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I. Introduction

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Up there!

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| 1.02: Introduction |  
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Hey hey hey, and welcome to this guide for the latest installment in the Rogue Squadron series - Rebel Strike! This game invokes several new features. For starters, it takes movie clips directly from the movies. Another change is that now some missions take place on-foot. I personally like this. This gives you the opportunity to explore places and events that have never before been explored by Rogue Squadron players. Unlike Shadows of the Empire, this game has a very nice balance of the two modes. This game also also opens up quite a few new ships. To name a few, you can play as the TIE Hunter, the Jedi Starfighter, and even pilot an AT-ST, which WAS a secret (but terrible) mode in the original Rogue Squadron. I wish they had taken full advantage of the Stormcommando storyline.

I'll be darned if I remember to change that "latest installment" bit when Rogue Squadron IV comes out.

Oh, and I'd like to make a little shout out to the wonderful people of the Rebel Strike board. I'd name names, but the person might not like it. So let me just get this out. Get over yourselves. You're not always right. Do you really think that new people who come to the board for -- oh, I don't know. Maybe the board's primary purpose -- to get help really appreciate being reprimanded for - GASP!! - giving the incorrect name of the Best Ever medal? Heck, for that matter, you people calling them ACE medals are wrong. No one really [should] care if they're called ACE, platinum, copper, eagle, metal, or anything else. And I mean, come on, how much free time do you have to have to get in to an actually heated argument over why there are droids on Geonosis? Lighten up, Francis.

Thank you.

One other thing that I feel the need to mention. Due to the nature of this game, this guide cannot be as detailed as I would like it to be. I do my best, but if you need any clarification, feel free to drop me a line.

One other disclaimer. For all that I poke at the series and the game, I really think that it's pretty cool. I'm just trying for some humor. Bad try, I know, but keep with me. So no angry emails.

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| 1.03: Dedication |  
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This guide is dedicated to my best friend, a fellow named Aaron "William the Conqueror" Hubbard. He's an awesome person who at least seems to listen, although with some of the random comments that I've received as replies from him, I'm not so sure. Regardless, we've had lots of excellent debates. Yeah. He's also a pretty darn lucky guy, too.

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| 2.01: Story |
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This is taken from the cleverly hidden instruction manual for this game.

The Death Star has been destroyed, yet it is still a dark time for the Rebellion. Luke Skywalker, Wedge Antilles, and the rest of the Alliance face an impending invasion as a massive Imperial fleet gathers for an assault on the Rebel base at Yavin 4. TIE Fighters fill the skies above, and dreaded Imperial forces prepare to storm the base to capture any remaining high-ranking Alliance officers. Only with will and determination and the Force as his ally can Luke rally his troops to repel the invaders. Although the Rebellion scored a major victory against Darth Vader and the Emperor and secured a new secret base, their fight for freedom against the Galactic Empire is far from over.

Now is the Alliance's most desperate time.  
 Now is the time for heroes.

Geez. Notice how often they use, "Dark time for the Rebellion" and "Fight for freedom (or freedom fighters)" in these games? There is no evil left in the galaxy. It is a place full of happy butterflies and sunshine. BUT IT IS STILL A DARK TIME FOR THE REBELLION.

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| 2.02: Controls |
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For the most part, the controls are easy to learn. This especially holds true for people coming from Rogue Leader. However, a few new classes of controls have been added. These are fairly general; some ships will have altered controls. For these, see the ships section.

Ships

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|      Button      |      Function      |
|-----|-----|
|      A      | Primary fire      |
|      B      | Secondary fire*   |
|      X      | Switch view      |
|      Y      | Use targeting computer |
| Z + Left/Right | Roll              |
|      L      | Brake**          |
|      R      | Boost**          |
| C-Stick      | Look around in cockpit mode |
| Control Pad  | Wingmen commands |
| Control Stick| Steer            |
| Start       | Bring up the menu |
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\*This varies from weapon to weapon.

Proton Torpedoes/Sonic Mines/Cluster Missiles:  
 -Fire-

Homing Proton Torpedoes/Homing Concussion Missiles/Proton Bombs:

-Activate lock-on detector/bombing reticule-

Ion Cannons:

-Hold to charge; release to fire-

Concussion Missiles:

-Hold to get a lock on; release to fire-

\*\*The more you hold the button, the greater the effect (e.g., the harder you hold "L," the slower you'll go). With ships that have S-Foils (X-Wing, B-Wing, TIE Hunter), pressing "R" until you feel the click will cause the ships to close their S-Foils. Break or fire to open them again.

The walker controls are so different, however, that I feel the need to do a separate chart for them.

AT-AT\*/AT-ST/AT-PT\*\*

Button	Function
A	Primary fire
B	Fire concussion grenades
X	Switch view
Y	Use targeting computer
Z	Nothing
L	Nothing
R	Move
C-Stick	Look around in cockpit mode
Control Pad	Wingmen commands
Control Stick	Turn head***
Start	Bring up the menu

\*The AT-AT, used only in the mission Guns of Dubrillion, does the walking for you. As such, all you can do is fire lasers. From the cockpit. And look around.

\*\*AT-PTs are used only in multiplayer.

\*\*\*By turning the head, you also aim and steer.

On Foot

Button	Function
A	Primary fire
B	Fire thermal detonator
X	Jump
Y	Use microbinoculars*
Z	Roll while running/crouching
L	Lock on
R	Crouch
C-Stick	Nothing
Control Pad	Wingmen commands**
Control Stick	Move
Start	Bring up the menu

\*The on foot targeting computer.

\*\*You've got two -- up and down. Up makes them come with you; down makes them stay put. Like most men, their brains evidently lie in their technology.

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| 2.03: Characters |

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-<Luke Skywalker>-

Occupation : Rogue Leader; Jedi Knight

Missions : Tatooine Training, Revenge of the Empire, Defiance on Dantooine, Defenders of Ralltiir, Extraction on Ralltiir, Battlefield Hoth, Trials of a Jedi, The Sarlacc Pit, Speeder Bike Pursuit, Death Star Rescue, and Rebel Endurance.

Description : Luke is a farmboy from Tatooine who does not know his true destiny until the day he receives the droid R2-D2. When R2-D2 runs off, he meets Ben Kenobi and learns about his father. He joined the Rebellion where, acting as Red 5, he destroyed the Death Star. What horrors will our hero encounter on his way to becoming a Jedi? Probably big, black, hairy ones.

-<Wedge Antilles>-

Occupation : Rogue Leader

Missions : Raid at Bakura, Relics of Geonosis, Deception on Destrillion, Guns of Dubrillion, and Fondor Shipyard Assault.

Description : Wedge's family is apparently from Alderaan. He's made a name for himself in the Alliance, and flew alongside Luke during his Death Star trench run as Red 2. Wedge is definitely a key player in the ongoing struggle between the Rebel Alliance and the Galactic Empire.

