
| Head straight for the first big ship that you see and fire |
| on its remaining shield-generator dome. After your head-on |
| run, turn around and bust the globe from behind. |
'-----'
.-----.
```

```
| Fire down below |-----.
'-----' With both topside shield generators out of the way, |
| you'll be able to concentrate on the bubble that protrudes |
| from the Star Destroyer's belly. Hit it with rapid-fire |
| laser blasts until it breaks. |
'-----'
```

[!|The Millenium Falcon]

The famously speedy and easily maneuverable Millenium Galcon is one of the galaxy's sweetest rides. It's a big target, so practice evasive moves when enemies are close. Use the ship's built-in concussion missiles to blast the big targets.

Quad Cannon Control

-----  
The Falcon's quad cannon has rear-firing range. Use the C Stick to blast baddies in all directions. If you rely on the cannon too much, you'll risk a low Shot Accuracy rating. The weapon's main use should be picking off enemies that are directly behind your ship.

```
.-----.
| Hit it where it counts |-----.
'-----' The Star Destroyer will be vulnerable once |
| its shields are down. The weak point is the shining blue bay |
| window in the center of the bridge. Line up your shots with |
| laser blasts, then add to your attack by unloading your |
| remaining concussion missiles. If your ship is critically |
| damaged, fly out of the fray for a moment to let its shields |
| regenerate. Target TIEs if you want to increase your Enemies |
| Destroyed tally. |
'-----'
```

---

Flight from Bespin

-----  
With Han Solo frozen in carbonite and Boba Fett on the run, you can relive a key moment in "The Empire Strikes Back". You're destined to let Han and Fett slip away, but you will catch up to Luke Skywalker later in the mission, fresh from his fight with Darth Vader.

Objectives:

- 
- [1] Intercept Boba Fett before he can leave the city
  - [2] Locate the Millenium Falcon, and escape
  - [3] Eliminate the TIE fighter patrols
  - [4] Locate and rescue Luke Skywalker

[5] Fly to the escape point

|                               | / Medal Requirements |              |            |
|-------------------------------|----------------------|--------------|------------|
|                               | Bronze Medal         | Silver Medal | Gold Medal |
| Completion Time               | 8:00                 | 6:45         | 5:45       |
| Enemies destroyed             | 38                   | 45           | 48         |
| Shot Accuracy                 | 4%                   | 6%           | 8%         |
| Friendlies Lost               | 0                    | 0            | 0          |
| Lives Lost                    | 2                    | 1            | 0          |
| Targeting Computer Efficiency | 90 %                 | 98 %         | 100%       |

[1] Intercept Boba Fett before he can leave the city

[!|Assistance from R2-D2]

Princess Leia is the player-controlled character in the mission's opening section, but you'll get support from R2-D2, Chewbacca and Lando Calrissian. Artoo will provide assistance by tapping into the station's computer and unlocking doors.

Notes: When a door closes in front of you, a Rebel icon will appear. Walk into the icon, press the Command Cross then step away. Artoo will interface with the computer and open the door.

| In pursuit of the bounty hunter |-----

'-----' The mission's initial objective is |  
| to chase Boba Fett. Have Artoo open doors that Fett locks |  
| behind him, and follow the radar indicator to your goal. |  
| It's easy to get turned around at point D10 on the map. |  
| Follow the curved wall instead of taking an abrupt left |  
| turn. After you defeat the Imperial soldiers, collect the |  
| weapons they leave behind to gain temporary rapid-fire capa- |  
| bility. |  
'-----'

| Boba Fett bolts |-----

'-----' Bobba Fett will volley laser blasts with you once |  
| you catch up to him on the platform, but he'll ultimately |  
| get away. You can relive scenes from the movies, but you |  
| can't change their effect on the story. After Fett leaves, |  
| turn around and take on a group of attacking troopers. |  
'-----'

[2] Locate the Millenium Falcon, and escape

Han Solo is gone, but his ship, the Millenium Falcon, remains. You'll find it at F2 on the map. From your meeting with Fett, backtrack to L4 and turn right. You'll reach a locked door and another Rebel symbol. Have Artoo open the door, then run to the Millenium Falcon.

[3] Eliminate the TIE fighter patrols

The TIEs will come from all angles, and they'll be gunning for you. Don't spend time on fancy flying maneuvers in the battle's early stages. Pick a course and let the TIEs fly into your path. If you miss any of them, allow them to pass and continue to pick off the ships that are in your sights.



You'll have to defeat all TIEs to satisfy the objective. When there are but a few enemies left, consult your radar display to single out the stragglers. If you're going for the gold medal, refrain from using the accuracy-damaging Quad cannon unless an enemy is right on your tail.

[4] Locate and rescue Luke Skywalker

Once the first huge wave of TIEs is history, your mission objective will point you to Luke's location. Follow the wedge indicator to a Rebel icon under the Cloud City's base. By flying into the icon, you'll trigger a cut scene that shows Lando taking Luke into the Falcon.

[5] Fly to the escape point

The radar indicator will point to your escape route. Make a beeline for the area on the outskirts of the city. Don't bother battling the new TIE contingent unless you want to increase your Enemies Destroyed tally at the expense of Completion Time and Shot Accuracy.

---

Attack on the executor

-----  
A Rebel convoy endeavors to pass a group of Imperial capital ships led by Super-class Star Destroyer "Executor", and they need your support. You'll start by disabling three Star Destroyers, then you'll target the "Executor's" bridge. Your A-wing isn't built to take heavy fire. Knock out enemy lasers before they target you.

Objectives:

- [1] Destroy the Ion Cannon threatening the Calamari Cruiser  
[2] Destroy the Executor's Command deck

|                               | .-----.              |              |            |
|-------------------------------|----------------------|--------------|------------|
|                               | / Medal Requirements |              |            |
|                               | Bronze Medal         | Silver Medal | Gold Medal |
| Completion Time               | 6:20                 | 5:30         | 4:50       |
| Enemies destroyed             | 33                   | 46           | 55         |
| Shot Accuracy                 | 19 %                 | 24 %         | 35 %       |
| Friendlys Lost                | 2                    | 1            | 0          |
| Lives Lost                    | 2                    | 1            | 0          |
| Targeting Computer Efficiency | 88 %                 | 95 %         | 100%       |

[1] Destroy the Ion Cannon threatening the Calamari Cruiser

Although every Star Destroyer is equipped with eight ion cannons--four on each side--you need to target only the cannons that face the Rebel cruiser's path. Sweep over the first Star Destroyer and blast its four nearside ion cannons in one run, then zoom ahead to the next Imperial ship and demolish its four closest cannons. The Rebel cruiser will have exposure to both sides of the third Star Destroyer. Blast all eight of its cannons in two sweeps. If you have time after you hit the cannons, fire on nearby TIEs.

[2] Destroy the Executor's command deck

The surface of the Executor is the size of a small city. Stay low, weave around the ship's structures and follow the radar indicator to the command deck. Hit the laser turrets with blaster fire on the way. When you reach the command deck, stay as low as you can and shower the central bay with lasers and missiles.

---

Rebel Endurance

-----

The Rebel Endurance bonus mission is a no-holds-barred shootout against waves of enemies--soldiers of all stripes and Imperial probe droids. Your goal is to last as long as possible. Bear down on your targets and keep firing until they are history.

Objectives:

-----

[1] Destroy all Imperials.

|                               | / Medal Requirements |              |            |
|-------------------------------|----------------------|--------------|------------|
|                               | Bronze Medal         | Silver Medal | Gold Medal |
| Completion Time               | 30:00                | 30:00        | 30:00      |
| Enemies destroyed             | 100                  | 200          | 390        |
| Shot Accuracy                 | 10 %                 | 20 %         | 30 %       |
| Friendlies Lost               | 12                   | 23           | 45         |
| Lives Lost                    | 7                    | 7            | 7          |
| Targeting Computer Efficiency | 80 %                 | 90 %         | 100%       |

[1] Destroy All Imperials

-----

| Stay out of the crossfire |-----

'-----' You'll be in a world of hurt if you run |  
 | into the center of the mission area at the start and take |  
 | enemy fire from all angles. Stay close to the wall until |  
 | you've managed to blast at least half of the soldiers. |  
 '-----'

-----

| Shoot smart, Gain weapons |-----

'-----' The enemies can withstand a lot of damage |  
 | Fire at each soldier until you are sure he is down for the |  
 | count, then move on to the next target. Between waves of |  
 | enemies, gather the discarded weapons from the floor and |  
 | prepare for the next fight. |  
 '-----'

-----

| The Best offense is a good defense |-----

'-----' The hardest part of the Rebel |  
 | Endurance mission is staying alive. Where new waves begin, |  
 | large numbers of stormtroopers will surround you. Run from |  
 | them and seek cover. By hiding behind stacks of crates that |  
 | protect you on two sides, you can fire at enemies who have |  
 | no chance of hurting you. |

-----  
| Cooperative Campaign - COP08 |-----  
-----

You don't have to fight the Empire alone. Rebel Strike gives player pairs the chance to join forces for the Rebellion in 13 cooperative missions--it's a vehicle-based blaster-thon loaded with imperial targets. You'll be glad that you have a partner when you see what challenges lie ahead.

