

Star Wars: Rogue Squadron III: Rebel Strike Ships/Craft FAQ

by GurraJG

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Star Wars: Rogue Squadron III: Rebel Strike

Ships and Crafts FAQ

Version: 2.10

By: GurraJG (ggullberg@gmail.com)

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Introduction

This guide is here to provide you with info about all the crafts in the game.

Crafts and Ships

This section is here to give you info on all of the crafts in the game. The ship names are written so that the in-game name comes first followed by the technical name (the name the ship is produced under) in parenthesis.

Single-Player Normal

X-Wing - (Incom Corporation T-65 Space Superiority Fighter)

In Rebel Strike, this is probably the only space ship with an almost perfect balance of speed and power. The X-Wing has S-foils which will close when the player presses the R button for a speed boost, both in space and atmospheric flight. You can't fire your weapons when the S-foils are closed.

The X-Wing also has an R2 unit which will restore your shields once, as long as the R2 is still alive. When the command cross comes up with REPAIR in all directions, hit the D-Pad to restore the shields.

Primary Weapon: Quad Lasers

Secondary Weapon: 6 Proton Torpedoes

This is your basic craft. If you can't use it on some missions, it will probably become available after you beat the mission.

Y-Wing - (Koensayr BTL-S3 Attack Starfighter)

This craft is slow and kind of annoying to pilot. Besides that, the Y-Wing can take serious punishment. There is no speed boost on the Y-Wing however. Other than that, there is not much to the Y-Wing.

The Y-Wing also has an R2 unit which will restore your shields once, as long as the R2 is still alive. When the command cross comes up with REPAIR in all directions, hit the D-Pad to restore the shields.

Primary Weapon: Dual Lasers

Secondary Weapons: 20 Proton Bombs (regenerating) and Ion Cannon

To use the Ion Cannons, press and hold the B button until the reticule turns blue. Release to fire.

A-Wing - (Dodonna/Blissex RZ-1 Fighter/Interceptor)

First off, it's not even funny how fast this little thing is.

The A-Wing is an excellent hit and run craft, meaning it's fast, powerful and poorly defended. To further increase the speed of this craft, just hit the R button and you'll be leaving the other ships in space dust.

This little ship has had an increase in power since Rouge Leader by the change of the Concussion Missiles system. Now the missiles regenerate.

Primary Weapon: Dual Lasers

Secondary Weapon: 12 Homing Concussion Missiles (regenerating)

B-Wing - (Slayn & Korpil B-51 Fighter/Bomber)

This craft is powerful, and I mean powerful. It was originally designed to take on the various capital ships of the Empire.

The B-Wing is a much better choice than the Y-Wing, in almost all ways. For one, it has a speed boost. It also has a wider spread to its shoots, so it can

hit fighters more effectively. It can also carry the most Torpedos of any craft. It is however not as durable as the Y-Wing. Please note that you can't shoot when speed boosting as the B-Wing has S-foils.

Primary Weapon: Triple Lasers

Secondary Weapons: 12 Proton Torpedoes and Ion Cannon.

To use the Ion Cannons, press and hold the B button until the reticule turns blue. Release to fire.

Snowspeeder - (Modified Incom Corporation T-47 Airspeeder)

The only craft that can destroy an AT-AT. It can do this by attaching the tow cable to the legs and spin around the AT-AT (just like the movie) or you can attach a bomb to the tow cable and smash it into the cockpit. If something else can attach to the tow cable, a B button prompt will appear.

The snowspeeder has no shields, but thick armor, making it more durable than the A-Wing.

Primary Weapon: Dual Lasers

Secondary Weapon: Tow Cable

See above on how to use the Tow Cable.

Speeder Bike - (Aratech 74-Z Military Speeder Bike)

Swoop - (Mobquet Flare-S Swoop Bike)

These two are almost the same, but only the Speeder Bike has any weapons. The lasers on a Speeder Bike can't be linked, but if you let the lasers charge up, you can shoot a barrage of shots.

The Speeder Bike and Swoop are really, really fast, so don't crash into anything or you're almost certainly dead.