-<Princess Leia Organa>-

Occupation : High-ranking Alliance official.

Missions : Flight from Bespin

Description : The foster child of the royal family of Alderaan, she was a diplomat and a representative in the Imperial Senate, until she was arrested for being a Rebel. She witnessed her planet's destruction, and has since worked even harder on the seemingly-perpetual fight against the Empire. Don't call her dainty. She can slap with the best of 'em.

-<Han Solo>-

Occupation : Smuggler

Missions : Escape from Hoth and Triumph of the Rebellion.

Description : A smuggler with a mysterious past, he used to work for the feared crime lord, Jabba the Hutt, until he dropped a shipment at the first sight of an Imperial Star Destroyer, and lost Jabba's favor. He joined the Rebellion when he tried to make a quick buck taking Luke and Ben Kenobi to Alderaan, and got sucked in from there. In this game, he sounds like one of those old western stars.

-<Chewbacca>-

Occupation : Big, walking carpet

Missions : Triumph of the Rebellion

Description : A Wookiee from the planet...Kashyyk, I think. He's big, furry, and no one can understand him but Han and Star Wars geeks. He is enormously strong, and has immense technical knowledge.

-<Pilot #2>-

Occupation : A-Wing pilot (I KNOW he had a name, but I can't remember it)  
Missions : Attack of the Executor  
Description : A face-less pilot who made his mark by kamikazing in to the feared flagship of the Empire, the Super Star Destroyer Executor.

Non-playable characters:

-<Crix Madine>-

Occupation : Rebel Alliance official  
Description : An Imperial defector, Crix has provided the Rebellion with invaluable assistance, and was key in the destruction of the second Death Star. He tags along on a lot of missions, and is one heck of a lot less annoying than the medical frigate lady.

-<Admiral Ackbar>-

Occupation : Supreme commander of the Alliance fleet  
Description : He sounds weird in this game. He's Calamari, and was once peaceful, served as persona assistance to Grand Moff Tarkin, etc. He only comes in to play during the Attack of the Executor, where he complains that you're not destroying the ion cannons fast enough.

-<Tycho Celchu>-

Occupation : Intelligence  
Description : Another defect...or. For all the trouble that you go through to rescue him, he really only plays an integral role in one mission. We don't know much about him.

-<R2-D2>-

Occupation : Trash can  
Description : R2 is Luke's astromech droid that helps him to repair his ship, as well as a whole lot of other things. The only mission that he really helps on is Flight from Bespin, as he has to open the doors. He gets his own command cross, though.

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| 2.04: Point Explanation |  
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When you go to unlock a secret mission, you'll notice that points are required to unlock them. How do you get these points? By earning medals. Here is a chart of the point values:

Medal	Point Value
Bronze	3
Silver	6

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| Gold      | 10      |
| Best      | None     |
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| 2.05: General Tips |

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General tips. I probably had some really good reason that inspired me to make this section. Too bad I can't remember it.

- 1.) Your targeting computer is your friend (see: 2.06 if you're going for a medal and want to cut down). You can see targets that you ABSOLUTELY have to take out for the mission to be a success, you can see allies, and best of all, you can see ships that are in trouble. This helps wonderfully on missions like Battlefield Hoth.
- 2.) When you're fighting on foot, ALWAYS be jumping. Imperials hate that.
- 3.) Tech upgrades are our friends.
- 4.) When on foot, be sure to take cover behind rocks or something if you need to.
- 5.) When you're on foot, after you take out some Imperials, find out what they dropped. They probably dropped a rifle or a bacta canister, both of which can prove invaluable.

More to come as I think of them.

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| 2.06: Gold Medal Tips |

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These are general.

- 1.) Send your wingmen away. You don't want them stealing any kills.
- 2.) Your radar is your friend, especially since you can't use your targeting computer.
- 3.) Fire sparingly to help your accuracy.
- 4.) Don't be stupid. Don't ram a wall. It won't fall.
- 5.) Homing/Lock-On weapons are your friends. Seriously. Especially cluster missiles.
- 6.) When taking out TIEs, it's important to know their formations. Always, ALWAYS take out any TIEs that are not in the middle or the bottom of the formation first. If you take out the middle or bottom TIEs first, then the rest will break off, and be harder to track down.
- 7.) Among others, linked lasers are your friends.
- 8.) If you're having trouble with:  
-Time: This is one that is mission-specific. See their respective walkthroughs.



- Enemies: You probably didn't kill enough enemies because you were worried about time. If this is the case, simply sick your homing secondaries on your foes. If it's on foot, you can break off the main route to go find some enemies.
- Accuracy: Don't chase anything down, unless it's an objective. You'll waste way too many shots. If you really want to destroy it, send a missile at it.
- Friendlies: You have to figure out just who dies. If it's your wingmen, send them away. If it's, say, a transport, stick close to it.
- Lives: Not much advice here. Practice the mission.
- Targeting Computer Efficiency: Instead of using the targeting computer, try to use your radar.

- 9.) With the exception of Attack of the Executor, skip all cutscenes. On Attack of the Executor, if you watch the opening cutscene, the Calamari cruiser seems to get a better starting position, thus shaving some time.
- 10.) Don't go for the tech upgrade.
- 11.) No matter how accurate you think you are, do NOT go for a target that is really far away. You won't hit it. Your lasers will, like, dissolve into thin air.

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### III. Walkthrough

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 | 3.01: Tatooine Training |  
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-Background-

Luke Skywalker is learning skills that will be useful later on in life on his home planet of Tatooine.

Character: Luke

Craft: Foot, T-16 Skyhopper, Landspeeder, Swoop Bike, AT-ST

-Medal Requirements-

Category	Bronze	Silver	Gold	Best Ever
Completion Time				
Enemies Destroyed				
Shot Accuracy				
Friendlies Lost				
Lives Lost				
Targeting Computer Efficiency				

No medals to be earned here.

## Basic Walkthrough

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Most of this mission involves following the orange wedge that is the objective tracker. You start off in the homestead. You'll be told to follow the orange wedge on your radar to reach the next objective. Do so to find an orange Rebel insignia. Once you've hit this, there are some more orange insignias around. Take them in any order you wish. You'll learn the controls of the game. The final thing you'll learn is about context-sensitive controls, using them to open a door. This door, utilizing the latest in SUPER WARPING technique, will send you to the top of the homestead. Up here, you can choose from two craft: the Landspeeder or the T-16 Skyhopper. Let's start with the Landspeeder.

### -Landspeeder-

Start off in this area by following the orange wedge, learning about flight controls such as the camera view change, braking, boosting, proper ship care, etc.. At the end of this area, you'll come to the Tosche Station, where the Empire is conducting a little advertising.