Rogue Reborn  
-----

Star Wars Rogue Squadron III: Rebel Strike contains Rogue Leader's 10 core missions, and three of its bonus missions, all repurposed in a two-player cooperative campaign. The difficulty is higher than it was originally to make the campaign challenging for a team.

-----  
| Team up for the Rebel Alliance |-----  
-----

-----  
| Divide and Conquer |-----  
-----

Although two players function as a team, it often makes sense for the fliers to slip up and approach the same objective from two angles or work on two different objectives at the same time. Communicate with your partner and try to stay on the same page. Time is always a key factor, and you'll save time as long as you both fight for a common goal.

-----  
| Player 1 |-----  
-----

The Razor Rendezvous mission exemplifies the payoff of having two players go separate ways. The player who selects the B-wing should go after the Star Destroyer and the other player should go after the Redemption.

-----  
| Player 2 |-----  
-----

The X-wing is better equipped than the B-wing to take out TIEs. The player who selects the classic X-wing should focus on saving the Redemption from TIE attackers.

-----  
| Lock on to a single objective |-----  
-----

Most missions have more enemies than they did in Rogue Leader, making it nearly impossible for a single pilot to complete enemy-quota objectives. In the Vengeance on Kothlis mission you have to protect a transport from tons of TIEs--a good example of an objective that two players must complete together.

-----  
| Fall into a backup position |-----  
-----

The Y-wing is perfect for the Prisons of Maw mission because of its ion cannons and its proton bombs. One player pilots a Y-wing, while the other player pilots an X-wing. While the Y-wing pilot completes missions

| objectives, the X-wing pilot must provide support by de- |  
 | stroying TIE fighters. |  
 '-----'

-----  
 | Every Stat Counts |  
 '-----'

Medals are awarded for a team's performance in six categories. The Mission Complete screen shows the stats for the individual players, along with the combined stats, which determine medal qualifications. One player's performance may make up for the other player's lackluster efforts. The medal requirements are different from Rogue Leader's to reflect the mission's co-op adjustments.

Notes: The game combines stats to determine the team's overall performance. The Completion Time and Friendlies Lost stats are the same for both players. The players' Enemies Destroyed and Lives Lost stats are added together. Shot Accuracy and Targeting Computer Efficiency are averaged between the two players' numbers.

-----  
 | Cooperative Campaign Flowchart |  
 '-----'

If you've played through Rogue Leader, you'll be familiar with the overall mission flow of Rebel Strike's co-op missions. Missing are two of the original game's bonus missions (Triumph of the Empire and Revenge on Yavin). Three of the bonus missions remain, however, and the mission objectives are the same as before.

Please Note: The flowchart for this section of the game's walkthrough is not available in this walkthrough because it cannot fit into the margins properly. To view a copy of the flowchart for this game, please refer to the Maps Inquestioning section of this document for more details. Thanks

---

Death Star Attack  
 -----

Star Wars lore begins with the Death Star, the planet-destroying space station. Thanks to two droids and a princess, the Rebels have discovered its weakness. After you soften the station's defenses, you'll take a harrowing ride through the Death Star's ditch and fire a torpedo into its center.

Objectives:  
 -----

- [1] Destroy all deflection towers;
- [2] Destroy all TIE fighters;
- [3] Shoot Proton Torpedoes into the exhaust port.

-----  
 / Medal Requirements |  
 '-----'

|                   | Bronze Medal | Silver Medal | Gold Medal |
|-------------------|--------------|--------------|------------|
| Completion Time   | 8:45         | 7:11         | 6:05       |
| Enemies destroyed | 55           | 70           | 90         |
| Shot Accuracy     | 23 %         | 32 %         | 45 %       |
| Friendlies Lost   | 1            | 0            | 0          |

|                               |      |      |      |
|-------------------------------|------|------|------|
| Lives Lost                    | 4    | 2    | 1    |
| Targeting Computer Efficiency | 10 % | 40 % | 100% |

Recommended Ship Selection:

Player 1: X-wing For speed, mobility and power, nothing beats the X-wing. You'll need all three attributes to take down the Death Star.

Player 2: X-wing Two X-wings are better than one. Join your partner by selecting the versatile fighter. You'll need the craft's proton torpedoes to deliver the final blow to the Death Star.

Tech Upgrade: Advanced Shields

The tech upgrade that gives you advanced shields is yours for the taking in the mission's second section. As soon as the TIE-fighter battle begins, fly straight and low. You'll see the glowing power-up on the Death Star's surface. After you successfully complete the mission, the shields will take effect. A blue ring on the damage indicator represents the additional shields.

[1] Destroy all deflection towers

Player 1: The towers are sturdier than their Rogue Leader counterparts. You may be tempted to run parallel with your partner for twice the power, but you'll save time by splitting up. Hit the tower at G14, then bank left and move up the map's right side.

Player 2: Turn left immediately at the start of the mission and have your proton torpedoes at the ready to destroy the tower at B11, then continue to the towers on the left side of the map.

Tople Towers with Torpedoes Each X-wing is equipped with six proton torpedoes. Since they aren't lock-on weapons, you'll do better by unloading the torpedoes on the stationary towers, rather than saving them for the nimble TIE fighters. You'll get a proton torpedo reload before you head for the Death Star's ditch.

Going for Gold

Turret Takedown: While you're blasting deflection towers and tracking down TIE fighters, you can earn extra credit by targeting turrets. Use a single charged shot to hit each laser-firing turret. You'll get credit for a destroyed enemy and improve your shot accuracy at the same time.

[2] Destroy all TIE fighters

TIE fighter Free-for-all After your run on the deflection towers, you'll fly into a cloud of TIE fighters. Split with your

```

| partner and take on the TIEs on formation at a time. When |
| you attack a formation, destroy the wingmen first, then work|
| your way in toward the leader. If you destroy the fighter in|
| the middle of the pack, the rest of the ships will scatter. |
'-----'

```

[3] Shoot proton torpedoes into the exhaust port

Player 1: The Death Star's trench isn't wide enough for two X-wings flying side-by-side. Have Player 2 hang back a bit while you take the leads. Clear away the turrets that you can get to, but make speed your priority. Zip past obstacles and head for the port.

Player 2: While Player 1 darts ahead of you, single out the remaining turrets and slide into back-up position. TIE fighters will buzz the wing in the lead. Blast them before they can cause any damage.

```

.-----
| Fire in the Hole |-----
'-----' The exhaust port is at the end of the ditch. |
| You'll see it as a green-glowing rectangle if you turn on |
| your targeting computer. Fill it with proton torpedoes, then|
| fly away. If Player 1 misses the port, mission success will |
| be in Player 2's hands. |
'-----'

```

---

#### Ison Corridor Ambush

-----

In a mission that takes place immediately after the Revenge of the Empire mission in the single-player campaign, Rebel transports shuttle from Yavin 4 to Hoth. The three-part battle pits you against squads of TIEs-- turn on your targeting computer and go!

#### Objectives:

-----

- [1] Defend the transport against any remaining Imperial Forces
- [2] At least one transport must survive
- [3] The Frigate Redemption must survive

|                               | / Medal Requirements |              |            |
|-------------------------------|----------------------|--------------|------------|
|                               | Bronze Medal         | Silver Medal | Gold Medal |
| Completion Time               | 9:30                 | 5:17         | 4:30       |
| Enemies destroyed             | 32                   | 40           | 60         |
| Shot Accuracy                 | 8 %                  | 15 %         | 24 %       |
| Friendlys Lost                | 5                    | 3            | 2          |
| Lives Lost                    | 4                    | 2            | 1          |
| Targeting Computer Efficiency | 10 %                 | 27 %         | 72 %       |

#### Recommended Ship Selection

-----

Player 1: X-wing Start with your old standby, the X-wing, and pick off

Player 2: X-wing      TIEs with your superior blasters as the Imperials close in on the Rebel fleet. You can switch to a faster A-wing midmission.

Tech upgrade: Advanced Proton Torpedoes  
-----

If you want more proton power, you'll have to exhibit expert flying maneuvers and wing your way through a chunk of debris. From your starting position, dive and look for a piece of space junk that has a wide rectangular opening. Fly through the hole and pick up the proton-torpedo upgrade as you make your way out the other side.

[1]Defend the transport against any remaining Imperial Forces

Player 1:      Defend the rear flank  
-----

It's best to divide and conquer in the Ison Corridor Ambush. While Player 2 heads to the front of the pack, wait for stray TIEs to burn through the Rebel defenses and destroy the TIEs before they damage the rear transports.