Primary Weapon: Repeating Blaster Cannon (Speeder Bike only)

Secondary Weapon: Lateral Push (Speeder Bike only)

To push, another bike has to be next to you.

Jedi Starfighter - (Kuat Systems Engineering Delta-7 "Aethersprite"-Class Light Interceptor)

Yes, that's right. Your eyes are not fooling you. You get to use a Jedi Starfighter ^_^

Let's put it this way. A supercharged A-Wing. It is both faster and more durable than the A-Wing, not to mention more powerful. It now has seismic charges ^_^

The Jedi Starfighter also has an R2 unit which will restore your shields once, as long as the R2 is still alive. When the command cross comes up with REPAIR in all directions, hit the D-Pad to restore the shields.

Primary Weapon: Dual Lasers

Secondary Weapon: 6 Seismic Charges (regenerating)

Skyhopper - (Incom Coporation T-16 Skyhopper)

A no-thrills ride with the basics. Atmospheric flight only.

Primary Weapon: Dual Lasers

Secondary Weapon: Varies

Luke's Speeder - (Sorosuub X-34 Landspeeder)

Another no-thrills ride. No weapons, no nothing.

Primary Weapon: None

Secondary Weapon: None

AT-ST - (All Terrain Scout Transport)

A decent walker with a pretty high top speed. Not much more to say.

Primary Weapon: Dual Blaster Cannons

Secondary Weapon: 12 Homing Concussion Granades (regenerating)

AT-AT - (All Terrain Armored Transport)

Calm, down man. The AT-AT does all the walking for you. But the lasers which you control are nice.

Primary Weapon: Dual Heavy Blaster Cannons

Secondary Weapon: None

TIE Bomber - (Sienar Fleet Systems TIE Bomber)

Slower, but more durable, than a normal TIE. The TIE Bomber does NOT have any lasers.

Primary Weapon: 20 Homing Concusion Missiles _ Both weapons regenerate

Secondary Weapon: 12 Proton Bombs /

Millennium Falcon - (Modified Corellian Engineering Corporation YT-1300 Light Freighter)

The Millennium Falcon is fast, durable and pretty powerful. It isn't the most manuverable ship in the galaxy, but it's fast.

The Millennium Falcon also has an R2 unit which will restore your shields once, as long as the R2 is still alive. When the command cross comes up with REPAIR in all directions, hit the D-Pad to restore the shields.

Primary Weapon: Two Quad-Laser Turrets
Secondary Weapon: 20 Concussion Missiles

Press the A button to fire the lasers forwards, or use the C-Stick to point the turrets in different directions.

TIE Hunter - (Sienar Fleet Systems TIE Hunter)

This thing is fast. And not durable. Has S-foil. 'Nough said.

Primary Weapon: Dual Lasers
Secondary Weapons: 12 Proton Torpedoes and Ion Cannon

To use the Ion Cannons, press and hold the B button until the reticule turns blue. Release to fire.

- Single-Player Unlockable -
-----[2.2]-----

Here's a list of unlockable crafts already covered in the section above:

Millenium Falcon
Jedi Starfighter
TIE Bomber
TIE Hunter

N1 Starfighter - (Naboo Royal N-1 Starfighter)

An older ship of the rebellion, the N1 Starfighter, famous for the battle over Naboo, is an impressive ship. It has impressive shields, not to mention the impressive maneuverability. While the N1 does not have a speed boost, the top speed can reach that of a X-Wing with closed S-foils.

The N1 Starfighter also has an R2 unit which will restore your shields once, as long as the R2 is still alive. When the command cross comes up with REPAIR in all directions, hit the D-Pad to restore the shields.

Primary Weapon: Dual Lasers
Secondary Weapon: Cluster Missiles

Slave 1 - (Modified Kuat Systems Engineering "Firespray"-Class Patrol and Attack Ship)

While not the fastest ship in the galaxy (about the same top speed as a Y-Wing), it is impressively maneuverable. It boosts decent shields, but the weapons are what makes this ship as famous as it is today.