### -AT-ST-

You'll get the chance to train in an AT-ST, which is important for later. You will learn how to fire and how to move the walker, and then droids will be dispatched as practice targets. This is the easy droid hunt. To win, I recommend that you stand in the center. Don't move; pivot the head to aim. Use your radar to help you, and don't spend too much time on one droid (like if one goes behind a rock, don't wait for it to emerge). After you have destroyed ten droids, the training is complete. You can now apply for the Academy! Walk away, and then turn around to find a Rebel insignia out in the droid field. Walk in to this to start the medium droid hunt. Stand where the insignia was, and use the same strategies as you did for the easy hunt. After you've taken care of this hunt, walk away, turn around, and re-enter the Rebel (ironic, isn't it?) insignia to start the hard hunt, where you have a whole 35 seconds to eliminate the ten droids. Time is the only difference in any of these hunts. After you've done the hard hunt, head back to your ship by touching the blue Rebel insignia. And no, you can't destroy the other AT-STs. No cookie for you.

You now have two choices - the Landspeeder and the Swoop Bike. Given the nature of this next part, I recommend the latter.

### -Swoop Bike-

One of the objectives for this part is to complete the tutorials. There is one tutorial. Wow. This is on jumping. You have to complete seven jumps for this course. After receiving instructions, you'll get near to the first jump. The jumps are marked by Rebel insignias. To perform a jump, it's important that you drive over a ramp before you boost. You won't jump right otherwise. Grab the first insignia, and then take the left path. You'll come to a very large gap with a ramp between the gap and you. Drive over the ramp, jam down on the accelerator, and grab the second Rebel insignia. Continue along and you will run in to another gap. This section has made me come to the conclusion that, if Tatooine were a real place, Israel and Palestine would argue over it, on the grounds of it being holy. Anyway, repeat the jumping process to grab a third Rebel insignia. Continue along until you reach a fork. Head right on this turn. This will lead you to a large cliff with the fourth jump hovering over it. You don't really have to boost, but you can if you want. With the fourth Rebel insignia under your belt, take a left. Pass the first Rebel

insignia that you see for now, and continue until you see another one. Hug the left part of the canyon until you find a suitable hill. Speed boost off of it to grab Rebel insignia number 5. Go a little ways further until you see a path on the right side of the canyon. It's pretty narrow. Go through it and follow the path until you reach another cliff. This is identical to jump number four. Boost, grab it, and then hang a right. Pass the first orange Rebel insignia that you see. When you see a green one, look to the right. There should be a sort of ramp leading on to the canyon wall. Go up this, hard brake, and turn right. It's kinda bumpy, and you will get hurt. Chances are that you'll still be up in the air when you get near jump number seven. If not, then speed boost over one of the many ramps on this rock to grab Rebel insignia number seven - the final one. This unlocks the T-16 Skyhopper. Now follow the orange wedge on your radar to reach the Jawa sandcrawler.

-Foot-

You'll start out by learning about Electrobinoculars, which is a fancy way of saying, "On foot targeting computer." Walk forward and to the left a bit to learn how to jump across the rift. Do so to prove to the mysterious announcer that you can do it to learn about shooting your blaster, as well as ammo. Three Rebel insignias will pop up now. Take them in any order you wish. You will learn about thermal detonators, bacta canisters, and locking on. Note that for the lock-on to count, the arrows around the Sand Person has to turn from green to red. A blue Rebel insignia will pop up at the Swoop Bike. Before you go there, however, go to the far side of the Sandcrawler, and then jump up the ledge to find an E-Web blaster. Walk up to it, and press the C-Stick in any direction to mount it. The announcer will then tell you how to dismount. Do so, and then head right to fall in to the rift. Go to the far side of the rift, and then jump on to the right ledge. From there, jump on to the left ledge, and over to the Swoop Bike. This section will automatically end.

You're now back at the homestead. Walk in to the blue Rebel insignia in front of the T-16 Skyhopper.

-Skyhopper-

First thing's first. Follow the orange wedge on the radar to the tutorials. You'll learn, through various lessons, about braking, boosting, firing lasers, firing your ion cannons, firing your lock-on missiles, rolling, camera switching, targeting computer usage, bombs, and the command cross. That's the boring part of this mission. Fixer comes out and taunts you. It's time to do the manly way of solving disputes. Namely, racing. You race through Beggar's Canyon. Boost whenever you can. That's important. Also, skim over the higher-elevation areas, above the main path. Don't go too high, though. Also, at the end, there is a fork. Take the left path to win easily. This was the easy race. Fixer is mad about his defeat. He wants to dogfight you now. This is extraordinarily easy. If you have your lock-on missiles, just let him have those. Otherwise, fly away, turn around, activate the targeting computer (he will be red), and then blast him to pieces. Repeat this a few times, and he'll say uncle. Well, not really. He'll admit defeat. Now you should head back to the start of Beggar's Canyon (don't follow the wedge on the radar. Just trace the route through the canyon), and race him on medium and hard difficulties. Follow the tips mentioned earlier to force Fixer to fix his craft so it's faster! Now, in order to successfully complete the mission, you need to find the seven bonus items. Unlike Rogue Leader, you've got the wedge on the radar leading you straight to them. So just follow it. You have to find C-3P0, Jabba's Palace, Tosche Station, Mos Eisley, two Bantha herds, the Jawa sandcrawler, and R2-D2. So you know, R2 is inside the sandcrawler. To get there, you have to destroy it. The game is specific. You have to destroy it

with LINKED lasers. Nothing else will do. You could drop a nuclear bomb on it, and nothing would happen. Oh, and for the other things, it doesn't matter if they're there or not. I know I've enjoyed bombing Mos Eisley.

-<Ship Unlocking Alert: Naboo Starfighter>-

To unlock the Naboo Starfighter, you must complete this level at all four times of the day. The pivotal hours for those are 1 AM (night), 7 AM (morning), 1 PM (afternoon), and 7 PM (evening). You can set the Gamecube's clock differently for each mission. Once you have done this, you'll find the Naboo Starfighter sitting in the hangar, next to the X-Wing.

-<Ship Unlocking Alert: Naboo Starfighter>-

#### Gold Medal Strategies

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No medal.

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| 3.02: Revenge of the Empire |
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-Background-

The Death Star has been destroyed. The Emperor, wanting to strike swift retribution, sends a few wings of fighters and some ground troops to the fourth moon of Yavin, where the once-secret Rebel base is located.