Player 2:      Protect the front  
-----

Let Player 1 stay back and attack the TIEs that swarm the transports while you take on the oncoming forces. After several TIEs slip past you, rejoin Player 1 at the transports.

[2]At least one transport must survive

One of the challenges of protecting Rebel transports is to defeat the TIEs that are close to them without running into the massive ships themselves. Luckily, friendly fire does not damage the transports. Weave around the ships and concentrate your fire on the TIEs that are executing attack runs rather than on the strays that are leaving.

Notes:            The targeting computer ranks the targets by priority. The yellow-shaded TIEs are on their way in for an attack on the freighters. The purple shaded ones are not an immediate threat to the fleet. Attack the yellow TIEs first.

[3]The frigate Redemption must survive

In the third section of the mission, you'll fly into a nebula, where visibility is a major concern. You'll have no option but to rely on your targeting computer. If the TIEs manage to take down several transports, more attackers will concentrate on the Redemption. The frigate has stronger shields than the cargo ship, but it is still vulnerable.

Notes:            Your targeting computer is essential for spotting the TIE interceptors in the nebula. Knowing where you are in relation to the Rebel transports is also important. You can keep your targeting computer's efficiency high by using it to get behind the TIEs then switching it off when you're ready to attack.

Going for Gold  
-----

Return with Tech Upgrades:      Once you've collected key tech upgrades in advanced missions, return to the Ison Corridor Ambush mission for a gold-medal attempt. The advanced targeting computer will help you identify targets in the nebula

without requiring you to hold the Y Button. Homing proton torpedoes will help you find TIEs in the X-wing without help from the targeting computer--and they'll increase your accuracy.

Return with more speed: Once you've honed your dogfighting skills, try using two A-wings. The ship's additional speed and homing concussion missiles will help you cut down on your Completion Time tally.

---

## Battle of Hoth

Imperial forces have cast out a network of probe droids, and they have discovered the Rebel base on Hoth. You can't stop the Imperial invasion, but you can slow it down and guard Rebel transports as they take off for another planet-hopping journey.

## Objectives

- [1] Defend the Rebel forces at Outpost Beta
- [2] Slow the advancing Imperial walkers
- [3] Defend the fleeing Rebel transports.

-----  
/ Medal Requirements |

|                               | Bronze Medal | Silver Medal | Gold Medal |
|-------------------------------|--------------|--------------|------------|
| Completion Time               | 9:55         | 7:10         | 5:00       |
| Enemies destroyed             | 18           | 30           | 43         |
| Shot Accuracy                 | 14 %         | 23 %         | 30 %       |
| Friendlies Lost               | 32           | 27           | 22         |
| Lives Lost                    | 4            | 2            | 1          |
| Targeting Computer Efficiency | 10 %         | 55 %         | 100%       |

## Recommended Ship Selection

Player 1: Speeder You'll start the mission in a snowspeeder, battling AT-STs and AT-ATs, then switch to an X-wing when the skies fill with TIEs.

Player 2: Speeder The snowspeeder is slightly faster than an X-wing and has the same handling. You can use its tow cable to tie up the Imperial walkers. The X-wing is a better dogfighting craft.

## Tech upgrade: Advanced Blasters

Between battles against AT-ATs and TIE fighters, you'll witness a cut scene that shows an AT-AT destroying a power generator. When play resumes, you'll be on your way to Echo Base. Turn around and head back to the leveled



generator. You'll find a tech upgrade that will make the blasters on any Rebel craft more powerful once you've successfully completed the mission.

[1]Defend the Rebel forces at Outpost Beta

Player 1: Blast AT-STs in the open field

-----  
Following a quick ride through a canyon, you'll fly into the open battlefield. Bank left, fly to the far side of the battlefield at F3, turn around and hit the AT-ST from behind.

Player 2: Protect the Ion Cannon

-----  
While Player 1 flies left, you'll go right and take on the three lead AT-STs that pose an immediate threat to the ion cannon. Get behind your target, slow down and hit it with a blaster barrage. The ground troops under your command will want to help, but instruct them to flee to eliminate unnecessary casualties.

[2]Slow the advancing Imperial walkers

Player 1: Tie up the walkers and watch them tumble

-----  
Rebels make due with what they have. You can stop AT-ATs with your tow cable. Head for the giant walker in the lead and press the B Button as you pass the machine. Your tow cable will snag onto one of the walker's legs. Circle the walker four times, staying close but avoiding a collision with the legs. After the walker trips and falls, move on to the next one in line.

Player 2: Eliminate the AT-ST threat

-----  
While your partner ropes ATATs, provide support on the field by taking out the smaller ATSTs and the Imperial shuttles that deliver more ATSTs. After you've eliminated the last cargo canister, tie up an ATAT on your own.

[3]Defend the fleeing Rebel transports

TIEs have descended on Echo Base. Look for curved wings on the TIE bombers and attack the ships with a strong concerted effort. Once there are only a handful of bombers remaining, one of the players can target TIE fighters to increase your Enemies Destroyed rating.

Going for Gold:

-----  
Home on the base: Your mission completion time and shot accuracy will suffer in the assault on Echo Base. Return to the Battle of Hoth mission after you've collected the homing proton torpedoes in Vengeance on Kathlis mission. Then, when you switch to your X-wing, eliminate the bombers in style.

---

Prisons of the Maw

-----  
Not all of the Rebels have managed to run from the Empire. Your new mission takes you to a prison planetoid in a black hole cluster known as the Maw. After a run-in with asteroids, TIE fighters and an Imperial force field, the mission will really get tough. {Almost as tough as it is to write this guide}

Objectives:

- [1] Disable three shield projectors
- [2] Destroy all objectives marked by the prisoners
- [3] Escort the train to the platform
- [4] Escort the Imperial loader out

| -----                         |              |              |            |
|-------------------------------|--------------|--------------|------------|
| / Medal Requirements          |              |              |            |
| -----                         |              |              |            |
|                               | Bronze Medal | Silver Medal | Gold Medal |
| -----                         |              |              |            |
| Completion Time               | 12:15        | 10:45        | 9:20       |
| -----                         |              |              |            |
| Enemies destroyed             | 30           | 46           | 63         |
| -----                         |              |              |            |
| Shot Accuracy                 | 24 %         | 38 %         | 47 %       |
| -----                         |              |              |            |
| Friendlies Lost               | 6            | 4            | 2          |
| -----                         |              |              |            |
| Lives Lost                    | 4            | 2            | 1          |
| -----                         |              |              |            |
| Targeting Computer Efficiency | 10 %         | 38 %         | 75 %       |
| -----                         |              |              |            |

Recommended Ship Selection:

- 
- Player 1: Y-wing      The Y-wing was built for this mission. You'll use its ion cannon to disable the force field and its bombs to destroy surface targets at the prison.
- Player 2: X-wing      The more-capable dogfighter should pilot the X-wing. You'll protect your partner from TIEs in the asteroid field and take out surface targets with your blasters.

Tech Upgrade: Advanced Cluster Missiles

-----

Seek out an environmental dome in section E3 on the map. Drop bombs on the structure to blow it apart, then double back to look at the wreckage. You'll discover a tech upgrade that will equip the TIE Advanced and Naboo Starfighter (both are bonus ships) with advanced cluster missiles.

[1] Destroy three shield projectors

- Player 1:      Fly straight from the start and make your way to the Imperial force field as quickly as you can, leaving the TIEs to your wingmen. Hit the force field's shield projectors with ion cannon blasts.
- Player 2:      The X-wing is the Rebel Alliance's most capable dogfighter. Knock out TIEs on your way to the force field, then protect Player 1 by continuing to blast the Imperials.

-----

| Unravel the TIEs |-----

'-----' When a TIE is on your tail, you'll have to pull |

| some evasive maneuvers to shake it off. Dive or bank |

| abruptly and change your speed. If your pursuer persists, |

| head for an asteroid and break away from it at the last |

| moment. The TIE will likely collide with the rock. |

'-----'

[2]Destroy all objectives marked by the prisoners

.-----.

| Get the Gauards |-----.

'-----' When you reach the prison, you'll start by destroy-  
| ing guard towers that the prisoners will point out to you. |  
| Use the X-wing's blasters and the Y-wing's ion cannon and |  
| bombs to knock out the towers. |  
'-----'

Player 1: After you take on the guard towers, you'll move on to the  
heftier communications relays. They Y-wing's bombs are essen-  
tial for the job. After you make a bombing sweep of the  
relays, let your bombs recharge, then turn around and have  
another go.

Player 2: Your X-wing's blaster will barely nick the communications  
relays. Leave the big munitions work to your partner and go  
after the turrets surrounding the communications relays and  
the Imperial ships that buzz the area.

[3]Escort the train to the platform

Although your objective in the mission's third section is to escort the  
prisoners' train, the real work is in destroying more guard towers. Fly to  
where the radar display points and take down the towers with the X-wing's  
blasters and the Y-wing's bombs.