Primary Weapon: Dual Lasers
Secondary Weapon: 20 Seismic Charges (Regenerating)

- Cooperative Normal -

Here's a list of the Normal Crafts you use in Co-op mode which have already been covered:

X-Wing
Y-Wing
A-Wing
B-Wing
Snowspeeder
Millennium Falcon

TIE Fighter - (Sienar Fleet Systems TIE/In Space Superiority Starfighter)

Not fast, not durable, not good.

Primary Weapon: Dual Lasers
Secondary Weapon: None

Imperial Shuttle - (Sienar Fleet Systems Lambda-Class Shuttle)

Sadly enough, you have to use it. 'Nough said.

Primary Weapon: Quad Lasers
Secondary Weapon: Rear Single Laser

Cloud Car - (Bespin Motors Storm IV Twin Pod Patrol Craft)

An okay craft. Decent maneuverability, but not the best defensive craft.

Primary Weapon: Dual Lasers
Secondary Weapon: None

- Cooperative Unlockable -

Here's a list of crafts you can unlock in Co-op mode which have already been covered:

Millenium Falcon
Jedi Starfighter
N1 Starfighter

TIE Advance or Vader's TIE - (Sienar Fleet Systems TIE Advance x1 Prototype)

This ship, unlike normal TIEs, have slight shields and secondary weapons, both of which a normal TIE lacks.

Primary Weapon: Dual Lasers
Secondary Weapon: Cluster Missiles

- Versus -
-----[2.5]-----

Note: There is a code to unlock all ships for versus - W!WSTPQB / FREEPLAY

Once again, here's a list of crafts you can use in Versus mode which have been covered in previous sections:

- X-Wing
- Y-Wing
- A-Wing
- B-Wing
- Snowspeeder
- Speeder Bike
- AT-ST
- TIE Fighter
- TIE Interceptor
- TIE Advance
- Skyhopper
- Cloud Car
- Swoop *
- Millenium Falcon
- Slave 1
- Jedi Starfighter
- N1 Starfighter

AT-PT - (All Terrain Personal Transport)

Smaller version of a AT-ST. It lacks secondary weapons but the primary weapons are stronger.

Primary Weapon: Dual Blaster Cannons

Secondary Weapons: None

Note:

- 1.) * means that the Swoop bike is only available after you unlocked Beggar's Canyon Race using the passcode FRL!CSK / FARMBOY? This is the only known way to unlock the race. The race appears in the Versus Special screen.

=====
= Tips and Secrets (Thanks ObiShawn) =
===== [3] =====

This section will give you ways of unlocking Crafts, both in Single Player and Co-op mode. It also provides some tips on using crafts. This section is borrowed from ObiShawn's Secrets FAQ, with full permission. I have just made some slight adjustments, but it is still ObiShawn's guide.

- Passcodes -
-----[3.1]-----

You may find a feature without a passcode listed. Instead it will read "TBA" (To Be Announced). Though this is self explanatory, all that this means is that there isn't a code for the expected feature yet and when it becomes available,

this FAQ will be modified accordingly.

To enter the codes, from the Main Title screen, highlight Options and press the A button. You are now on the Options menu. Highlight Passcodes and press the A button. Using the control stick or the D-pad, scroll the character bar either left or right to find the desired letter or symbol. Enter the characters in order then highlight ENTER CODE and press the A button. If done correctly, you should hear R2D2 give a beep/whistle confirming that you entered the code correctly.

Most of these codes use a two-part entering system. For those of you who are veterans of the Rogue Squadron games, this is familiar territory. For those of you who are not vets, I will explain.

The code has two parts to it, a total of 16 characters. The first 8 characters comprise the first part of the code with the last 8 characters making up the second part of the code. Just enter each part of the code as if it were one code. Using the character scroll bar select the character, then select ENTER CODE. While still in the Passcode screen, enter the second part of the code just like you did the first. R2D2 should confirm each entry if the code was entered correctly. The two-part codes will be separated by a "/" and will look like this: codecode / codecode.