Character: Luke

Craft: X-Wing (default), Y-Wing (first and second parts), foot (third part)

-Medal Requirements-

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Category	Bronze	Silver	Gold	Best Ever
Completion Time	5:30	4:45	4:40	3:55
Enemies Destroyed	45	52	60	64
Shot Accuracy	38%	45%	65%	67%
Friendlies Lost	0	0	0	0
Lives Lost	2	1	0	0
Targeting Computer Efficiency	80%	90%	100%	100%

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#### Basic Walkthrough

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As the level starts off, your job is to take out all seven Imperial transports. There are actually eight. Boost (but not to the point that you close your S-Foils) to the first transport, and take it out with linked lasers. You'll notice a transport that is leaving in a hurry. Fire two or three sets of linked lasers at it to destroy it. They just don't make them like they used to, eh? After it is destroyed, drop altitude to take out the second transport. It should be blown up in the same way as the first. The first four (five if you count the fleeing one) are all in a straight line. When you get to the fifth, don't destroy it just yet.

-<Tech Upgrade Alert: Advanced Shields>-

When you come to the fifth transport (again, counting the fleeing transport), before you destroy it, go to the right of it. Enter it through the ramp at the base of it to find the Advanced Shields upgrade within. This upgrade will not be there after the transport is destroyed. After you head out the way opposite the way in which you entered...

-<Tech Upgrade Alert: Advanced Shields>-

...turn around and destroy it. That's what it gets for hiding that upgrade from you. Now hang a left, go straight, and destroy the final three transports. You are now alerted to six Imperial loading shuttles entering the system, as well as a very important transport that needs to be protected. A very important transport, which is hidden in the absolute best place for such an object: right in plain view on an island. Not hidden anywhere, no shields, NOTHING. Smart people.

The objective wedge points you straight. In my experience, however, it saves you considerable trouble if you take a left, towards the transport. These shuttles are lower. Attack them with linked lasers. It doesn't matter if you attack the box or if you attack the shuttle; they'll both blow up. Obliterate these three shuttles, and then follow the orange wedge to the second group of shuttles. If you had gone to the group of shuttles that you're heading for now first, the group you just destroyed would have landed, and released the AT-STs of DOOM, pinning down the transport. How exactly does that pin down the transport? If I was the pilot, if anything, I would be more MOTIVATED to get the heck out of there. Pinned down my rear. Anyway, follow the wedge to the second group of shuttles, and destroy them in the same way that you destroyed the last group. After this, Luke and Wedge will decide to head in to the temple to look for General Dodonna. Much to the chagrin of Sarkli, Sarkli is told to stay behind.

So you enter the temple. Dodonna, who showed little brains in the positioning of a certain transport, shows his true genius in the form of retreating deeper in to the temple. You'll make this brilliant observation (there are a ton of these in Rebel Strike. For another example, check Deception at Destrillion), and then head in to the first room. As you enter, four Stormtroopers come out. One hides behind a box, while the other three fight you. Using the usual strategy of RUNNING THE HECK AWAY, we-

Wrong one. While jumping and pressing "L," fire your blaster at the Stormtroopers. Be sure to get the one behind the box (although he will probably be shooting at you by now). Once they're taken care of, head right, and in to the next room. The next room has an alarm going off. It's almost like Imperials have inv- Oh wait. Take out the four Stormtroopers in here in the same manner as the previous room, and then do the unpredictable -- head in to the next room via the door. Go up the steps where you'll meet three more Stormtroopers. You have less room to work with here, so you'll just have to take them out as quickly as possible. Continue on until you reach the briefing room. You'll meet three Stormtroopers here, as well as an Imperial officer. I recommend that you take out the officer first, because if you don't take him out soon enough, he, being a well-trained officer of the legendary Imperial Navy, will do the officer-ly thing to do -- go hide behind a wall. If he does this, hold "L," and barrage him with blaster fire as soon as you turn the corner at the far end of the room. However, it's recommended that if he does hide behind the wall, you go ahead and take the three Stormtroopers out before you go after the officer. If you take the officer out first, well, take out the Stormtroopers after that. Regardless, at the back of the room, hang a left, and then proceed through the door.

Head up the steps and turn the corner to find a lone Stormtrooper, a rare

commodity in these parts. Blast him, and then enter the next door to find that room where everyone was gathered around, watching the Death Star draw ever closer to Yavin, instead of doing something sensible (i.e., evacuate). In this room, fire at the blue glass in front of you to break it. Stand on the ledge that used to hold it, and then fire at the Stormtroopers. Move around, jump, and blast 'em to kill them. At this point, you may be low on health. If this is the case, blast the glass to your right. This will make you feel better. Now blast the glass on the left, hop through it, and enter a room that is in ruins. You'll find a bacta canister in here. Once you have this, leave this room, and then go out the door at the north end of the room. Blast the glass if you want to. Walk up the stairs, turn right, and notice a giant wall blocking the way. Hug it for a C-Stick icon to appear. Press the C-Stick in any direction to open the door in to the ceremony room.

A ceremony room filled with Stormtroopers and Imperial officers. A lot of them. Be sure to use the rocks as cover while you're destroying them. It is also a HUGE help if you don't let any get behind you (utilize the radar). Take all of these out in the usual way, making your way to the front. Of course, YOU don't get a medal when you get to the front. Once all the Imperials have been annihilated, a door will open up in the back-right corner of the room. Dodonna and his guard will follow you as you proceed through this door. Head through this corridor to get to the Alliance hangar.

There are two sets of troops in the hangar. One set is near to the door; one set is at the end, near the exit to the hangar. The general will hide behind a rock near the entrance, so you need to kill off all of the troops around the entrance. Be sure to check both sides of you, and then head for the front of the hangar, where the ships leave. Kill the troops here, being sure to kill the one hiding over to the left. Once you've killed all of the Stormtroopers in the hangar (again, use your radar to confirm this), you'll go hide with the general, from enemies who aren't there. Suddenly, two AT-STs will break in to the hangar! Seeing as how you're not Dash Rendar, you can't fight these. Dodonna, being the fatalist that he is, thinks you're doomed. Pfft. They're only two extremely large war machines with guns that could demolish a building and grenades that could destroy things like skyscrapers, or even Marlon Brando. Fortunetly for them, Sarkli comes in just at that moment, takes out the AT-STs, and directs you to the transport that he brought. As they take off, Luke tries to thank Sarkli, but Dodonna points out that Sarkli couldn't have done it without Luke's help. Luke, the guy who had no contact with Sarkli after they entered the temple.

Vader and the Emperor do their mysterious planning, and the mission is drawn to a close.

#### Gold Medal Strategies

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Recommended Ship: X-Wing

-While you're taking out the transports, use your homing proton torpedoes to take out six TIE Fighters, to help with the enemy count.

-Don't break off for the health in the war room.

-Have Wedge stay behind once you enter the temple.

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| 3.03: Defiance on Dantooine |  
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## -Background-

Imperial agent Tycho Celchu has defected from the Empire. You need to head to Dantooine to collect him. Naturally, the Empire has found out about this, and makes your mission more difficult.