[4]Escort the Imperial Loader out

The prisoners have hijacked an Imperial loader. Your final objective is to  
protect the loader as it slowly escapes the planetoid. Circle the ship and  
pick off TIE interceptors as they come in for attack runs.

Going for gold

-----

Come back powered up: Advanced weapons increase your ships' power and accu-  
racy. With the right arsenal, you can save time and  
score big in offensive categories. For a run at the  
gold medal, return to the Prisons of the Maw mission  
after you have advanced spread proton bombs and ad-  
vanced homing proton torpedoes.

---

Razor Rendezvous

-----

The Razor Rendezvous mission is perfect for co-op play, since it has simulta-  
neous objectives. The frigate Redemption and Rebel Blockade runner have had a  
run-in with a Star Destroyer. While one player protects the Redemption, the  
other one must take on the Imperial behemoth.

Objectives:

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- [1] Protect the Blockade Runner
- [2] Protect the frigate Redemption
- [3] Destroy the Imperial Shield generators
- [4] Destroy the Imperial Command Deck

.-----.  
/ Medal Requirements |

-----|  
| Bronze Medal | Silver Medal | Gold Medal |  
-----|

|                               |      |      |      |
|-------------------------------|------|------|------|
| Completion Time               | 4:30 | 3:00 | 1:15 |
| Enemies destroyed             | 10   | 11   | 12   |
| Shot Accuracy                 | 15 % | 22 % | 25 % |
| Friendlies Lost               | 2    | 2    | 1    |
| Lives Lost                    | 4    | 2    | 1    |
| Targeting Computer Efficiency | 20 % | 40 % | 80 % |

#### Recommended Ship Selection:

Player 1: B-wing      The only way to make a dent in the Star Destroyer is to scramble its electronics with an ion cannon first—a job for the B-wing.

Player 2: X-wing      The task of protecting the frigate requires advanced dogfighting skills. The X-wing has all of the right equipment to support a winning battle.

#### Tech upgrade: Advanced Proton Bombs

Use the X-wing (the faster ship of the pair) to track down and destroy an Imperial shuttle on the far side of the Star Destroyer at the beginning of the mission before the shuttle reaches the destroyer's docking bay. The shuttle will leave behind a tech upgrade that increases the power of the Y-wing's proton torpedoes.

#### [1]Protect the Blockade runner

The best way to save the Blockade Runner, Razor, is to defeat the Star Destroyer as quickly as possible. Let the Razor take care of itself in clashes with smaller targets, and concentrate your efforts on the big reward.

#### [2]Protect the frigate Redemption

Player 2:      Laser Surgery

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The Star Destroyer aims its laser turrets in the Redemption's direction. The first step in saving the frigate is to unplug the turrets. Send your wingmen on a TIE-fighting mission while you concentrate on the lasers. After you've destroyed the turrets, set your course for the frigate and target the TiEs.

#### [3]Destroy the Imperial Shield Generators

\*Please note: This section of the mission will say Player 1 twice and not mention anything about Player 2. This is not a typo. This is how it is explained in the Official Nintendo's Player's Guide.

Player 1:      Destroy the Dome

-----  
The key to the Star Destroyer's defenses is the shield generator, controlled by two domes atop the bridge. Head straight for the domes from the start and hit each one with multiple ion-cannon shots. While the domes are still glowing with ble electricity, finish them off by hitting them with lasers and proton torpedoes.

Player 1: Battle of the bulge

-----  
Once you've dealt with the domes, you can take on the shield generator, which protrudes from the belly of the Star Destroyer. Hit it with charged ion-cannon shots on your approach, then crush it with blaster fire and proton torpedoes.

[4] Destroy the Imperial Command Deck

Player 1: Right between the eyes

-----  
The Star Destroyer's only weakness is its central command bay, exposed by the curved window in the upper deck. Make a run for the central command, hitting it with all of your firepower. Since you can lose one ship and still earn a gold medal, you could finish off the Star Destroyer by ramming the central command with your B-wing.

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### Vengeance on Kothlis

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The Star Destroyer that you downed in the Razor Rendezvous mission is a rumbled wreck on Kothlis. You must race to the hull and hit it until it is beyond repair. You'll begin the mission by escorting a Rebel transport to the site.

### Objectives:

- 
- [1] Protect the Transport from the TIEs
  - [2] Destroy all ATATs
  - [3] Defend the commandos as they recapture the data
  - [4] Destroy all the AT-PTs
  - [5] Bomb a hole in the Star Destroyer for the commandos.

|                               | -----                |              |            |
|-------------------------------|----------------------|--------------|------------|
|                               | / Medal Requirements |              |            |
|                               | Bronze Medal         | Silver Medal | Gold Medal |
| Completion Time               | 11:00                | 9:00         | 8:25       |
| Enemies destroyed             | 75                   | 100          | 135        |
| Shot Accuracy                 | 7 %                  | 14 %         | 27 %       |
| Friendlies Lost               | 4                    | 3            | 2          |
| Lives Lost                    | 4                    | 2            | 1          |
| Targeting Computer Efficiency | 12 %                 | 42 %         | 85 %       |

### Recommended Ship Selection:

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Player 1: A-wing      The mission's first part has you fighting a large number of TIEs. The A-wing's homing concussion missiles will help you unravel the ships in a hurry.

Player 2: A-wing

Tech upgrade: Homing Proton Torpedoes

-----  
While the Rebel transport is landing, search for a small hole in the Star Destroyer's wrecked control deck. Blast turrets as you approach the deck, then fly through the hole. You'll collect the tech upgrade on your way out.

[1]Protect the transport from TiEs

.-----.  
| Stay close to home |-----.  
'-----' The TiEs will concentrate on taking down the |  
| transport. Stay close to the Rebel ship and blast the |  
| enemies that are closing in on the craft for attack runs. |  
'-----'  
.-----.  
| Intercept the Interceptors |-----.  
'-----' TIE interceptors pose the biggest threat|  
| to your ship. Rank them as your top priority as you continue|  
| to thin out the enemy assault. |  
'-----'

[2]Destroy all AT-ATs

A group of AT-ATs have survived the crash. When they become a problem, both players should switch to speeders. Communicate with your partner to ensure that you fly to a different ship-change symbols. Attack the AT-ATs in the rear of the formation first to avoid laser fire from the others. Since the walkers are knee-deep in the water, you'll have little room to maneuver around the legs.

[3]Defend the commandos as they recapture the data

Your elimination of the AT-ATs will trigger another ship change. Switch to Y-wings and keep tabs on the Rebel commandos who make their way from the transport to the Star Destroyer. Use your Y-wing's bombs to blast Imperial ground troops and hit the Star Destroyer's turrets with your lasers.

[4]Destroy all AT-PTs

The AT-PTs that wade through the shallow water are a big threat to the commandos. If you temporarily run out of bombs, use lasers to attack the AT-PTs while you wait for your supply of explosive charges to replenish.

Going for Gold

-----  
Accuracy Advantage: Your Shot Accuracy rating is a crucial component in your attempt to collect a gold medal. Return to the mission after you've collected advanced spread proton bombs to improve your accuracy in the Y-wing section. The wide spread of each bomb drop will make it more likely that you'll hit the targets. You'll also cut completion time along the way.

[5]Bomb a hole in the Star Destroyer for the commandos

A radio signal will prompt you to blast a hole into the Star Destroyer. By switching to your targeting computer for a moment, you'll find a large yellow-shaded rectangular target on the ship's hull. Rush to that spot and shower it with a handful of bombs. While one player is hitting the hull, the other player should continue to protect the commandos.

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Imperial Academy Heist

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A variable first objective makes Imperial Academy Heist a mission that you

will want to check out in both the day and evening. You'll plow into the mission with sensor-disrupting Y-wings in the day and sneak in with speeders at night.

Objectives:

- 
- [1a] Day: Disable the Imperial sensors in the Canyons
  - [1b] Night: Evade the Imperial Sensors in the Canyons
  - [2] Steal an Imperial Shuttle
  - [3] Meet at the Rendezvous point.

| .-----.                       |              |              |            |
|-------------------------------|--------------|--------------|------------|
| / Medal Requirements          |              |              |            |
| .-----.                       |              |              |            |
|                               | Bronze Medal | Silver Medal | Gold Medal |
| .-----.                       |              |              |            |
| Completion Time               | 7:20         | 6:05         | 4:30       |
| .-----.                       |              |              |            |
| Enemies destroyed             | 15           | 29           | 50         |
| .-----.                       |              |              |            |
| Shot Accuracy                 | 7 %          | 25 %         | 49 %       |
| .-----.                       |              |              |            |
| Friendlies Lost               | 0            | 0            | 0          |
| .-----.                       |              |              |            |
| Lives Lost                    | 4            | 2            | 1          |
| .-----.                       |              |              |            |
| Targeting Computer Efficiency | 15 %         | 45 %         | 100%       |
| .-----.                       |              |              |            |

Daytime Tech Upgrade: Advanced Concussion Missiles:

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You'll find different tech upgrades during the mission's two times of day. Your daytime discovery will be advanced concussion missiles. Fly low through section E3 and line up for a straight approach into the area's hangar. You'll pick up the upgrade inside.