Single-Player Codes

----- In-game Function -----	----- The Passcodes -----
Millennium Falcon	- QZCRPTG! / HANSRIDE
N1 Starfighter	- RTWCVBSH / BFNAGAIN
Jedi Starfighter	- BBGMYSX / JEDIWHO?
TIE Hunter	- FRRVBMJK / LOOKOUT!
TIE Bomber	- JASDJWFA / !DABOMB!
Slave 1	- TGBCWLPN / ZZBOUNTY
Rudy's Car	- AXCBPRHK / WHATTHE?

Co-Op Codes

This section will contain codes for Co-Op. The Game Play and Ship codes may be the same as the codes for the single-player missions. The Jedi Starfighter, for example, is an available craft for both Single-Player and Co-Op, and we do not know if one code will work for both. I say it as a possibility simply because we do not have those codes to verify yet.

IMPORTANT ANNOUNCEMENT:

If you use the code to unlock the JSF (Jedi Star Fighter) before you complete the Raid on Bespin, then you are going to have to delete your save file to progress in the game. I'll explain:

The JSF replaces an A-wing in the main hanger. For the Raid on Bespin, the first time you play this mission, you must use an A-wing for each player. If you enter the JSF code before you complete this mission, you cannot access the second A-wing and therefore cannot play this mission.

In-game Function

The Passcodes

TIE Fighter - MCKEMAKD / ONESHOT!
Millennium Falcon. . . . - QZCRPTG! / HANSRIDE
TIE Advanced - VDX?WK!H / ANOKSHIP
N1 Starfighter - RTWCVBSH / BFNAGAIN
Jedi Starfighter - BBGMYSX / JEDIWHO?
Slave 1 - TGBCWLPN / ZZBOUNTY
Rudy's Car - AXCBPRHK / WHATTHE?

- In Game Way of Unlocking -

[3.2]-

Unlockable Ships

Like the Up-Grades, the Ships can be unlocked without the passcodes by completing certain missions, by earning certain medals, or as in the case of the TIE Bomber, TIE Fighter, and the N1 Starfighter, by meeting specific mission requirements

A. - Ships for Single-Player Missions

X-wing - Your default ship.
Y-wing - Complete the Revenge of the Empire.
B-wing - Complete Raid at Bakura.
A-wing - Complete Guns of Dubrillion.
N1 Starfighter - Complete Tatooine Training during all four time settings
TIE Bomber - Destroy all of the ground Turrets in their groups with each turret exploding within half a second of each other as the third objective on the Raid At Bakura mission.
Slave 1 - Get a bronze medal on all the regular missions.
Millennium Falcon - Get a bronze medal on all missions, including the bonus missions.
Jedi Starfighter - Get a silver on all the missions, including the bonus missions.
TIE Hunter - Get a gold on all the missions, including the bonus missions.

B. - Ships for the Co-Op Missions

X-wing - Your default ship.
A-wing - Complete Ison Corridor Ambush.
Y-wing - Complete Prisons Of The Maw.
B-wing - Complete Razor Rendezvous.
TIE Fighter - Steal this craft in both the day time and night time on the Imperial Academy Heist mission.
Millennium Falcon - Complete all regular missions.
TIE Advanced - Get a bronze medal on all regular missions.
N1 Starfighter - Get a silver medal on all regular missions.
Jedi Starfighter - Get a gold on all missions, including the bonus missions.

1 - Skip the Hanger

Holding down the R and L shoulder buttons when you select a mission will let you skip the Home One hanger and immediately let you start the mission with the default craft. This must be done before the wire frame models are shown.

2 - Seismic Time Saver

A time saving method for the Fondor Shipyard Assault is to use either the Jedi Starfighter or Slave 1 and fire a seismic charge directly at the shield generator at the beginning of the mission. The resulting explosion should penetrate the walls of the structure and destroy the generator without even having to shoot while the doors are open. Though this may save you time, it can hurt your Enemies Killed stats if you don't use that extra time you saved to boost it.

3 - Cloaking Device Bases

Another tip for the Fondor Shipyards is when you are approaching the Cloaking Devices, you can actually shoot the bases of the devices instead of the vertical, white florescent light looking things. Locking on to the devices shows you that this is possible. Doing so allows you to begin your attack from a distance, which in turn allows you to get off more shots in one pass and it also allows you to stay low enough so that the Turbolasers can't target you while you're attacking the devices.