Character: Luke

Craft: Speeder Bike (first and third parts), foot (second part)

## -Medal Requirements-

Category	Bronze	Silver	Gold	Best Ever
Completion Time	5:10	4:20	4:10	4:05
Enemies Destroyed	18	29	38	40
Shot Accuracy	20%	30%	42%	56%
Friendlies Lost	0	0	0	0
Lives Lost	2	1	0	0
Targeting Computer Efficiency	60%	90%	100%	100%

## Basic Walkthrough

As the mission starts out, Rogue Squadron is flying towards Dantooine. Sarkli notices that there is a high concentration of Imperial troops down there. There should not be. Tycho calls for a mission abort, but Luke goes down and rescues him anyways. Luke and Sarkli hijack some Speeder Bikes. But Luke and Sarkli, I of course mean Sarkli. To repay Sarkli for this favor, Luke...leaves him behind. Again.

You start out in a river canyon. You'll have to weave your way through this canyon. It's got a lot of rocks and a lot of hills. Boost over the hills if you want. A little ways down the line, you'll run in to Probe Droids. You'll be able to tell Probe Droids apart from the rocks, because the rocks don't have searchlights. If you get too close to the Probe Droids, they'll blow up. It doesn't hurt you that much. So continue through the canyon, dodging walls, rocks, Probe Droids, soccer moms, etc.. You'll know you're nearing the end of the canyon when TIE Bombers start dropping -- get this -- bombs on you. They are easy to avoid, and don't hurt you much. Heck, the only things that really hurt you in this section are walls. Back to the bombers, though, if you get at a good angle, you can destroy them. It's not required, but you can do it. Once you get to the Imperial landing zone, you'll see Tycho being forced in to an Imperial APC by Imperial Stormtroopers and Imperial Stormcommandoes, holding Imperial rifles, and dealing with this in the usual Imperial way -- Imperial execution. Tired of the "Imperials?" Let's show them.

The point of this section is that you have to stop the APC by destroying it, which is supposed to save Tycho. Now, maybe it's just me, but I don't see how destroying the APC saves him anymore than putting him on to the transport and blasting him in space. Anyway, APCs cannot be damaged by your rifle. You have to use E-Web blasters. There are four E-Web blasters in this section. You can probably have the APC destroyed by the third E-Web. So when you get control, head straight. There's a Stormtrooper using it. Knowing Imperials as well as we do, saying, "Please," won't help, so you've gotta blast him. Take control of the E-Web cannon (walk up to it, and then press the C-Stick in any direction), and then start firing at the APC. Three Scouttroopers will pour out of the APC after a few seconds. Turn to fire at them, and then concentrate on the APC again. Continue firing at the APC until it hides behind some rocks.

Now run forward to the next E-Web. Take out the Stormtrooper, and man the E-Web. By this time, two Scouttroopers and two Stormcommandoes will have come out of the APC. Kill them, and then concentrate all firepower on the APC. When it's out of reach, look uphill at the next E-Web. There's probably a Probe Droid up there. Take it out, and then head for the cannon. Kill the Stormtrooper who is manning it, and then use it to kill the three Stormcommandoes who come out of the APC. Naturally, you now want to fire at the APC. This will probably destroy it. If not, then head for the fourth E-Web. Take the bacta canister, and blast the APC. Screw the Stormcommandoes; the APC won't have much health left. With Tycho rescued, you hop on to the Speeder Bike, and head back to the Rebel landing zone. Of course, since this is a game, you have to go the long way.

Tycho will refresh your memory on how to jump. When you near the edge of a cliff, jam down on your boost to clear it. Tycho and Luke (talking to himself, apparently) will tell you when to jump, but sometimes they don't do it promptly, so your instinct is invaluable here. After the first gap, the path will split. I recommend doing the left path, just because it's shorter. Two Imperial Scouttroopers riding Speeder Bikes will trail Tycho. You can try to take them out if you want, but they're pretty hard to kill off. Jump again to get to the next area, where the theme is APCs. When the path splits, there are two APCs guarding the left path. If you've been playing video games for awhile, you know that that is a sign that there's SOMETHING valuable there.

-<Tech Upgrade Alert: Advanced Lasers>-

And sure enough, there is. Jump off the cliff to the left or the right of those two APCs, just long enough to get by them. Once you're past them, pull back up on to the cliff and take this path. You'll run right over the Advanced Lasers tech upgrade.

-<Tech Upgrade Alert: Advanced Lasers>-

Some TIE Bombers will start to bomb at the end of this area. Jump again to get to the final area of the canyon jumping. TIE Bombers are the theme here. As with the first section, you can destroy them or ignore them. You'll come once again to a path split. The path that you take is up to you. I still maintain that you should take the left one. When the paths rejoin, Sarkli will radio you and tell you that they're under attack. Continue on down this path to find some Probe Droids. Take them down as you turn the last corner, and fall off the canyon ledge. Down here, race down the path. There are some APCs in your way. You can try to kill them if you want. Just follow the path. You'll encounter some TIE Bombers trying to just randomly drop bombs when you near the end. You're at the end when you see two APCs going up a hill.

Sarkli is the only survivor the attack. As you leave with Tycho, he tells you about the elite soldier known as the Stormcommando. They're searching for new technology for the Emperor, and have been kidnapping groups of scientists to get this new technology. So now you're up against the futuristic New York mob. Tycho will inform you that their latest known target is on the remote planet of Ralltiir, as they've developed a planetary shield. This is the one thing keeping the Imperials from the planet (it must be good!). Luke says he knows a pilot who can get to Ralltiir to help the scientists. He is, of course, referring to Wedge, who is currently busy doing nothing. Since Wedge is too busy, Luke heads over there.

Vader and the Emperor discuss Tycho's defection, as well as a blockade over Ralltiir...



Gold Medal Strategies

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- Boost only at the beginning of the canyon.
- Take out most of the Probe Droids in the canyon.
- Don't bother trying to shoot the TIE Bombers.
- Take at least three E-Web cannons before you destroy the APC, for enemies.
- Don't try to shoot the Speeder Bikes.
- At the end, use the APCs for accuracy.