Nighttime Tech Upgrade: Spread Proton Bombs:

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The nighttime tech upgrade is in a hangar in section C3. Steer your speeder into the structure to collect an item that will turn each proton bomb into a cluster of explosives.

[1a]Day: Disable the Imperial Sensors in the Canyons

Team up for a double Y-wing attack on the canyon's sensors during the day. Fly low to avoid early detection and hit every sensor with a fully charged ion-cannon blast. If one pilot misses a sensor, the second pilot must be ready to disable the target.

[1b]Night: Evade the Imperial sensors in the canyons

At night, both pilots will fly speeders, neither of which is equipped with ion cannons. Your only sensor-slipping solution is to avoid the detection devices. Stay low to the canyon floor and fly wide around the sensors. The trickiest section is the corner at D7. You may not detect the sensor around the corner until you're on top of it. Consult the map and be prepared.

[2]Steal an Imperial shuttle

Stealing an Imperial shuttle is a two-player task. Both players must fly into the Rebel symbol at D1 before the shuttle takes off. The first player will pilot the ship while the second player takes control over the weapons.

Notes: Blast the four turrets around the landing zone to ensure a smooth shuttle takeoff.

[!|Take a TIE fighter]

By stealing one of the academy's TIE fighters, you can fly through the compound without tripping alarms. As soon as you start fighting, though, the Imperials will turn on you.

Day: If you intend to steal a TIE during the day, you'll have to veer off the mission's main course. Bank right at C6 and fly to the clearing at F6. You'll find the ship-swapping Rebel icon near a radar dish.

Night: Your nighttime TIE trek will take you through a path that begins at C8. Follow the canyon until you witness a cut scene, then discover a the Rebel icon near an outpost. After you steal a TIE at both times of day, you'll have it for other missions.

Going for Gold:

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Get Ground Targets: You can increase your Enemies Destroyed rating by demolishing parked TIE fighters. The bomb-equipped Y-wing is best suited to hitting ground targets, but you'll also be able to destroy your share of TIEs in a speeder or a hijacked TIE fighter. After you hit a TIE on the ground, neighboring TIEs will take off. Avoid the buzzing baddies and seek out sitting ducks.

[3]Meet at the Rendezvous Point

Player 1: The first flier to reach the Imperial shuttle will steer the stolen craft. Follow the scanner's wedge indicator for directions to the rendezvous point and keep the ship steady to give your partner clean shots at enemy ships.

Player 2: The second pilot into the shuttle will operate the craft's rear cannon. Don't jeopardize your Shot Accuracy rating by firing on far-off targets. Wait until the enemies are on your tail, then open fire.

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Raid on Bespin

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The Empire has a stronghold on Lando Calrissian's Bespin City and the Tibanna gas that it produces. Imperial forces would rather destroy the city's Tibanna gas platforms than let them fall into Rebel hands. It's up to you to save the platforms from destruction and to eliminate the Imperial presence in the city

Objectives

-----

- [1] Secure the Tibanna gas platforms
- [2] Destroy the city's power generators
- [3] Defend the Tibanna gas platforms from TIE bombers.

.-----.  
/ Medal Requirements |

-----|  
| | Bronze Medal | Silver Medal | Gold Medal |  
-----|



|                               |       |      |      |
|-------------------------------|-------|------|------|
| Completion Time               | 11:00 | 8:55 | 6:40 |
| Enemies destroyed             | 45    | 75   | 110  |
| Shot Accuracy                 | 12 %  | 30 % | 40 % |
| Friendlies Lost               | 45    | 32   | 29   |
| Lives Lost                    | 4     | 2    | 1    |
| Targeting Computer Efficiency | 10 %  | 32 % | 72 % |

#### Recommended Ship Selection:

Player 1: A-wing      The quickest, most agile ship in the fleet is great for the Raid on Bespin mission. A journey through the city's narrowest passages in the mission's second section will be a breeze with the masterfully maneuvering ship.

Player 2: A-wing

#### Tech Upgrade: Homing Concussion Missiles

Although the first mission objective is to save the Tibanna gas platforms, you'll reveal the homing concussion missiles upgrade by destroying gas tanks (not a good move for a gold-medal run). Take off for the second gas platform from the start (C8 on the map) and target the Imperial tanker nearby. The explosion will set off a chain reaction on the platform, thereby revealing the upgrade.

#### [1]Secure the Tibanna gas platforms

Blow up balloons |-----|  
Imperial siege balloons surround the Tibanna gas platforms and target the tanks. Both players should go after the balloons to ensure a low Friendlies Lost mission rating. Approach each balloon from below and fire on one of its three gas jets, hidden under the canopy. The explosion will send the balloon to Bespin's surface.

Trounce the TIEs |-----|  
After you've saved a gas platform or a group of platforms from balloon interference, take on the TIE fighters that aim to cause more trouble for the platforms and Rebel transports. Since the clouds can get mighty thick, you'll do well by toggling on your targeting computer.

#### [2]Destroy the city's power generators

Player 1:      Unplug a pair of generators

-----

Power generators in Bespin City provide energy to Imperial forces. You'll find all three generators in the deep ditches that cut through the city--they're below laser cannons on bridges. Find and destroy generators in locations E2 and F6 on the map. Stay under enemy radar and fly out of one ditch only to duck into another one.

Player 2:      Blast the last generator and a bunch of balloons

-----  
 While Player 1 goes after two of the generators, provide support by destroying the generator in section C4. After the generator is gone, rise above the city and go after the balloons and TIE fighters.

[3] Defend the Tibanna gas platforms from the TIE bombers

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| Flot no more |-----
'-----' The mission's las objective is to protect more gas |
| platforms from Imperial attackers. Both players should go |
| after the balloons first. Player 2 can get an early start on|
| the objective while Player 1 finishes off the power |
| generators. |
'-----'

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| Blast the Bombers |-----
'-----' Turn on your targeting computer and search for |
| the yellow-shaded TIE bombers. You can avoid the fighters |
| and the interceptors, but you destroy the bombers to |
| complete the objective. You'll be able to beat the bombers |
| in a hurry using your homing missiles. |
'-----'

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Battle of Endor

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 The Alliance's ultimate objective is to mount a strike on the Death Star's new incarnation. Before the Rebels can get the plan in motion, a long battle against TIEs of all varieties and two Star Destroyers will commence. Defend the Rebel fleet and clear the way for the ultimate attack.

Objectives:

- ```

-----
[1] Protect the fleet
[2] Protect the Medical frigate
[3] Destroy all the bombers
[4] Destroy both Star Destroyers
  
```

	----- / Medal Requirements		
	Bronze Medal	Silver Medal	Gold Medal
Completion Time	13:00	11:20	10:00
Enemies destroyed	31	46	60
Shot Accuracy	8 %	20 %	31 %
Friendlys Lost	10	9	6
Lives Lost	4	2	1
Targeting Computer Efficiency	10 %	40 %	80 %

Recommended Ship Selection:

 Player 1: X-wing Dogfighting skills are key for mission victory. The

better dogfighter of the pair should board an X-wing.

Player 2: A-wing The A-wing is speedy, but its shields are weak. If you let the TIEs get behind you, your mission will end abruptly.

Tech upgrade: Homing Cluster Missiles

When you take on the fourth objective, veer to the left and down from the Imperial ship on the left, and look for a shimmering white dot against the planet's background--it's the tech upgrade. Another way to find the power-up is to wait until you've downed the Star Destroyer at C6. After the ship settles, you'll find the upgrade near its lower hatch.

[1] Protect the fleet

You'll begin with the Death Star II in view. Turn 180 degrees immediately and point your ship toward the Imperial fleet in the distance. Within seconds, your targeting computer will pick up dozens of TIEs. Fly into the fray and blast enemy ships left and right. Your primary targets are the TIEs that are starting attack runs on the Rebel fleet.

[2] Protect the medical frigate

Several TIEs will concentrate their attacks on the medical frigate. If they destroy the ship, you'll lose the mission. Keep track of the frigate's location and target all TIEs in the area. The A-wing is equipped with homing concussion missiles. Use the enemy-seeking devices to boost your accuracy rating and cut your mission time.

[3] Destroy all the TIE Bombers

After one of your wingmen alerts you to the TIE bombers' approach, turn to face the Star Destroyers and race for the bombers before they reach your fleet. Your targets will be shaded yellow in the targeting computer's display. Avoid a head-on meeting with the bomber fleet and position your ship behind it. Use the A-wing's homing concussion missiles and the X-wing's blasters to take out the bombers.