4 - Ralltiir Bombs

On Defenders Of Ralltiir, surrounding the shield are bombs that you can pick up with your Speeder using the tow cable. These bombs have two functions. After snagging one, you can use them to destroy the enemies.

For the AT-ATs, fly high enough that the bomb will hit it in the cockpit.

Following tip provided by: ChozoSage (Tim Z.) -

"You in fact do not have to hit the cockpit, anywhere on the walker is fine, though I'm not sure about the bomb's effect if you make a suicide run. I find it easier to attack side on, since I'm not getting the cannon fire, it presents a much bigger target and there is the top of the walker as a kind of horizon if you will."

For the APCs and AT-PTs do the same, only it doesn't matter where you hit them because of their size.

The second function the bombs have is that you can use them to take out

the three bridges that lead to the shield/shield generator. Simply pick up one of the bombs and fly low enough that the bomb makes contact with the bridge. The resulting explosion will take out any enemies that were on the bridge and this easily boost your Enemies Destroyed stats.

I recommend destroying the bridge directly across from where you start the mission, then make a 180 and destroy the first bridge by where the mission started. Leave the third bridge because there is a lot of ground for the enemy to cover from that bridge. The other two bridges are closer to the shield. And just in case you found this confusing, the bridge that you should leave intact is the one closest to the targeting computer upgrade. Taking out the other two bridges should be enough to boost your Enemies Killed stats, so taking out the third bridge just waste time (if you are attempting to medal, that is).

Following tip provided by: snoman99991

At the beginning of the level, tell your wingmen to attack walkers (small ones) and make a loop turning left so you can approach the first bridge from behind the enemy. Hold the brake button and destroy every unit. If you did the approach right and held brake the entire time(don't forget to evade the big walker's fire behind you), you should have gotten rid of all of the enemies coming from the first bridge. Once that's done, dash over to the shield and pick up a bomb. Once you have the bomb, fly over to the bridge on the right. If you did the everything above in a timely manner, most of the units should still be on the bridge. Fly at the bridge and make the bomb connect with any part of the bridge. All of the units should be dead. now all you need to do is mop up the units from the other bridge and take out the walkers near the shield preferably with bombs. This is a surefire way to get a gold medal and only takes a few tries to perfect.

5 - Bakura Turret Order

For the Raid at Bakura mission, many people on the message boards have asked for the order of turret formations and the number of turrets in each formation. Some people find it easier to unlock the TIE Bomber knowing what to expect, so I have provided that information here.

1 - 3 - 3 - 2 - 3 - 3 - 2 - 3 - 4 - 3 - 4 - 4

To use the lock-on missiles, hold down the A button to make the lock-on targeting reticule appear. Sweep it over your targets to lock on to more than one enemy at a time. Release the A button to launch missiles at the targets all at once.

The turrets closer to you will be destroyed before the missiles reach the other turrets, so aim for the turrets in the back of the formation first.

Risk a little altitude to get a better angle when you aim, if you need it.

When trying to unlock the TIE Bomber, only aim for the turrets on the canyon floor. The turrets on the canyon walls will not help you unlock the Imperial craft. If you are trying for a gold medal though, don't just target the turrets on the canyon walls, but fire off a few missiles at the bridges too. Not the mounted guns on the bridges, just the bridges themselves. This makes for easy kills to meet that stat for the

gold medal requirement.

6 - A View to a Kill

On missions like Deception at Destrillion and Speeder Bike Pursuit, some people find it easier to navigate the tight areas while in the cockpit view. Also, on the missions in which you pilot an AT-ST, some people find it easier to target the enemies. Play around with the different views to see which works best for you in different situations.

7 - Jango's Slave 1

You can fly Jango Fett's Slave 1 in versus mode if one of the players chooses the Jedi Starfighter and the other player chooses Boba's Slave 1 and you choose to fight it out in the asteroid ring around Geonosis. The ship will be identical to Boba's except for the paint job.