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 | 3.04: Defenders of Ralltiir |  
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-Background-

Character:

-Medal Requirements-

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-----
|                Category                | Bronze | Silver | Gold | Best Ever |
|-----|-----|-----|-----|-----|
| Completion Time                        |         |         |         |           |
| Enemies Destroyed                       |         |         |         |           |
| Shot Accuracy                           |         |         |         |           |
| Friendlies Lost                         |         |         |         |           |
| Lives Lost                              |         |         |         |           |
| Targeting Computer Efficiency           |         |         |         |           |
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Basic Walkthrough

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Gold Medal Strategies

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 | 3.05: Extraction from Ralltiir |  
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-Background-

Character:

-Medal Requirements-

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-----
|                Category                | Bronze | Silver | Gold | Best Ever |
|-----|-----|-----|-----|-----|
| Completion Time                        |         |         |         |           |
| Enemies Destroyed                       |         |         |         |           |
| Shot Accuracy                           |         |         |         |           |
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Friendlies Lost				
Lives Lost				
Targeting Computer Efficiency				

Basic Walkthrough

Gold Medal Strategies

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 | 3.06: Battlefield Hoth |  
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-Background-

Character:

-Medal Requirements-

Category	Bronze	Silver	Gold	Best Ever
Completion Time				
Enemies Destroyed				
Shot Accuracy				
Friendlies Lost				
Lives Lost				
Targeting Computer Efficiency				

Basic Walkthrough

Gold Medal Strategies

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 | 3.07: Trials of a Jedi |  
 0=~~~~~0

-Background-

Character:

-Medal Requirements-

Category	Bronze	Silver	Gold	Best Ever
Completion Time				
Enemies Destroyed				
Shot Accuracy				
Friendlies Lost				
Lives Lost				
Targeting Computer Efficiency				

Basic Walkthrough

Gold Medal Strategies

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| 3.08: The Sarlacc Pit |  
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-Background-

Character:

-Medal Requirements-

Category	Bronze	Silver	Gold	Best Ever
Completion Time				
Enemies Destroyed				
Shot Accuracy				
Friendlies Lost				
Lives Lost				
Targeting Computer Efficiency				

Basic Walkthrough

Gold Medal Strategies

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| 3.09: Raid on Bakura |  
0=~~~~~0

-Background-

Character:

-Medal Requirements-

Category	Bronze	Silver	Gold	Best Ever
Completion Time				
Enemies Destroyed				
Shot Accuracy				
Friendlies Lost				
Lives Lost				
Targeting Computer Efficiency				

Basic Walkthrough

### Gold Medal Strategies

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#### | 3.10: Relics of Geonosis |

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-Background-

Character:

-Medal Requirements-

Category	Bronze	Silver	Gold	Best Ever
Completion Time				
Enemies Destroyed				
Shot Accuracy				
Friendlys Lost				
Lives Lost				
Targeting Computer Efficiency				

Basic Walkthrough

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### Gold Medal Strategies

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#### | 3.11: Deception at Destrillion |

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-Background-

Character:

-Medal Requirements-

Category	Bronze	Silver	Gold	Best Ever
Completion Time				
Enemies Destroyed				
Shot Accuracy				
Friendlys Lost				
Lives Lost				
Targeting Computer Efficiency				

Basic Walkthrough

-----

Small interjection here. After you've taken out about half of the TIE Hunters, Wedge will make the brilliant observation that, yes, the Imperials ARE trying to hide something here. I don't know just what clued him in to that, but it's going to change the galaxy.

## Gold Medal Strategies

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| 3.12: Guns of Dubrillion |

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-Background-

Character:

-Medal Requirements-

Category	Bronze	Silver	Gold	Best Ever
Completion Time				
Enemies Destroyed				
Shot Accuracy				
Friendlies Lost				
Lives Lost				
Targeting Computer Efficiency				

Basic Walkthrough

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## Gold Medal Strategies

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| 3.13: Fondor Shipyard Assault |

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-Background-

Character:

-Medal Requirements-

Category	Bronze	Silver	Gold	Best Ever
Completion Time				
Enemies Destroyed				
Shot Accuracy				
Friendlies Lost				
Lives Lost				
Targeting Computer Efficiency				

Basic Walkthrough

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## Gold Medal Strategies

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| 3.14: Speeder Bike Pursuit |  
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-Background-

Character:

-Medal Requirements-

Category	Bronze	Silver	Gold	Best Ever
Completion Time				
Enemies Destroyed				
Shot Accuracy				
Friendlies Lost				
Lives Lost				
Targeting Computer Efficiency				

Basic Walkthrough

Gold Medal Strategies

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| 3.15: Triumph of the Rebellion |  
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-Background-

Character:

-Medal Requirements-

Category	Bronze	Silver	Gold	Best Ever
Completion Time				
Enemies Destroyed				
Shot Accuracy				
Friendlies Lost				
Lives Lost				
Targeting Computer Efficiency				

Basic Walkthrough

Gold Medal Strategies

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| 3.16: Death Star Rescue |  
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-Background-

Character:

-Medal Requirements-

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-----
|           Category           | Bronze | Silver | Gold | Best Ever |
|-----|-----|-----|-----|-----|
| Completion Time             |        |        |        |           |
| Enemies Destroyed           |        |        |        |           |
| Shot Accuracy                |        |        |        |           |
| Friendlies Lost              |        |        |        |           |
| Lives Lost                   |        |        |        |           |
| Targeting Computer Efficiency |        |        |        |           |
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Basic Walkthrough

Gold Medal Strategies

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| 3.17: Escape from Hoth |
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-Background-

Character:

-Medal Requirements-

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-----
|           Category           | Bronze | Silver | Gold | Best Ever |
|-----|-----|-----|-----|-----|
| Completion Time             |        |        |        |           |
| Enemies Destroyed           |        |        |        |           |
| Shot Accuracy                |        |        |        |           |
| Friendlies Lost              |        |        |        |           |
| Lives Lost                   |        |        |        |           |
| Targeting Computer Efficiency |        |        |        |           |
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Basic Walkthrough

Gold Medal Strategies

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| 3.18: Flight from Bespin |
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-Background-

Character:

-Medal Requirements-

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|           Category           | Bronze | Silver | Gold | Best Ever |
|-----|-----|-----|-----|-----|
| Completion Time             |         |         |         |           |
| Enemies Destroyed           |         |         |         |           |
| Shot Accuracy                |         |         |         |           |
| Friendlies Lost              |         |         |         |           |
| Lives Lost                   |         |         |         |           |
| Targeting Computer Efficiency |         |         |         |           |
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Basic Walkthrough

Gold Medal Strategies

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| 3.19: Attack of the Executor|
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-Background-

Character:

-Medal Requirements-

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-----
|           Category           | Bronze | Silver | Gold | Best Ever |
|-----|-----|-----|-----|-----|
| Completion Time             |         |         |         |           |
| Enemies Destroyed           |         |         |         |           |
| Shot Accuracy                |         |         |         |           |
| Friendlies Lost              |         |         |         |           |
| Lives Lost                   |         |         |         |           |
| Targeting Computer Efficiency |         |         |         |           |
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Basic Walkthrough

Gold Medal Strategies

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| 3.20: Rebel Endurance |
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-Background-

Luke finds himself in the Imperial hangar, where hundreds of Imperial troops just happen to be.

Character: Luke

-Medal Requirements-



Category	Bronze	Silver	Gold	Best Ever
Completion Time	30:00	30:00	30:00	16:00
Enemies Destroyed	100	200	390	460
Shot Accuracy	10%	20%	30%	55%
Waves Destroyed	12	23	45	52
Lives Lost	7	7	7	0
Targeting Computer Efficiency	100%	100%	100%	100%

## Basic Walkthrough

Seeing as how the point of the walkthrough is to show you how to survive, and to get a gold medal, you basically just have to survive, see the gold medal strategies for the walkthrough.