[4] Destroy both Star Destroyers

You've already destroyed one Star Destroyer, so you know what it takes--take out both globes on top of the bridge section, then target the shield generator at the bottom of the ship and finally go after the command bay on the front of the bridge section. You can split the objective with your partner and have each player target a Star Destroyer, or take on the Star Destroyers as a team. If you destroy the ships individually, you'll save time in the long run. If you choose the team approach, the Star Destroyer's lasers will attempt to target both of you, resulting in dispersed enemy fire.

Going for Gold:

Staying Alive: The most challenging aspect of winning a gold medal in the Battle of Endor mission is keeping down your Lives Lost stat. Watch your shield strength and peel off for a quick break if your energy is low. The X-wing's shields will regenerate over time. The A-wing must keep moving to avoid enemy fire.

Beat the Clock: You can save time during the TIE-bomber and Star-Destroyer attacks. Use the A-wing's endless supply of advanced weapons to home in on all targets, and employ the X-wing's limited supply of advanced homing torpedoes to demolish the Star Destroyer's shield generators and bridges.

Strike at the Core

The Death Star II's shields are down, thanks to Han Solo and a Rebel commando team. While most of the Rebel fleet deal with a TIE-fighter contingent, Lando Calrissian, piloting the Millenium Falcon, and Wedge Antilles, behind the controls of an X-wing, head for the huge space station.

Objectives:

- [1] Reach the Power Core entry
- [2] Destroy the Power Core

.-----.			
/ Medal Requirements			
.-----			
	Bronze Medal	Silver Medal	Gold Medal
.-----			
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	4	2	1
Targeting Computer Efficiency	20 %	45 %	95 %
'-----'			

Recommended Ship Selection:

Player 1: X-wing The X-wing is responsible for the destruction of the first Death Star, but it's relegated to a support role in this mission.

Player 2: Millenium Falcon Superior speed and strong shields make Han Solo's famous fighter, flown by Lando in this mission, a good fit. The only drawback is that it may be hard to steer in the station's power core.

Tech Upgrade: Advanced Targeting Computer

On your way to the power core, you'll find the advanced targeting computer upgrade under a pipe, just before you reach the rib braces at the end of the tunnel. Use the X-wing to go after the power-up. Slow down, then squeeze into the tight space and grab the upgrade. It'll allow you to use the targeting computer without holding the Y Button.

- [1] Reach the Power Core entry

Player 1: Target Turrets

Unless you have your S-foils closed, you don't stand a chance of keeping up with the Millenium Falcon. Let Lando fend for himself and take out the Death Star II's turrets to boost your Enemies Destroyed stat.

Player 2: Speed Ahead

Make a beeline for the power core entry from the beginning of the mission. Enemy turrets are a minor threat, so eliminate those and continue on your course. After you reach the entrance, the X-wing will catch up to you during a cut scene.

[2] Destroy the Power Core

| Get the TIEs off your back |-----
'-----'
| Player 1 Your mission is to make sure that the Millenium|
| Falcon reaches the core. Target the TIEs that |
| threaten the Falcon first, hang back and wait |
for more TIEs to come in.
Player 2 Hit the boost at the beginning of the tunnel
and continue your course to the core. If any
TIEs are trailing you, eliminate them using
your C-Stick-controlled rear cannon.
'-----'

| Take the tunnel to the core |-----
'-----'
| Player 1: Don't let the Falcon get too far ahead of you. |
| Catch up if you can and target the TIEs that |
fly between your ship and Lando's craft.
Player 2: The tunnel is tight and the Millenium Falcon is
a bit bulky, but you will be able to negotiate
all of the tunnel's obstacles without using the
the Z Button to barrel roll.
'-----'

Going for gold:

Run and Gun: Completion Time is the toughest stat to master when going for the Strike at the Core gold medal. Try to memorize every obstacle, twist and turn, and boost through the power core tunnel, both on your way in and on your way out.

| Concentrate on the Core |-----
'-----' Both players should zero in on the core and |
| fire away. The power core room is large. If you try to fire |
| at it from too far away, your shots won't hit their target |
| and your Shot Accuracy stat will suffer. Use advanced second- |
| dary weapons to lock on to the core and hit it with all of |
| your might. |
'-----'

| Escape the Explosion |-----
'-----' Once the core is gone, you'll have precious |
| little time to get out before the Empire's second Death Star |
| suffers the fate of the first. The X-wing will have an |
| easier time of getting through the tunnel quickly. Let it |
| lead. A single ship's escape will signal mission victory. |
'-----'

Death Star Escape

Tearing away from the Death Star's tractor beam, the crew of the Millenium Falcon faces a TIE fighter onslaught. You'll find the shooting-gallery-style bonus mission above Death Star Attack on the mission selection screen.

Objective

[1] Destroy all the TIE fighters

	/ Medal Requirements		
	Bronze Medal	Silver Medal	Gold Medal
Completion Time	3:15	2:55	2:35
Enemies destroyed	65	68	72
Shot Accuracy	1 %	2 %	3 %
Friendlies Lost	0	0	0
Lives Lost	0	0	0
Targeting Computer Efficiency	100%	100%	100%

[1] Destroy all the TIE fighters

Communicate with groups of TIEs

Player 1: You and your partner defend opposite sides of the Millenium Falcon. If a swarm of TIEs passes your station before you can shoot them down, they're headed to the other side. Give your partner a heads-up.

Player 2: Communication with the other player is key in your quest to eliminate every TIE fighter. When you spot a wayward group leaving your area, let your partner know their number and flight path.

Going for Gold:

Stay on target: Although the Shot Accuracy requirement is much lower than it is in most missions, you will have a difficult time reaching the gold-medal plateau. The Falcon's guns don't have floating reticles, so you won't know exactly where you're firing until you pull the trigger. Try short bursts instead of sustained fire to keep the number of missed shots small.

See patterns in the chaos

The TIEs fly in set patterns. The more you play the mission, the more you'll recognize the patterns and remember where the enemies will appear. Use your memory to anticipate the attack waves. You'll cut down on time and increase your accuracy. To get started, notice that the

| first wave of TIEs for each player appears down the middle. |
| Player 1's TIEs veer right. Player 2's TIEs split. |
'-----'

The Asteroid Field

Recalling a scene from The Empire Srtikes Back, the Millenium Falcon is surrounded by TIE fighters and asteroids, and the ship's hyperdrive is on the fritz. You have no alternative but to seek refuge as refuse attached to a Star Destroyer.

Objectives

- [1] Escape the TIE fighters
[2] Secretly land on an Imperial Star Destroyer

	.-----.		
	/ Medal Requirements		
	Bronze Medal	Silver Medal	Gold Medal
Completion Time	6:00	5:25	4:50
Enemies destroyed	25	37	45
Shot Accuracy	2 %	5 %	10 %
Friendlies Lost	0	0	0
Lives Lost	3	2	1
Targeting Computer Efficiency	10 %	30 %	75 %

[1]Escape the TIE fighters

Player 1: Rocky Run

While Player 2 guns for the TIEs behind the Falcon, you must navigate the asteroid field, avoid rocks and follow the course laid out by the wedge indicator. If you deviate from the course, you'll hit the edge of the mission area and turn around automatically. If you're following the pointer and still hitting the edge, you'll have to change your vertical angle. Fly closely past big asteroids to draw your pursuers into the rocks.

Player 2: Take on TIE fighters

Your part in the Asteroid Field mission is similar to your part in Death Star Escape. You must eliminate as many attacking TIEs as you can to defend the fleeing Millenium Falcon. To keep your Shot Accuracy rating high, use short bursts of fire to target approaching ships and communicate with Player 1 when you need the Falcon to adjust its path and give you a better shot at the enemies.

Player 1: Steady as you go

In the interest of staying on course and allowing your gunner

to eliminate as many enemies as possible, avoid abrupt changes in your path and fly straight ahead. The only reason that you have for quick maneuvers is to avoid collisions with asteroids and large concentrations of enemy fire.

[2] Secretly land on an Imperial Star Destroyer

After you survive the first run through the asteroid field, you'll enter similar asteroid-and-TIE challenges. While Player 1 follows the wedge indicator and swerves around asteroids, Player 2 must eliminate trailing TIEs. Eventually, you'll exit the asteroid field and discover a Star Destroyer. Approach the Imperial craft from the rear and close in on the Rebel symbol behind the ship's bridge.

Endurance

The ultimate cooperative bonus mission tests how long you can last in a seemingly endless battle over the Death Star. Waves of TIE fighters buzz the base. Blast them out of the sky and avoid scrapes with surface structures.

Objective:

[1] Destroy all Imperial Craft

Recommended Ship Selection:

Player 1: A-wing	The A-wing's weak shields are a concern, but its
Player 2: A-wing	homing concussion missiles will let you whittle away
	at the TIEs in bunches. If you've upgraded to homing
	proton torpedoes, the X-wing will be a worthy
	alternative.