8 - Attack on the Executor Tips

Following tip provided by: TerraGamerX (Joe)

A way to have enough time to take out plenty of the TIE Fighters on Attack on the Executor, is to use the Jedi Starfighter (or the much slower Slave 1) and quickly fly to the command deck of the first Star Destroyer and fire your sonic mine at it which should bring down the whole ship with minimal effort. Do the same for the other two (but travel far left for the last one since it begins turning) and although you may still be told to concentrate on the closest guns, you can now completely focus on the TIEs.

Following tip provided by: Urthstrype (Jason E.) -

In the second half of this mission fly as fast as you possibly can without hitting anything, periodically firing seismic charges at the walls, destroying cloaking devices.

Let me repeat...

Race though the level firing seismic charges like every 5-8 seconds. By the time you finish the mission, you should have over 100 kills. As I said before this also works on Fondor Shipyard Assault."

Following tip provided by: koreamike

Allow all the cut scenes to play without interruption, this allows you the extra 20 seconds or so you need to get the Platinum medal.

Using the Sonic mines to sweep the deck guns of the Star Destroyers really boosts your kills as well. As you approach the SD aim a mine to explode over the second level and all those pesky guns will explode. If you're feeling really evil, pitch up and put a mine into the bridge and the ship will retreat and leave the cruiser alone.

Tip provided by: Kilroy84

If you're having difficulty navigating the Super Star Destroyer's trenches on Fondor Shipyard Assault and Attack on the Executor, use the B-Wing. At any point in the trench, close your S-foils and pull up above it. When you are flying above the trench, laser fire will constantly shoot at you, almost always hitting your craft. One hit is able to knock out at least half of your shields, while three can be more than enough to kill. If you're flying any craft other than the B-Wing, these lasers are guaranteed to hit you. However, using the B-Wing you can easily evade the laser fire. Just close your S-foils and fly above the trench. The laser blasts will fire directly below you and miss each and every time. Use this strategy to conveniently bypass the scaffolding in Fondor and to cruise into the Executor's Bridge unscathed.

10 - Destroy the Independence (Home One)

Following tip provided by: Kilroy84

On Attack on the Executor, your objective in the first portion of the level is to protect the Independence (Admiral Ackbar's flagship) by destroying the ION Cannons on several Star Destroyers. If you do not destroy these in time, the Independence will be DISABLED, not destroyed, and you will fail the mission. However, with some luck it is possible to destroy the Admiral's flagship and continue flying the mission until roughly 18:40 of time has gone by; depending on when you skip the initial cutscene.

*** Make sure Ace Mode is off! ***

When the mission starts, skip the cutscene. Do not destroy any of the ION Cannons on the first Star Destroyer. Just fly towards the second SD and take out all of the ION Cannons, then do the same for the third SD. When you're finished, position yourself behind either of the flagship's wings and make sure that TIE Fighters are chasing you. When you're in position, evade the TIEs laser fire and let them hit the Independence. If you can manage to survive (it won't be very hard if you're a good pilot), eventually the Imperial laser fire will destroy the Independence.

With Ace Mode on, however...

Destroy two of the ION Cannons on the first SD, three of them on the second SD, and all of the cannons on the third SD. Even after the second SD has stopped shooting it's remaining ION Cannon at the ship, the Independence will still have a small amount of shields left. Just use the above method w/ the TIE Fighters and soon enough, Ackbar's ship will be destroyed.

With your flagship gone, it is impossible to fail the mission since technically it must be "disabled" to allow failure of the mission. However, you will not be able to fly indefinitely. As I mentioned above, once the 18:40 time mark hits, the second cutscene will be triggered and you'll continue on w/ the mission -- It is not entirely known what causes this, however. The whole point of this glitch is to enable a

"Free Flight Mode" if you will -- The first portion of Attack on the Executor now has a much longer time limit. To keep you occupied, there's an infinite number of TIE Fighters waiting to be destroyed.

11 - Rogue Leader Glitch

For Co-Op mode, the old Rogue Leader glitch is still there. If your ship is low on shields and you are about to enter a cut scene you can crash your craft and when the cut scene is over, you will have full shields and it will not register as a lost life.