## Gold Medal Strategies

Okay, I've got good news and bad news about this. The good news is that this is not the nightmare that Endurance was in Rogue Leader. It's only 52 waves, you do not fight Darth Vader at the end, and you can heal. The bad news is that getting a gold medal on this is no longer as simple as completing this. You've only got 20:00, and accuracy seems to be twice as sensitive as normal. Anyway, this dogfight involves Stormtroopers, Snowtroopers, Imperial officers, Probe Droids, Stormcommandoes, and on wave 52, according to TurnDragoZeroV2G, Boba Fett. These come at you in waves. You take one wave of foes out, and then another replaces it. You'll receive an extra life every ten waves.

I actually enjoyed this level the second time through, once I found out that I was not going for 100 waves. I have a few tips for you that will guide you to victory over the Imperial troops. I call this the:

### LIST OF A FEW TIPS I HAVE FOR YOU THAT WILL GUIDE YOU TO VICTORY OVER THE IMPERIAL TROOPS:

- 1.) Keep moving! Always be running and ALWAYS be jumping. Sure, you can run to grab some health or a Stormtrooper's rifle, but don't go so far out of your way to get these essentials that you forget to keep jumping. Believe me, this saves you a LOT of health. I went for 25 waves without dying once with this tactic.
- 2.) Always hold down "L." This automatically targets the nearest enemy, and saves you quite a bit of trouble (not to mention giving you a higher accuracy rating!)
- 3.) Always be shooting. Well, unless you have a break in between waves.
- 4.) After you've killed the last troop in a wave, get your rear over to a side of the Imperial hangar as soon as possible. If not, you'll get hurt.
- 4b.) On a similar note, you have to get within a certain distance of a group of troops for them to "wake up." As such, I recommend that you start with one side. Take all of the troops out on one side, and then head over to the other side.
- 4c.) On another similar note, officers tend to throw thermal detonators. These

can kill Imperials, thus taking kills away.

- 5.) Take a break every 20 or so waves. Your fingers will thank you.
- 6.) If there is one troop left -- ESPECIALLY ON THE LAST WAVE, WHERE THERE IS A TOTAL OF ONE TROOP - follow it. Run after it, chase it, BLOW THE HECK OUT OF IT. Doing so makes life a lot easier.
- 7.) Boxes are your friend. If you're overwhelmed, hide behind one. If you've cleared out all of the troops on one side of the hangar, see if you can't clear out any troops on the other side of the hangar from behind the boxes that you're near.
- 8.) Don't get careless. If you die at wave 51, you WILL be mad. In Rogue Leader, there was a glitch where the game froze right after you defeated Darth Vader on the final wave (100!) sometimes. THAT WAS ANNOYING.

Enjoy.

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#### IV. Multiplayer - Versus

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Coming soon!

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#### V. Multiplayer - Cooperative

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Coming soon!

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#### VI. Appendices

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| 6.01: Ships |  
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These are the playable ships. Thanks go to starwars.com for the descriptions.

-<X-Wing>-

Missions : Triumph of the Empire, Battlefield Hoth, Deception at Destrillion, Fondor Shipyard Assault, Attack of the Executor, Relics of Genosis, Death Star Attack, Ison Corridor Ambush, Battle of Hoth, Razor Rendezvous, Vengeance on Kothlis, Raid on Bespin, Battle of Endor, Strike at the Core, Endurance

Description : An excellent multipurpose fighter, the X-wing is fast enough for fighter-to-fighter attacks and carries enough weapons to attack, in groups, a wide range of targets. Specialized craft are usually more capable in specific instances, but the X-wing can still perform well in most roles. As a result, the starfighter was

avored (and popularized) by the Alliance, which didn't have the resources for construction or purchase of a variety of combat vessels.

Full Name : Incom T-65 X-Wing  
Type : Starfighter  
Length : 12.5 meters  
Weapons :

4 quad laser cannons\*  
2 proton torpedo launchers\*

\* = used in the game

-<Y-Wing>-

Missions : Triumph of the Empire, Deception at Destrillion, Fondor Shipyard Assault, Attack of the Executor, Raid on Bakura, Relics of Geonosis, Death Star Attack, Ison Corridor Ambush, Prisons of the Maw, Razor Rendezvous, Imperial Academy Heist, Raid on Bespin, Battle of Endor, Endurance

Description : Y-Wings are multi-purpose starfighters best suited to large-scale attacks or bombing assaults. They can be used for fighter-to-fighter combat, but their high-output weapons are generally used against larger targets and engagements where acceleration and maneuverability are not key factors. The starfighter can also be equipped with an Astromech droid for in-flight repairs and computer guidance.

Full name: Koensayr Y-Wing Starfighter  
Type : Starfighter  
Length : 16 meters  
Weapons :

2 laser cannons\*  
2 Ion cannons\*  
2 proton torpedo launchers\*  
2 Proton Bomb launchers (you can either have the torpedoes, or the bombs, but not both on at the same time)\*

\* = used in the game

One other note: the only time when we can use the proton torpedoes for this ships is in Death Star Attack.

-<A-Wing>-

Missions : Deception at Destrillion, Fondor Shipyard Assault, Attack of the Executor, Relics of Geonosis, Ison Corridor Ambush, Razor Rendezvous, Vengeance on Kothlis, Raid on Bespin, Battle of Endor, Endurance

Description : The Alliance brain trust of General Jan Dodonna and engineer Walex Blissex developed the A-wing starfighter after examining the role of speed in the Battle of Yavin and the sleek fighters developed by the Tamuuz-an. The top-secret result of their experimentation was the A-wing, the fastest vessel of the Galactic Civil War.

Twin Novaldex J-77 Event Horizon engines push the tiny craft through realspace, giving it phenomonal sublight speed and performance. Though its Microaxial LpL computer worked hard to make the powerful vessel controllable, only the best pilots can take full advantage of the A-wing's velocity and weapons systems.

Full name : Dodonna/Blissex RZ-1 Fighter/Interceptor  
Type : Starfighter/Interceptor  
Length : 9.6 meters  
Weapons :

Linked Laser Cannons\*  
Concussion Missiles\*  
Sensor Jammer

\* = used in this game.

-<B-Wing>-

Missions : Raid on Bakura, Deception at Destrillion, Fondor Shipyard Assault, Attack of the Executor, Relics of Geonosis, Ison Corridor Ambush, Razor Rendezvous, Vengeance on Kothlis, Raid on Bespin, Battle of Endor, Endurance

Description : The B-wing is a heavy fighter, carrying a variety of weapons for tasks ranging from capital ship assault to anti-infantry attacks. It was designed by a group of Verpines (who would later form a warship manufacturing company) under the direction of the famous Admiral Ackbar (then a Commander).