[1] Destroy all Imperial Craft

| Retire TIE fighters |-----

'-----' The object of the mission is to last as long as |
| you can, making shield preservation an important factor. |
| Whenever possible, attack the TIE-fighter squadrons from |
| behind to avoid their forward-firing lasers and use your |
| homing concussion missiles to hit them four at a time. If |
| you face a group of TIEs head on, blast them with missiles |
| and lasers, then veer off their course before they get too |
| close. Once the wave has turned into a trickle, use your |
| targeting computer to pick off the stragglers to save time. |
'-----'

| Shuttle discovery |-----

'-----' Imperial shuttles comprise every tenth wave of |
| enemy ships. By clearing away the passive ships, you can |
| earn an extra craft in reserve. You'll need the backups if |
| you expect to endure. |
'-----'

| Green means go farther |-----

'-----' Look for floating green power-ups near the |
| Death Star's surface. The items replenish your ship's |
| secondary weapons or shields. If you're doing fine but your |
| partner's craft is not shipshape, share power-up locations. |

| Several seconds after you've collected a power-up, it will |
| reappear. |
'-----'

.-----.
| Versus Mode - VSM09 |-----
'-----'

Who's the best pilot in the galaxy? Rebel Strike offers dozens of unlockable competitive scenarios to help you answer the question. Race another ace through Beggar's Canyon, clash over Geonosis, claim control of bases on Kathlis and find out who deserves to receive honors in Yevin 4's ceremonial hall.

A. Overview

The single-player and cooperative campaigns let you fight for the Rebel Alliance, but the Versus mode scenarios allows you to battle for bragging rights. The mode's four scenario types test your command of both air and ground vehicles.

.-----.
| Versus Options |-----

'-----' Customize your Versus-mode session to your liking by |
| adjusting elements within each scenario and making changes |
| to scenario-ending conditions. |

| Time Limit |

|-----|

| Adjust the time limit from 1 to 20 minutes or eliminate |
| the limit altogether. |

| Target Score |

|-----|

| Set a target score to allow for victory before the time |
| limit is up. |

| Number of lives |

|-----|

| Make the scenario a battle of endurance by limiting ships |
| in reserve. |

| Wingmen |

|-----|

| Toggle on the wingmen option to give each player a single |
| computer-controlled squadmate. You can direct the allied |
| craft to fire it's secondary weapon, attack your target, |
| attack your competitor's craft or return to formation |
| behind your ship. If you lose a wingman, the support |
| craft will not return until you fly into a Wingman power- |
| up. |

| Power-ups |

|-----|

| Easily visible floating symbols appear on the landscape |
| when the Power-Up option is on. By collecting a power-up, |
| you can restore your shields, replenish your secondary |
| weapon supply or bring back your lost wingman. After you |

```

| collect a power-up, it will take several seconds to re- |
| appear. |
| |
| Additional AI Attackers |
| ----- |
| By adding computer-controlled enemies to Dogfight and |
| Tag-and-Defend scenarios, you can create more excitement. |
| You won't increase your score by destroying an AI target, |
| but you will receive a five-percent shield restoration. |
| Most Rampage scenarios already have AI targets that you |
| destroy to add to your score. |
| ----- |

```

Craft Contrusction:

You can outfit your ship with a secondary weapon that it does not traditionally carry (for example, cluster missiles on an X-wing). If one player is more experienced than the other, you can offset your weapon, shield and targeting-computer options to even the playing field.

[!|New Ships Join the Party]

When you unlock ships in single-player campaign, they become available in Versus mode. See pages 9-13 for ship-unlocking conditions. The descriptions of Versus-mode scenarios on the following pages include lists of ships that are selectable for each type of scenario.

B. Dogfight

Dogfight scenarios are battles of wits and courage. They break fighting strategy down to its essence. Some pointers in the following pages will help you win in specific dogfight locations while others will aid you in any one-on-one scenario.

Primary Target Location:

The Wedge indicator on your scanner points to the opposing player's craft, as does a yellow arrow on the screen. If your primary target is in view, homing crosshairs will help you locate it in the darkness of space. By knowing where your competitor is at all times, you'll be able to form effective attack strategies.

An arrow on each split-screen view points to the opposing fighter. If the crafts are close and both players are following their arrows, they may lock into a continuous circle around each other. When you break out of the circle, try to position your craft behind your target.

Death Star Dogfight:

The planet-destroying station's gray landscape provides an ominous backdrop for a thrilling fight. Compared to other locations, the Death Star is a fairly open bbattleground. You can engage with your target without paying much attention to your surroundings.

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.------.
|                                     |
|                               Playable Vehicles                               |
|-----|

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A-Wing           Naboo Starfighter           Tie Hunter
B-Wing           Millenium Falcon           Tie Interceptor

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Slave I	Tie Advanced	X-Wing
Imperial Shuttle	Tie Bomber	Y-Wing
Jedi Starfighter	Tie Fighter	

 | Take Refuge in the Trench |-----
 '-----' If you're confident of your flight skills
 | in tight places, dive into a Death Star trench section to |
 | shake your opponent or a locked-on weapon. The Trench |
 | section is very short ~ watch for dead ends. |
 '-----'

 | Trouble from Turrets |-----
 '-----' If you're skimming the surface, the Death
 | Star's turrets will target your craft, even if the Addi-
 | tional AI Attackers option is off. Turrets fire damaging
 | lasers, but their shots are not very accurate. As long as
 | you keep up a good speed, you'll avoid stray laser fire from
 | the surface. |
 '-----'

Geonosis Dogfight

The scanner display and crosshairs will prove to be invaluable while you search for your opponent in the asteroid belt above Geonosis. If you turn off the navigational aids by way of the Game Settings menu, you'll spend a lot of time in the dark.

 | Geonosis Geology |-----
 '-----' The atmosphere is thick with floating rocks. You
 | can clear away the small-and medium-sized asteroids, but the
 | largest ones are indestructable. If your opponent is hot on
 | your tail, you can shake the pursuer by playing a game of
 | chicken. Head for one of the big rocks and break away from
 | it at the last moment. Your opponent will either collide
 | with the large moving obstacle or likely break off in a
 | different direction and lose you in the process. |
 '-----'

Bespin Dogfight

You can engage in a pure one-on-one clash with little, if any, outside influence in the Cloud City's bright and open sky. Keep the scanner and crosshairs on, or you may lose your opponent in the sunlight.

 | Playable Vehicles |
 '-----'

A-Wing	Naboo Starfighter	TIE Fighter
B-Wing	Millenium Falcon	TIE Hunter
Cloud Car	Speeder	TIE Interceptor
Slave I	T-16 Skyhopper	X-Wing
Imperial Shuttle	TIE Advanced	Y-Wing
Jedi Starfighter	TIE Bomber	

 | Urban Warfare |-----
 '-----' If you bring the action down to the level of |

| buildings and ditches, you'll experience a fight that is |
| quite different from the battle in the open sky. Small craft |
| and ships with strong shields have the advantage in tight |
| city locations. Dive into urban pathways to shake your enemy |
| and locked weapons from your tail. |
'-----'

Dogfight over Hoth

Blue skies, wispy clouds and a snow-covered landscape provide a beautiful scene for a dogfight. Scan the horizon for the ion cannon's blasts and close in on the huge turret to find a power-up. Shots from the cannon will not affect your ship.

Playable Vehicles		
A-Wing	Naboo Starfighter	TIE Fighter
B-Wing	Millenium Falcon	TIE Hunter
Cloud Car	T-16 Skyhopper	TIE Interceptor
Slave I	TIE Advanced	X-Wing
Imperial Shuttle	TIE Bomber	Y-Wing
Jedi Starfighter		

| Fly Sky-High |-----

'-----' Hoth's flight ceiling is well above the clouds. You |
| can rise into the wild blue yonder for quite a while without |
| having to head back toward the ground. You'll be completely |
| free from obstacles. |
'-----'

| AI Attractions |-----

'-----' If you find open-air battles against a single |
| opponent dull, you can add excitement to the Dogfight over |
| Hoth scenario by turning on the Additional AI Attackers |
| option. Tag the TIEs to replenish your ship's shields. |
'-----'

Ison Corridor Dogfight

The obstacles of the Ison Corridor are not as tightly packed as the asteroids over Geonosis, but some of the chunks of space debris do blend into the background, making them difficult to see. Keep an eye on what's ahead while you scan the area for your enemy.

Playable Vehicles		
A-Wing	Millenium Falcon	TIE Hunter
B-Wing	Speeder	TIE Interceptor
Slave I	TIE Advanced	X-Wing
Imperial Shuttle	TIE Bomber	Y-Wing
Jedi Starfighter	TIE Fighter	
Naboo Starfighter		

| Dive for Debris |-----

'-----' You can use the indestructible space junk of the |
| Ison Corridor to your advantage, as long as you are |

| confident in your ship's shields and its turning radius. Fly|
| close to the debris while your opponent is following you or |
| locked-on weapons are headed your way, and veer out of the |
| path of destruction at the last moment. If computer-control-|
| led ships are part of the scenario, use your targeting com- |
| puter to find them. TIE fighters are hard to see against the|
| star-filled background. |

Dogfight over Endor

It's unusual to see Rebel Alliance vehicles fight each other in the company of Star Destroyers, but that's part of the fun in the Dogfight over Endor scenario. Use the big ships as cover from your enemy's fire.