Additional tip by: tinnedcumquat

The fourth secret given, the one which refers to the ability to explode in a cutscene and not lose a life, instead having your shields entirely replenished, is not entirely correct, in my experience. You say that this bug is limited to the co-op mode: it is not. I can't prove it, but on the Fondor Shipyard Assault (or whatever it's called) mission I was, alas, immolated in my X-wing by the bastard mini-turbolaser things on the shield generator housing. However, my doom coincided with the destruction of the shield generator, and as I cursed under my breath at this great misfortune, I suddenly realized that I was flying in the next section, with my lives counter at 3; my shields were also blue once more. So, interesting or not, I thought that you should be aware of this anomaly, for it is probably repeatable on other missions, though I have not the patience to test it.

12 - Easy kills with the sonic mines

Following tip provided by: Hoodman0556

This trick I've used to wipe out big groups of fighters. First, I start as a ship that has sonic mines. Then, when a big group of fighters is nearby, I hit the brakes, start to barrel-roll, and shoot some mines. The result is the waves of sound go in all directions, thus killing massive amounts of fighters, and since the mines recharge, it is possible to do it multiple times. The reason this works is that the mines sound wave is parallel to the angle of the ship, so, if the ship has barrel-rolled to this angle-/, then the explosion will be at the same angle-/. If the ship is horizontal like this __, then the explosion will be horizontal, like this __.

13 - Play Co-Op Alone

Following tip provided by: Hoodman0556

"There is a way to play through Co-Op by yourself and not have to worry about the unplayed player. Plug in both controllers and get to the Co-Op mission select. Then unplug a controller, say, player 2. push the control stick all the way in any direction, preferably to the left or right, but whatever is appropriate for the mission. Then, still holding the desired direction on the control stick. Plug it back in. Player 2's default settings are altered, thus making them spin in the direction pushed the unplayed player will spin around in circles, so that fighters won't have

an easy shot."

You can also do two other things. One is to use the Action Replay with the Invincibility code turned on (which you can find in this FAQ). This will allow for Player 2 to just keep flying while not taking damage.

Or you can use the Infinite Lives code, also found in this FAQ. Player 2 will keep flying and though he will die eventually, it won't effect your playing too much.

14 - A Small, Fast Buick

Following tip provided by: Kilroy84

It's possible to fly the Buick above the trenches of the Super Star Destroyers on Fondor Shipyard Assault and Attack on the Executor w/o a scratch. It can be tricky, but if you maneuver the car properly you can easily evade the laser fire. Just close the roof of the Buick (S-foils), then pull up above the trench. If you just fly straight, most of the laser blasts will hit you, some however won't b/c you're going so fast. When you're above, pull up for about one second, then push the control stick forward to descend downward. You must time it right, though. There's a short interval between shots fired, use this time to reverse the direction of the car. Keep repeating this process and you should be able to fly above the trenches unscathed. There's no gurantee that you won't get hit, however, so pay attention to your shields so R2 can restore them in time.

Once again, a big thanks to ObiShawn for letting me use the material. I couldn't have done it without you.

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= Legal Section =
===== [A] =

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- GameFAQs.....<http://www.gamefaqs.com>
- NeoSeeker.com....<https://www.neoseeker.com>
- cheats.de.....<http://www.cheats.de>

GameSpot (<http://www.gamespot.com>) MAY link directly to the FAQ on GameFAQs.

=====
= Credits and Thanks =
===== [B] =

My thanks to:

LucasArts and Factor 5, for making this game.

GameFAQs, for being the best gameing site on the Net.

ObiShawn, for being a big help. He provided me with info on the N1 Starfighter, Slave 1, TIE Advance, AT-PT, suggested layout corrections and, last but not least, gave me permission to use parts of his Secrets FAQ. It's really appreciated.

Kilroy84, for pointing out several mistakes in my spelling, correcting me on the A-Wing Concussion Missiles fact and for pointing out that I forgot to remove the Slave 1 from Co-op unlockable list in the Tips and Secrets section.

Thanks a lot all of you, otherwise this guide would have been one big thrash pile.