Full name : Slayn & Korpil B-51 B-Wing  
Type : Starfighter  
Length : 16.9 meters  
Weapons :

2 laser cannons\*  
3 Ion cannons\*  
2 Auto-Blasters  
2 Proton Torpedo Launchers\*

\* = Weapons used in the game

-<Millenium Falcon>-

Missions : Deception at Destrillion, Fondor Shipyard Assault, Attack of the Executor, Relics of Geonosis, Escape from Hoth, Flight from Bespin, Ison Corridor Ambush, Razor Rendezvous, Vengeance on Kothlis, Raid on Bespin, Battle of Endor, Death Star Escape, The Asteroid Field, Endurance

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

Beneath its hull, though, the Falcon packs many powerful secrets.

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

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

Quad Turbolaser Cannons\*  
Concussion Missile Launchers\*

\* = used in the game

More to come.

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| 6.02: Weapons |  
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-<Thermal Detonator>-

This is like a super grenade. It's used on foot.

-<Imperial Rifle>-

A rifle held by Imperials. It has a higher rate of fire than the normal blaster, and has a limited amount of ammo.

-<Blaster>-

Your default weapon. It has unlimited ammunition.

-<Proton Torpedoes>-

Craft: X-Wing, Naboo Starfighter (Rogue Leader), B-Wing, TIE Hunter

These torpedoes destroyed the Death Star. They pack a powerful punch, and can be upgraded to homing levels.

-<Concussion Missiles/Grenades>-

Craft: A-Wing, Millennium Falcon, AT-ST, AT-PT

These missiles have undergone a serious upgrade since the last game. These can also be raised to homing levels. Now they can actually aim well, and will seriously hurt. These are sometimes referred to as lock-on missiles.

-<Sonic Charges>-

Craft: Slave-1, Jedi Starfighter

Everything goes silent for a moment, and then the whole place explodes. They

have a literal ring of destruction that can rip anything to pieces. They're very useful on small gun installations.

-<Cluster Missiles>-

Craft: Naboo Starfighter (Rebel Strike), TIE Advanced X1 (Rogue Leader), Slave-1 (Rogue Leader)

Arguably the most effective secondary weapon in the game. Once these are upgraded to homing levels, six enemies can be taken out in one shot.

-<Proton Bombs>-

Craft: Y-Wing, TIE Bomber

Standard-issue bombs. They're excellent once they're cluster bombs. When they obtain that level, after the initial impact, six bombs burst forth from the original bomb, causing six times the destruction.

-<Ion Cannons>-

Craft: Y-Wing, B-Wing, TIE Hunter

Like my mother's singing, ion cannons are capable of fully disabling anything they hit. Targets may require a certain number of hits from the ion cannon, but once they're ionized, they're ionized for awhile.

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## VII. Last Words

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| 7.01: Copyright Information |

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Rebel Strike, and all characters, stages, items, and other related things are copyright Factor 5 and LucasArts, 2002. This guide/FAQ/walkthrough is copyrighted (c) 2001-2004 to Trace Jackson, and is the intellectual property of Trace Jackson. This guide/FAQ/walkthrough is protected under International Copyright Laws. Please feel free to put this anywhere you like, as long as I get credit for it. After all, this is to help the readers! It should be spread around! I WOULD like it if you emailed me asking for permission, but it's not necessary. Just realize that the latest updates to this guide can and will always be found at IGN FAQs (faqs.ign.com), GameFAQs (www.gamefaqs.com), and Meowthnum1.com (www.meowthnum1.com).

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|----------------------|---|
| 911 Codes            | <a href="http://911codes.com">http://911codes.com</a>                           |
| 9 Lives              | <a href="http://www.9lives.ru/eng/">http://www.9lives.ru/eng/</a>               |
| Bean's PSX Dimension | <a href="http://www.bean.dk/psx/index.htm">http://www.bean.dk/psx/index.htm</a> |
| Cheat Code Central   | <a href="http://www.cheatcc.com">http://www.cheatcc.com</a>                     |

Cheat Index	<a href="http://cheatindex.com">http://cheatindex.com</a>
Cheat Matrix	<a href="http://cheatmatrix.com">http://cheatmatrix.com</a>
Cheat Search	<a href="http://cheatsearch.com">http://cheatsearch.com</a>
Cheatstop	<a href="http://www.panstudio.com/cheatstop/">http://www.panstudio.com/cheatstop/</a>
CNET Gamecenter	<a href="http://games.netscape.com/Faqs/">http://games.netscape.com/Faqs/</a>
Console Domain	<a href="http://www.consoledomain.co.uk">http://www.consoledomain.co.uk</a>
Dirty Little Helper	<a href="http://dlh.net">http://dlh.net</a>
Dark Station	<a href="http://www.darkstation.com/">http://www.darkstation.com/</a>
Dreamland	<a href="http://kirby.pokep.net">http://kirby.pokep.net</a>
Games Domain	<a href="http://www.gamesdomain.com">http://www.gamesdomain.com</a>
Game Express	<a href="http://www.gameexpress.com">http://www.gameexpress.com</a>
Games Over	<a href="http://www.gamesover.com/">http://www.gamesover.com/</a>
Mega Games	<a href="http://www.megagames.com">http://www.megagames.com</a>
Square Haven	<a href="http://www.square-haven.net">http://www.square-haven.net</a>
Ultimate System	<a href="http://www.flatbedexpress.com">http://www.flatbedexpress.com</a>
VideoGaming.net	<a href="http://www.videogaming.net/">http://www.videogaming.net/</a>

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| 7.02: Revision History |

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Version 0.3 (11/01/03): Sections 1, 2, 3.01-3.03, 3.20, 6.01-6.02 done. In the next version, I'll finish the Luke and Wedge missions, as well as the appendices. I hope.

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| 7.03: Email Policies |

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Alright, just the obvious stuff here. Email me if you have:

- Questions NOT answered here
- Contributions to the guide
- Praises (like that'll happen)
- The date the world's supposed to end in 2004 (it was May 23 this year, I think)

Don't email me if you have:

- Questions answered here
- Grammar issues

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| 7.04: Credits |

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- bcole23 for helping with some of the medal requirements.
- TurnDragoZeroV3G for the information on who the final wave troop was.
- Phoenix 1911 for the ASCII art.
- Brian Sulpher, for giving me "The Riddle" - Gigi D'Agostino, which is the most awesome song I've ever heard, and made me stay entertained while writing.

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| 7.05: Friends Never Say Goodbye |

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So this was my third attempt at writing for a recent, popular game when it was

still a recent, popular game. I hope you enjoyed it. It'll be complete soon.  
Again, if anyone was offended by my rimshots, I'm sorry. Adios.

--Trace "Meowthnum1" Jackson

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