Playable Vehicles

A-Wing	Naboo Starfighter	TIE Hunter
B-Wing	Millennium Falcon	TIE Interceptor
Slave I	TIE Advanced	X-Wing
Imperial Shuttle	TIE Bomber	Y-Wing
Jedi Starfighter	TIE Fighter	

| Destroyers bring the pain |-----
|-----' The ion cannon blasts on the top -side of|
| the Star Destroyers are harmless, but the green lasers that |
| emanate from the belly of the beasts are directed and |
| damaging. Stay out of their way. |

| Imperial Assistance |-----
|-----' You'll find power-ups above the Star |
| Destroyers' bridges and in their cargo bays. Collect the |
| items in long, tough battles, but fly carefully as you |
| approach them to avoid collisions with the monstrous ships. |

C. Rampage

When it comes to pure destruction, Rampage scenarios have no equal. Targets are plentiful. Line them up and shoot them down. The player who causes the most destruction will win. The Rampage strategies in the following pages are specific to each scenario.

Moving Targets

In addition to destroying computer-controlled enemies and obstacles, It's always a good idea to target your opponent. A finishing blow will earn you 100 points and you'll be able to profit from destroying the targets that your opponent has already weakened.	You'll earn 100 points for destroying your opponent's craft, but you'll lose 100 points if you destroy your own craft by crashing into an obstacle.
---	---

Gas Platform Rampage

They're not part of the fray in the Bespin Dogfight scenario, but the gas platforms and balloons of Bespin figure big in Bespin's Rampage session. Keep your opponent away from the big targets and practice a concentrated attack strategy.

	Points
Gas Container	5 points
Balloon Turret	25 Points
Imperial Tanker	100 Points
Opposing Player	100 Points
Balloon	500 points

Playable vehicles

A-Wing	Naboo Starfighter	TIE Hunter
B-Wing	Millenium Falcon	TIE Interceptor
Cloud Car	T-16 Skyhopper	X-Wing
Slave I	TIE Advanced	Y-Wing
Imperial Shuttle	TIE Bomber	
Jedi Starfighter	Tie Fighter	

Strafing Bonanza

The only destructible parts of a gas platform are the 40 tanks that line the main deck and tower. Approach a platform from slightly above the main deck, cut your speed and hit the tanks with a wash of laser fire. After the deck is clear, knock out the tanks on the tower to earn a total of 200 points for the entire platform.

Approach balloons from below

The only way to destroy a balloon is to target the burners that fill the gas bag. If you're at the same level as the target balloon, take a dive, position your ship below the balloon, identify one of the burners and blast it.

Death Star Rampage

The Death Star Rampage scenario is similar to the first section of the Death Star Attack mission in the Cooperative campaign-- it's packed with deflection towers and turrets. Look for power-ups between the deflection tower pairs.

	Points
TIE Fighter	25 points
Turret	25 Points
Deflection tower	100 Points
Opposing Player	100 Points

Playable vehicles

A-Wing	Naboo Starfighter	TIE Hunter
B-Wing	Millenium Falcon	TIE Interceptor
Slave I	TIE Advanced	X-Wing
Imperial Shuttle	TIE Bomber	Y-wing
Jedi Starfighter	Tie Fighter	

Seek Targeting Assistance

-----' It can be difficult to see TIE fighters
 | against the black sky and turrets against the Death Star's
 | gray surface. Use your targeting computer to single out the
 | small targets. Since targeting-computer efficiency is not a
 | factor in Versus mode, you can keep the computer on the
 | screen for as long as you like.
 -----'

 | Tower Power |-----'

-----' The scenario's deflection towers are stronger than the
 | ones in the Death Star Attack mission. It will require
 | several passes to destroy a single tower. If you see your
 | competitor attempting to destroy a tower, target the
 | opposing ship to earn 100 points, then attack the weakened
 | tower for 100 additional points.
 -----'

 | Geonosis Asteroid Rampage |-----'

TIE fighters and small asteroids are worth
 the same number of points in Geonosis
 Asteroid Rampage, but the rocks are much
 better targets. There are plenty of them,
 they move slowly and they don't return fire.
 Clear them away, but avoid the larger
 indestructible rocks.

	Points
TIE Fighter	25 points
Asteroid	25 points
Opposing Player	100 points
Imperial Escort	500 points

 | Playable vehicles |-----'

A-Wing	Millenium Falcon	X-Wing
B-Wing	TIE Advanced	Y-Wing
Slave I	TIE Bomber	
Imperial Shuttle	TIE Fighter	
Jedi Starfighter	Tie Hunter	
Naboo Starfighter	TIE Interceptor	

 | Lean on the trigger |-----'

-----' Although your lasers will be more powerful if
 | you allow them to recharge between shots, sustained fire
 | works best in a target-rich enviroment. Hold the A Button
 | and never let up. You'll destroy some rocks without
 | intentionally targeting them.
 -----'

 | Race for the Carrier |-----'

-----' Imperial escort carriers come onto the scene
 | one at a time. It's likely that your opponent will zone in
 | on a carrier as soon as it arrives. Try to beat your
 | competitor to the punchand hit the carrier with everything
 | you've got--constant laser fire and secondary weapons. If
 | you deal the final blow, you'll earn 500 points.
 -----'

 | Rampage over Hoth |-----'

The sky over Hoth is big, but it's riddled
 with larger Imperial ships. The scenario is

	Points
--	--------

built for players who can outrun fast-moving targets and get to larger targets in a hurry. Select a ship that is quick and strong.

TIE Fighter	25 points
Opposing Player	100 Points
Imperial Shuttle	200 Points
Imperial Transport	500 Points

Playable vehicles		
A-Wing	Naboo Starfighter	TIE Hunter
B-Wing	Millenium Falcon	TIE Interceptor
Cloud Car	T-16 Skyhopper	X-Wing
Slave I	TIE Advanced	Y-Wing
Imperial Shuttle	TIE Bomber	
Jedi Starfighter	TIE Fighter	

Center on LARGE SHIPS

Head for the clouds from the start and take down TIE Fighters while you wait for the big targets. Imperial transports and Imperial Shuttles will appear as yellow-shaded targets in your targeting computer display. While a shuttle is not worth as many points as a transport, destroying one is a much easier way to earn 200 points than destroying a group of eight TIE fighters.

Kothlis Rampage

The fight to demolish the targets of Kothlis will take you low to the ground and water. At first glance, it may seem that stationary targets are few and far between, but upon closer inspection you will find plenty of turrets and bases.

	Points
TIE Fighter	25 points
Turret	25 points
Sensor Relay	25 points
Opposing Player	100 points
Base	100 points
Outpost	100 points
Imperial Shuttle	200 points

Playable vehicles		
A-Wing	Naboo Starfighter	TIE Hunter
B-Wing	Millenium Falcon	TIE Interceptor
Cloud Car	T-16 Skyhopper	X-Wing
Slave I	TIE Advanced	Y-Wing
Imperial Shuttle	TIE Bomber	
Jedi Starfighter	TIE Fighter	

Skim and Score

You'll find several bases on the water's surface. Drop to sea level and approach the big targets from a distance. Hit the bases' turrets first (for 25 points each) to avoid a firefight, then knock out the bases for 100 points a pop.

Track down targets

Shuttles land on open platforms. Keep track of the platform locations and return to them often to look for shuttles. You'll earn 200 points for every shuttle that you

| destroy. Also, search the hills for turrets. You'll find |
| them amongst the trees by using your targeting computer. |
'-----'

| Hoth Speeder Rampage |
'-----'

The first section of the Battle of Hoth mission in the cooperative campaign will prepare you for the Hoth Speeder Rampage scenario. You may find some stray TIEs, but the most points are in ground targets. Fly slow and low in heavily populated areas and destroy every target you see.

	Points
AT-ST	100 Points
Opposing Player	100 Points
Imperial Shuttle	200 Points
Imperial Transport	300 Pts.
AT-AT	500 Points

Playable vehicles

Speeder

| Rope Walkers for big points |-----
'-----' AT-ATs are worth 500 points each. Your blasters won't work on them, but your tow cable will. Press B while passing an Imperial walker to snag one of its legs with your cable, then fly around all four legs three times to trip up the machine. If your opponent is trying to trip a walker, target the opposing speeder first, then take down the walker yourself.

| Keep an eye on arrivals |-----
'-----' Scan the horizon for large Imperial ships. They're easy to target and worth a lot of points. When the ships arrive on the scene, they'll be well above your speeder's flight ceiling. Wait for them to touch down before you target them.

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