=====
= Contact Info =
===== [C] =

If you want to e-mail me about something in the guide, please, do so. But, please do not ask any questions that are answered in the guide. However, you are more than welcome to correct me on anything, game or non-game related (i.e. spelling). Also, please put "Rebel Strike" or something like that in the subject, so I know you are not spam.

My e-mail - ggullberg@gmail.com >> Do NOT ask me for Gmail invitations!!
My AIM - GurraJG
My YIM - GurraJG
My ICQ - 245600964

My other FAQs can be found here:

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-> <http://www.gamefaqs.com/features/recognition/42366.html> <-
=====

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= Version History =
===== [D] =

Version 2.10 - Added YIM and ICQ.

Version 2.07 - Small layout change.

Version 2.00 - New layout.
- Updated Legal Section.
- Switched sections A and B.
- Added About Me in section C.

Version 1.90 - Removed section E.
- Added search function explanation.
- Updated Legal Section.

Version 1.85 - New layout.

Version 1.80 - New codes added.

Version 1.78 - Updated contact and legal info.

Version 1.76 - New tips added.

Version 1.71 - New codes added.

Version 1.69 - Spelling mistake fixed.

Version 1.68 - IGN FAQs granted permission to host this guide.

Version 1.67 - New tips added.

Version 1.62 - New codes added.

Version 1.60 - Layout changes.
- New tip added.
- JSF code glitch announcement added.
- Spelling maistake fixed.

Version 1.55 - New tip added.

Version 1.53 - New codes added.

Version 1.51 - Layout changes.

Version 1.49 - Spelling mistakes fixed.
*

Version 1.48 - The Beggar's Canyon Race note in Versus updated.
- The Version History note was updated.

Version 1.47 - NeoSeeker.com was granted permission to use this guide.
- Alot of spelling mistakes fixed. Thanks to Kilroy84 for this.
- Slave 1 removed from Co-op unlockable in the Tips and Secrets section.
- A-Wing updated.
- N1 Starfighter added to Versus.

Version 1.41 - Tips and Secrets updated with a new tip.
- Minor spelling mistake fixed.

Version 1.38 - Minor spelling mistake fixed.
- Explanation for Crafts and Ships updated.

Version 1.37 - TIE Advance, AT-PT and Ralttir Bombs all updated.
- Ship names fixed so they read: in-game name - (technical name).

Version 1.32 - cheats.de was granted permission to use this guide.
- Minor editorial mistake fixed.

Version 1.31 - Slave 1 and Jedi Starfighter added to Versus.
* - Explanation on how to get the Swoop in Versus added.
- Title changed to Ships and Crafts FAQ instead of Guide.

Version 1.29 - Code to unlock TIE Bomber added.
- Minor spelling mistake fixed.

Version 1.28 - Legal Section updated.
*

Version 1.27 - N1 Starfighter and Slave 1 added. Thanks to ObiShawn for helping
* out here.
- N1 Starfighter added to Co-Op Unlockable.
- Doublespaced between Versions for easier reading.

Version 1.23 - A-Wing and B-Wing updated.
* - Minor spelling mistake fixed.

Version 1.22 - More spelling mistakes fixed.
*

Version 1.21 - Millenium Falcon added to the Versus section.
* - A-Wing and Millenium Falcon updated.
- Spelling mistake fixed.
- Swoop added to the Versus section.

Version 1.19 - Version History fixed, so you see the latest Version on top, not
* on the bottom.
- Section 3 Tips and Secrets updated with spelling mistakes and
some new codes, including Single-Player ones.
- Several more spelling mistakes corrected.

Version 1.11 - Quick-jump function explained.
*

Version 1.10 - New sections added.
* - Section 3 Tips and Secrets (once again, my thanks to
ObiShawn, it can't be said enough).
- Section E Final Words of Wisdom.

Version 1.01 - Minor spelling mistakes corrected.
* - Cloud Car updated.

Version 1.00 - Guide Completed.
* - Sections 1 through D.

Note:

1.) * indicates that the version was not posted on GameFAQs, for whatever
reason.